

## That would be enough

This has been issue 72 of *To Win Just Once*, published 1st February 2007. It incorporates *Les Petites Bêtes Soyeuses*, a postal game of *En Garde!*. Issues are published ten times a year, roughly every five weeks.

### Deadlines

Orders for *Star Trader* and *Railway Rivals* to Mike Dommert by 16th Feb.

Orders for *Les Petites Bêtes Soyeuses*, *Great White Hunter* shots and any other contributions to Pevans by Friday 23rd February 2007.

(Deadlines for 2007 are 23rd/30th March, 27th April/4th May, 1st/8th June, 6th/13th July, 10th/17th August, 14th/21st September, 19th/26th October, 23rd/30th November.)

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### Games played

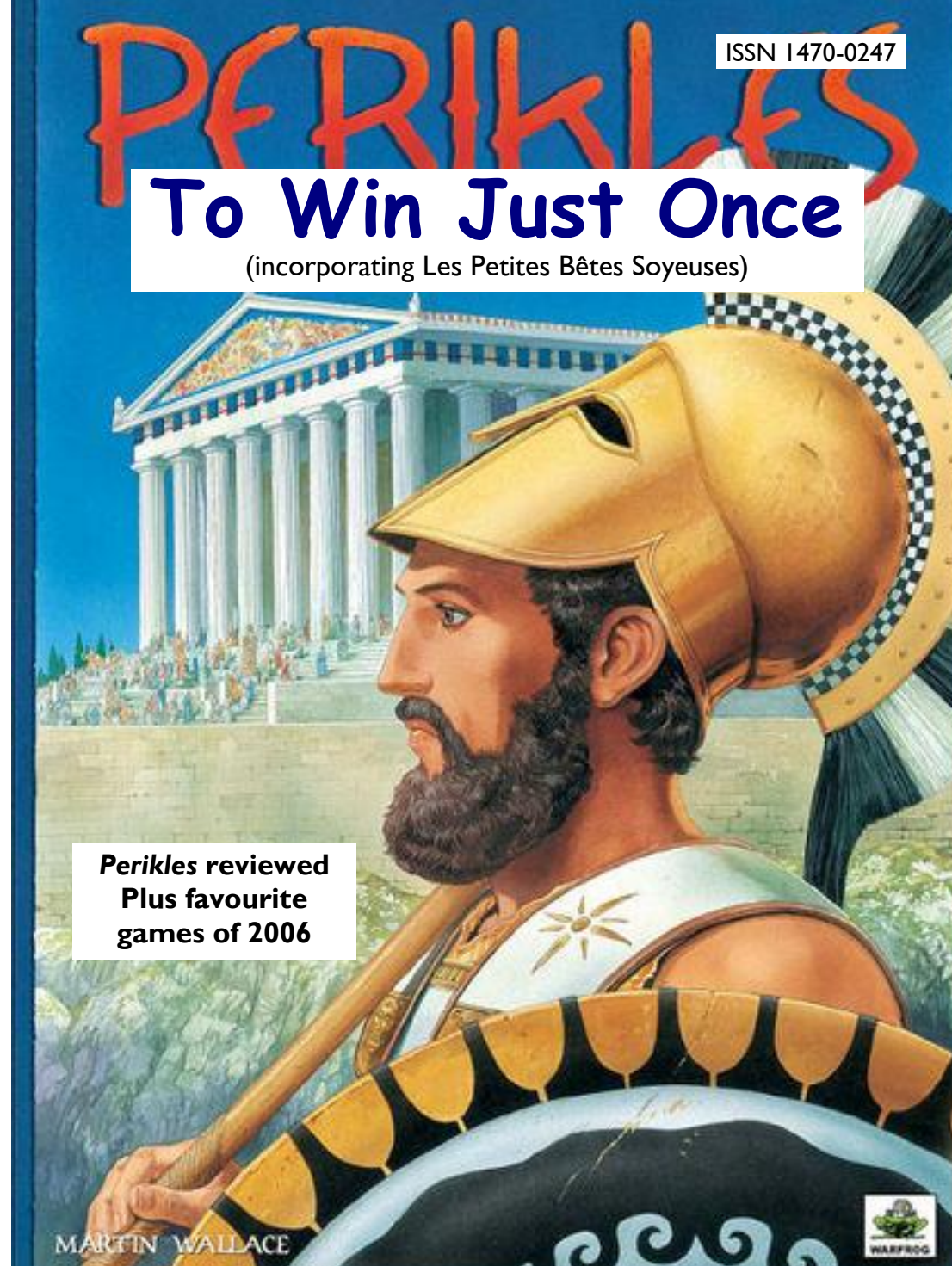
If you are interested in playing any game, please let Pevans know.

**En Garde!** Pevans has room for more players in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: [www.engarde.co.uk](http://www.engarde.co.uk)

**Railway Rivals** on the North England map has started. Queue here for the next game. We provide rules and a working copy of the map.

**Star Trader** Colin Parfitt, Thomas Frost and Mark S Robinson are waiting for the next game. Rules provided.

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## Chatter

I've mentioned my local pubs before, particularly the transformation of the traditional "Fox and Geese" into "Champions," home of live music, Sky Sports and wall-to-wall alco-pops. A couple of years later and the pub has just been through another re-vamp and is now "The Old Fox." This appears to be more of a food pub, from the posters outside. It will be interesting to see how it gets on in competition with the cheap Wetherspoon's and the more up-market "Coach and Horses." Mind you, only a few weeks after the re-vamp the Sky Sports signs are back up outside, so maybe it's reverting to type already.

Meanwhile, in virtual reality, my website stats for December make interesting reading, not least because I was promoting Games from Pevans through Google's AdWords. It got me nearly 2,500 visitors to that section of the website ... 40-odd downloaded the PDF order form ... and 6 people actually bought something! Oh well. Apart from that, my reviews of *Viking Fury* and *Puerto Rico* remained the most popular parts of the site (because that's what people were searching for when they found me). The PDF version of *TWJO 70* was downloaded 124 times. Visitors to the website took a nosedive on 25th December, but were back a bit below normal on 26th.

If it's January, it must be Toy Fair time. I took a day out for a trip to ExCeL to have a look at the new games. As usual, the most interesting stuff was in the 'Greenhouse' section for small and new businesses – though Esdevium were flying the flag for hobby games. The full report will be in next issue as I haven't had time to put anything together yet.

Instead, I thought I'd start the year with a round-up of my top ten games of 2006 before we start on the new games. Plus a review of *Perikles*.

## I don't Believe It!

The current woes of the Home Secretary have been making me tear my hair out. No it's not the catalogue of oversights and incompetence, nor the glee of watching John Reid suffer, it's all these reporters talking about the "Home Secker-tree." Aagh! Every time there's a report on the radio or television, it's "Home Secker-tee" this and "Home Secker-tree" that. I wince every time. It's even worse when they get "Home Secker-tree" and "Pleess" in the same sentence. Mercy!

London Underground has another good one, too. "We would like to apologise for the late running of this train" was the announcement. Oh good, I thought, we're going to get an apology. I waited, but none was forthcoming. London Underground, it seems, would **like** to apologise, but isn't going to.

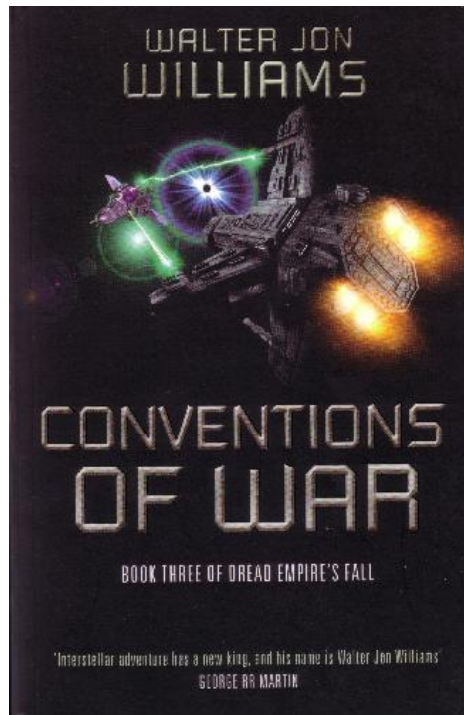
All they have to do is say “we apologise for...” or “we’re sorry that...”. But no, that’s too straightforward. Instead of straight talking, they try to soften the blow. That’s what the “like” and the “would” are doing in there; making the language softer. But it doesn’t cushion the blow, it completely emasculates it and they end up not doing what they “would like” to do. Grr!

## Science Fiction

Time for volume three of Walter Jon Williams’s ‘Dread Empire’s Fall.’ This is called *Conventions of War* and carries on the story directly from the first two volumes, *The Praxis* (reviewed in TWJO 54) and *The Sundering* (TWJO 59). To recap, the background is a civil war in the brutal galactic empire of the Shaa after the death of the last Shaa. Our heroes are Lord Gareth Martinez, the younger son of a provincial family, struggling to advance his career in the Imperial (space) Navy. He’s clearly talented (though that wasn’t apparent at the beginning of the first book), but the system of privilege and favouritism works against him. More disadvantaged is our other hero, the woman known as Lady Caroline Sula, also clawing her way up through the Navy.

The two encountered each other in *The Praxis*, and got rather closer in *The Sundering* only to drive each other away again. As *Conventions of War* opens, Sula is leading a resistance team on the capital planet, Zanshaa. This has been occupied by the rebel Naxids. Almost all the resistance force left behind was wiped out when they tried to ambush the occupying force. By contrast, Martinez is serving as tactical officer to a squadron commander (from the senior family he was married into at the end of the previous book). The squadron is taking the fight to the enemy after the crushing defeat of the main fleet in the first book.

The questions that interest readers are, first, who will win the civil war and, more importantly, when will Martinez and Sula get back together again? The book follows their two stories in parallel. Martinez takes command of the ship



when its captain is murdered after executing a senior crewman (as is his privilege). As well as the progress of the war, we thus have a whodunnit element in Martinez’s strand of the book. Again, Williams makes a point of the culture and decoration of the ship, following the obsessions of its captain. He also carefully shows us how Martinez gets the loyalty of his new crew.

