

That would be enough

This has been issue 127 of To Win Just Once, published 28th August 2012. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2012

Deadlines

Orders for *Railway Rivals* to Mike Dommert by 7th September.

Orders for *LPBS* and *Great White Hunter* and any other contributions to Pevans by Friday 14th September 2012.

(Next deadlines: 12th/22nd October, 16th/23rd November)

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Games only	
Per game turn	£0.65
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Games played

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

Railway Rivals A new game has just started. Anyone for the next one? Working map and rules provided.

Star Trader A new game has just started. Mateusz Ochman is waiting for the next one: anyone else? Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

COMMANDS & COLORS

Napoleonics

Pevans reviews
*Commands & Colors:
 Napoleonics*

and samples
 some beers at
 the GBBF



15 Napoleonic Battles
France vs England

Game Designer
RICHARD BORG

**The Exciting
Napoleonics
Battlefield
Game**

Now YOU are in command!



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By Rodger B. MacGowan ©2010

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Chatter

Well, that's the Olympics over with. Despite Transport for London's dire warnings, getting around London during the games wasn't much of a problem. My only inconvenience was the one-way system for pedestrians outside London Bridge Tube station. This ingeniously limited the Tube station to a single entrance/exit from/to Tooley Street. So you've got people leaving the Tube while, fifty yards away, people are leaving the railway station and heading for the Tube along Tooley Street. Just at the point where the pavement is narrowest! It was entertaining on a Wednesday evening when I was heading for the Shipwrights' Arms with a bag of games and fighting my way against the tide.

I had a good afternoon at the Great British Beer Festival earlier in the month and my tasting notes follow. In the meantime, I've had my hair cut...

I don't believe it!

I can't believe I've just been caught out at the barber's again. I stroll in and see there's an elderly guy in the chair getting his hair cut. Sitting in the waiting area is a 40-something bloke with very neat, short hair (about what I'm expecting when I come out – number 5, if you must know). "Aha," I think, "he must be with the other guy." So I sit down and wait (there was a copy of the *Sun* for me to peruse, not that this took long).

Blow me down, but when the elderly guy pays up and leaves, the short-haired guy heads for the chair. He has his hair reduced to what I can only describe as stubble. Apart from a little tuft at the front. There then follows a long discussion with the barber about the right gel to get the best out of the tuft...

Sigh.

Games start, finish and are delayed...

Great White Hunter finishes this issue (after I mis-numbered the last three turns – d'oh!): Congratulations to Pete Holland.

The new all-reader game is The Bonking Game – details on page 15 – do join in!

Work commitments have meant that Mike wasn't able to get the *Star Trader* turn done before going off on his hols. We'll make it available as soon as we can.

TWJO online

The PDF edition of *TWJO* 126 attracted 211 downloads in the second half of July. There were 83 more downloads for issue 125, taking its total to 567 over two months. Issue 124's lifetime total now comes to 231.

Letters

Jonathan Palfrey sympathises...

Sorry about your continuing computer problems. As far as I remember, my current three-year-old computer has 64-bit hardware, but I run 32-bit Windows Vista on it because I didn't want to get into hardware and software compatibility problems – which companies seem surprisingly unwilling to fix. I have a Nikon CoolScan V ED film scanner that still works well, but Nikon seems to have given up the idea of supporting it, and it's possible that even 32-bit Windows 7 might break the driver. Nikon makes good hardware; software not so good.

I'd like to get a 64-bit operating system sometime, to get access to more memory for processing photos (my hobby), but for the time being I seem locked into 32-bit by these compatibility problems, some of which may affect my work as well as my hobbies.

Of course, what the manufacturers want is for us all to buy new hardware. Providing drivers to let us continue to use old hardware gets them some good will, but no sales.

I'm a bit baffled by your report of a soccer board game; not just the pure-luck aspect, but why do it at all? My son plays the FIFA soccer games on the Wii, surely more fun, and on the Wii it looks pretty much like a real soccer match in progress, if you glance at it from a distance.

I'm just baffled by football/soccer.

Great British Beer Festival 2012

This year's Great British Beer Festival was back at Olympia after a few years at Earl's Court. The layout was almost identical, though, and it took me a few times to suddenly realise I wasn't at Earl's Court. For those who haven't been, the Festival is essentially a group of large bars, each serving beers from a few geographical areas. You pick up a glass on your way in (you can keep it as a souvenir or get your money back when you leave) and buy your beer in pints, halves or thirds. In between and around the bars are food stalls, pub games and all sorts of other stands. There's also a stage with live music several times each day. There is some seating (a lot more this year, I think), but you need to arrive early or get lucky to bag a chair.

My approach, honed over many years, is to attend on the Thursday – in the past the Festival wasn't open all day on the Wednesday. I arrive at the tail end of lunch to avoid the lunchtime crush. And I stay until the after work crowd starts arriving in the evening. You can actually see this happening as the proportion of men wearing suits increases after 5 pm. Sooner or later the crush around the bars gets too much and it's time to go. As we established in *TWJO* last year, I don't drink pints, just halves. Though the third-of-a-pint measure introduced a few years ago is an excellent idea – it's enough to get a decent taste and you can try a few more beers.

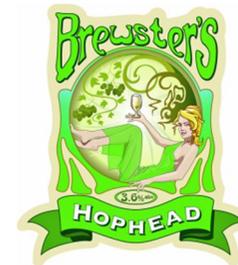
I like to start my drinking with something familiar, just to calibrate the taste buds. Another tradition is to find out which bar is serving Batham's and then

find that it's already sold out. I discovered Batham's when I was at university in Birmingham. At that time, the city was a real ale desert and even the bitters were mild. However, the Black Country, outside Brum, was a different matter. One of the places I was introduced to was the Bull and Bladder (officially, "The Vine"), which brewed its own beer: Batham's. Batham's Best was the business: a light coloured, hoppy, really bitter beer. All very fashionable now, but a unique brew thirty-odd years ago.

Imagine my surprise when I sauntered up to the bar and discovered that the Batham's was on! Brilliant! Mind you, I was a bit wary as it's been many years since I drank any and who knows what all these years of living in London have done to my taste buds. I needn't have worried, it was still a terrific beer. It's a golden yellow colour in the glass, fruity on the nose and refreshingly bitter to taste. What did take me by surprise was its strength: 4.3% alcohol by volume (abv). That's rather stronger than I look for these days if I'm expecting to drink several pints. It was still excellent: 10/10.



What I hadn't realised at that point was that the bar serving Batham's was the Champion Beer of Britain bar. This was the place to find all the different beers that were in contention for this year's Champion Beer of Britain. Judged by a tasting panel, this awards Gold, Silver and Bronze in several categories (mild, bitter, strong beer, speciality et al) with one of these being named Champion Beer. Some terrific beers have been Champion Beer in the past and I was pleased to see that Batham's Best was in the running, even if it didn't win anything. In fact, this year's Champion Beer of Britain is No 9 Barley Wine from the Coniston brewery in Cumbria. Not something I'm going to be drinking.



Strolling round the hall to get the lay of the land, I finished off my Batham's and was in need of a pasty (did I mention it was lunchtime?) and another beer. Just across from the Proper Cornish Pasties stand was the Matthews bar. Avoiding the Heavenly Blonde, I tried Hophead (3.6% abv) from the Brewsters Brewing Company in Lincolnshire. It was described as "amber" in the tasting notes, but was a paler yellow than the Batham's and smelled strongly hoppy. It tasted hoppy, too, and was nicely dry with a bit of a bite in the back of my throat. The pasty made it taste a bit soapy initially, but the bitterness quickly asserted itself. A good pint: 8/10.

I was round the other side of the hall by now, eying up the Chichester bar. The theme for this year's bars was sporting heroes, hence Stanley Matthews (above) and now Francis Chichester. I was a bit surprised to see a Ruth bar. Surely not? But it was, indeed, named for legendary baseball player Babe Ruth. The reason why became clear on closer inspection: it was part of the "Bieres sans Frontieres"

section, the place to find foreign beers (and I'm partial to the odd Weissbier). The Ruth bar was mainly serving American beers, of course. Belgian brews were on the Weylandt bar (named for Belgian cyclist Wouter Weylandt) and so on. Sadly, almost all the beers on the Chichester bar had run out, so I moved on.

On the Davis bar (Joe Davis, snooker champion) I found Art Nouveau (3.9%) from Art Brew in Dorset. This was a really pale yellow in the glass and had a very pungent aroma. It smelled not unlike ... cowshit. Luckily, that was not how it tasted. It was extremely hoppy and bitter – the brewery says they use four varieties of hop “to make this beer full of flavour” – and I felt like it was in danger of taking the enamel off my teeth. A decent beer, but not one I could drink in any quantity (though it's supposed to be a “session” beer): 7/10.

The Richards bar (Gordon Richards, jockey) held a beer I couldn't resist: Village Idiot (4.1%) from the White Horse brewery in Oxfordshire. This was billed as a “blonde” beer, but was a golden yellow. I couldn't detect any aroma, but it tasted hugely bitter with a long, bitter aftertaste. Now I like a bitter beer, but this was a bit much. Not that it was undrinkable, but not one I'd care to drink again: 5/10.



After all these pale beers, it was time to move on to something darker. Back at the Davis bar I found Blackbeck Belle (3.8%) from the Blackbeck brewery in Cumbria. It was a good, dark brown in the glass. It smelled slightly burnt with a hint of chocolate. The taste was still hoppy and bitter with a really dry, slightly coffee aftertaste. Excellent stuff: 8/10.

The McRae bar (Colin McRae, rally driver) had a number of dark beers. The fact that it had oysters in it rather put me off the Oyster Stout, but I was taken with Cart Noir (4.8%) from the Kelburn Brewing Company on the outskirts of Glasgow. This was billed as a “dark, spicy porter with hints of chocolate and blackcurrant” – my kind of beer. A sniff, a sip – ooh, this is the stuff! It's a deep, dark, almost black colour with a real coffee smell (presumably the origin of the name). It tastes rich and a bit smoky, but is dry with a nice bitter aftertaste. Gorgeous stuff: 10/10.

After a Scottish beer, I thought I should have a Welsh one. Camra was compiling votes on people's favourite beers at the Festival – “only a bit of fun,” apparently. However, at the top of the list was Blackberry Stout (3.8%) from the Waen Brewery in mid-Wales (Llanidloes, Powys, to be more exact). The description, “a rich, dark, hoppy stout with subtle flavours of autumn fruit,” was promising and I found it on the Matthews bar. It was certainly dark, a sort of muddy brown. It smelled of smoke and chocolate and tasted of hops and smoke with a bit of chocolate. It was very bitter and I could find no sign of the autumn fruits. It was a bit disappointing after the build-up, but still a good drop of beer: 8/10.



