

That would be enough

This has been issue 112 of *To Win Just Once*, published 21st January 2011. It incorporates *Les Petites Bêtes Soyeuses*, a postal/online game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2011

Deadlines

Orders for Cambourne and Icehenge to Mike Dommett by Friday, 4th Feb.

Orders for *Les Petites Bêtes Soyeuses* and *Great White Hunter* and any other contributions to Pevans by Friday 11th February 2011.

(First deadlines for 2011: 11th/18th March, 15th/22nd April, 20th/27th May, 24th June/1st July, 29th July/5th Aug)

Subscriptions

TWJO is published on paper and online (as a PDF) at www.pevans.co.uk/TWJO. How to buy or subscribe to the paper edition is detailed below. The PDF edition is free.

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

Here are the subscription rates for the paper edition, including postage (and VAT), depending on where you live. To subscribe, send a cheque or postal order (payable to Margam Evans Limited) in pounds sterling to *TWJO*, 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK.

| Paper edition | UK | Europe | World |
|--------------------------|--------|--------|--------|
| Single issue | £2.70 | £3.50 | £4.00 |
| Subscription (11 issues) | £27.00 | £35.00 | £40.00 |

I also accept payment via PayPal: send your payment to TWJO@pevans.co.uk (this will be shown as Games from Pevans). Don't forget to include your address.

For the games only subscription (including VAT) send a UK cheque, a postal order or pay via Paypal, as above.

| Games only | |
|----------------------|-------|
| Per game turn | £0.65 |
| 11-turn subscription | £6.50 |

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

Railway Rivals Gerald Udowiczenko is interested in the next game; anyone else?

Star Trader game under way and nobody waiting yet. Rules provided.

Printed and published by Margam Evans Limited, 180 Aylsham Drive, Uxbridge UB10 8UF
Tel: 05601 480486 E-mail: TWJO@pevans.co.uk Web: www.pevans.co.uk/TWJO

ISSN 1470-0247

High Frontier

phil eklund's

To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

A game of exoglobalization for 2 to 5 players

Pevans plays
High Frontier

Nik tries
Kaigan

An MET prospecting robonaut. It uses microwave-heated water as propellant.
NEAmines©Jan Kaliciak 2009, www.asteroidmines.net

Contents

| | Page |
|---|------|
| Contents | 2 |
| Chatter | 3 |
| Letters | 3 |
| In space, no-one can hear you manufacture | 4 |
| Pevans reviews <i>High Frontier</i> | 4 |
| Kaigan | 9 |
| A review by Nik Luker | 9 |
| Games Events | 13 |
| Credits | 13 |
| Easy Money | 14 |
| The Aftermath | 14 |
| Great White Hunter | 15 |
| Start-up | 15 |
| Cambourne* | 16 |
| <i>Railway Rivals</i> game 8—Turn 3 | 16 |
| Les Petites Bêtes Soyeuses 238 | 17 |
| December 1663 | 17 |
| Press | 23 |
| Announcements | 23 |
| Matters of Honour | 23 |
| Social | 24 |
| Personal | 24 |
| Points Arising | 25 |
| Announcements | 26 |
| Duels | 26 |
| Tables | 27 |
| Other Appointments | 27 |
| Battle Results | 28 |
| Army Organisation and Summer Deployment | 28 |
| Brigade Positions | 28 |
| Frontier Regiments | 28 |
| New Characters | 28 |
| Regiments Organisation | 29 |
| Femmes Fatales | 29 |
| The Greasy Pole | 30 |
| That would be enough | 32 |

Chatter

Well, here we are in 2011. My best wishes for the New Year to you all!

The Christmas season seems to be over. I can tell because I've just delivered the last of my Christmas presents. What's more, there are no more mince pies in Sainsbury's! Roll on the Hot Cross buns...

Enough of that, you all want to hear about my website statistics, don't you? Be that as it may, I can report that the PDF version of *TWJO* 111 was downloaded 75 times in December, while issue 110 clocked up a further 87 downloads. Several older issues were also accessed. "Swiggers" was top of the search terms that found the website—I wonder if they were looking for a central London games club? *Puerto Rico* and *Viking Fury* continue to be the most popular reviews, but *Ubongo* made a strong showing, along with *The Really Nasty Horse Racing Game*. Make of that what you will.

Our new all-reader game is Great White Hunter—see page 16 for details. However, we're without Star Trader as work has kept Mike busy—it will follow for players in a day or two and I'll add it to the website.

Letters

Mark Cowper writes

If you are short of reading material, try the "Skulduggery Pleasant" books by Derek Landy. Ok, they are Children books but they are great!