Meanwhile Sula is perpetrating attacks against the occupying force. This is a bit difficult when she only has a team of three. Time to recruit some more people to the cause – and she has an interesting (through quite logical) way of going about it. Again, Williams tells the story in some detail, explaining how Sula’s background and experience help her to achieve what she does. This involves dealing with people – from many different walks of life – finding equipment and subverting computers. The climax of her battle for the capital is terrific. And then Martinez comes back into her life.

Time for a few last battles and the main plots come to a satisfactory end. Some of this is predictable and some of it isn’t. I’ll leave you to find out which.

Once again, Williams’s driving plot just pulls the reader along. Yet he is able to spend time (or pages) on the details (minutiae even): daily life on board a military spaceship; organising sabotage and assassinations against an occupying force; political intrigue and machination; and even the stultifying hand of bureaucracy. One thing is for sure by the end of the story: this empire will never be the same again. I think the experience of the civil war has taught people that resistance is not futile. Many (and in the context of these stories this means billions) may die, but things will never be the same again for the survivors.

Williams also finds time to consider the rights and wrongs of his heroes’ actions. Is Sula’s terrorism against an occupying force justified? It doesn’t take much to spot the parallel here. However, in this case the price of resisting the occupiers is that hostages die. Can she justify continuing in the face of this? Martinez’s case is more straightforward: he’s a military officer in a war. But the actions he’s involved in include killing civilians on planets where the military forces support the rebellion. What’s the justification for this?

All in all, these three volumes make a terrific story – even if volume one took a while to get off the ground. Looking back at my review of *The Praxis*, it’s clear that the dissonance I originally felt between the world of the Praxis and mine dissipated through the following volumes. By the end, the brutal nature of the regime has all but disappeared. And it’s a terrific journey, thanks to Williams’s writing and the pace of the plot. It’s probably not everyone’s cup of tea, but I’ve really enjoyed the ride.

## Favourite Games of 2006

I thought it would be a good idea to take a look at my favourite games of 2006 before the fresh crop starts arriving. Don't expect a definitive list – this will be an arbitrary, subjective selection of the new games I've enjoyed in the last 12 months. Overall, it's been a good year with lots of interesting games appearing. I don't think there's anything really special, just lots of good games. Let's start with my top three.

*Hermagor* is a neat trading game designed by Emanuele Ornella and I mentioned it in my report from Spiel '06 in *TWJO* 70. The heart of it is the initial bidding each turn to get the 'goods' players then sell in the rest of the turn. As each town on the board will only buy certain goods, players' moves are heavily influenced by what they've bought. Bonuses for selling in all the towns in a region can make a big difference to players' scores. Excellent stuff.

Eggertspiele's big strategy game is *Imperial*, designed by Mac Gerdt, the designer of *Antike*. It's about the competing Major Powers of Europe at the start of the Twentieth Century. However, the players don't control the countries – unless they have the majority of 'shares' in the country. Players have to balance generating income – to buy more shares – and expanding the country to make it worth more points at the end of the game. All of which effort may go in vain if someone else takes control of the country. Terrific stuff.



I believe *Parthenon: Rise of the Aegean* was actually published late in 2005, but I didn't find it until well into 2006. I mentioned it in *TWJO* 65 and I have to say it's one of the games I enjoyed most last year. Players develop their Aegean island state and trade with the others and foreign parts – though this is a risky operation. Marvellous stuff from designers Jason Hawkins and Andrew Parks and publisher Z-Man Games.

Then there's a game that would have been in my top three except that it's a new edition of an old game. *Seenot im Rettungsboot* is a new edition of Ronald Wethering's classic *Rette sich wer Kann* (also known as *Lifeboats*) and I covered it in my round-up of the new games at Spiel '06 in *TWJO* 70. It's a brilliant game that's huge fun to play and I'm very pleased it's available again.

Okay, time to move on to the next level that makes up my top... um, nine games for 2006. In alphabetical order, we start with a new game from the Ragnar Brothers, *Canal Mania*, which is something of an event in itself. It's a fine game, too: see my review in *TWJO* 69.

*Khronos* is a fascinating game of urban development set across three time periods. Players construct and expand villages and towns, which then appear – and change – in later periods. There are three types of building, each of which is dominant in one period, but all of which affect the scoring. Players are trying to make sure they have the dominant type in the appropriate period, but are constrained as they only have two time travellers who can do things. A terrific game from designers Ludovic Vialla and Arnaud Urbon and publisher Matagot.

Next up is *Leonardo da Vinci* from da Vinci Games in Italy, Mayfair in the US and Abacus in Germany (as *Maestro Leonardo* for trademark reasons). This was specifically designed as a gamers' game by the team of Flaminia Brasini, Virginio Gigli, Stefano Luperto and Antonio Tinto. The idea of the game is that players are putting together specific inventions by gathering the right components and putting in the appropriate amount of work. Players have to choose where to deploy their workers and have limited time to get things done. There are lots of decisions to make and different strategies to try. It reminds me strongly of *Princes of Florence* and I like it.



*On the Underground* is set on a partial map of the London Underground. Stations are joined by lines, divided into spaces, on which players build their tracks. Players score points for reaching or joining certain stations, but the bulk of the points come from the movement of 'the Passenger' each turn along players' tracks. Hence a key part of the game is building track for the Passenger to use. There's more to the game than this, of course, and it's a fine debut for designer Sebastian Bleasdale (a regular at Swiggers) from JKLM Games.

I reviewed *Thurn und Taxis* last issue (*TWJO* 71), so I won't repeat myself. Clever stuff from Andreas and Karen Seyfarth and published by Hans im Glück (Germany) and Rio Grande (USA).

I'd like to expand the list to a top ten, but it would be hard to choose just one game to promote from the rank below. The contenders (in alphabetical order) start with *California* (which I mentioned in *TWJO* 65). Michael Schacht is the man behind the game (published by Abacus in Germany and Uberplay in the

US). The theme is, of all things, interior design. Players are kitting out their Californian mansions with the latest fashions – and trying to match things of course. There are several ways of scoring points, providing players with plenty of options. This is another clever, quick-playing game, which I found good fun.



Probably the best looking game of 2006 is *Cleopatra and the Society of Architects*, in which players build up a model of Cleopatra's palace. There's a clever system of acquiring the things you need for the various parts of the palace. However, taking the good ones can only be done through corruption. Too much corruption and that architect is fed to the crocodiles! A good piece of work from Bruno Cathala and Ludovic Maublanc, published by Days of Wonder.

Still in the ancient world, re-building Rome is the theme of *Glory to Rome*, a strategy card game from new publisher Cambridge Games Factory that I reviewed in *TWJO 68*. A clever first game from designer Carl Chudyk.

It was a good year for German publisher Eggertspiele. I've already mentioned *Imperial*, but their first game this year was the ingenious little card game, *John Silver*, designed by Martin Schlegel. The mechanics have players trying to play cards so that they get to collect the treasure, avoid the Black Spots and give the apples to their neighbour. It's simple, clever and quick.

*Manimals* is one of this year's crop of neat card games from Adlung Spiele. Designed by Bernhard Nägele, it is intended for children (aged 6+), but provides a nifty filler for adults. It's quick, fun and clever – and educational, though most players won't notice this! I covered it in my Spiel '06 report in *TWJO 70*. I also mentioned *Metromania* in this. Clever and challenging, this is an excellent start for designer Jean-Michel Maman and first time publisher, Spiel-ou-Face.

Martin Wallace's new game for Warfrog is *Perikles*, which I've reviewed in more detail in this issue. Suffice it to say, it's a nicely balanced game that gives players tough decisions to make and plenty of tactical options.

Surprised Stare Games has produced some fun card games and their first board game, *Tara, Seat of Kings* is a fine addition to the range. Designed by Alan Paull, the game is set in Ancient Ireland where the players struggle to become High King. First you have to get to be King of one of the four provinces: add a second

Kingship and you're High King. The other players tend to get in the way, though. The game works through playing cards that allow you to add pawns in specific positions in the triangle that represents each province. Getting pawns in the right positions can trigger a chain reaction up the triangle. But players also need to generate some income. It rounds out my top sixteen.

Not forgetting a whole slew of games I've heard good things about, but haven't got round to playing yet. Here's a little list for future perusal. *Die Baumeister von Arkadia* is a well-received Rüdiger Dorn design from Ravensburger. It's a development game of building houses in the city of Arkadia. *Gheos* is the second game I've come across this year that uses triangular tiles. This one is about building the landscape and early civilizations of the planet. It's designed by René Wiersma and published by Z-Man Games.

Kosmos is the publisher of *Der Säulen von Erde* by Michael Rieneck and Stefan Stadler – though writer Ken Follett's name is on the box as he wrote the book on which it's based (Mayfair publish the English language edition as *The Pillars of the Earth*). The game features a wooden model of a cathedral that players build up in the middle of the board.

Then there's *Der Säulen von Venedig*, which was designed by Knut Happel and Christian Fiore and published by Goldsieber. This one is about building the city of Venice. *Silk Road* is by Ted Cheatham and Bruno Faidutti, published by Z-Man Games. This is an auction/business game set around the historical trading route between Europe and China. It sounds like my kind of thing. Then there's the innovative *Space Dealer*, of course (see my report on Spiel '06 in *TWJO 70*), which I still haven't played. *Take it to the Limit!* as an excellent development of the classic *Take It Easy!* (what happens when designer Peter Burley runs out of Eagles tracks to name his games?).

I like the sound of *Through the Ages*, which is billed as a card game version of *Civilization*. Unfortunately, it was only produced in a limited edition as a marketing test by Czech Board Games. We'll have to hope a bigger publisher takes up designer Vladimír Chvátíl's clever game. Lastly, there's *Tempus*, the Martin Wallace game that should have been out last year and finally arrived in 2006 from Pro Ludo (Germany) and Café Games (USA). It's interesting that there are so many development games in this list: I'm going to have a fun few months playing all of these.