About this time, I thought I should investigate the balcony. There were stairs leading up from the centre of the hall to what I assumed was more seating around the balcony. However, on getting to the top I discovered there was a whole mezzanine area above the rear part of the hall. As well as seating it held three more bars and half a dozen other stands. I felt I had to have at least one beer up here. Looking over the Little bar (Dorothy Little, Wimbledon-winning tennis player), I spotted the Oatmeal Stout (4.8%) from the Wentworth Brewery in south Yorkshire. A good, dark stout, it smelled like someone had burnt the porridge. No, really, that was the smell. It was a

properly thick, chewy stout with a smoky, definitely oaty taste. Good stuff and a fine way to round off my visit: 8/10.

The Great British Beer Festival is, of course, run by the Campaign for Real Ale (Camra) and I expect next year's event to be in the first week of August 2013 as usual. For more information – and plenty about this year's event – see the website at www.gbbf.org.uk (and Camra can be found at www.camra.org.uk).

Vive l'Empereur! Or not...

Pevans plays *Commands & Colors: Napoleonic*

Richard Borg's simple wargame system first appeared as *Battle Cry*, published by Hasbro (under the Avalon Hill brand) back in 2000, covering the American Civil War. Since then it has been refined and tweaked and used to portray other wars. The latest is the Napoleonic wars in GMT Games's *Commands & Colors: Napoleonic* (following the success of their *Commands & Colors: Ancients*, published in 2006). As the name suggests, this game covers the wars against Napoleonic France in the early 19th century.

I've called this a simple wargame system for a reason. Most wargames are detailed simulations of a specific battle or campaign (with a 48-page rulebook). However, *Commands & Colors* games provide simple rules for a particular war or historical period. The rulebook (24 pages in this case) is complemented by a set of scenarios, each of which recreates one battle – often with some tweaks to represent the specific conditions of the battle. This gives the games huge scope and lots of replay value.

The basics of each game are the same – and those who've played one or more of them may want to skip a few paragraphs until I come back to the specifics of *Napoleonic*. You start with a blank board, divided into sections (left flank, right flank and centre) and overlaid with a hexagonal grid. On to this you place large hexagonal tiles that depict different terrain (hills, rivers, towns etc) to make a map of a particular battlefield.

Military units occupy a space (hex) and consist of several playing pieces (wooden blocks in the *Commands & Colours* games, plastic models in others). The number of pieces depends on the unit's strength – particularly how well it can absorb casualties. One piece comes off for each hit and removing the last piece from a unit wins the opposing player a victory banner. Banners can often be gained by seizing objectives as well. The first player to get the required number of banners wins the scenario.

A player's turn starts with playing a Command card from their hand. Each card allows them to 'order' a number of units, either in a particular section of the battlefield or of a specific type. The player chooses the units they wish to order. Then they move any or all of these – according to how that type of unit moves. Once movement is complete, ordered units can attack – in melee (as it's called in *Napoleonics*) against adjacent units or ranged combat against units further away if the attacker has the appropriate weapons (muskets, rifles, bows etc). Finally, the player draws a replacement card and their opponent gets a go.

The constraints of the Command cards neatly (and often frustratingly!) reproduce one of the problems of the battlefield commander: getting his subordinates to do what he wants them to. Clearly, the more cards a player holds, the more likely they are to have the right card to counter an enemy attack and the more options they have each turn. Thus, the opposing sides will often hold a different number of cards to represent the relative effectiveness/flexibility of the historical armies.

In time-honoured fashion, the results of combat are decided by rolling dice. The number of dice rolled depends on several factors: the type of unit, its strength, how far away the target is and the terrain the units are in (sitting in a wood usually gives some protection, for example). The effect depends on what symbols you roll on the dice. Each symbol that matches the target unit – or a 'hits anything' symbol – removes one piece. Each flag symbol forces the target unit to retreat a hex and there are other effects in different games. In melee, the defending unit then gets a chance to 'battle back', rolling the dice in its own attack on the attacker – assuming it's still there.

In essence, the game is quite simple: set up the board for the scenario; add the appropriate units; play cards to manoeuvre your forces to attack enemy units or seize objectives; roll dice to eliminate the opposition; and win when you've garnered enough victory banners. However, there's a lot more to it than that. In particular, scenarios do not necessarily provide equal chances for both players. Hence the usual format is to swap sides after playing the scenario once and try again. Combining the victory banners from both games gives the overall winner.

Okay, let's get specific about *Commands & Colors: Napoleonics*. The first thing I noticed about the game was the weight: all those wooden blocks means the box packs quite a heft. The blocks come in three colours: blue for the French forces, red for the British and brown for the Portuguese. As this mix suggests, most of the scenarios are set in the Peninsular War: British and Portuguese versus the

French. To go with the blocks are sheets of stickers depicting the different units and the first job is applying the stickers. This takes several hours, so I suggest doing it in front of the TV one evening.

While the blocks take up most of the room inside the box, there is also a good, solid, mounted board, lots of terrain tiles (you're not likely to run out of anything), dice (which also need stickers attaching), the deck of Command cards and some cardboard markers. Each player also has a small board that's used when their infantry units go into square. Then there are reference sheets for each player: one showing the characteristics of their national units, the other summarising the effects of terrain and the cards. And, finally, two booklets: the rules and the scenarios.

As you'd expect, the units represent the three main arms of the military. Each comes in a couple of flavours with some specials. Infantry units (small square blocks) can be Line or Light – there are also Grenadiers, several different Guards units, the British have some riflemen and the Portuguese and French have militia units. Cavalry units (medium square blocks) are Light or Heavy – there are also Guards cavalry units and the French have some Cuirassiers. Artillery units (rectangular) are Horse or Foot and the French have some Guard artillery. There are also leaders (rectangular blocks again, standing on end this time).

Each of these different types of unit has different characteristics in detail, but the three main arms are generally similar. An infantry unit moves slowly, can shoot up to two hexes away and is equally powerful at a distance (though only half strength if they move on the same turn) and in melee (fighting an adjacent unit). A cavalry unit moves quickly and is strong in melee (and can get a second attack if the first succeeds), but has no effect at a distance (the troopers can't throw their swords!). Artillery moves slowly and shoots up to five hexes, but its effectiveness tails off with distance. Leaders improve the morale of the unit they're attached to (it can ignore a flag when attacked).

On top of this, there are several rules for reproducing specific tactics of the Napoleonic battlefield. The most obvious is that infantry can 'form square' when attacked by cavalry. This formation allows the infantry to hold off the charging horses. In game terms, the unit is given a marker and cannot move or retreat (which makes it more likely to take casualties when attacked). It can only roll one die, at most, in attack, but attacking cavalry are limited to one die too. What's more, the infantry roll first, so the cavalry may not even get their attack. Once in square, the unit must remain in that formation while cavalry is adjacent. Only when the cavalry moves away can the infantry come out of square (and must be ordered to do so).

This gives players the opportunity to reproduce the classic Napoleonic manoeuvre of forcing infantry into square with cavalry and then firing artillery into the densely packed ranks. As in real life, it's quite tricky to pull off, as you have to have the right units in just the right places. In the game, a player also loses one

Command card for each infantry unit in square. A random card is put aside (on that board I mentioned) and remains there until the unit is no longer in square.

At first sight, this is a slightly odd rule. Clearly, it reduces the options available to a player with units in square. However, having units in square and unable to move already does this. The rule gives players a disincentive to use square when this was a standard military doctrine of the time. However, the threat of a cavalry attack means players will still have their infantry form square when necessary (though I have to say that in the games I've played no more than two units have been in square at any one time). What the rule does is give players a real incentive to get their cavalry in amongst the enemy infantry, rather than hanging back where they can't be shot at.

The converse of infantry forming square to defend against cavalry is the rule that cavalry units can 'retire and reform' when attacked by adjacent infantry. Or run away, as I think of it. If they have a clear line of retreat, the cavalry unit can move back two hexes. The infantry still get a shot at them, but at a reduced effectiveness, and can still 'take ground' to occupy the space the cavalry was in. The cavalry avoid the full effect of short-range musket volleys.

The last special rule is 'combined arms'. This allows an artillery unit to add its dice to the dice of a cavalry or infantry unit that's making a melee attack. The target has to be a unit the artillery can shoot at, of course. The only advantage I can see to this, compared to making the two attacks separately, is that you're guaranteed to get all the dice against the target. If you roll two lots of dice, the first might force the target to retreat, putting it out of range of the other



The British (me) about to lose the battle of Talavera – my left flank has disintegrated and French cavalry is roaming around (where's Sharp when you need him?)

attacker. This seems such a small advantage that I've not actually used this rule in any of the games I've played (though my opponents have).

Putting all of this together, what have we got? Well, the bulk of any army is infantry and they do the hard work. In order to get a shot at the enemy, the infantry must move forward into range. However, their first shot is only half strength (because they're moving), while the opposition will shoot back (in their next turn) at full strength. If the defending side has any sort of cover (woods, buildings and so on) that reduces the number of dice the attacker rolls or lets them ignore flags, they are in a good position. The attacker thus needs superior numbers to have a chance of winning – true in every era of warfare!

In melee, the advantage is with the attacker as they roll the dice first. The defender does get to fight back, but only after they've taken casualties. Hence the defender's 'battle back' is likely to be less effective. Other things being equal, the attacker should win. It's likely to be a Pyrrhic victory, though, with the attacker taking casualties on the way. Hence, strategically, a commander needs reserves to advance and exploit a successful attack. So far, so historical. And I note that the British line infantry get an extra die when firing while the French line get an extra die in melee (against infantry). I presume this is to reflect the formations preferred by the two armies: British line versus French column.

There are fewer cavalry units in each army and they don't have guns. However, they can move from outside musket range straight into melee combat, making them very effective against infantry. This is, of course, countered by the infantry forming square. Which, in turn, has a strategic effect on the game by depriving the defending player of Command cards. Hence, the cavalry are a useful threat (despite the artificial feel of the rule).

The counter move is to put your cavalry where the enemy's cavalry is, which leads to cavalry fighting cavalry. Whichever side has some cavalry left after this has a definite advantage – I've used this to good effect, getting my surviving cavalry round one flank of my opponent's position and rolling up their infantry.