PS Tried a 7-player game of *7 Wonders* recently—highly recommended, with good options for different strategies (though still slightly luck-driven as per any random draw card game) and plays quickly (50 minutes for us debutants)—interested to know what you think when you try it.

I have now had a go at *7 Wonders* and enjoyed it. It's light enough to play quickly, even when you don't know what you're doing, and clever enough to make it worth playing again. I played it 3-player and it can't have taken more than half an hour to complete. So we re-set the game and gave it another go.

Tim Macaire has something to share with us.

Hope you got over Christmas suitably. Came across an anecdote I liked recently, but can't cast it in *En Gardel* terms. Good luck if you want to use it:

A man comes up behind a stranger, knocks his hat off, and thumps him on the back hard enough to knock him over. He then looks down and says, "Oh, I'm terribly sorry

about that, let me help you up. I thought you were my friend Bob." The stranger asks plaintively, "Even if I had been Bob, did you have to hit him so hard?" To which the curt reply is "What business is it of yours, Sir, how hard I hit my friend Bob?"

It sounds to me that it would fit quite handily into *En Garde!* without any changes. Well, maybe the addition of floppy hats and a rapier or two. Expect it to make an appearance pretty soon.

In space, no-one can hear you manufacture Pevans reviews *High Frontier*

The latest game from Phil Eklund and Sierra Madre Games, *High Frontier* is a stunning piece of work. Phil really is a rocket scientist and the game reflects his expert knowledge. *High Frontier* is about the exploration and development of outer space. This is not *Star Trek*-style galaxy-spanning adventure, but realistic, hard science set within the confines of the solar system. It turns out space exploration is hard work, even in the form of a game.

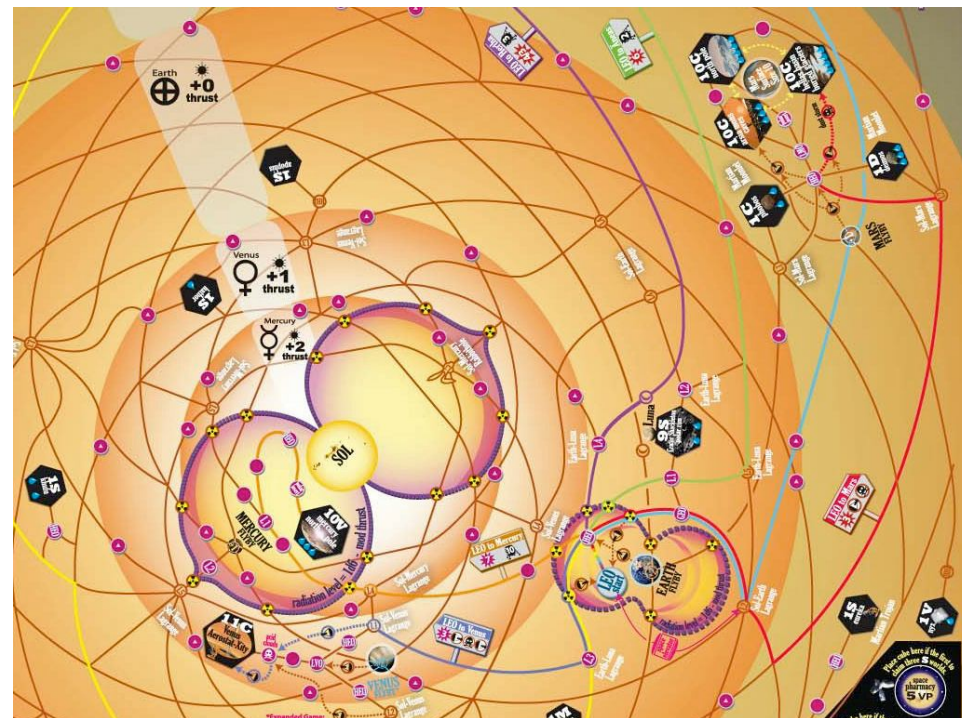
High Frontier comes in a shallow box—there's not much air inside this one. There's a solid board that shows the inner solar system, based around the Sun. It's a bit confusing at first as there are a lot of lines criss-crossing between the planets, moons and asteroids. These represent the low-energy Hohmann orbits that spaceships would use for cost-effective (but slow!) travel between the planets. Places to land are shown as hexagons with various symbols that indicate their size and type and, importantly, how much water is there.