## Perikles reviewed

*Perikles* is the 2006 production from the brain of Martin Wallace and the imprint of Warfrog. The game is about warring city states in Ancient Greece – specifically, the Peloponnesian War between Athens and Sparta. Over three turns, the players command the forces of half a dozen cities in a series of battles. However, players first have to be elected to lead each city. As they will get victory points for winning elections as well as battles, this is no hardship. It means the game is as much about politics as it is about war.

Starting at the beginning, the game is produced to the usual standard: a good solid box, mounted board, chunky card tiles and wooden cubes and other markers. Over a partial map of Greece, the board shows the playing areas used in the game. In particular, there are spaces for each city state (in its colour) plus a grid for the disposition of forces at each turn's battles. Each city has tiles (in the appropriate colour) for its hoplites and triremes. Sparta and Athens have noticeably more than the others do, including some very strong hoplites for Sparta and some very strong triremes for Athens.

Players each get a pile of wooden cubes and leader counters in their selected colour. The cubes are used to show players' political influence in each city. At the start of the game, all players get two cubes in each city and then place another two each as their starting influence. Here players have to make their first decisions – which cities they want to have most influence in. Athens and Sparta have the biggest armies, which makes them the most useful for winning battles. However, players will usually get more points as leaders from the other cities. Hmm, more information is needed here.

At the start of each turn, ten Influence tiles are dealt out for players to choose from. Most of the Influence tiles are for a specific city and are in the city's colour – there are some 'Any City' tiles. Players take it in turns to take a tile (which is replaced), but can only take one tile in any colour. Tiles generally show two pottery shards, allowing the player to place two influence cubes in the appropriate city – the 'Any City' tiles have only one pottery shard and allow only one cube to be placed. Some of the tiles show either an 'Assassin' or 'Candidate' figure instead of the second shard. An Assassin allows the player to remove a cube from any city. The Candidate takes us into the next stage of the turn.

Once all players have five Influence tiles, they start proposing candidates for leadership of each city. Some candidates will already have been selected using Influence tiles. Players now take it in turns to nominate a cube – of any colour – until there are two candidates in each city. The winner of each election is the nominee with the most remaining influence cubes in the city. Ties are broken in

favour of the cube nominated first. The winning player then loses as many influence cubes from the city as the defeated candidate has.

Obviously, players are looking to win the elections and become leaders. However, there are lots of tactical options in how the elections are won – and strategic considerations as to which elections you want to win. If you're going to win an election, it's worth nominating an opponent who has only a few cubes so that you don't lose many. Conversely, those who aren't going to win the election would prefer that the winner loses lots of cubes. And the player with the most cubes may not win the election if two other players are nominated first. You can immediately see the usefulness of Candidate Influence tiles: they let you steal a march in nominating candidates.



The strategic reasons for winning the leadership of specific cities include the battles that are to be fought that turn. At the start of a turn, seven location tiles are laid out for all to see – there are 21 in all, so all of them are used in each game (and the game's over when they run out). Each location belongs to a city and it's in the

interests of the current (and past) leader not to lose the battle. If the location is won by an attacker, the defeated city takes a marker that reduces the value of being leader of the city.

Once we have determined who the leaders of the cities are, they take control of the appropriate military forces. (If anyone wasn't elected leader of anywhere, they get the Persian troops and can try to win battles with them.) In turn, players deploy a couple of units by placing them (face down so that their strength is hidden) on the attack or defence side of a location. This is controlled by the influence tiles: each time they place units, players hand back one of their tiles. However, all tiles showing two pottery shards must be used before any one-shard tiles. This gives another tactical option: the one-shard tiles are less useful for gaining influence, but can give a player the advantage of deploying troops last. Players can also pay influence cubes from a city to deploy extra troops.

As soon as all players have their troops in place, players resolve the battles one at a time. Most battles are fought over two rounds: land and sea, though they can

be in either order. The strengths of the sides give the odds of the fight and the combat table gives the die roll either side must get (on two dice). Each time the attacker or defender rolls the required score, one of the four Battle tokens moves to that side. First to two tokens wins the round. The second round (if there is one) is fought the same way, but the winner of the first round starts with one token on their side. Winning the battle gets the winner the location card and the victory points shown on it (some battles are worth more than others!).

After all seven battles have been fought, the turn is over. After three turns, the game is over. Players score points for the battles they've won, according to the location tiles they hold. They get points for their past leaders, according to the final values shown for each city. And they get a point for each remaining influence cube in a city. Whoever has the most points wins the game, of course.

The multi-layered nature of the game makes *Perikles* an interesting challenge. Placing your influence correctly to win the leadership of cities is relatively straightforward. But you need to think about winning some battles. This makes Sparta and Athens – with their large forces – very attractive, even if you don't get so many points for being leader of these cities. However, most of the battles are for locations belonging to these two cities. Losing these reduces the value of being leader, so you need to weigh up the advantages and disadvantages of attack versus defence. There's also a special rule that the game ends early if either Athens or Sparta suffers four defeats. Another tactical option.

Remember, too, that cubes still on the board at the end of the game are worth points, so just getting cubes into play is worth doing. Of course, tactically, it may be more valuable to take an Assassin or Candidate Influence tile even if these only let you place a single cube. Though these tiles may then give you an advantage when it comes to deploying troops for the battles... This is a subtle game that repays carefully planning, but beware of other players: their machinations can (and will!) throw off your plans. Nothing new there, then.

*Perikles* is another cracking game from Martin Wallace. It offers players lots of tactical options within their overall strategy. This means lots of decision-making and lots of interplay with the other players. Which make for a great game. Surprisingly, I found the game a little dry, despite all this. With this caveat, I recommend the game. It gets 8/10 on my highly subjective scale.

## Games Events

There's something of a gap in the schedule for the next couple of months. Baycon is due in April (12th-15th) – see [www.robchapman.pwp.blueyonder.co.uk/baycon.html](http://www.robchapman.pwp.blueyonder.co.uk/baycon.html) for more.

It sounds like may be a problem with Maycon. The expectation was that it would be at the same hotel as last year, but it appears this is now a construction site. As soon as I know any more, I'll pass it on.

For more information on board games events in general, see the *Queen's Lane Advertiser*, which can be found at [www.boardgamers.org.uk/qla.php](http://www.boardgamers.org.uk/qla.php).

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](http://www.pevans.co.uk/Swiggers).

**Games Games Games Days:** from noon(-ish) on the second Saturday of every month at the Duke of York pub at 35 New Cavendish Street, London W1. A day of board games, with those present covering the cost of the room and sandwiches.

**Winter Stabcon:** early January 2008 at the Britannia Hotel in Stockport.

**Maycon:** late May bank holiday weekend at a location to be determined. This friendly convention is a mixture of board games and role-playing and includes the UK Spielchamps tournament. Keep an eye on the website – [www.maycon.org](http://www.maycon.org) – for the latest details.

**Summer Stabcon:** early July at Woolton Hall, Manchester University. Long-running con that mixes role-playing and board games (and CCGs). Sign up with the Yahoo group to find out more: [groups.yahoo.com/group/stabconinfo](http://groups.yahoo.com/group/stabconinfo).

**Spiel:** the board games event of the year. 18th-21st October 2007, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, [www.merz-verlag.com/spiel](http://www.merz-verlag.com/spiel).

**MidCon:** a long-running board games event in central Birmingham. Early November 2007 at the Birmingham City Thistle Hotel. A friendly convention in a decent hotel for board games players. See [www.midcon.org.uk](http://www.midcon.org.uk) for more.

## Credits

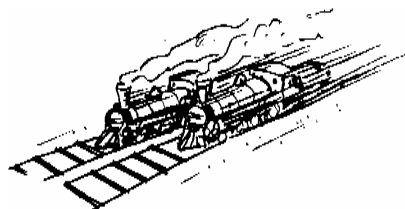
*To Win Just Once* issue 72 was written and edited by Pevans. The LPBS masthead (page 23) is by Lee Brimmicombe-Wood as are the drawings on pages 14 and 17. The other illustration on page 23 is by Nik Luker, along with the pictures on pages 25 and 26. The *Maestro Leonardo* cover is courtesy of Abacusspiele and the *Perikles* cover courtesy of Warfrog. Pevans took the photos and played with his scanner and Photoshop.

## St Mary's Railway Rivals game 4 – Turn 9

### Races

Race	From-To	LATE	PCMR	STRIKE	TGWR
13	42 - 15		10	20	
14	34 - 25	20+2	10-2		
15	56 - 63				20
16	66 - 11	10+8	20-8		
17	52 - 33			20-6+4	10+6-4
18	23 - 45	20-6	+6-10	10+10	
Total		54	26	58	32

LATE & STRIKE do well out of this turn's races.



### Builds and scores

#### Player A

SOMEBODY TO REALLY INFLAME  
KEN'S EGO (STRIKE)

Gerald Udowiczenko (BLACK)

Builds: (O28) - O31

(S28) - S32

Points: 123 - 6 + 58 = 175

#### Player B

TURNHAM GREEN WIVENEY  
RAILWAY (TGWR)

Chris Boote (RED)

Builds: None

Points 98 + 32 = 130

#### Player C

LONDON AREA TRANSIT EXPRESS  
(LATE)

Steve Bunce (BLUE)

Builds: None

Points: 167 + 54 = 221

#### Player D

PEVANS'S CENTRAL METRO-  
POLITAN RAILWAY (PCMR)

Paul Evans (GREEN)

Builds: None

Points: 125 + 26 = 151

### GM Notes

Races for the next round (you may enter up to four):

19 16 - 51 Baker Street - Victoria

20 12 - 33 Rayners Lane - Cannon Street

21 21 - 62 Woodford - Acton Town

22 43 - 54 Barking - Stockwell

23 46 - 65 New Cross - Paddington

24 23 - 32 Finsbury Park - Oxford Circus

TGWR has track from U2-V2 - Rayners Lane

Next turn's build allowance after the races is 6 points, including known payments to other players.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by 16th February 2007.