Artillery is useful, but not crucial, whether you're attacking or defending. At long range it doesn't have too much effect, but can really annoy your opponent by removing the odd block. It gets more effective the closer the enemy is and charging into the muzzles of the guns is really not a good idea (as I've proved a couple of times). In attack, you use the guns to soften up the defenders or force them back, giving your attacking infantry an advantage. In defence, your artillery makes holes in the attacking line as it closes in.

However, the crucial element of *Napoleonics*, as with the other games using the 'Commands & Colors' system, is the Command cards. If you don't have the cards, there's nothing you can do. If the enemy is attacking your left flank and you only have right flank and centre cards, you can't respond. Instead you attack on the right and centre, of course. The key to the game is making the best use of the

cards you have. Ideally, you want to manage your hand, building up a set of cards that will let you continue an attack for several turns. With a small hand, your opportunities are limited, but you are likely to be on the defensive anyway.

The other luck element in the game is the dice, of course. There's not a lot you can do about this – though it's very useful to be able to blame the dice after losing! It emphasises the importance of good tactics. Pit three units against one and even the best dice won't save the single unit. Over the course of a game, you should roll enough dice for the results to average out a bit. However, it can be painful when a single die roll is particularly ineffective (if it's yours) or effective (if it's the opposition's).

All in all, I have found *Commands & Colors: Napoleonics* great fun to play and have got hooked on working my way through the scenarios. Apart from the tactical and strategic challenges of each scenario, you have to manage your cards and cope with the vagaries of the dice. The game repays time spent getting your forces into place and building up the right cards before committing yourself to an attack. However, as the man said, "no plan survives contact with the enemy" and you must also be able to cope with what your opponent does.

As I said at the start of this review, these games are not intended to be detailed simulations of historical battles. What impresses me about *Commands & Colors: Napoleonics* is that it successfully conveys some of the feel of warfare of the period in a game that is light and fun to play. The 15 scenarios provided with the game give plenty of different challenges, from the skirmishing of Rolica (August 1808) to the pitched battle of Waterloo (June 1815) – okay, part of Waterloo.

My one quibble with the game (and I had the same problem with *Commands & Colors: Ancients*) is that I have to keep checking the reference sheets to confirm the specifics of the different unit types. Luckily, there aren't as many different types of units in this game, so it wasn't as much of a problem.

One thing I do like is the wooden blocks. I expected to find them less realistic than the plastic models of *Battle Cry*, *Memoir '44* et al. However, the full colour pictures on the blocks are much more attractive than unpainted plastic bits. There's also a wonderful tactile element to handling the wood. And it's much easier to pick up and move four blocks than a bunch of Panzer IVs.

Commands & Colors: Napoleonics was designed by Richard Borg and published by GMT Games. It is for two players, aged 13+, and scenarios take 1-2 hours to play. At the time of writing, GMT has sold out of the initial print run, but a second printing is on the way. The first expansion, adding the Spanish army and more scenarios, is already available and more are in the pipeline (the Austrian, Prussian and Russian armies). It gets 8/10 on my highly subjective scale.

My thanks to Games from Pevans (www.pevans.co.uk/Games) for providing the review copy and to my sparring partner, John Mitchell, at the Swiggers games club. A version of this review was first published in Gamers Alliance Report (www.gamersalliance.com).

Games Events

Board games events in September seem a bit thin on the ground until 29th when we have two on the same day.

Raiders of the Game Cupboard XX is in Burton-on-Trent (The Salvation Army Citadel, Mosley Street, DE14 1DR) from 10 am to 8 pm. It's essentially an all-day open gaming session with a games library supplied by Spirit Games (whose shop is just round the corner). For details, see the website at <http://www.raidersofthegamecupboard.co.uk/>

Tringcon XXV is further south: 9 am to 9 pm at the Village Hall in Marsworth, just outside Tring, Hertfordshire. The emphasis here is very much on board games and the entrance fee (£15) includes buffet lunch and tea, with the proceeds going to charity. The event is run by Keith Thomasson and there's plenty of information on his website: www.fwtwr.com/tringcon

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 (just along from London Bridge station, past the London Dungeon). Board games and occasional role-playing. No charges, all welcome. For more information, see www.pevans.co.uk/Swiggers.

Games Games Games Days: from noon(-ish) on the second Saturday of every month at the Allsop Arms (137 Gloucester Place, London NW1 5AL). The pub has an extensive menu as well as some good beer and is convenient for Baker Street and Bond Street Tubes as well as Marylebone station. An excellent afternoon.

UK Games Expo: the last weekend in May 2013 at the new venue of the Hilton Metropole at the NEC. This is a two-day public event that showcases games of all sorts with traders, demos and participation games plus guests and events. For gamers there are lots of tournaments and open gaming on the Friday and Saturday evenings. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 18th-21st October 2012, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

MidCon: 9th-11th November 2012 at the Hallmark Hotel in Derby – the new venue for this long-running event from 2011. MidCon is a friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

Credits

To Win Just Once issue 127 was written and edited by Pevans. The LPBS masthead (page 19) is by Lee Brimmicombe-Wood as are the drawings on pages 17, 23 and 26. Those on pages 21 and 24 are by Tim Wiseman and Nik Luker drew the one on page 23. Game artwork is reproduced by courtesy of the publisher. Pevans took the photos and played with Photoshop.

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Great White Hunter

Turn 15

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

Key

Notes: animals go up and down or left and right, not diagonally, with two exceptions. Elephants are blocks of four squares; each Snake is two diagonal squares and moves by up to three squares a turn.

Animals only touch (if at all) at corners and only Snakes will go next to a Bush.

Board features				
	Symbol	Size (Squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	20
Other symbols				
	X		Missed shot	
Upper case = this turn, lower case = last turn, Strikeout = dead animal				

This turn's shots

I seem to have numbered the last three turns incorrectly and this is the last turn – apologies to those who were expecting one more.

Anyway, this turn is rather tame with several players sharing the job of finishing off the last Antelope.

Mike Dommett gets a bush with his Gatling gun (see below) and then Chris Baylis flattens the whole area.

Congratulations to Pete Holland who hangs on to win the game. There'll be a little something on its way to Pete shortly.

Press

Mike Dommett: If only I could have got the Gatling assembled I could have been a Contender...

Chris Baylis: Please note if these shots fail, I will open up with my newly acquired Intratec TEC DC-9 and wipe out the entire board!

Scores			
Player	Shots	This turn	Total
Chris Baylis	R14,S14	0	4.33
Mike Bird			5
Andrew Burgess			4
Charles Burrows	L1,K12	1	11.92
Ash Casey			2.5
Mark Cowper			1.25
Mike Dommett	F13,P2	0	18.67
Mike Dyer			13.25
Jerry Elsmore			11.3
Alex Everard			5
Russell Harris			12.67
Pete Holland	C19,K12	1	27.08
Emrys Hopkins			14.33
Dom Howlett			11
Andy Kendall	B2,A2	0	9.25
Nik Luker			15.5
Tim Macaire	K12	1	9.71
Przemysław Orwat			4
Jonathan Palfrey			2.5
Colin Parfitt			5.25
Matt Shepherd			7.5
Robert Skynner			4
Mark Stretch			11.8
Al Tabor	J13,K12	1	24.5
Gerald Udowiczenko			6.13
Pam Udowiczenko	H20,H13	0	9
Matt Wale	E11,G9	0	23.75
David Williams			6
Graeme Wilson	N6,T14	0	6.8
Paul Wilson	L9,J20	0	15

The Bonking Game

Start-up

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

The game is open to anyone who receives *To Win Just Once*. Players just have to send me the name of another recipient (from the list below) and give a reason (it doesn't have to be significant). Players who don't bonk someone else bonk

themselves (and self-bonks are cumulative from turn to turn). The number of nominations needed for ejection starts at 4 and reduces as the number of participants gets smaller.

To start the game here is a (selected) list of recipients of *To Win Just Once*. This includes everybody currently playing in any game, everybody who trades for *TWJO* and a few other readers who I think may join in. (If you read *TWJO* and I've left you out, drop a line to TWJO@pevans.co.uk and I'll add you in next time. If you don't want to be included, just wait and you'll be out in a few turns.)

Martin Adamson	Neil Duncan	Graeme Morris
Paul Appleby	Mike Dyer	Tym Norris
Alex Ballestin	Joe Farrell	Mateusz Ochman
Chris Baylis	Peter Farrell	David Olliver
Mike Bird	Jason Fazackarley	Przemek Orwat
Howard Bishop	Witold Gertruda	Neil Packer
John Boardman	Bruno Giordan	Jonathan Palfrey
Chris Boote	John Harrington	Bob Parkins
Mark Booth	Russell Harris	Charles Popp
Bob Bost	William Hay	Matthew Shepherd
Geoff Bowers	Pete Holland	Tim Skinner
David Brister	Paul Holman	Jerry Spencer
Derek Brister	Bill Howell	Gerry Sutcliff
Ben Brown	Dominic Howlett	Alan Tabor
Colin Bruce	Martin Jennings	Gerald Udowiczenko
Andrew Burgess	Rohan Keane	Pam Udowiczenko
Simon Burling	Andrew Kendall	Ray Vahey
Charles Burrows	Thomas Kok	Matthew Wale
Pete Card	Nik Luker	Francesca Weal
Ashley Casey	Tim Macaire	David Williams
Carl Chambers	Stewart Macintyre	Graeme Wilson
Colin Cowper	Brad Martin	Paul Wilson
Mark Cowper	James McReynolds	
Mike Dommett	Bill Michell	

Ladies and gentlemen: start your bonking!

**Send your bonk to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Friday 14th September 2012**

Kingsley Halt

Railway Rivals game 9 – Turn 1

The North British Railway Company headed for Perth, while TC Cleaning Services, starting from Edinburgh, bridged the Forth and headed west for Dunfermline. McJacobahn and Wishewashie Coldness Railways both collected towns near Glasgow, with McJacobahn going furthest south.

Builds

McJacobahn – Mark Cowper (Blue)

(Glasgow) – R13 – Paisley – Q12 – P11 (+3)
(P11) – Kilmarnock – O11 – Ardrossen – N10 – M11 – Ayr (+15)
(R13) – Motherwell (1 short)
Points: 20 +18 = **38**

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

(Glasgow) – R13 – Paisley – Q12 – P11 (+3)
(P11) – Kilmarnock; (Glasgow) – S15 – S16 – Motherwell; (Glasgow) – T13 – T12 (+9)
(T12) – Dumbarton; (R12) – T11 – Greenock (+12)

GM Notes

This report was published online for players a few days after *TWJO* 126.