Circles at intersections show Lagrange points where rockets can turn without penalty. Pink circles are 'burns', where rockets must use fuel: for example, to leave or enter orbit. Other circles are hazards—my favourite is what I initially thought was a pair of underpants, but is actually a capsule dangling from a parachute. This is an aerobrake space, allowing craft to make an unpowered landing through atmosphere. There is a lot of information on the board and it's worth taking a bit of time to study this. As a shortcut, the 'obvious' routes to major destinations (such as Mars) are highlighted.

Other components are the neat little rocket pieces in players' colours along with wooden cubes and plastic discs as markers. Other discs are neutral markers and money. In addition to their pieces, each player has a sheet of cardboard, their 'mat', which provides spaces for their 'stacks' of cards and shows a synopsis of the game turn and available actions. Most importantly, the mat shows the status of your rocket. A player's turn is quite simple and can be over very quickly: move your rocket (if you have one in play) and then take one action. It's moving the rocket that can be time consuming (and requires some arithmetic).

The key element of the game is the small deck of cards that represent different technologies. There are three types. Thrusters provide the motive power for players' rockets. Most of these are rocket engines, showing how many 'burns' they can make in a turn (limiting how far they can go in one turn) and how much fuel each burn uses (limiting the range of the rocket). Some Thrusters are more subtle: solar sails use the sun's radiation to move, requiring no fuel, but moving very slowly. My experience is that these are generally only useful in the inner solar system, where the sun is more powerful.

'Robonauts' make up the second set of cards. These are rated for "in-situ resource utilisation" (ISRU). That is, how easy it is to prospect (for valuable minerals) once you've landed somewhere. The lower the rating the better. There are three types of Robonaut, each providing a bonus. The third set of cards is Refineries. These do nothing in themselves, but getting a Robonaut and Refinery to the same place lets you set up an extra-terrestrial Factory. Each Factory is a victory point (and counts towards ending the game), but is more valuable for the equipment it can produce: better Thrusters and Robonauts than can be built on Earth.



A section of the (basic) board showing the Sun, Earth and Mars
Coloured lines are optimum routes—the red one is Earth-Mars

However, I'm getting ahead of myself. There is a fourth, much smaller set of cards: one for each player, showing which 'faction' (NASA, the UN etc) they are playing. These cards also represent the crew of the player's spaceship, should they decide to send manned missions, and each also provides a special ability. Some of the crew cards are also Thrusters (generally needing lots of fuel) and all of them have an ISRU rating—though it's pretty poor.

To begin with, players will buy and sell technology cards. There are two reasons for this. First off, space travel is expensive! You need a lot more money than you start with in order to fund a mission. You can take one income a turn, but buying technology and selling it at a profit can get you money more quickly. The second reason is to cycle through the technology cards and keep the ones you are interested in. This will depend on the mission you're planning, but generally an efficient Thruster and a low ISRU Robonaut are what I'd be after.

Your cards are face-up in front of you and represent knowledge—the ability to build the technology shown on the card. To put together a rocket, you need to build the technology and 'boost' it (and any crew) to 'Low Earth Orbit' by moving the cards to the appropriate space on your mat. This costs money—getting equipment and people from the surface of the Earth into space ain't cheap. Once there, you can put together cards to make a rocket and send it off on a mission.

What I haven't mentioned is the game's currency: it's tanks of water in low Earth orbit. In effect, they embody the cost involved in getting stuff into orbit. Water tanks have a second function in the game: they are reaction mass (aka 'fuel') for spaceships. That is, the material that rockets heat up and expel to move. Adding water tanks to a rocket shows how many burns it can do before running out of fuel. However, water is heavy, so the more you have on your rocket, the more power you need to move it.

This brings me to another element that I haven't mentioned yet. Each card has a 'Mass' value: how big and bulky it is. When you assemble your rocket, you add up the Mass values on the cards and place one of your rocket pieces on the appropriate row of the diagram on your mat. Then you add water tanks. Each tank moves the rocket piece to the right, adding steps of fuel. However, you get fewer steps per tank the more massive your rocket is. What's more, as you add tanks of water, your rocket gets more massive and slows down further!

This sounds complicated and it does take a while to get your head round it. It's all too easy to send off a mission and then realise you don't have enough fuel to get to your destination—let alone get back! I suggest playing a training game first and trying different thrusters. You will quickly understand the balance between mass and thrust and discover the limitations of the technology.

One thing I spotted in my first game: you don't necessarily have to bring your rocket back. Yes, there are victory points available for being the first to visit certain places and return. However, to build a Factory, you can send a Robonaut and a Refinery as separate missions. The first becomes an 'Outpost', which you turn into a Factory when the second arrives. This works because cards are knowledge, not hardware. When you 'de-commission' your rocket at its destination, the Thruster card comes back into your hand. You can boost it back into Low Earth Orbit to make another rocket.