## Ribblehead Viaduct Railway Rivals game 5 – Turn 4

Three companies build into the east towards the Humber, with PNCR reaching Hull first. LATRINE reached Goole and crossed the Trent to Scunthorpe. CHUFFIN' RAILWAYS expended its routes on both side of the south. NULC built across the Pennines south of Darlington to be a rival for the north east. NEW reached the borders at Carlisle and continued east into Harrogate.

A: NEW UNIFIED LOCOMOTIVE COMPANY (NULC) (I37) - J37; (Goole) - H34 - H35 - Scunthorpe (+3)

Colin Parfitt (BLACK)

Builds: (T16) - T17 - U18

(U18) - V18 - V20

(V20) - V25 - W26 (1 to PNCR)

Points: 28.5 - 1 = 27.5

B: PEVANS'S NORTHERN COAL RAILWAY (PNCR)

Paul Evans (RED)

Builds: (York) - O33 - N33

(N33) - M34 - M37 - L37

(L37) - Hull; (L37) - Hornsea (+9)

Points 23 + 9 + 1 = 33

C: LONG AND TORTUROUS RAILWAYS IN NORTHERN ENGLAND (LATRINE)

Steve Bunce (BLUE)

Builds: (I30) - Goole (+3)

(Goole) - I37

Points: 45 + 6 + 1 = 52

E: CHUFFIN' RAILWAYS (CR)

Nathan Richards (BROWN)

Builds: (Bradford) - M23-N23-O24-O25

(O25) - Harrogate; (F8) - Southport; (H25) - H28

(H28) - H33 - Goole (- to LATRINE)

Points: 38 - 1 + 4 = 41

F: NORTHERN EXPANSION INTO WASTELANDS (NEW)

Gerald Udowiczenko (ORANGE)

Builds: (Appleby) - C62 - Penrith (+3) (Penrith) - Carlisle (+6)

(Skipton) - P21 - P22 - O23 - O25 - Harrogate (-4 to CR)

Points: 40.5 + 9 - 4 = 45.5

### GM Notes

I have made a mistake - Doncaster is on the map as a 3 point town. I have no idea what I was thinking of when I said it wasn't.

Next turn's builds are 4, 6, 5

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by 16th February 2007.



## Mission of Gravity

### Star Trader game 3 – Turn 15

*“So that’s the lot.”*

*“Yep, 10 tonnes of Tobacco.”*

*“And you burn it.”*

*“And inhale the smoke.”*

*“Sounds pretty stupid to me.”*

*“But there are people out there who are addicted to the stuff.”*

*“And I want my bonus this year.”*

Trading at Gamma Leporis saw the price of Alloys rise once more as TRANS SOLAR TRADING bought 18 Units for 6 HTs each and gained a Contractorship. CAESAR WHOLESALE bought 5 on Contracts.

Epsilon Eridani was where SWISS MERCENARY FLEET, hurriedly relocating, sold 13 Liquors for 9 HTs apiece, undercutting ATA and CW’s bids of 12. CAESAR WHOLESALE did manage to sell 4 Monopoles at the price of 17 HTs, ZWILLINGE sold a Petroleum for 12 HTs and CASEAR bought 3 Spice for 13 HTs each as the price failed to fall.

ZWILLINGE sold 5 Isotopes and 5 Petroleum on Contracts at Delta Toucanis.

TRANSURANIC sold 4 Alloys for 5 HTs each at Tau Ceti. TSTI tried to sell at 4 HTs and failed as they had no Alloys to sell. TSTI did buy 7 Isotopes for 4 HTs each. ZWILLINGE sold 3 Petroleum on Contracts.

Mu Herculis saw ZWILLINGE selling 4 Isotopes at a price of 6 HTs, undercutting ISKANDER’s bid of 7. ISKANDER FIRE & ACCIDENT bought 13 Monopoles for 13 HTs each to gain a Contractorship, while SOLAR SPICE, LIQUORS & MONOPOLES sold 5 on Contract.

TRANSURANIC bid 1 to buy Alloys at Sigma Draconis and failed, but did manage to buy 6 Spice for 8 HTs apiece, holding up the price as ZWILLINGE and SSL&M bought 5 each on Contracts

Beta Hydri saw ISKANDER failing to sell Isotopes as the price dropped, but Pevans van Rijn (CEO of SSL&M) sold 5 Monopoles and 5 Spice on Contract.

Alpha Centauri saw CAESAR WHOLESALE selling 10 Alloys for 6 HTs each and gaining a Contractorship. ZWILLINGE sold 6 on contracts using Percent. ALSAFI-TOLIMAN ACQUISITIONS Co. sold 6 Isotopes for 7 HTs apiece and VOGON INDUSTRIES sold 7 more for the same price – and a Contractorship SOLAR SPICE, LIQUORS AND MONOPOLES bought 7 Liquors for 9 HTs each,

leaving TRANSURANIC and ISKANDER empty handed. SSL&M also gained a Contractorship. Finally, Spice saw ISNOTISTOO shut out as TRADEWINDS sold 10 at the price of 10 HTs to gain a Dealership and ZWILLINGE sold another 3 for 12 HTs apiece.

SOLAR WINDS bought 5 Isotope Factories on Sigma Draconis and 2 Warehouses.

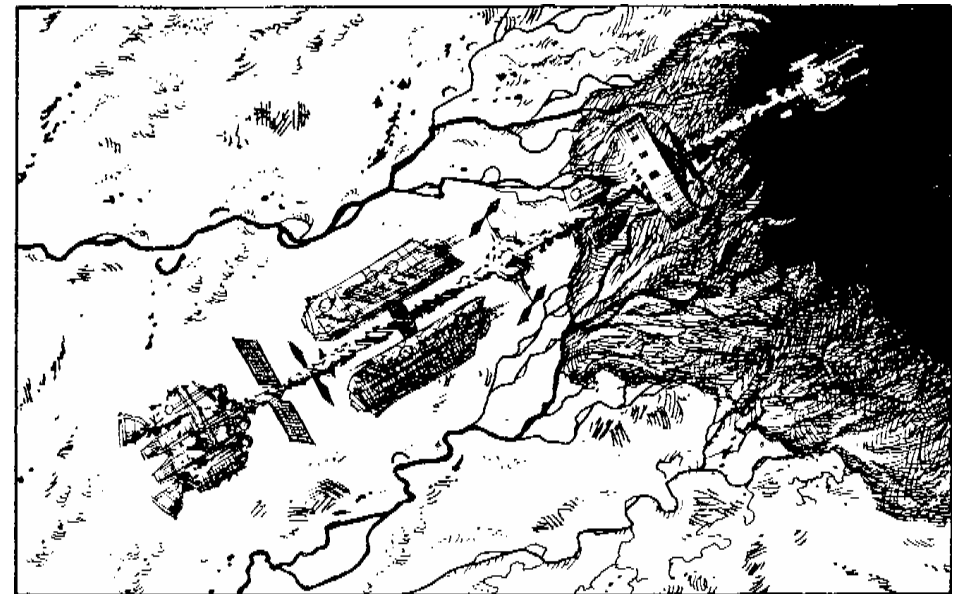
VOGON INDUSTRIES disposed of its Tobacco for about 200 HTs and bought a Warehouse at Sigma Draconis. The passenger pods on its Corco Gamma hull were sold at Mu Herculis and replaced with Cargo Pods. This was combined with endorsements from various companies about its cargo shipping and Reputation increased.

CAESAR WHOLESALE increased their Political Connections, using profit gained from selling smuggled weapons.

TRANS SOLAR TRADING INC bought cargo pods for Crco, Wheelock, and Betly, before buying Spice Factories at Sigma Draconis.

SOLAR SPICE LIQUORS & MONOPOLES was also increasing Reputation this Quarter.

TRANSURANIC named their ship launched last turn, the TTC Americium. They laid down a new Phoenix Hull at Alpha Centauri, the TTC Nobelium.



ZWILLINGE retaliated against TSTI for the sabotage attack last turn and attacked the Corporation's Reputation successfully. Not that it seems to have stopped the attacks completely. There were two this turn. HONEST DARTH'S QUALITY USED SPACESHIPS lost 3 Isotopes from their warehouse at Sigma Draconis, while ZWILLINGE lost 10 Spice from the same Spaceport. ZWILLINGE also upgraded the Twosome's crew to A and bought a Political Level and an Isotope factory at Sigma Draconis. They tried to sell two warehouses that they had sold last turn, but a spokesman later reported that a middle manager had decided to take unpaid indefinite leave.

ISNOT-ISTOO bought 3 Isotope Factories at Sigma Draconis.

### Corporation Table

Corporation letter & name	Conn'n Levels			Init Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Alsafi-Toliman Acquisitions	8	4	4	3	5th	324	40	Rob Fuller
B Solar Winds Trading Co	3	0	8	0	3rd	120	27	Steve Bunce
C Caesar Wholesale	8	8	2	0	11th	393	40	Simon Burling
D Trans Solar Trading, Inc	10	0	7	0	6th	67	32	Jerry Elmore
E SSL&M	10	3	5	+1	9th	138	33	Paul Evans
G HDQUS	10	2	2	0	13th	714	32	Howard Goble
H Trade Wind	5	0	8	9	2nd	433	40	Colin Parfitt
J ISNOTISTOO	10	0	3	0	12th	425	40	William Hay
K Swiss Mercenary Fleet	9	0	9	0	8th	281	40	Martin Jennings
L Zwillinge	9	2	8	4	1st	503	20	Michael Martinkat
M Transuranic Trade Corp	10	0	3	2	4th	243	40	Bob Parkins
N Vogon Industries	10	7	0	0	10th	252	40	Nathan Richards
P Iskander Fire and Accident	10	7	4	0	7th	145	40	Przemyslaw Orwat

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

### News

EV25 took place - with a boost for some commodities on Sigma Draconis (but not Liquors).