Pevans has a map, showing the lines built, as a PDF on the website. Follow the link from www.pevans.co.uk/RR9.html

Thomas Kok took over from Rob Lee, who wasn't able to take up his place.

Don't forget: we are using Leapfrog rules.

Dice rolls for the next turn are: **4, 5, 4**

Points: 20 +24 = **44**

The North British Railway Company: Green – Jonathan Palfrey (Green)

(Glasgow) – S15 – V16
(V16) – W17 – Stirling – Y16 – A57 – A58 (+6)
(A58) – B58 – B60 – C61
Points: 20 +6 = **26**

TC Cleaning Services – Gerald Udowiczenko (Red)

(Edinburgh) – U23 – V22 – V20
(V22) – W22 – Dunfermline (+6)
(Dunfermline) – X17
Points: 20 +6 = **26**



Railway Rivals game 9 – Turn 2

The North British Railway Company built arms all around Perth and then turned north again to Forfar. Premiership Football is Best built expensively into Perth before starting east from Edinburgh towards Dunbar. McJacobahn built south and east towards the borders. Wishewashie Coldness Railways built along the Clyde and then north into western Scotland.

Builds

McJacobahn – Mark Cowper (Blue)

(Motherwell) – Q17 – Q18 – Q19 – P19
(Ayr) – K11 – J11 – I11 – I10 – H9
(P19) – O20 – O21 – O22 – Peebles (+6)

POINTS: 38 +6 = 44

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

(Motherwell) – S17 – Airdrie; (Dumbarton) – U11 – V10 (+6)
(V10) – W10 – X10 – Y11 – Z10 – A50
(A50) – B50 – C51 – Tyndrum – E50 (+6)

POINTS: 44 +12 = 56

GM Notes

I prefer town names in orders,

The Leapfrog rules are in section C3 of the rules. However, for guidance, remember you can leapfrog over each of the other player's tracks twice: That is, as it is a 4-player game, you can make a maximum of 6 leapfrogs.

I would suggest that you write a leapfrog order as (for example):

T14 – T13 (Leapfrog Wishie Washie from T13 – Dumbarton) – V12 – V11

This gives me the company you are leapfrogging and the start and finish points. Leaps can be 1, 2 or 3 hexes.

If you have problems, ask me BEFORE the deadline.

Dice rolls for the next turn are: **4, 6, 3**

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 7th September 2012**

The North British Railway Company: Green – Jonathan Palfrey (Green)

(C61) – C62 – B62 – A62; (C61) – Perth (+6)
(Perth) – D62; (Perth) – G63; (E62) – F61

(G63) – G66 – Forfar (+6)

POINTS: 26 +12 +10 = 48

Premiership Football is Best – Gerald Udowiczenko (Red)

(V20) – Falkirk: (X17) – Stirling; (Dunfermline) – Y22 (+6)
(Y22) – Z21 – A62 – B62 – C62 – Perth (-10)

(Edinburgh) – U25 – U26 – V26 – V27

POINTS: 26 +6 -10 = 22

Les Petites Bêtes Soyeuses 254

Being a postal game of *En Garde!* run by Pevans since May 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 May 1665 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by 14th September 2012



April 1665

As April arrives in Paris, so does Spring. However, the Parisians setting off for their clandestine assignments still feel they must muffle their identities under several layers of clothing. To begin with the rivalry between the Archduke Leopold Cuirassiers and Grand Duke Max's Dragoons has provoked several duels that must be settled this month.

First up are GDMD Major Clignotant de Lame and ALC Colonel Monty Carlo. De Lame may well be the smallest man in Paris and is still suffering from some old injuries. He has his sabre and the support of Armand Aix and Dexter Sinistre. Against this, Carlo has a two-handed sword and Bill de Zmerchant. As Carlo gets his hefty sword moving, de Lame awaits his chance. At the right moment, he jumps back. But he's miscalculated the speed with which the two-hander moves and the slash doesn't come until after he's landed. At this point de Lame finally knows how hard Carlo will hit him. Sadly, it's the last thing he knows. RIP.

Next up for Carlo is Chopine Camus, who's expecting de Lame as his second. Oops! At least Camus is more of a match for Carlo – though it's still sabre against two-handed sword. This time Carlo's attack is a furious slash. This is what Camus is expecting, but he mistimes his defence just like de Lame. He blocks just before Carlo hits him with the slash. Then he jumps before Carlo's cut gets him. After two hefty blows Camus concedes the fight without even making an attack.

Camus declines to meet Bill de Zmerchant and de Lame isn't around either, so the ALC Captain's first duel is with his equivalent in the GDMD, Armand Aix. Carlo seconds de Zmerchant while Dexter Sinistre stands with Aix. De Zmerchant follows his mentor in using a two-handed sword against his

opponent's sabre. However, this time it's the Dragoon who is the bigger man, a difference exacerbated by de Zmerchant's old wounds. He starts with a furious slash. The slash coincides with Aix's ordinary slash and both duellists are injured. De Zmerchant surrenders and turns down his other duels. That's a disappointment for Armand de Luce, Dexter Sinistre, Rick O'Shea and Sheikh Yadik Al-Abowt.

It's now Aix's turn to face Monty Carlo. This is definitely an equal fight: except that Aix has just taken a knock from de Zmerchant. This time both men go for the furious slash. The lighter sabre strikes first, so it's a slash for Aix, a slash for Carlo, a cut for Aix and a cut for Carlo. That's all that Aix can take and he concedes the fight.

Finally, Dexter Sinistre squares up to Carlo. Camus is back as his second while de Zmerchant is still with Carlo. This time Carlo has injuries and he surrenders when Sinistre hits him with a slash. 3:2 to the Cuirassiers and there's one less Dragoon to worry about.

Uther Xavier-Beauregard has a doctor's note to excuse him from his appointments with Revaulvin d'Or and Yves Vrai Bretheauteque. However, Sheikh Yadik Al-Abowt has no excuse for not showing up to his duel with Arsène Est. He sends a note, though: "The Commissioner regrets that he is unable to attend this morning's duel due to the heavy workload that he is currently experiencing. He deems it a far greater priority to ensure the prosecution of Traitors to the Crown than engage in a duel. Rest assured, though, that you WILL be hearing from him very soon!"

Yves Vrai Bretheauteque isn't as weedy as de Lame, but it's close. He brings his sabre to meet Pierre le Sang, a much bigger bloke who has a rapier and a second, Armand Slice. Bretheauteque's other problem is that he isn't as good with his blade as le Sang is with his. Bretheauteque surprises his opponent by starting with a lunge – the first part of a furious lunge. However, a lunge with a sabre doesn't do much damage. Le Sang's rapier lunge does rather more. Bretheauteque surrenders and doesn't make it to his second fight, with Connor McKnight.

The last duel of the month is a rapier fight between Etienne Brule of the Picardy Musketeers and fourth Arquebusier Noel Fornam Idya. The two men have much the same build, but Brule's injuries make him by far the underdog. In fact he has no need to be at the fight at all. He opts for a defensive stance, alternating parries with blocks. Idya tries to catch him out with a slash, but is neatly blocked. This is the first part of a furious slash, though, and blocking has no effect on the cut. Brule concedes the duel.

Resign dammit!

Egon Mad 2 joins the Government as Minister of State Revaulvin d'Or makes him a Minister without Portfolio. No doubt he'll settle down one day. His Majesty is kind enough to elevate Mad to the rank of Viscount in honour of his new role.

Richard Shapmes calls in a couple of favours to remove the Brigadier of the Guards. He then walks into the job himself.

Charles Rabbit-Vacuum and Etienne Brule combine forces to oust the Picardy Musketeers' Lieutenant-Colonel, but the man resists their blandishments. Rabbit-Vacuum tries to persuade the Colonel to go, too, but is just as unsuccessful on his own. Brule shrugs his shoulders and visits the Shylocks to re-schedule his debts.

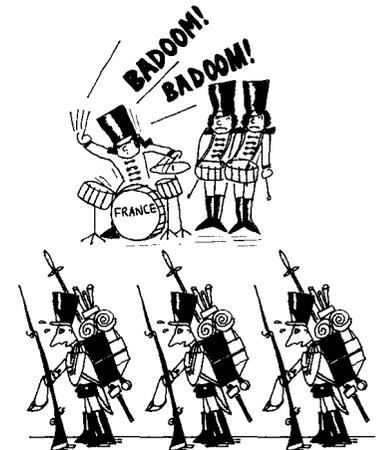
Sheikh Yadik Al-Abowt makes sure there's no chance of the Lt-Colonel of the 69th Arquebusiers hanging on to his position. Nobody takes the rank, but Donald O'Grady does join the regiment, buying the rank of Major and taking command.

Captain Yves Vrai Bretheauteque is similarly effective in removing the Lt-Colonel of the Dragoon Guards. He leans on the man so hard he starts limping! Not that it does Bretheauteque much good as command now falls on the senior Major and, as the regiment has two Majors, Bretheauteque can't get a promotion.

In the Archduke Leopold Cuirassiers Bill de Zmerchant tries to ease out the junior Major, who's blocking his advancement. No dice. And he borrowed the money to buy a new rank, too. Their enemies, the Grand Duke Max Dragoons, see a couple of changes. Chopine Camus buys the Colonel's rank while Dexter Sinistre purchases the Major's position vacated by Clignotant de Lame.

Uther Xavier-Beauregard accepts Paul de Houzerwanne's application to Princess Louisa's Light Dragoons and the new cavalryman buys his way to Captain.

With Brigadier-General Shapmes now in command of the Guards Brigade, Lt-Colonel Devlin Carnate has what he wanted: command of the Royal Foot Guards. Okay, he does not have the rank of Colonel – yet – but he's in charge. He promptly volunteers the regiment for active service. Captains Amant d'Au and Voulo Vault march off with the regiment, pockets jingling with the cash their new Brigadier has sent them. Not to be out-done, Lt-Colonel Jacques de Gain mobilises his Battalion of the King's Musketeers, having first stashed his cash – as an investment in Arms. The Minister of State agrees with de Gain, putting his cash (twice as much as de Gain could afford) into Arms as well.



Paris in Spring

There is a quiet start to social activity in April – perhaps everyone's afraid of being caught out by a "Poisson d'Avril" trick? Perhaps Warren Peece and Yves

Vrai Bretheauteque were! Yves is loitering outside Bothwell's as his putative host, Warren, is not there to receive him. Warren is loitering outside Bothwell's as his host, "RS", is not there either! Oh dear, somebody's got their wires crossed. If RS is intended to be Richard Shapmes, he's to be found in his regimental gym, working out with a rapier.