Having an extra-terrestrial Factory makes a huge difference as you can now make things in outer space. This is represented by using the other side of a card—the front face is black print on white, the reverse is white print on black. Black cards are highly efficient Thrusters, very effective Robonauts (some have



High Frontier and expansion on display at Spiel '10

an ISRU of zero) and Refineries that provide bonuses. Suddenly exploring the solar system becomes so much easier. It may have taken 30 turns to get your first Factory established. The next one may only be eight.

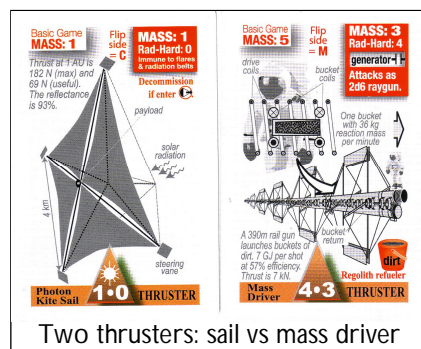
The game ends faster than you're expecting. After the long struggle to get established in space (not to mention getting enough cash in the first place), the game really accelerates once Factories are operating. It ends when players have built a certain number of Factories between them. If one player is racing ahead, they can force a game end more quickly. Victory points are scored for cubes (Factories and other achievements) and discs (successfully prospected 'claims' and colonies) on the board and the player with the most points wins.

I said at the beginning that this is a stunning game. If you don't think so already, let me tell you that what I have described is the basic game. The expanded game adds more details and complications. Spaceships are more complex (needing generators for power and radiators to get rid of excess heat). Players have to take account of radiation and what it can do to their expensive hardware. Rockets can travel faster using slingshot effects and some Thrusters can use rock for reaction mass. Politics between the factions come into play and there are rules for combat.

While the rules cover the basic and expanded games, you'll need the Expansion set to be able to play all of these. As well as the extra cards needed for the more complex rockets, the expansion set includes a second board. This adds the outer solar system to the game, bringing Jupiter, Saturn and their moons into play, and has spaces to keep track of events, the sunspot cycle (which affects radiation levels) and politics. Personally, I think the game is fine with just the basic set, though I do like having the option of flying to Jupiter or Saturn.

High Frontier brings back to me a lot of the science fiction I read as a teenager—all the stories about asteroid mining and the gritty details of space travel. What the game adds is a realisation of how hard and expensive it is to get into space in the first place. However, the potential rewards of manufacturing in space are huge. Well, they are in this game, anyway. I got a real kick out of mounting successful missions and getting Factories set up.

As a game, the challenge of *High Frontier* is in working out how to build and operate effectively in outer space. The competition with the other players adds a bit of spice, but there is not much direct interaction—unless you are playing the politics and combat rules. Having said that, there is only one card for each



Two thrusters: sail vs mass driver

technology, so there can be a fight to get specific cards. If another player has the Thruster you'd like, you're not going to get it unless they don't want it any more.

As an old-time science fiction fan, I found *High Frontier* a great thrill and I recommend the game—I think it's worth playing just for the experience. If you have an interest in space exploration or fancy the challenge, give it a go. I suggest you stick with the basic game and try a couple of training runs before playing a competitive game. Once you've got to grips with that, try adding in some of the Expanded rules before going the whole hog and adding in the Expansion set.

I do have one niggle with the game, though. The five crew cards are not part of the deck of cards that comes with the game. Instead, they are printed on one of the card sheets and have to be cut out. I can't understand this: surely these five cards could have been printed with the others? It seems like a needless bit of penny-pinching.

High Frontier was designed by Phil Eklund and is published by Sierra Madre Games in the US. It is a strategy board game for 2-5 players (there is also a scenario for solitaire play), aged 12+ and takes 2-3 hours to play. It gets 9/10 on my highly subjective scale.

This review was first published in Gamers Alliance Report, Winter 2011
(www.gamersalliance.com)

Kaigan A review by Nik Luker

Pre-ordering a game based solely on reading its rules and/or its publisher's press release can be a very dodgy prospect. However, every year at Essen I do exactly that just for the fun of it. Some years I end up with something good; others are probably best just forgotten about. This year I confess to cheating a bit. Anyone who regularly accesses the Board Game News website will be familiar with Scott Tepper's name. I first met Scott a few years ago at Essen when he was demonstrating games for Rio Grande and, aside from his excellent explanations and his being a genuinely nice guy, have subsequently found him to be a fine judge as to what constitutes a decent game. So when I read that Scott was launching his own company—Ascora Games—at Essen this year, my pre-order "punt" was instantly decided. *Kaigan* would be the one ... and it is a gem.