There were three new News Chits this turn (shown in Bold):  
 Turn 16 P9, P2, C2  
 Turn 18 **B9**  
 Turn 19 **P8, C8**

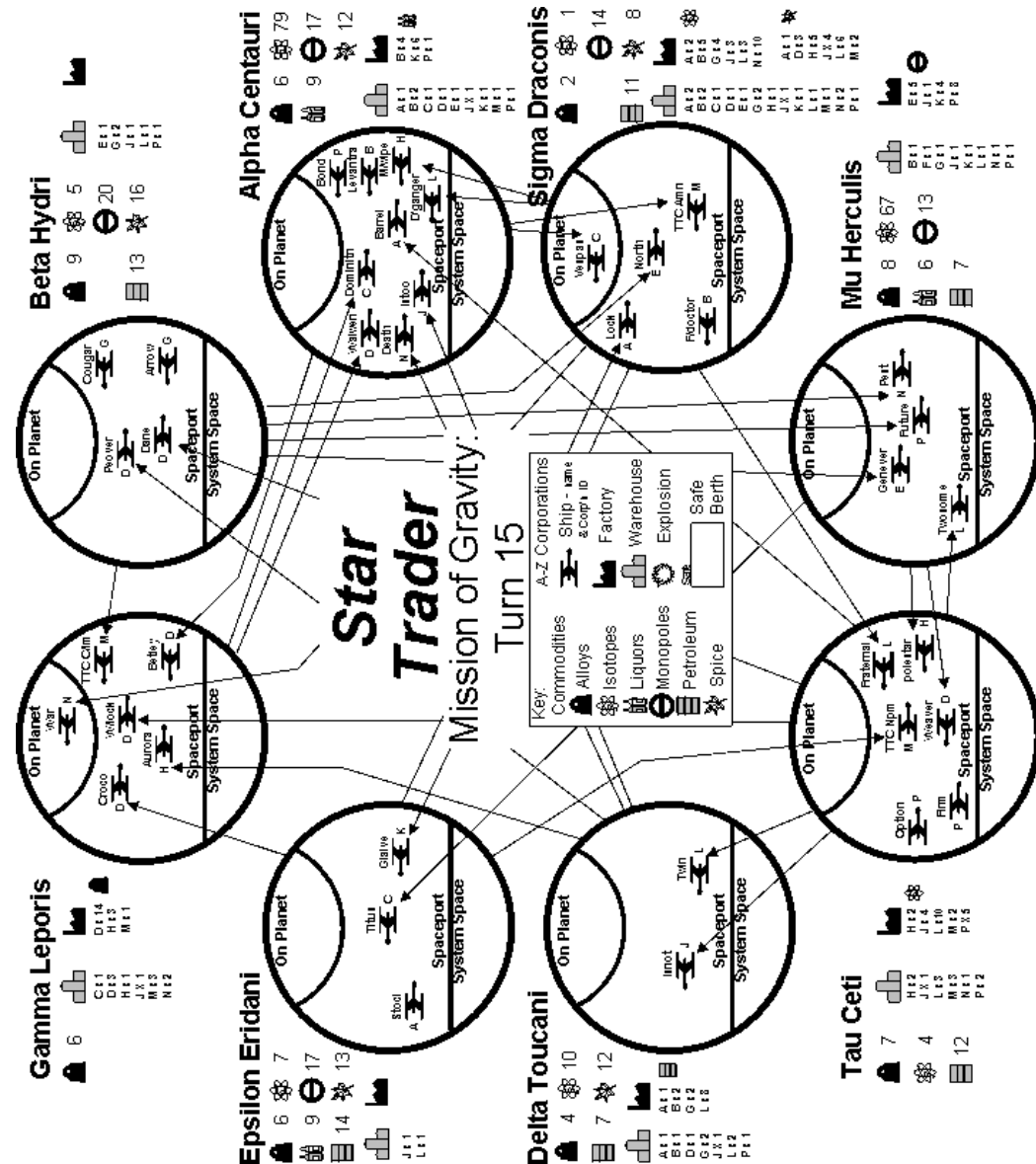
### GM Notes

Several Loans become due this coming turn.

levels. If your special ability was 3 Isotope factories at Sigma Draconis, those three factories do NOT count against this limit.

You can only buy as many factories as the total of your Political and Business

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD  
 or by e-mail to mike\_dommett@yahoo.co.uk  
 by Friday, 16th February 2007.



# Great White Hunter

## Turn 5

This game is open to all readers of *To Win Just Once*, so do join in even if you haven't taken a turn yet.

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

The second elephant attracts most of the attention this turn and is finished off, leaving nothing obvious for next turn.

Neil Packer responds to Mike Dommett: "I fear your plan will fail, Mike. The animals (apart from snakes) appear to be as immobile as Crown Prince Gerald now that he's eaten the contents of that huge hamper his bearers have been lugging around."

Player	Shots This turn	Points This turn	Total Score
Guy Arnold	O14	1.56	2.56
Ben Brown	H5, I13	0	2.25
Charles Burrows	O14	1.56	4.96
Rob Carter	N3, J16	0	2
Mike Dommett	P13	1.56	3.96
Jerry Elsmore			3.9
Bill Hay			3
Pete Holland	P15, P13	1.56	7.31
Francesca Huskinson	O15, I5	0	1
Andrew Kendall			3.25
Nik Luker	O14	1.56	4.56
Tim Macaire	P15, Q13	0	2
Michael Martinkat			1
Bill Michell			1
David Olliver	P13	1.56	4.96
Neil Packer	O14	1.56	5.06
Colin Parfitt	O13	1.56	2.56
Al Tabor	O13	1.56	5.31
Barry Townsend	F20, Q15	0	1
Gerald Udowiczenco			2
Pam Udowiczenco			0
Matthew Wale	B19, B2	0	3.4
Graeme Wilson	R10, D14	0	0

### Key

Animals				
	Symbol	Size (Squares)	Number on grid	Points Value
Monkey	M	1	12	2
Antelope	A	2	9	4
Snake	S	2	?	8
Gorilla	G	3	6	7
Lion	L	3	3	9
Elephant	E	4	2	15

### Other symbols

	X	Missed shot
Upper case = this turn, lower case = last turn, <del>Strikeout</del> = dead animal		

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

This game is essentially a variation of Battleships and is open to all readers of *TWJO*. The 20x20 grid

represents an area of the African bush, while the players are all hunters looking to bag trophies.

All you have to do is nominate two squares to take pot-shots at: F9 and M17, say. (the second is only used if the first misses). If you hit something, you score a point – if several players hit the same square they each get a point – which is deducted from the value of the animal. An animal is dead when all its points are gone or all its squares have been hit. In the latter case, the points are shared between the players who hit its last square(s). After 15 turns or when the board is clear (except for any snakes), the player with the most points wins.

**Send your shots to Pevans at  
180 Aylsham Drive, UXBRIDGE UB10 8UF or  
to TWJO@pevans.co.uk  
by Friday, 23rd February 2007.**

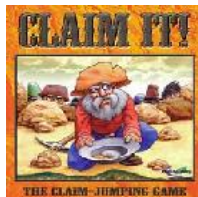
# Games from Pevans

Mail order board and card games in the UK



## New arrivals - January 2007

### Claim It!



Players roll dice and place markers on the gridded board. Is it worth rolling the dice again to try to gain more or taking what you've already got? This is a neat push-your-luck game, ostensibly about gold rush claim jumping.

For 2-5 players, aged 8+, playing time 20-40 minutes: £16.00

### Take It Easy!

Another classic, played on individual boards with hexagonal tiles. The aim is to get the best score using the same tiles, in the same order as everybody else. Ingenious and challenging.



For 1-8 players, playing time 20 minutes: £18.50

### Take it to the Limit!

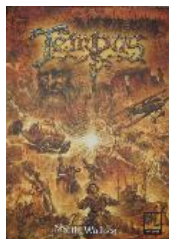


New for 2006 is this 'advanced' version of **Take It Easy!**. The basic idea is the same, but it's a bigger board, more tiles and extra opportunities for tactical scoring. Plus a second, smaller version of the game. Cracking stuff.

For 1-6 players, playing time 45 minutes: £23.00

### Tempus

Expected in 2005, Tempus finally arrived this year. A civilization development game from Martin Wallace – what more could you want? I love it even before I've played it.



For 3-5 players, playing time 75 minutes: £27.50

Buy online (and full catalogue) at [www.pevans.co.uk/Games](http://www.pevans.co.uk/Games)

All prices include VAT at the appropriate rate.

Add 10% for postage and packing in the UK (20% elsewhere).

Games from Pevans is a trading name of Margam Evans Limited.

## Les Petites Bêtes Soyeuses 198

Being a postal game of *En Garde!* run by Pevans since April 1986 and now published as part of *To Win Just Once*.

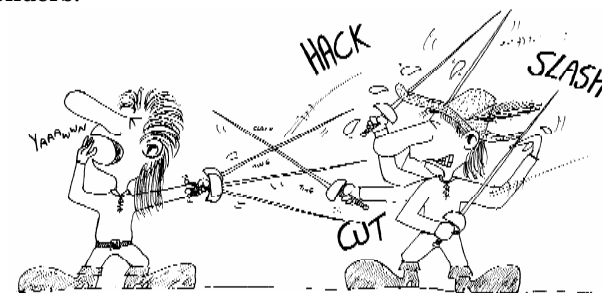
New players are always welcome. If you'd like to play, you'll need to subscribe to *TWJO* (see back page). You will also need a copy of the published rules to *En Garde!* (see [www.engarde.co.uk](http://www.engarde.co.uk)).



Orders for June 1660 to  
Pevans at 180 Aylsham Drive,  
UXBRIDGE UB10 8UF or  
[lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk)  
by Friday, 23rd February 2007

## May 1660

Summer is coming and there's just one month left before the army goes on campaign. Some people take this as a good time to get some practice. Others have grudges to settle in Paris. However, Jean de Bendeur doesn't show up for his meeting with Lucien d'Escaillehuitaillements, nor Gar de Lieu for his with Joseph de Veevre. The only duel is thus Bud d'Wiser versus Horatio d'Escargot – Grand Duke Max's Dragoons versus Archduke Leopold's Cuirassiers. Brigadier-General d'Wiser has his usual sabre, while Bdr-Gen d'Escargot brings a big two-handed sword and Lun a'Tic. Neither duellist is fully healthy, giving d'Escargot something of an advantage. D'Wiser blocks until he catches d'Escargot's slash. Then he jumps back, expecting that this is a furious slash, to dodge the cut. He's right, but his timing is wrong. The cut smacks home and the duel is over as d'Wiser surrenders.