Pierre Bezukhov II and Rick O'Shea are admitted to Bothwell's as the guests of Uther Xavier-Beauregard and Connor McKnight, respectively. Connor has brought Emma Roides with him, while Uther passes Pierre a large wodge of cash. Other members visiting Bothwell's are Armand de Luce, accompanied by Jenny Russe, Michel Marteau, with Maggie Nifisent, and Quasi Le Bossu, joined by Guinevere d'Arthur.

Several Fleur de Lys members are in situ at their club. Pierre Cardigan brings Fifi for a drink or three. Frances Forrin accompanies Revaulvin d'Or as they prepare for the strategy meetings Revaulvin has planned for the rest of the month. And Zachary The Money Goes is pacing round the club, working out the sizes of the rooms and corridors...

Bill de Zmerchant is to be found in Hunter's, as are Monty Carlo and Charlotte de Gaulle. Blue Gables sees several members visit. Armand Slice brings Mary Huana, Chopin Camus escorts Sheila Kiwi and Noel Fornam Idya accompanies Pet Ulante. Having survived the attentions of the debt collectors, Lothario Lovelace takes Josephine Buonoparte to his club, Red Phillips. The Bawdyhouses are as popular as any of the clubs. Armand Aix, Charles Asnomonai, Egon Mad 2, Jean-Luc Beauchamp l'Rojik and Paul de Houzerwanne all get their oats (and a drink). Donald O'Grady and Pierre le Sang are out courting with mixed results.

Revaulvin d'Or's strategy and financial meetings kick off at the Fleur in week 2. Revaulvin and Frances welcome the Chancellor of the Exchequer, Jacques Shitacks, who is accompanied by Madelaine de Proust. Ministers without Portfolio Quasi Le Bossu and Egon Mad 2 join them, Quasi bringing Guinevere as well. Of the other Ministers and Generals invited by Revaulvin, there is no sign. They are missing quite something. As well as much martial dance (the military two-step, for example), including a sabre dancing demonstration, there is a pageant depicting Achilles Triumphans defeating the Trojan prince, Hector. Much wine flows.

Armand de Luce and Connor McKnight return to Bothwell's for the second week, bringing Jenny and Emma again. The club welcomes another member in the shape of Richard Shapmes, who brings Ella Fant with him and is hoping for some guests. None shows up.

Shakespeare in Hunter's

The event of week 2 is Sheikh Yadik Al-Abowt's Sheikh's-Peare party at Hunter's. Sheikh Yadik Al-Abowt has commissioned sketches of the members of the Cardinals Guard, Archduke Leopold Cuirassiers and Royal Marines. These

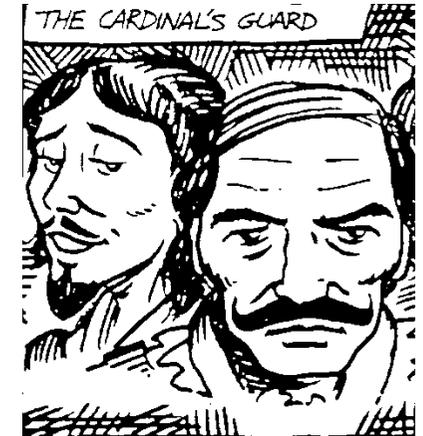
are displayed at the club's entrance under a banner reading "Rogues and Rascals – no entry allowed!" The party is more subdued than the Sheikh's earlier events, with the emphasis on oratory (see Press for examples). Parchment and quills are available for those who feel inspired, as well as a stage for those declaiming.

Armand Slice is the first guest (alphabetically, at least) and brings Mary Huana with him. Bearing in mind the Sheikh's request that guests denigrate the Royal Marines, he gives the assembly two verses of "The Musketeer's Lament", aka "The Six Hundred". It gets much applause from their host, though the rest of Armand's audience seems nonplussed. Donald O'Grady attends in his nice new Arquebusier uniform and with his nice new mistress on his arm, Di Lemmere. He declines the invitation to orate.

Dexter Sinistre brings Ava Crisp, but makes no speeches. Etienne Brule detaches himself from Ada Andabettoir long enough to recite a couple of verses on the theme of love, ending with a more subtle dig at the Marines. The Sheikh is impressed. Less impressed is Noel Fornam Idya, who takes exception to his regimental enemy getting attention. He and Etienne trade insults, ending in a challenge. Etienne then returns to Ada and Noel to Pet Ulante.

Jean-Luc Beauchamp l'Rojik attends unaccompanied. He takes to the stage and announces, "An ode to the Cardinal's Guard and the fine men that fight for it". He proceeds to break wind loudly and at some length to the accompaniment of raucous cheers from his regimental comrades (Sheikh Yadik for one). Lothario Lovelace brings Josephine and a limerick. His little performance is well received – except by Yadik. Pierre Bezukhov II is on his own, but receives a gift from his host. Warren Peece brings Ingrid la Suède, but no speech. Yves Vrai Bretheauteque takes to the stage, though, to give the assembly a clever pastiche of a Shakespeare monologue. It pokes fun at the Crown Prince, who's not on the Sheikh's list of targets. Katy Did, Yves' escort, likes it though. Last man is Zachary The Money Goes, accompanied by Anna Rexique. After some consideration, Sheikh Yadik awards the 100 crown price to Etienne Brule.

The only other club with a visitor is the Blue Gables where Paul de Houzerwanne tries out the gaming tables. He lays three wagers, winning two and losing one to end up 50 crowns (and some kudos) to the good. The Bawdyhouses have only one guest: Rick O'Shea, making his monthly trip for female company. The footpads regard him as a likely target and 'persuade' him to turn out his pockets. They're empty, as Rick has spent everything he brought with him. Bill de Zmerchant gets



his female company by visiting his lady at her place. Uther Xavier-Beauregard fails in his attempt to win over a lady and Pierre le Sang gets the brush-off, too.

Revaulvin gains extra guests for the third week as Zack and Anna join Egon, Jacques Shitacks, Madelaine, Quasi and Guinevere. The dancing continues to be militarily themed and this week's pageant is a re-creation of the battle of Marathon with noble Greeks slaying perfidious Persians by the score.



The main social event, though, is Armand de Luce's Rogues and Vagabonds party at Bothwell's. Jenny Russe is at Armand's side as he welcomes his guests. Arsène Est brings Lotte Bottle. Neither is in costume. Noel Fornam Idya is wearing a version of the Picardy Musketeers uniform – torn and dirty with a large yellow stripe down the back. He has brought Pet with him, but she's keeping her distance because of the smell. Lothario Lovelace and Josephine attend, not in costume. Yves Vrai Bretheauteque and Katy are dressed as a gypsy king and queen and Armand awards them the costume prize.

Warren Peece and Ingrid are in plain clothes, as are Donald O'Grady and Di. However, Donald is mortified to discover that both his host and Arsène are his social betters while being mere commoners. He challenges both.

This commotion attracts the attention of Connor McKnight, who is in the club separately (along with Emma), and Rick O'Shea, his guest. Connor exchanges challenges with his enemy, Yves, and Rick does the same with Donald.

The odd thing is the number of people gathered outside Bothwell's. They are all looking for Richard Sharpness, but the club has no record of any member of that name. The confused socialites mill about for a while, but eventually return home. They include two Armands, Aix and Slice, Bill de Zmerchant, Charles Asnomonai, Euria Humble, Jean-Luc Beauchamp l'Rojik and Sheikh Yadik Al-Abowt.

Hunter's is much quieter in week three: Only Etienne Brule and Ada are in residence. Paul de Houzerwanne is back in Blue Gables, too. The Bawdyhouses receive a visit from Pierre Bezukhov II, in search of female company. Richard Shapmes gets his at home (he calls it "attending church") while Uther Xavier-Beauregard and Pierre le Sang both strike out again.

To complete April, Revaulvin's party continues in a lower key. It's also without Quasi, as he has his own bash to host. That leaves Egon, Jacques (and Madelaine) and Zack (plus Anna) Toadying to Revaulvin (with Frances).

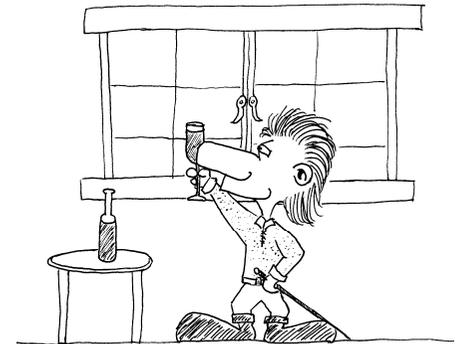
Three legs good

This month's Bellringers and Boozers event is the annual three-legged race, intended to be run by socialites and their mistresses. Quasi Le Bossu oversees

proceedings and hosts the post-race party at Bothwell's with Guinevere d'Arthur. The B&Bs are a mixed lot and it's no surprise that proceedings are rather raucous. Armand Aix and Dexter Sinistre (who's brought Ava with him) of the GDMD meet Monty Carlo of the ALC. Monty starts the ball rolling by conducting a rendition of his new musical composition. Entitled "In praise of the Grand Duke Max Dragoons", it's a dirge. This provokes a furious exchange of challenges that will no doubt continue the bloody sequence of duels between these regiments. Cardinal's man Arsène Est has brought Lotte with him, but ignores her to swap insults with Sheikh Yadik Al-Abowt of the King's Musketeers. Possibly not a wise move now Al-Abowt is Commissioner of Public Safety. Still, he's the man who was disqualified from the three-legged race for using a "spare" leg from a corpse (apparently the poor fellow fell down some stairs in the Bastille). Donald O'Grady rolls up and, to his horror, finds Arsène and Armand de Luce (with Jenny) are also there. He renews his challenges.

Others manage to remain peaceful. Charles Asnomonai for one. He's even brought an Easter gift for his host: some hard-boiled eggs painted with amusing faces. Etienne Brule and Ada for two more. Lothario Lovelace and Josephine stay out of trouble. So does Pierre Bezukhov II. Warren Peece and Ingrid don't get into trouble. That leaves Yves Vrai Bretheauteque and Katy. Yves has no problem with any of the B&Bs. Unfortunately, Connor McKnight is in Bothwell's as well (with Emma) and he's an enemy. They continue their exchanges from the week before and Connor's guest, Rick O'Shea, has another go at Donald O'Grady.