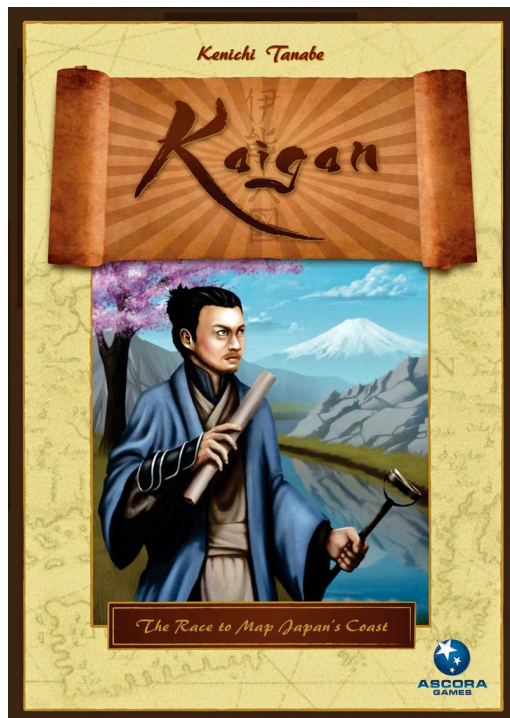
Kaigan, then, is Ascora's new edition of the Japanese game formerly called *Inotaizu*, by Kenichi Tanabe, a designer who until now has been completely unknown to me. The theme is the mapping of Japan's coastline in the early

1800s—players take charge of teams of surveyors and race, over the course of five rounds, to complete as much of the map as possible, thereby gaining honour points. The player with the most points at game end is the winner.

So, what's in the box? In short, a game board, a map outline, a set of map tiles, money chits and four sets of action cards and markers in four colours. At the start of the game, ten map tiles are randomly placed on the map outline. Each map tile depicts a section of Japan's coast along with one of three icons (Artistic, Government and Travel) which correspond to three score tracks on the game board (more about these later). Each tile also has a number from 2-4 which denotes both the honour point value of the tile and its maximum capacity for mapping markers. Each player receives three surveyors (Meeples) of a colour and all the matching markers and action cards, plus a small amount of money. Play then proceeds in six phases.

To score those all-important honour points, players need to get their surveyors onto the map tiles, and then get mapping markers onto those tiles. This is achieved via the action cards, but a player does not necessarily use his own cards. The way these cards are divvied up between the players forms one of the game's core mechanisms. In phase 1, a player may play one of his action cards (each player has an identical set) onto the 4 x 5 grid on the game board then, if he chooses, claim one of the four rows by marking it with a disc of his colour. In this respect, the game is similar to *Coloretto*, except that cards may be played to any empty space in the grid (not necessarily to the end of a row), with the exception of the pre-illustrated spaces. When a player claims a row, he may not contribute further to the game board, nor does he remove the cards from his row.

Once all players have claimed a row, phase 2 begins, and this is where the cards, the second of the game's core mechanisms, come into play. There are a number of actions available. For example, a card may allow the placement of mapping markers (cubes in the player's colour) onto a map tile. Another allows the placement or movement of surveyors onto map tiles. A third allows an increase of



one point on one of the three score tracks. Every card also has a secondary option which allows the placement of one surveyor onto a map tile. Most actions come with a cost which must be paid when the action is used. Starting with the player who claimed the topmost row, actions are resolved, not row by row but by working down each column of the grid. A player may either take the card's primary action or flip it for its secondary action or pass and do nothing.

When all actions have been resolved and cards returned to their respective owners, phase 3 commences. This is simply the addition of a small number of neutral mapping markers to randomly determined (via die roll) map tiles. The significance of these becomes apparent in phase 4, which is when map tiles are scored. Any tile which has reached its capacity of mapping markers (irrespective of their colours) scores a number of honour points for any player with a marker on the tile equal to the number printed on the tile. In addition, each player advances along the score track designated by the icon on the tile by the number of mapping markers he has contributed. Once a tile has been scored, all markers on it are returned to their respective owners and the tile is removed from the game and is replaced with a new one drawn from the stock.