THE BENEFITS OF SUPERIOR EXERCISE.

New boy Indie Soupe signs up with the Princess Louisa Light Dragoons, courtesy of Colonel Devlin Carnate, and buys his way to Major. Major Roland Pollee d'Eaulee signs up Aloysius Gnomeclencher for the Queen's Own. Gnomeclencher would like to be a Major, too, but doesn't have the social standing for this. Instead, he buys a Captaincy – and a horse. Then he saddles up to join the regiment on the frontiers as it's been mobilised (along with the Dragoon Guards) by Horse Guards Brigadier Revaulvin d'Or

Lokwot Isaw and Stan Dandy Liver team up to make sure the Captain of the King's Escort quits his job. Nobody has applied for the position, so it stays vacant for this month. So does the post of Field Army Quartermaster-General after Sean Sondamour offers it to Beppe de Marko and he rejects the approach. Command of Second and Frontier Divisions remains empty, at the request of Adjutant-General Charlemagne le Gosse. However, Pate Derry gets to be Adjutant of Frontier Division with the support of Stan Dandy Liver.

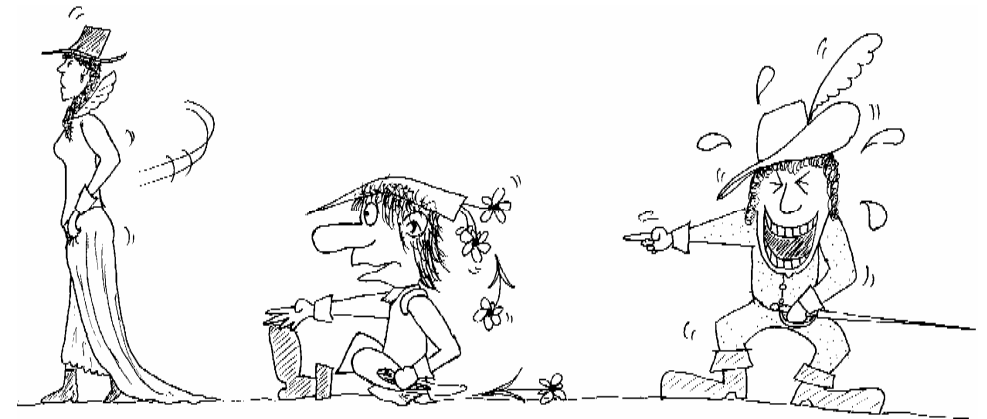
Colonel Isaw's next move is to volunteer the Royal Foot Guards for some action. This seems to take his men by surprise – apart from his Lieutenant-Colonel, Averell de Alton, who has his own reasons for leaving Paris. The 27th Musketeers get their marching orders, too, as Alain Hermès and Lesmis de Rables decide they need some action. Lt-Colonel Stewart Senquiry leads the first squadron of the Crown Prince Cuirassiers from Paris as well.

### A fortnight of frolics

The only event of note in Paris this month is Bdr-General Orson de Combat's two-week bash in the Fleur to discuss the duelling tax. Interestingly, the first person to show up is the man behind the duelling tax, Minister of State Gaston de St Marque himself. Orson and Fifi greet him quite nonchalantly. Next up are Jean Laissez Faire and Lucy Fur. Then it's Lun a'Tic and Bess Ottede. Horatio d'Escargot arrives with Henrietta Carrotte on his arm. His regimental colleague, Thomas Tudo, attends next, bringing Cath de Thousands. A pair of ALC uniforms together attracts the attention of Bud d'Wiser, who is visiting the Fleur as a member with his better half, Maggie Nifisent. He exchanges challenges with Horatio and Thomas. Orson tries to get his guests playing numerical games to gauge their arithmetical skill. Unfortunately, the wine takes its toll and Fizz Buzz doesn't work well...

Alongside the party, Devlin Carnate brings Angelina di Griz to the Fleur. Gustav Ind and Emma Roides join them as their guests. The Fleur is also the destination of Sean Sondamour and Ella Fant and Charlemagne le Gosse and Lois de Low. By contrast, Revaulvin d'Or takes Bette Noire to Bothwell's for the week. Hunter's gets a visit from Pate Derry and his guest, Jacques de la Boite. They return the following week, while most of the other clubs are empty. The

exception, of course, is the second round of Orson's party at the Fleur. He brings Fifi with him again, but has asked his guests not to bring their lady friends. So Gaston, Horatio, Jean and Lun turn up again on their own. Bud and Maggie are back in the Fleur, too. And Stan Dandy Liver turns up with his new mistress, Lotte Bottle, who's still recovering from his poetry. Stan makes a point of publicly handing a thousand crowns to Gaston.



The unexplained absence of Jean de Bendeur means Belle Epoque is only too pleased to greet Indie Soupe when he calls on her in his nice new uniform. Two weeks later and they're in Red Phillips together. Well, it's a start. As the parties are over, Lun a'Tic takes Bess to Bothwell's for week 3. Orson, Fifi, Bud and Maggie are still in the Fleur. They all repeat these visits for the last week of May. Jean Laissez Faire calls in at Bothwell's as well and Sean Sondamour and Ella are back in the Fleur. Jean has had some luck with a certain lady, but doesn't bring her with him. Gaston de St Marque has also been courting successfully – as Revaulvin d'Or knows only too well. But it's been a bad month for Jacques de la Boite. Not only do two women turn him down, but his application to the Frog & Peach is refused as well.

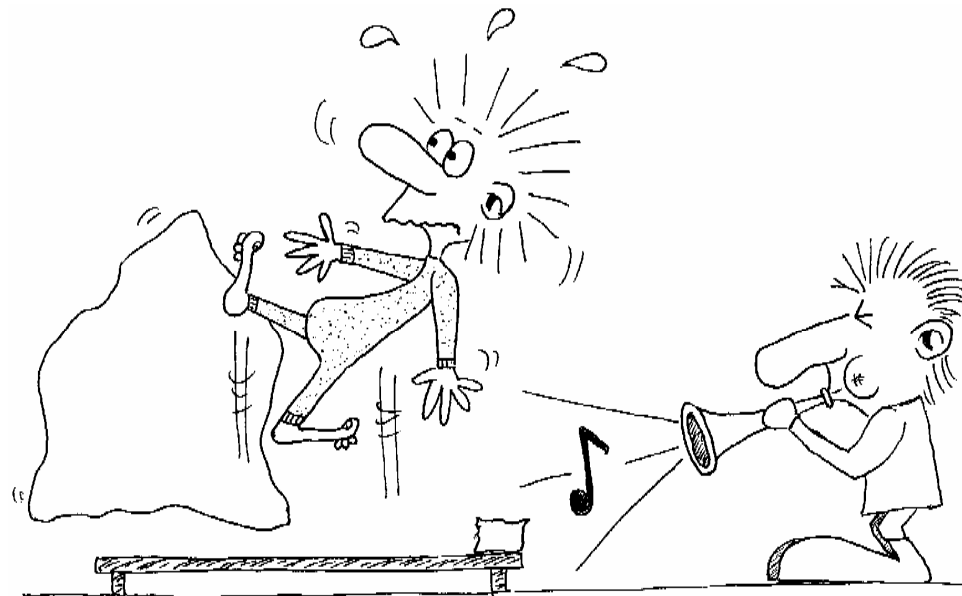
Lucien d'Escaillehuitaillements is the only man to visit the Bawdyhouses in May. Lucien leaves after his lusts are sated, only to be jumped on by the footpads. He's spent all his cash, so they just give him a good kicking. Lucien spends the next three weeks practising rapier. Charlemagne le Gosse does the same. Devlin Carnate, Revaulvin d'Or and Thomas Tudo put in three weeks with their sabres and Gustav Ind practises cutlass for three weeks. A fortnight with their sabres is enough for Sean Sondamour, Horatio d'Escargot and Pate Derry. Renault Baptiste Grenoble waves his rapier for two weeks after his success with the ladies and Stan Dandy Liver practises with his cutlass.

## A little light looting

In Gascony, the troops are expecting just a little mopping up this month. You know the kind of thing: ransacking farms, confiscating property and so on. This is the kind of thing the Royal Foot Guards like. Their flashy uniforms are much in evidence this month around the region. Colonel Lokwot Isaw is Mentioned in Despatches and gathers 1200 crowns for himself. There's a Mention for Lt-Colonel Averell de Alton as well, as he grabs 400 crowns of loot. Major Chacal pockets 800 on his own, but doesn't appear in the Despatches. There's a further 300 for Captain Roget de Saurus, who's not Mentioned, and a hundred less for Captain Beau Romir, who is.

The King's Musketeers do well, too. Colonel Zachary The Money Goes is brevetted to Brigadier-General – perhaps he will yet get command of a Brigade and leave the Musketeers behind. Lt-Colonel Walter Butts can't be promoted, but his name appears in the Despatches twice ("never seen so much Brasso," "he's missed a bit..."). Some six hundred crowns' worth of goodies also comes his way. Captain Benedict d'Over accumulates almost twice as much without attracting any attention.

Bdr-General Euria Humble leads the Dragoon Guards, but the Horse Guards don't seem to have the Guards Brigade's way with the loot. Humble collects 200 crowns worth of plunder, but his number two, Lt-Colonel Antoine Valois can only



REVEILLE

find 50 for himself. QOC commander Major Roland Pollee d'Eaulee settles for a Mention in Despatches. Captain Aloysius Gnomeclencher gets the Major's rank he wanted (albeit on a brevet basis). He swipes 400 crowns, too, which is more than enough to buy the couple of horses he needs to complement his new rank.