Armand Slice and Noel Fornam Idya have clearly not got the message that Armand de Luce called off the second week of his Rogues and Vagabonds party so that he can join the Bellringers. They are left outside Bothwell's wondering where Armand has got to. The other clubs and even the Bawdyhouses are empty for the week. Uther Xavier-Beauregard and Pierre le Sang continue their losing ways in the courtship game and are joined by Paul de Houzerwanne, despite his efforts as a poet (see Press).



But what is Gustav Ind up to this month? He's in the gym with his rapier. All month. Some serious training is going on there. Euria Humble puts in three weeks with his cutlass. Chopine Camus, Michel Marteau and Pierre Cardigan all practise sabre techniques for three weeks. A two-handed sword gives Monty Carlo a two-week workout. Arsène Est and Richard Shapmes practise rapier for two weeks and Dexter Sinistre gets two weeks practice with sabre. Plenty of others are in the gyms for the odd week.

Nothing quite like it for cooling the blood!

As the weather warms up, the frontiers get muddier. Luckily, the frontier troops have the assistance of the whole of the Royal Foot Guards as well as the Royal Marines and a few other battalions and squadrons. The Royal Foot Guards find it heavy going – active service out of season. However, Captain Amant d’Au throws himself into it after last month’s whinging. As acting commander of third Battalion, he leads daring night-time raids on Spanish positions across the border, bringing back useful intelligence for the top brass. He also brings back 250 crowns’ worth of loot. He is Mentioned in Despatches (“daring night-time raids...”) and promoted to Major. Last month’s disgrace is completely forgotten. Captain Voulo Vault is much more cautious, but still manages to collect a couple of hundred crowns’ worth of booty. Acting CO Lt-Col Devlin Carnate sees his name in the Despatches (“his Captain led daring night-time raids...”) and pockets three hundred crowns to start replacing all the money he donated to the Treasury at the start of the month. (Quite a bit of it borrowed from the Shylocks!)

The Royal Marines don’t see any real action, though their continuing use of local boats brings a Mention for their commander, Brigadier-General Ilk Lamore Bartat. He earns 150 crowns as well, establishing a side line in providing fish for the troops. Lt-Colonel Jacques Blanc, Major Gaz Moutarde and Captain Jacques le Franc all survive without damage and without reward.

Frontier regiment 1 is overrun by a Spanish attack. 4A Major Glock von Spiel, who’s serving with the regiment, is first to bring the news to command. He earns a Mention in Despatches (“fast work, that”). Frontier regiment 3 counter-attacks and trounces the Spanish force. Well, they are bolstered with a battalion of King’s Musketeers and squadrons of both the Queen’s Own Carabiniers and Princess Louisa Light Dragoons. KM Lt-Col Jacques de Gain is Mentioned twice (“Good, very good”), collects 350 crowns in plunder and is made a Viscount. QOC Major Eric de Miabeille is Mentioned in Despatches, picks up 200 crowns worth of swag and becomes a Baron. PLLD Lt-Col Charles Rabbit-Vacuum gets 200 crowns.

General Gar de Lieu leads a battalion of the Royal North Highland Borderers to good effect: two Mentions and 250 crowns of loot. ❖



Press

Announcements

To All Loyal Men of Paris,
Come and join one of the country's premier regiments, the King's Musketeers, and ensure that France's enemies are hunted down and dispatched. Places are still available, but please apply early to avoid any disappointment. Generous bonuses available and help with purchasing your commission.

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

Plot Against The State Uncovered!

Rumours have been abounding for months of a plot amongst sundry nobles and high-sounding men of town and province against the government of His Majesty. The Commissioner of Public Safetie did not move against these malefactors and was replaced – his successor will no doubt act more diligently, not to say, remorselessly! Facts are hard to come by, but apparently a cabal of former servants of the crown and the military (pick four or five from the list of usual suspects), resentful of the peace accords signed with our enemies of last year (fill in whoever it was here), planned to assassinate His Majesty's faithful servants (there must be some so put in their names if there are) during the opening ceremony of Les Jeux Olympiques planned for July. Stay calm! Arrests are imminent! I am safe!

† Count d'Or, Minister of Justice,
Loyal To The End (Almost)

To the young men of Paris:
Fancy a life of adventure and rich rewards? Join the greatest regiment in Paris, the 27th M! Costs paid for impecunious applicants. † WP

Likely lads who can sit a horse and wield a sabre needed. The PLLD will be reconnoitring on the border next month, in advance of the campaign season.

I am looking for an Aide who can hold his and mine, knows the difference between one end of a horse and the other and importantly which end gives and which likes to receive! An understanding of wine and cheeses a must, military strategy not so important. The successful applicant will know when to duck, when to Goose and when to shut up. Finances and military career advancement opportunities await the post holder. Apply to the Clerk to Gen Shitacks.

During the toasts in the 27th M Regimental Mess, after dinner:

WP: "Chaps, I fancy a bit of adventure. We will definitely be going to the Front in June. Please sow your wild oats and put your affairs in order before we depart! Here's to Le Roi and La Belle France!"

Social

Cher QLB,
I regret that I will be otherwise engaged and ask that I be excused the March meeting.

† C Rabbit-Vacuum

The Picardy Prom

I invite anyone of SL 10 or less to join me in my club during the third week of May for dancing and as much refreshment as you can afford.

Members of the Picardy Musketeers and guests within 1 SL of myself carouse at my expense. Mistresses welcome. For obvious reasons, the gentlemen of the 4th Arquebusiers are not invited.

† Etienne Brule

Week 3, Armand de Luce is proud to present another Rogues & Vagabonds Party at his club, Bothwell's.

SL 7 and above are invited with their mistresses. Carousing costs paid.

Prize of 50 crowns awarded for the best costume on the theme.

† AdL

To all Boozers and Bellringers

Our most Gracious Patron General Shitacks has organised a special treat for all members and their mistresses in the form of celebrated Poet and writer Jean Loret, famed for his "Gazette Burlesque" who will read extracts from his recent work "La Muse Historique". This will take place in 'La Grande Salon' (Week 4) at Bothwell's. Costs met by the B & B social fund paid for by General Shitacks and administered by Chairman Quasi Le Bossu.

***** 27th M –REGIMENTAL BALL – MAY WEEK 1 *****

The 27th M are having their regimental ball on May Day. The ball will be hosted by Brevet Bdr-General

WP at his club. All senior officers from friendly regiments and non-military gentlemen of Paris are invited. (SL 10 and above, please.) Bring your ladies. The best dressed lady will be elected May Queen!

Regimental Letters

Greetings to the Royal Marines

I thought it only appropriate that I introduce myself. My name is Donald O'Grady, a recent immigrant from Ireland. The reason I am contacting the lot of you is that I intend to purchase the rank of Major in the 69th Arquebusiers. And, as the Irish love to party, I am sure we will be meeting many times. I have no problems arranging the terms of the many duels that will occur but I will state unequivocally that I will always accept any surrenders. Of course that does assume I will be the victor, but since you are only Marines... :) Oh, and I intend to use a two-handed sword as my family has always used.

† Donald

Donald – as a member of the public I say welcome to Paris.

When you become a member of the 69A filth, I will say stay away from my wine, my woman, my horse and En Garde!!

Regards (for now),

† Jacques Blanc

To the Pond life formerly known as the Archduck Leepold Lobsters Hiding behind those large lumps of misshapen metal won't save you. We at the GDMD understand perfectly well that, being the

spineless crustaceans that you are, hiding is all you are good for.

And that isn't saying much at all.

Best Regards, † Dexter Sinstre

Personal

To WP from QL B

Mon ami, Guinevere and I would be delighted to attend your Mayday Ball and have been practising our Lavolta (a saucy little galliard) just for the occasion.

'Til then, I remain yours, † Quasi

To Etienne Brule

On behalf of Minister le Bossu, we would like to present you with this fine timing hand-held device (made in Canton) for your loyal service. Non returnable.

† Ugolin de Factorum
Chief Clerk

Ministry for the Big Society

What part of "men of good background" does Amant d'Au fulfil?

Dear Chairman Quasi le Bossu,

An excellent idea to terminate the rat infestation through campanology – now if we could organise a similar demonstration outside the Archduck Leepold Lobsters HQ, we could remove the Sea life from Paris as well!

† Dexter Sinstre

Etienne Brule has courage but has no wisdom.

Lord Percy Percy says, as fashion is tending towards skill with the Rapier, Euria Humble is unfashionable.

To Le Bladder Rouge

Sir, it is true that my father insisted his children learn all the rustic crafts they could. Our family's wealth was based on wool (we are from Picardy, you know) and I did indeed learn to spin the finest warp and weft in the northern provinces. I do not remember being that fast but thanks for the compliment, although someone in my position and of my higher estate (and power, not to forget vengeful passions) does not always like to be reminded of his humbler origins.

† Count d'Or,

Minister of The Crown,

Loyal Servant of His Majesty,
Chair of The King's Committee on
Public Safetie

To: Bill de Zmerchant

Unfortunately you were unable to meet me last month, but I hope that you will be fit enough to meet me this month and no doubt the month after and the month after.....

You would be better to change your duelling weapon to your regimental weapon as your chopper can kill if you manage to get a fluky hit. We all saw this when you were lucky to kill Pierre Robierre, our late, lamented CO.

If you must cling to your beloved chopper may I suggest, for the sake of your health, that you change regiments. I hear that the Frontier regiments are always looking for volunteers, no matter how unskilled in "proper" swordmanship they are. Till we meet,

† Armand Aix Captain GDMD

"Paris in Spring" is easy to sing...
(unless you're our new CPS, in which
case you do your best.)

To Justice Min, Earl Gar de Lieu
Sir,

I wish to bring to your attention an
act of murder disguised as an affair of
honour.

My regiment, Grand Max's Dragoon
Guards, has had a long standing feud
with the Archduke Leopold
Cuirassiers (I have not been able to
find in the regimental records why we
end up challenging each other
whenever we meet, just that we do).

It seems that they have forsaken
their traditional sabre in favour of
two-handed swords as duelling
weapons of choice. If this is their new
regimental weapon, fine – I'd like to
see it demonstrated on horseback – or
mayhaps they are in training to
become an infantry unit. If not, then
the only reason to bring such a
weapon to a dual is to cause death.

The regiment lost its glorious leader
and nearly another regimental officer
last month to a Captain in the ALC:
to wit, one Bill de Zmerchant.

Sir, I demand justice be seen to be
done and Bill de Zmerchant be put on
trial for murder of Col Pierre
Robierre.