When all eligible tiles have been scored, the turn moves into phase 5. This is where players gain income for the next turn and it is simply their positions on the Artistic and Government score tracks which determine exactly how much money they earn. Once all income has been taken, phase 6 (only in turns 2, 4, and 5) takes place. This gives honour points, determined by a player's position on the Artistic score track, plus extra honour for the players in first and second place on the Government track. At the end of this phase, the Government track is reset to zero. The turn then ends and a new one begins again at phase 1. After five turns, the game ends. Final scoring is tallied as per phase 6, with additional points awarded according to the players' positions on the third (Travel) score track. Then whoever has the most money gains a bonus; whoever has the least, a penalty and there are odd points to be gained for markers remaining on map tiles etc. The player with the most honour wins.

That, then, is the game in a nutshell. How does it play? With four players, very smoothly (I have yet to play a three player game, but see no reason why one less player would be an issue). The various mechanisms all mesh nicely together; the phases flow from one to the next. Everything seems well balanced—none of the actions is overly powerful and the random placement of neutral mapping markers does not upset things. The biggest surprise is that the game turns out to be a bit of a brain-burner. Once under way, virtually all information in the game is open. Phase 1 thus becomes something of a puzzle, trying to figure out what opponents are up to, how the sequencing of the actions will play out (and it can be vital to get the sequencing right), when to claim a row or not and which card to play into which space.

On top of this, there is the choice of which map tiles to play to. Some can be completed quickly, bringing in few honour points, but perhaps gaining a space or two on one of the score tracks, thereby increasing income. Others take longer to complete, but bring in more honour points in the long-term. A prime candidate might be a high scoring tile that is close to completion, but, of course, every other player will be interested, so getting the drop on everyone else is essential (since no more tokens can be played to a tile which has reached its capacity), which brings us back to the importance of action sequencing. And to play a mapping marker onto a tile, a player must first get one of his surveyors onto it, all of which costs money... Given all of this, the dreaded analysis paralysis might be expected to rear its ugly head, but I have to say that it certainly has not proved a problem with us (and we are not the quickest of players at the best of times). Downtime is, in fact, low and the game trips along to a conclusion within the 45-60 minute duration mentioned on the box.

I am impressed with *Kaigan*—much credit to Kenichi Tanabe for his clever design. It fulfils much of what I look for in a game—nice clean mechanisms, clear, uncluttered rules, smooth gameplay, tricky decisions, perfect duration—then goes just that little bit more. Neat little touches like zeroing the Government track every other turn means income is never at a constant level, forcing competition for the relevant map tiles. Adding neutral markers to map tiles keeps the game moving and forces decisions regarding those tiles—stake your claim before it's too late! And a player can always do something. Even if he cannot claim his favoured row, a player will still have set of actions at his disposal at the end of phase 1. Part of the game's enjoyment is figuring out how best to use actions one hadn't planned on obtaining. It's all really good stuff.

I really must mention the look of the game, too. The artwork is splendid. I know a lot of time and effort went into getting this right (Scott has posted a couple of articles on BGN detailing the process) and it shows. Production overall, in fact, is first class—big, chunky map tiles, wooden bits, quality card stock, and a well laminated board. Excellent.

Kaigan is an outstanding first game from Ascora. If they can keep this level up with their following releases, they have a very bright future ahead of them. In the meantime, I wholeheartedly recommend that you invest in a copy of *Kaigan*, although I wouldn't hang about as I suspect the print run is fairly limited.

Kaigan was designed by Kenichi Tanabe and is published by Ascora Games. It is a strategy board game for 3-4 players, aged 10+, and takes 45-60 minutes to play.

Games Events

I am told that Oxcon is happening next weekend, 29th and 30th January, at the Mitre in the centre of Oxford. However, I haven't been able to confirm this and the website is still absent.

After that there's SoRcon at the end of February: 25th-27th at the Ramada Hotel in Colchester. It's a fun event with a nice mix of board games and role-playing. Expect a quiz or two, a charity auction and who knows what else. Attendance is limited to 100, because of the capacity of the rooms, so do book in advance. Full details are on the website: www.sorcon.co.uk

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 upstairs at the Angel in the Fields (37 Thayer Street, W1U 2QY). The pub lays on sandwiches, paid for by those who consume them. Otherwise we sit around, play games and drink beer (Sam Smith's). A perfect afternoon. ☺

UK Games Expo: the first weekend in June at the Clarendon Suites on the Hagley Road in Birmingham. 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 free gaming on the Friday and Saturday evenings. For details see www.ukgamesexpo.co.uk

Manorcon: 15-18th July 2011 at Stamford Hall, University of Leicester. The biggest board game event in the UK and host to numerous tournaments. More information from the website: www.manorcon.org.uk

Spiel: the board games event of the year. 20th-23rd October 2011, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

MidCon: November 2011 in Derby. This is a long-running board games event moving to a new venue for 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 112 was written and edited by Pevans. The *LPBS* masthead (page 17) is by Lee Brimmicombe-Wood, as are the illustrations on pages 18, 20 and 22. The drawings on pages 19 and 21 are by Tim Wiseman. Game artwork is reproduced by courtesy of the publishers. Pevans took the photos and played with Photoshop. © Paul Evans, 2011

Easy Money The Aftermath

Pete Holland comments:

Congratulations to Mike. I wuz robbed!