Lt-Colonel Alain Hermès is in charge of the 27th Musketeers and is brevetted to Colonel. Major Lesmis de Rables is Mentioned in Despatches. Leading a battalion of the Royal North Highlanders, CPC Major Jacquès Pottès acquits himself well enough to gain a Mention in Despatches.

General Co W Ard Extrême maintains a low profile with First Frontier Regiment. He grabs 150 crowns of loot, nevertheless. Lt-General Jacques Shitacks is with him and can only find 50 crowns. CPC commander Egon Madd is with Frontier Regiment 2, where he claims a major part in the regiment's success. This brings him a Mention and over a thousand crowns of plunder. Yves Encanhuit doesn't survive his first taste of military experience. He runs for it at the first sign of danger, only to be grabbed by the provosts and executed for cowardice. This leaves Lt-Colonel Stewart Senquiry, whose squadron of the CPCs is attached to Frontier Regiment 4. The cavalry has little to do and there's no reward for Senquiry. ❖

## Press

### Announcements

To all members of the QOC and DG:  
I feel that France's finest cavalry Brigade has been languishing and, in view of our comrades' lacklustre performances at the Front, it is time to clean the rust from our sabres. I will issue *cartes de vacance* to any officer requesting one. Otherwise, prepare for some time at the battles (gambling allowed).

† Brigadier Revaulvin d'Or,  
Brigade of Horse Guards

To: The Field Marshal  
CC: All unemployed Lt. Generals.

Sir,  
Having amassed many, many months in the field, I have decided that my experience would be better served in

command of a Division this summer, rather than taking the less hands-on role of Adjutant-General. It is, therefore, my intention to stand down from my role at the start of June and to apply for a Divisional Command from whoever you decide worthy enough to replace me in the post I have enjoyed so thoroughly for the last 9 months.

Yours,  
† Kid Charlemagne

To all members of the CPC  
I need some help carrying my 'acquisitions' back to Paris, so you're all coming to the Front next month.

† Col EM  
*And not coming back until  
September.* Le Roi

## Social

Gentlemens and ladies of Paris, I am pleased to announce that the first Bridge circle meeting met with modest success. The wine flowed freely at the Blue Gables and a pleasant introduction to the game was had by all, if I do say so myself.

For those interested in joining future Bridge circle meetings, we are expecting to move the venue to Hunter's in the fourth week of June, though the next host has not yet been decided. Contact me, if you and your mistress are interested in learning how to play Bridge, and I will ensure that you are informed who is hosting the next party.

† Jacquès Pottès

## Personal

Lord Percy Percy says, as Paris is tending towards the flatulent, Zachary the Money Goes is a fashionable Commissioner of Public Safety.

Cher Egon Madd, have you tried attending the Cardinal's Guard during swordsmanship practice? There are enough skewered limbs and other injuries to satisfy your taste for blood and dismemberment.

We applaud the rooting out of corruption, and hope that the new CPS will investigate those who also had their hands, snouts, feet and other bodily parts in the trough. Out of delicacy for our female readers we will not be more specific.

† The plume de ma tante

To: Field Marshal Count Gaston de St Marque, Minister of State  
From: Lt-General Count Stan Dandy Liver, Minister of War  
My Lord,

Further to your recent enquiry regarding the late Count Holique's 'gifts' during his tenure at the Exchequer, please allow me to apologise for any larcenous acts to which I may unwittingly have been party. Fearful of said gifts' true origin, I scrupulously placed such gifts as I received into safe keeping against the day when the proper authorities sought to recoup any and all accumulated monies.

I hereby pledge to reimburse the Exchequer – via direct payment to yourself – the agreed sum in the agreed instalments over the agreed period.

Finally, allow me to reiterate my total loyalty to His Majesty, King Pevans, and to beg His Royal Pardon for being duped and led astray by those more knowing and less trustworthy than myself.

Yours, in good faith, † SDL

Is it true you can only get Deja Vue for a second time?

Your Majesty

May I suggest that, instead of disbanding the Cardinal's Guard, you should consider a reorganization of both The King's Musketeers and the Cardinal's Guard. They should be organized into the Eunuch Defence League as both Regiments are ineffectual...

## Poetry Corner

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

There aren't girls like those of Paris  
One should treasure them before one marries!

They shine like pearls on evening dresses

And are vivid proof of our successes.

† Major Jean Laissez Faire

You steal from the poor:

Flowers fade,

as does your evil career, d'Or.

You're a right feisty brew,

Full bodied and stout,

And a good liqueur, too,

Without a doubt.

But to stylishly handle,

A Bottle like you,

Takes a Lotte corking,

With a finely wrought screw!

† SDL

I would like to thank the two most generous gentlemen of Paris for making me feel so welcome with their munificence... and enabling me to hold my head up in polite society.

I shall not mention their names for fear of causing offence but rest assured I shall remember them well for any time I am able to show my gratitude to them in the future.

*But you might have mentioned your name so that one side of this mutual admiration society was known.* † Le Roi

To Major Gustav Ind

Sir, has he got you putting toothpaste on his toothbrush yet? And adjusting his dress?

† Le Bladder Rouge

Revaulvin? Can you not learn to leave the ladies of the street alone now that you have a mistress. Are you so priapic?

† Le noir crayon

## Points Arising

To mark 20 years (!) of LPBS next April/May, I intend to run a face-to-face *En Garde!* game at Maycon at the end of May (www.maycon.org for details). All players, past and present, are welcome to join in. And volunteers are needed to help GM the game.

I'm also thinking of having a social event on the Saturday evening (? or would another date/time be better?) so that anyone who can't make it for the weekend has a chance to join us.

Watch this space for details.

June (next turn) is the start of a new season. All characters start the month in Paris and all duels must be fought. Any vacant appointments not taken by player characters will be filled by

NPCs – unless appointed by a player character, who may order that they are left vacant (if you have a post or a rank that allows you to appoint other characters to posts, don't forget to appoint people).

June is the start of the campaign season. All units listed on the "Army Organisation" table will be in action (any volunteers will serve with the Frontier regiments). Characters who are part of one of these units can only avoid active service by resigning from their regiment and/or appointment.

Next turn (June) is the last month characters can make investments. The return on investments is paid in September.

Apologies to Stewart Senquiry for mis-reporting the results of his challenge to 'Primus' last month. The correct version is that the challenge was voted down and StSy lost status.

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

BdM Beppe de Marko (Mark Moores) has NMR'd. Total now 1

C Chacal (Jon Sedgwick) has NMR'd. Total now 3 and is sent to a Frontier regiment

EF Emile Fitoux (Timothy Hunt) has NMR'd. Total now 1

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

JdB Jean de Bendeur (John Harness) has NMR'd. Total now 1

RdS Roget de Saurus (Gerry Sutcliff) has NMR'd. Total now 1

JdV (Andrew Kendall) has been floated as he's dealing with storm damage

PdMR (Pam Udowiczenko) has been floated as she's busy with a new job

PdVR (Keith Bristow) has been floated as he's "working ridiculously long hours"

X10 (Mark Mortimer) has been floated due to e-mail problems

Mark Barrowcliffe's and Craig Pearson's characters (X6 and X7) were removed as they haven't sent orders for some time.

HaJo Schlosser is taking a break from the game for a few months. He expects to return, with a new character, later this year.

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising web page at [www.pevans.co.uk/LPBS](http://www.pevans.co.uk/LPBS); or send a cheque (payable to Margam Evans Limited) for £6 (for UK addresses) to LPBS, 180 Aylsham Drive, UXBRIDGE UB10 8UF.

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

You are welcome to submit orders and press by e-mail. Getting your press this way is particularly helpful. Send your orders to [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) and you'll get an automated reply when your message arrives in my mailbox. Please give your name

and your character's name and specify actions in full (since it's without your character sheet). Attached files should have your character ID and the month

in the name. If you want queries answered before the deadline, e-mail [LPBS@pevans.co.uk](mailto:LPBS@pevans.co.uk). ◇ P

## Announcements

Charlemagne le Gosse applies for Division Commander of Second and Frontier Divisions

Jacquès Pottès applies for Aide to Brigadier

Orson de Combat asks NPC Aide to Brigadier (OdC) to resign

Roland Pollee d'Eaulee asks NPC Regiment Adjutant of Queen's Own Carabiniers to resign

## Duels

Results of this month's duels:

Jean de Bendeur didn't turn up to fight Lucien d'Escaillehuitaillement and lost SPs.

Stewart Senquiry's challenge to an unknown was voted down 0:0.

Joseph de Veevre was 'floated' for his duel with Gar de Lieu.

Horatio d'Escargot (with LaT, gains 1 Exp) beat his enemy Bud d'Wiser.

rests) have mutual cause for being in enemy regiments.

Bud d'Wiser (Sabre, adv.) and Thomas Tudo (Sabre, 2 rests) have mutual cause for being in enemy regiments.

Revaulvin d'Or (Rapier, Seconds JdV, adv.) has cause with Gaston de St Marque (Rapier, Seconds OdC & ZTMG, 3 rests) for pinching Bette.

Grudges to be settled next month:

Jean de Bendeur (Sabre, Seconds EF) has cause with Indie Soupe (Sabre) for pinching Belle.

Roland Pollee d'Eaulee (Sabre, Seconds JLF, adv.) has cause with Renaul Baptiste Grenoble (Foil, 2 rests) for pinching Marie.

Bud d'Wiser (Sabre, adv.) and Horatio d'Escargot (2-Hand, Seconds LaT, 1

"Adv." Indicates player with the advantage in Expertise: his first duelling sequence need only contain six Actions.

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

## New Characters

Chris Boote gets the Second son of a well-to-do Count: Init SL 11; Cash 250; MA 5; EC 3 (X1).