Humbly Yours,

† (Lt) Col. Chopine Camus

Amant d'Au should resign if he had
any shame. † Le Bladder Vert

Friends, Frenchmen and countrymen
I come here today to lament the death
of Pierre Robierre, my gallant
commander cut down in his prime by

Bill de Zmerchant using his butcher's
cleaver instead of his regimental
sabre.

Are the ALC not a cavalry regiment?
Why are they using cleavers instead
of sabres?

I call on the ALC to dispense with
these cleavers and return to the sabre
– a noble weapon, which will serve
them well in duels. This should lead
to fewer fatalities in peacetime. There
is a greater honour to be gained here
for the ALC.

I hope they are practising with their
sabres to defend the realm. I think
that it is a matter for the Heavy
Brigade's commander to ensure their
skills with the sabre are equal if not
better than their skills with these
butcher's cleavers.

† Clignotant de Lame

The scene: Office of the Commissioner
of Public Safety, The Bastille, Paris.

Sat at a large wooden desk,
surrounded by files and scrolls, is an
imposing figure dressed in the finery
of an Arabian noble. Leaning back in
his chair, the man is reading intently
from a large file to which he
occasionally makes notes with a fine
quill. Only the odd "Tsk" and "Tut"
break the silence until a knock is
heard at the door and a junior official
enters the room.

"Here are the latest batch of files
for you, Minister."

"Thank you, Yusuf. Leave them
over there with the others will you,
my good man? I'm rather caught up
with this case at the moment."

"If you don't mind me saying so,
Minister, that's a pretty hefty file
you're looking at. May I be so bold as

to ask if it's one of the more serious
cases?"

"Yes, I'm afraid so, Yusuf. Nasty
business this one: breaking and
entering of various stables, theft of
horse tackle and other equine
sundries, gross and indecent
behaviour unbecoming an Officer and
a Gentleman, bestiality, profanity,
disrespect of a government minister,
heresy... The list is almost endless
and I've still some others to write in!"

"Shocking, Minister, truly shocking.
I certainly wouldn't want to be in that
individual's shoes when we
apprehend him. I take it you will be
making the necessary arrangements
to bring the rogue to justice?"

"Of course, Yusuf. This is one of my
top two priorities and immediate
action is necessary to protect His
Majesty and the good people of Paris.
Fear not, my loyal servant, this
miscreant will soon be facing the full
force of the law and THIS TIME I will
be doing all I can to ensure we suffer
no further upset or inconvenience
from him EVER again!"

"What, you mean..." (Yusuf draws a
finger slowly across his throat.) "it's a
job for that 'specialist' you recently
had brought over from Arabia, Abdul
'The Axe' Al-Hedsoff?!"

"I'm afraid so, Yusuf. This
catalogue of crime cries out for the
ultimate in punishments. Anyway, all
that remains is for me to get the
necessary paperwork drawn up. Can
you please file this for me? Just add it
to the other files marked 'Blanc, J'
and don't forget to mark it with the
usual red skull stamp and put the
whole lot in the September 1665
tray."

Poetry Corner

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

Oration from Armand Slice:
"The Musketeer's Lament"

1 Half a league, half a league,

Half a league backward,

From the valley of Death

Ran the six hundred:

'Come back, the Marines!

Where are you going?'

But whither they went

There was no knowing.

2 Cowards to right of them,

Cowards to left of them,

Cowards in front of them

Wailed & chunder'd;

Royal Marines turned and routed,

The shame of it now surely
undoubted,

All that was left of them,

Ran the six hundred.

Oration from Yves Vrai
Bretheauteque:

An ode to the Crown Prince

Tubby or not tubby,

Fat is the question.

Whether 'tis nobler; bacon rind in
butter,

The steaks and arrows of overcooked
fortune,

Or to take hams, amongst a sea of
truffles,

And, by absorbing, end them?

To diet, to slim no more

And fry a sheep, to sauté the neck-
end

The veal-heart, and the thousand
Natural delights

That Flesh is heir to?

'Tis a consummation devoutly to be
wished. (burp)

Found scratched on a privvy wall
 near Bothwell's
 Ding Dong Dell
 The rats are in the well
 What chased them in?
 Why that awful din
 Tell me was it you?
 No t'was Quasi Le Bossu!
 When are they coming out?
 When he's not about.

† The Privvy Poet

Oration from Etienne Brule:

1 The wonderful love of a beautiful
 maid,
 The love of a staunch true man,
 The love of a baby, unafraid,
 Have existed since time began.
 2 But the greatest of loves, the
 quintessence of loves,
 Even greater than that of a mother,
 Is the tender, passionate, infinite love
 of one drunken Marine for another.

Points Arising

Next deadline is 14th Sept 2012

I had a few comments about the way I changed the Regiments table last issue. These agreed that the table was much more readable at 8-point. Positioning it with the Mistresses table isn't particularly pretty, but both tables are a set size, so I know I can fit them on one page.

I am thoroughly enjoying Philip Murphy's new Morrigan *En Garde!* game – it's been a while since I actually played in a game. Philip would like a few more players, so drop him a line at lists@orlanth.org if you're interested, or check out the en-

His Majesty's a lusty lad
 My mother said he was my dad.
 'A bastard you', she'd often frown
 'And that's no way to gain a crown'.
 But money comes as money goes,
 And power's scented as a rose.
 A rose ambitious bees attracts,
 Though not, it's said, for lowly
 Jacques.
 But he will rise, pray have no doubt
 Unless he's stopped by al-Abowt!

† The Andiron

Oration from Lothario Lovelace
 There once was a monk from Siberia,
 Whose morals were rather inferior.
 He did to a Nun
 That which shouldn't be done
 And now she's a Mother Superior.
 "Et in Arcadia ego,"
 Dixit semper Rodrigo.
 Sed numquam respondent puellae
 De totalitatem partes terrae.

† Paul de Houzerwanne

garde Yahoo! group:
uk.groups.yahoo.com/group/en-garde/

There's a house rule from Philip's game that I think shall adopt for *LPBS*: when a player gets a new character, he will not have a higher SL than the player's previous character.

Absent friends

The following didn't get their orders in on time ("No Move Received") and suffered the consequences.
 AS Arnaud Surfinmaise (Nik Luker) has NMR'd. Total now 1
 AV Ali Vouzon (Graeme Morris) has NMR'd. Total now 1

TM Tourtière Mangetout (Howard Bishop) has NMR'd. Total now 1

TIM (Tim Skinner) was floated as Tim was away in Wales with dodgy internet access.

Welcome

Joining us from sunny Spain (Barcelona, even) is Alex Ballestin. Welcome to LPBS, Alex, and enjoy the game.

Notes

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

Announcements

Charles Asnomonai asks NPC Lt.Colonel of Crown Prince Cuirassiers to resign

Egon Mad 2 applies for Minister without Portflio

Uther Xavier-Beauregard asks NPC Regiment Adjutant of Princess Louisa Lt Dragoons to resign

Duels

Results of last month's duels:

Armand Aix (with CdL & DS, gains 1 Exp) beat his enemy Bill de Zmerchant (with MC).

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

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

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

Uther Xavier-Beauregard asks NPC Brigadier of Dragoon Brigade to resign

Voulo Vault asks NPC Major 2 of Royal Foot Guards to resign

Yves Vrai Bretheauteque asks NPC Major 1 of Dragoon Guards to resign

Yves Vrai Bretheauteque asks NPC Major 2 of Dragoon Guards to resign

Monty Carlo (with BdZ, gains 1 Exp) beat his enemy Armand Aix (with CdL & DS).

Bill de Zmerchant declined to meet Armand de Luce as he was under half Endurance.

Sheikh Yadik Al-Abowt didn't turn up to fight Arsène Est and lost SPs.

Chopine Camus declined to meet Bill de Zmerchant as he was under half Endurance.

Clignotant de Lame was dead before duelling Bill de Zmerchant.

Bill de Zmerchant declined to meet Dexter Sinistre as he was under half Endurance.

Bill de Zmerchant declined to meet Rick O'Shea as he was under half Endurance.

Monty Carlo (with BdZ, gains 1 Exp) beat his enemy Chopine Camus (with CdL).

Monty Carlo (with BdZ, gains 1 Exp) killed his enemy Clignotant de Lame (with AA & DS).

Dexter Sinistre (with CC, gains 1 Exp) beat his enemy Monty Carlo (with BdZ).

Uther Xavier-Beauregard declined to meet Yves Vrai Bretheauteque as he was under half Endurance.

Pierre le Sang (with ASli, gains 1 Exp) beat Yves Vrai Bretheauteque.

Yves Vrai Bretheauteque declined to meet Connor McKnight as he was under half Endurance.

Noel Fornam Idya (gains 1 Exp) beat his enemy Etienne Brule (under half Endurance).

Uther Xavier-Beauregard declined to meet Revaulvin d'Or as he was under half Endurance.

Bill de Zmerchant declined to meet Sheikh Yadik Al-Abowt as he was under half Endurance - voted cause 10:5.

Grudges to be settled next month:

Etienne Brule (Rapier, Seconds DOG) and Noel Fornam Idya (Rapier, adv.) have mutual cause for being in enemy regiments.

Donald O'Grady (2-Hand, Seconds EB & UXB, 2 rests) has cause with Armand de Luce (Sabre, Seconds QLB, adv.) as he's not Noble but higher SL.

Donald O'Grady (2-Hand, Seconds EB & UXB, 3 rests) has cause with Arsène Est (Rapier, Seconds TIM & PC, adv.) as he's not Noble but higher SL.

Connor McKnight (Sabre, Seconds ROS) and Yves Vrai Bretheauteque (Sabre, adv.) have mutual cause for being in enemy regiments.

Donald O'Grady (2-Hand, Seconds EB & UXB, 1 rests) and Rick O'Shea (Cutlass, Seconds CMK, adv.) have mutual cause for being in enemy regiments.

Armand Aix (Sabre, Seconds DS) and Monty Carlo (2-Hand, Seconds BdZ) have mutual cause for being in enemy regiments.

Arsène Est (Rapier, Seconds TIM & PC, adv.) and Sheikh Yadik Al-Abowt (Rapier, 2 rests) have mutual cause for being in enemy regiments.

Dexter Sinistre (Sabre, Seconds CC, adv.) and Monty Carlo (2-Hand, Seconds BdZ, 1 rests) have mutual cause for being in enemy regiments.

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

Duels held over until June:

Jacques Blanc versus Sheikh Yadik Al-Abowt.

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

Peter Farrell gets the Second son of a very wealthy Knight: Init SL 6; Cash 750; MA 2; EC 4 (X1).