Actually, it seems somehow fitting to just miss out on a (not particularly deserved) victory, thanks to a seemingly unpredictable purchase from Gerald on that last turn. Perhaps from his point of view, if he could not win, he could at least have a hand in who did? Or perhaps he just found blue shares strangely attractive to own? Anyway, far better that, than the result depending on who NMRs on the last turn, and I feel I only came so close as much by luck as anything. Overall verdict? - While in some ways I found each turn very unpredictable, in others, I found the game a bit too predictable. Who is now looking at me as though I was mad? The predictable side is down to shares being valueless at the end, so (barring other motives!) the rational player wants to be all in cash at the end. This makes possibly more than half of the game about selling early to beat the rush, and just holding enough shares to sell one per turn. I think I predicted very early that my final turn would be to buy one blue, since the large number of shares held had most potential to drive the price down to the minimum. Although it was a shame there were so many 'dropouts', in some ways these helped, by taking enough shares out of the game to prevent any falling to minimum price.

GWH? Now that's a game I prefer.

Mike Dommett clarifies his win:

Well - I won, despite not having any more of a plan than buy what was low priced and sell when it was high.

Then I totally messed up on Turn 11 by selling a colour I didn't have and ending up with an extra black and blowing my chance of winning.

But I've played with Russell Harris and Richard Clyne, and I worked out a way to possibly win. If only I could suggest to someone the advantages of buying blue shares...

Pete Holland should consider himself the winner in spirit, if not in fact.

Yes, I think Pete should consider that a moral victory. It never occurred to me that people would collude on this game. I should have expected it, though, as you are a bunch of gamers.

The replacement game is...

Great White Hunter Start-up

This game is essentially a variation of Battleships and is open to all readers of *TWJO*. Set in the late 19th century, a 20 x 20 grid represents an area of the African bush, while the players are all hunters looking to bag trophies. I have tweaked the rules a bit this time to provide a bigger reward for being the first to hit an animal.

All you have to do each turn is nominate two squares to take pot-shots at: F9 and M17, say (the second is only used if the first misses). Letters (A-T) run across the grid and numbers (1-20) up and down

Key

| Animals | | | | |
|--|--------|-------------------|-------------------|-----------------|
| | 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 | | | | |

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.

The first hit on each animal scores points in proportion to its size. For example, a Lion is three squares and worth 9 points, so the first hit scores $18/3 = 6$ points. If several players hit the same square at the same time, they share the points; if several players hit different squares of the same animal at the same time, they get the points for the square they hit.

Once an animal has been identified, subsequent shots share the points of the square they hit (there are no points left for the square(s) hit initially) with a minimum score of 1 point. So if players A and B hit the second square of that lion and C gets the third, C gets 6 points and A and B get 3 each.

An animal is dead when all its squares have been hit. No more points can be scored for this animal.

After 15 turns or when the board is clear (except for any snakes), the player with the most points wins.

**Send your first shots to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Friday, 11th February 2011.**

Cambourne* Railway Rivals game 8—Turn 3

Builds

JACOBABH parallels the river south-eastward towards the marshes and Belarus. LATGALE builds north-east following the river towards Estonia. BALTIC RAIL continues to build along the coast, now heading north. THURB builds towards the coast, connecting towns on little branches and BLUE MOUNTAIN RAILWAYS builds NW towards Valmiera.

A) Jonathan Palfrey—The Heavily Underfunded Railway Business (THURB), Green

Builds: (I59) – Aizkraukle; (J59) – Madona (+12)
(L60) – Jekabpils; (I59) – H58 (+6)
(H58) – D56
Score: 26 +18 = **44**

B) Emrys Hopkins—Locomotive Latgale, Red

Builds: (Z16) – Saulkrasti: (Cesis) – F52 (+6)
(F52) – F51 – G51 (Auce) – Q24
(G51) – Valmiera; (Sigulde) – D55 (+6)
Score: 44 +12 +2 = **58**

GM Notes

Any orders that do not have at the top the player name, company name and company colour will have a point deducted for each omission.