## Tables

Other Appointments		
King's Escort: Ensign N	Captain	___
Cardinal's Escort: Ensign N	Captain	N
Aides: to Crown Prince BR	to Field Marshal	TT
Provincial Military Governors: N/N/N/N/N		
City Military Governor N	Adjutant-General	CIG
Inspectors-General: of Cavalry N	of Infantry	PdMR
Commissioner of Public Safety ZTMG		
Chancellor of the Exchequer	OdC	Minister of Justice CPS
Minister of War	SDL	Minister of State GdSM

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

## Battle Results

Royal Foot Guards: I  
King's Musketeers: I

Dragoon Guards: 3  
27th Musketeers: 3

Frontier regiment 1: 3  
Frontier regiment 2: 1  
Frontier regiment 3: 3  
Frontier regiment 4: 4  
RNHB regiment: 3

### Army Organisation and Summer Deployment

Field Army (Field Ops) SS/C/DC/\_\_\_  
First Division (Field Ops) JS/N/N3  
2nd Foot Brigade (Field Ops) – 13F 53F  
3rd Foot Brigade (Field Ops) – 27M 4A  
Second Division (Field Ops) \_\_\_/\_\_\_/AV  
4th Foot Brigade (Field Ops) – 69A Gscn  
RNHB Regiment (Field Ops)  
Frontier Division (Field Ops) \_\_\_/\_\_\_/PD  
Frontier Regiments (Field Ops)

Organisation and Deployment for the Campaign  
Season plus Army and Division posts  
(CO/Aide/Adj't/QMG):  
ID for chars, N (+ MA for CO and Adj't) for NPC, \_\_\_ for vacant

### Brigade Positions

Guards Brigade N4/N/LaT  
Horse Guards Brigade RdO/RPdE/N6  
Heavy Brigade \_\_\_/\_\_\_/N2  
Dragoon Brigade N1/N/N6  
First Foot Brigade N1/N/\_\_\_  
Second Foot Brigade JdV/N/N5  
Third Foot Brigade N4/N/N2  
Fourth Foot Brigade N1/N/N5

Entries as Army Organisation Table

### Frontier Regiments

(On campaign for Jun-Aug)

Colonel N6 N6 N6 N2 N9

Attached

Also at the Front

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

## Hell Hath no Furry...

No	Name	SL	Attr	Last
61	Bette Noire	19	W	RdO
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	BdW
55	Jacky Tinne	16		
60	Polly Hydronne	16	W	
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
48	Fifi	14	B/W	OdC
16	Ophelia Derriere	13		
26	Ella Fant	13	B	SS
27	Lucy Fur	13	B	JLF
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		TT
8	Lotte Bottle	12	B	SDL
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	HdE
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	LaT
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	GI
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	DC
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
47	Eve Ningalle	8	I/W	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	IS
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Low	5	B	CIG

Regiments Organisation											
	Gscn	N3	N5	N6	N3	N3	N3	N3	N5*		
	69A		N5+	N6	N5	N3	N3	N3	N6*		
	4A		N2+	N6	N1	N6	N6	N5*			
	27M	AH	AH+	LdR	N1	N5	N3*	N6	N6		
	53F		N5+	N2	N2	N3	N3	N3	N2*		
	PLLD	DC	PD	N6+	IS	N6	N5	N6	N6	EF	
	13F	JdV+		N1	N5	N6	N5	N5	N5*		
	PM	N6		N5+	N2	N2	N6	N6	N4		
	GDMD	BdW	N6		N2	N3	N1	N2*			
	RM	GI			N5	N6*	N4				
	CPC	EM	Sfsy	N1	JP	N5	N4	N2	N5	N6*	
	ALC	HdE	TT	N2+	N2	N5	N4*	N3	N1	N5	
	QOC	EH	AV	RPdE	AG	AG+	N6	N1	N1		
	DG	ZTMG	WB	N6+	N3	N3	N4*	N3	N2		
	KM	W	N6	N6	BdO	N3	N5	N6	N2		
	CG	LdE	JLF	N3	N4	N6	N5*				
	RFG	LI	AdA	LaT+	C	BR	N2	RdS	N5*		
	Col	LCol	Maj	Maj	Capt	Capt	Capt	Capt	Capt	Capt	

Entries are Character abbreviations, N (+ Military Ability) for NPC, blank for vacant, \* shows the regiment adjutant. + shows ranks held by characters with a brevet rank or an appointment elsewhere.

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
GdSM	Count Gaston de St Marque	25+	75	Comfy	Fld Marshal/State Min.	9	Flr	Flr	3	Nathan Richards
CIG	Marquis Charlemagne le Gosse	24	56	Withy	B.Lt-General/Adjutant Gen	11	Lois	Flr	2	Neil Packer
SDL	Count Stan Dandy Liver	24	50	Withy	Lt-General/War Minister	11	Lotte	Flr	4	Guy Arnold
CWAE	Count Co W. Ard Extrême	24	F	OK	General	5		Flr	3	Benedikt Löwe
ZTMG	Count Zachary The Money Goes	23	F	Withy	B.Bdr-General KM/CPS	11	Ella	Flr	4	Gerald Udowiczenko
SS	Baron Sean Sondamour	22	55	Withy	General/Fld Army Commndr	5	Ella	Flr	2	Pete Holland
LI	Count Lokwot Isaw	21	F	Withy	Colonel RFG	19		Flr	3	Barry Townsend
OdC	Marquis Orson de Combat	19	51	Withy	Bdr-General/Chancellor	6	Fifi	Flr	5	Francesca Weal
BdM	Viscount Beppe de Marko	19	45	Fithy	Bdr-General	17		Flr	2	Mark Moores
RdO	Baron Revaulvin d'Or	19	37	Withy	Bdr-General/HGds Brigadier	8	Bette	Both	4	Jerry Spencer
DC	Devlin Carnate	19	32	Comfy	Colonel PLLD/Fld Army Adjutant	4	Angelina	Flr	2	Bruno Giordan
BdW	Baron Bud d'Wiser	19	28	Comfy	Colonel GDMD	11	Maggie	Flr	2	Francesca Huskinson
GdLI	Baron Gar de Lieu	19	21	OK	B.General	3		Flr	4	Bill Hay
BR	Baron Beau Romir	19	F	Comfy	Captain RFG/C.Prnce Aide	7		Flr	3	Graeme Morris
JS	Sir Jacques Shitacks	18	F	OK	B.Lt-General/1st Div Commandr	3		Both	4	David Olliver
EH	Marquis Euria Humble	16	F	OK	B.Bdr-General DG	14		Both	5	Matthew Wale
TT	Sir Thomas Tudo	16+	51	Comfy	Lt.Colonel ALC/FMshl's Aide	6	Cath	Both	5	Ben Brown
LaT	Lun a'Tic	15	38	Comfy	Major RFG/Gds Brigade Maj.	1	Bess	Both	2	Paul Wilson
LdE	Lucien d'Escaillehuitaillement	15	20	Comfy	Major CG	3		Both	4	Nik Luker
PdMR	Sir Pierre de Mont Réal	14	38	OK	B.Lt-General/Insp.Gen.Inf	8		Both	5	Pam Udowiczenko
JdV	Sir Joseph de Veevre	14	29	OK	B.Bdr-General 13F/2 F Brigadier	3		Both	5	Andrew Kendall
AdA	Averell de Alton	14	F	OK	Lt.Colonel RFG	4		Both	4	Martin Jennings
AV	Sir Antoine Valois	14	F	Comfy	Lt.Colonel DG/2nd Div Adjutant	1		Both	4	Simon Burling
C	Sir Chacal	14	F	Comfy	Major RFG/Gen's Aide (Fld Army)	3		Both	2	Jon Sedgwick
HdE	Sir Horatio d'Escargot	14+	55	OK	B.Bdr-General ALC	4	Henrietta	Both	3	Graeme Wilson
JLF	Jean Laissez Faire	13+	43	Poor	Major CG	2	Lucy	Both	3	Filipe Silva
EM	Sir Egon Madd	12	F	Comfy	B.Bdr-General CPC	6		Hunt	2	Tym Norris

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
StSy	Stewart Senquiry	11	F	Poor	Lt.Colonel CPC	1		Hunt	2	Colin Parfitt
RdS	Roget de Saurus	10	F	OK	Captain RFG	6		BG	2	Gerry Sutcliff
VWB	Sir Walter Butts	10	F	Withy	Lt.Colonel KM	4		BG	3	Richard Newby
PD	Pate Derry	9	16	Poor	Lt.Colonel PLLD/Fntr Div Adjutant	7		Hunt	1	Tim Maccaire
JP	Jacquès Pottès	9	F	Comfy	Major CPC	2		4	Mark Booth	
RPdE	Roland Pollee d'Eaulee	8	F	OK	Major QOC/Bdr's Aide (HGds Bde)	6		HGds	3	Pete Card
X6	Benedict d'Over	7	F	Comfy	B.Captain KM	6		BG	4	Mark Barrowcliffe
GI	Gustav Ind	7+	32	OK	Lt.Colonel RM/LtGen's Aide (CIG)	2	Emma	F&P	5	Ashley Casey
AG	Aloysius Gnomeclencher	6	F	OK	B.Major QOC	5		2	Mike Dommett	
EF	Emile Fitoux	5	5	Poor	Captain PLLD	4		RP	5	Timothy Hunt
X7	Indie Soupe	5	RIP							Craig Pearson
IS	Pierre de Vin Rouge	4	11	Poor	Major PLLD	3	Belle	RP	1	Charles Burrows
PdVR	Alain Hermès	4	2	OK	B.Colonel 27M	4		RP	3	Keith Bristow
AH	Yves Encanhuit	4	F	Poor	B.Colonel 27M	2		4	Rob Fuller	
YE	Renaul Baptiste Grenoble	4	RIP							Chris Boote
X8	Lesmis de Rables	3	8	OK	Major 27M	2		4	Hajo 'Red' Schlosser	
RBG	Jacques de la Boite	3+	18	Poor	Subaltern PLLD	5		RP	3	Olaf Schmidt
LdR	Jean de Bendeur	2-	1	Poor		5		5	Robert Carter	
JdIB		2-	0	Poor		6		2	Justin Key	
X10								2	John Harness	
								2	Mark Mortimer	

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, Ffithy = 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+