Alex Ballestin gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 4; EC 3 (HL Horace Lafavre).

Tables

Army Organisation and next year's summer Deployment

First Army (Defence)	PC/AE/N4/N
Guards Brigade (Defence) – RFG CG KM	
Second Army (Assault)	TIM/EB/__/N
First Division (Assault)	__/__/JdG
1st Foot Brigade (Assault) – RM PM	
2nd Foot Brigade (Assault) – 13F 53F	
Second Division (Assault)	N5/N/CRV
3rd Foot Brigade (Assault) – 27M 4A	
4th Foot Brigade (Assault) – 69A Gscn	
Frontier Division (Assault)	N4/N/N3
Frontier Regiments (Assault)	
Third Army (Field Ops)	__/__/N6/N
Cavalry Division (Field Ops)	N2/N/N2
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Dragoon Brigade (Field Ops) – GDMD PLLD	

Organisation and Deployment for the Campaign Season with Army and Division posts (Commander/Aide/Adjutant/QMG)

Entries are ID for player characters, N (+MA if needed) for NPC, __ for vacant

Brigade Positions

Guards Brigade	RS/N/JLBR	First Foot Brigade	N6/N/ROS
Horse Guards Brigade	N5/N/N3	Second Foot Brigade	PIS/_/_/ASli
Heavy Brigade	N6/N/N5	Third Foot Brigade	N2/N/N3
Dragoon Brigade	N4/N/N6	Fourth Foot Brigade	N6/N/N5

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

Frontier Regiments

	F1	F2	F3	F4	(Defence for Mar-May) RNHB
Colonel	N3	N2	N3	N3	N8
Attached	GvS		1 Bn KM 2 Sqn QOC 1 Sqn PLLD		GdLi
Also at the Front		Royal Foot Guards Royal Marines			

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

Battle Results

Royal Foot Guards: 3	Frontier regiment 1: 6
Royal Marines: 4	Frontier regiment 2: 3
	Frontier regiment 3: 2
	Frontier regiment 4: 3
	RNHB regiment: 3

Other Appointments

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

Shows who holds appointments outside military units:

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

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	YVB
42	Maggie Nifisent	16	B	MM
55	Jacky Tinne	16		

REG	CG	KM	DG	QOC	ALC	CPC	RM	GD	MD	PM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	RS+	EH	ZTMG	CMK	MC	ILB	CC	N3	N4	AV	UXB	WP	N5	N5	N5	N5	N5
LCol	DC	AE	JdG	MM	N4	N5+	ROS+	N3	N4	N1	N5	N6+	TM	N3+	NFI	DOG	N5+
Maj	N4	N4	JLBR+	N3+	CA	GM	DS	N3	N4	N4	N4	N2	N4	N2	N5*	N1	N1
Maj	AdA	SYAA	N2	N5*	N3	JF*	N2	N5	N3	N2	N5*	N3	N5	N2	N1	N2	N1
Capt	N2	N1	N6	N2	N1	N5	N3	N2	N6	N4	N2	N4	N3	N5	N5	N1	N1
Capt	N5	N5	N2	N3	N2	N6	N3	N3	N6	N4*	N4	N2	N4	N3	N5	N5	N1
Capt	N5*	N2	N1*	N3	N2	N6	N3	N6	N4*	N4	N2	N4	N3	N5	N5	N1	N1
Capt	VV	N6*	N4	N4*	N3*	N1*	N6	N3*	N3*	N2	PdH	N6*	N3*	N3	N5*	N3*	N3*
Capt																	
Capt																	

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.

No	Name	SL	Attr	Last
52	Guinevere d'Arthur	15	B/W	QLB
10	Frances Forrin	14	B	RdO
21	Helen Highwater	14	W	
48	Fifi	14	B/W	PC
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derriere	13		
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	AE
12	Charlotte de Gaulle	12		MC
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	CMK
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	NFI
43	Di Lemmere	10	I	DOG
53	Angelina de Griz	10	B	
56	Ingrid la Suede	10		WP
6	Viv Ayschus	9		
57	Ava Crisp	9	I	DS
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	AdL
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	ASli
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
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	EB
25	Lois de Low	5	B	

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
GI	Earl Gustav Ind	27	65	Comfy	Fld Marshal/War Minister	9		Flr	6	Ashley Casey
RdO	Count Revaluin d'Or	26	72	Withy	General/State Min.	13	Frances	Flr	4	Jerry Spencer
ZTMG	Count Zachary T Money Goes	26	64	OK	Colonel KM	18	Anna	Flr	4	Gerald Udowiczenko
DC	Earl Devlin Carnate	26	F	Poor	Lt.Colonel RFG/Min w/o Port	10		Flr	2	Bruno Giordan
GdLi	Earl Gar de Lieu	25	F	Comfy	General/Justice Min.	6		Flr	4	Bill Hay
JS	Count Jacques Shitacks	24	58	Rich	General/Chancellor	3	Madelaine	Flr	4	David Olliver
EM2	Viscount Egon Mad 2	23	67	Rich	B.Lt-General/Min w/o Port	9		Flr	2	Tym Norris
JdG	Viscount Jacques de Gain	22	F	Withy	Lt.Colonel KM/1st Div Adjutant	16		Flr	4	Ben Brown
PC	Baron Pierre Cardigan	20	47	Comfy	General/1st Army Commndr	9	Fifi	Flr	4	Matt Shepherd
EH	Viscount Euria Humble	19	40	Rich	Colonel CG	15		Flr	5	Matthew Wale
TIM	Baron Tomas le Matelot	19	40	Comfy	B.General/2nd Army Commndr	8		Flr	4	Tim Skinner
QLB	Sir Quasi Le Bossu	17	37	Comfy	Lt-General/Min w/o Port	8	Guinevere	Both	6	Mark Cowper
MM	Sir Michel Marteau	16	33	OK	Lt.Colonel OOC/FMshi's Aide	1	Maggie	Both	1	Neil Packer
ILB	Sir Ilk Lamore Bartat	15	F	Withy	B.Bdr-General RM	6		Both	6	Andrew Kendall
JLBR	Sir Jean-Luc Beauchamp l'Rojik	14	30	Withy	Major KM/Gds Brigade Maj.	6		Both	4	Rohan Keane
PIS	Sir Pierre le Sang	14	30	Comfy	Bdr-General/2 F Brigadier	5		Both	4	Bill Howell
UXB	Baron Uther Xavier-Beauregard	14	25	Withy	B.Bdr-General PLLD	7		Both	3	Pete Card
AdL	Armand de Luce	13	41	Comfy	Bdr-General	5	Jenny	Both	2	Francesca Weal
RS	Richard Shapmes	13	37	Rich	B.Bdr-General RFG/Gds Brigadier	7	Ella	Both	4	Charles Popp
CRV	Sir Charles Rabbit-Vacuum	13	F	Comfy	Lt.Colonel PLLD/2nd Div Adjutant	3		Both	5	Mike Dommnett
EdM	Baron Eric de Miabelle	13	F	Withy	Major OOC	10		HGds	3	Pete Holland
YVB	Sir Yves Vrai Bretheauteque	12	34	Withy	Captain DG	4	Katy	Both	1	Chris Boote
CMK	Sir Connor McKnight	12	24	Comfy	Colonel OOC	3	Emma	Both	5	Graeme Wilson
WP	Sir Warren Peece	12	24	Withy	B.Bdr-General 27M	8	Ingrid	Both	2	Pam Udowiczenko
ROS	Rick O'Shea	12	23	OK	Major RM/1 F Brigade Maj.	3		Both	6	Paul Wilson
SYAA	Baron Sheikh Yadik Al-Abowt	12+55	OK	Major	KM/CPS	5		Hunt	3	Jason Fazackarley
MC	Sir Monty Carlo	12+40	Comfy	Colonel	ALC	9	Charlotte	Hunt	4	Andrew Burgess

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
AE	Arsène Est	11	35	Poor	Lt.Colonel CG/Gen's Aide (1st A)	5	Lotte	Hunt	5	Ray Vahey
AV	Sir Ali Vouzon	11	32	Withy	B.Bdr-General 13F	6		Hunt	1	Graeme Morris
JB	Sir Jacques Blanc	11	F	Comfy	Lt.Colonel RM	4		Hunt	4	Dominic Howlett
VV	Voulo Vault	10	F	Poor	Captain RFG	2		Hunt	2	Mark Booth
GM	Gaz Moutarde	10	F	Comfy	Major RM	3		Hunt	2	Mike Dyer
AdA	Arnant d'Au	10	F	OK	Major RFG	3		Hunt	5	David Brister
EB	Etienne Bruile	10+30	OK	Major	PM/Gen's Aide (2nd Army)	2	Ada	Hunt	4	James McReynolds
BdZ	Bill de Zmerchant	9	10	Poor	Captain ALC	5		Hunt	3	Tim Macaire
JIF	Jacques le Franc	9	F	OK	Captain RM/RM Regt. Adjit.	8		BG	6	Charles Burrows
NFI	Noel Fornam Idya	9+	34	Comfy	Major 4A	1	Pet	BG	4	Martin Jennings
CC	Chopine Camus	8	14	Poor	Colonel GDMD	2	Sheila	BG	4	Stewart Macintyre
DOG	Donald O'Grady	8+	31	Poor	Major 69A	5	DI	BG	3	Bob Bost
ASli	Armand Slice	7	21	Comfy	Lt.Colonel 53F/2 F Brigade Maj.	5	Mary	BG	5	David Williams
CA	Charles Asnomonai	7	19	Poor	Major CPC	2		RP	4	Gerry Sutcliffe
PdH	Paul de Houzerwanne	7	12	Poor	Captain PLLD	5		BG	2	Paul Appleby
TM	Tourtierre Mangetout	7	8	Comfy	Major 53F	2		RP	4	Howard Bishop
LL	Lothario Lovelace	7+	29	Poor		5	Josephine	RP	4	Geoff Bowers
CdL	Clignotant de Lame	6	RIP							Peter Farrell
DS	Dexter Sinistre	6+	37	Poor	Major GDMD	1	Ava	F&P	3	Martin Adamson
AA	Armand Aix	6+	22	Poor	Captain GDMD	3		F&P	4	Joe Farrell
AS	Arnaud Surfinmaise	5-	4	OK		5		F&P	5	Nik Luker
GvS	Glock von Spiel	5	F	Comfy	Major 4A	3			5	Colin Cowper
PB2	Pierre Bezukhov II	5+	39	OK	Captain PLLD	2		RP	3	Carl Chambers

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 lacy 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+