C) Mark Wright—Blue Mountain Railways, Blue

Builds: (Q54) – P54 – Gulberne; (P54) – Q54 – N54 – M54 (+6)
(M54) – L53 – K53 – J52
(J52) – J51 – I51 – H50; (R53) – R52
Score: 41 +6 = **47**

D) Mark Cowper—Jacobahn, Black

Builds: (Z19) – A60 – B60 – C61 – D60 – E61
(E61) – F60 – Aizkraukle
(F60) – G61 – H61 – I62 – J62
Score: 35 +0 = **35**

E) Colin Parfitt—Ventspils, Brown

Builds: (Riga) – Y16; (G20) – Skrunnda
(Y16) – Z15 (-1)
(Z15) – Saulkrasti – Z11 (-1)
Score: 44 -2 = **42**

My deadline is a week before the main magazine.

Thurb's first turn was to U68 and not U66. There was a typo in my report.

Throws for next turn 4, 5, 4

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 4th February 2011**

* Trains do not stop at Cambourne on Wednesdays

Les Petites Bêtes Soyeuses 238

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).

**Orders for January 1664 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
Ipsorders@pevans.co.uk
by Friday, 11th February 2011**



December 1663

It's a grey and wet December in Paris. This month's duellists must make sure their steel is well oiled before it is exposed to the elements. GDMD Lieutenant-Colonel Armand de Luce brings Quasi Le Bossu with him to meet ALC trooper Cardhu Poste. The two duellists are well matched: only de Luce's superior sabre skill provides a difference. He is also the cannier duellist, blocking Poste's slash and jumping out of the way of the following cut. As Poste recovers his balance, de Luce hits home with a slash of his own. Poste surrenders.

De Luce now acts as Le Bossu's second, along with Zachary The Money Goes, as he meets Warren Peece. Peece had expected to fight Ali Vouzon first, but Vouzon is staying safely in his lodgings, due to his steel allergy. With only a rapier to defend himself, the slight Peece is worried by the bulk and the sabre of Le Bossu. Previous injuries have cut Le Bossu down to size, though, minimising his advantage. Peece uses the rapier's speed to lunge immediately and score first blood. Le Bossu just hacks at him with a slash. Peece abandons his intended cut and concedes. He presents Le Bossu with a case of Bordeaux as an apology for the necessity of the duel.

QOC Colonel Connor McKnight is another man with a sabre, a second (Rick O'Shea in this case) and an assignation. His opponent is the DG Colonel, Willem de Biest, who wields a two-handed sword. McKnight is a big man; de Biest is bigger. However, both men have old injuries that even things out. De Biest starts

the fight with a parry. Then he swings back his heavy blade for his initial attack. McKnight gets in first, though, drawing first blood with a slash. De Biest hits back with his own slash, only to take a cut in return as McKnight finishes his furious slash. But de Biest is also on a furious slash and doesn't pause: his cut is a heavy blow. McKnight has had enough and surrenders to his enemy.

De Biest is badly battered, but insists on crossing swords with another member of the QOC, Captain Luc Bacquards. However, Luc is so slight that he gains no advantage from his pristine health. He has a sabre to put against de Biest's blade and Michel Marteau as his second. Bacquards closes inside the big man's guard and lashes out ... with his boot! All he gets is a grunt from de Biest. The two-hander swings round and hits Bacquards with a slash. He surrenders. Marteau steps in promptly, blocking de Biest's sword, which is still in motion. De Biest gives up with a bad grace and lurches off in search of a lot more bandages.

Paris (or those who voted, anyway) is hugely in favour of Johnny Sais-Pas's challenge to Amant d'Au. D'Au is the bigger man, but just has a few knives stuffed into his belt while Sais-Pas has a rapier and two seconds: Jacques Shitacks and Pierre le Sang. Shitacks has brought a picnic with him. Or rather, his servants have. On the table they set out a selection of cheeses and several wines, illuminated by candles and sheltered under a large umbrella. Shitacks takes one of the chairs and exhorts Sais-Pas: "My dear Sir, please do end this debacle quickly as otherwise the cheese will spoil." Le Sang grabs the second chair while it's available and the two sit back to watch the duel.

The two men salute and set to. D'Au tries to get inside the longer weapon's reach, but is hit with a slash. Rather than use his dagger, d'Au lashes out with his boot, cracking against Sais-Pas's kneecap. Sais-Pas completes his furious slash with a cut. Then he limps round to regain his balance while d'Au also recovers his guard. D'Au jumps back, cocking his arm. Sais-Pas follows up and slashes again. As his blade hits d'Au's ribs, the dagger hurtles across the space between them and buries itself between his own ribs. Like a tree falling, Sais-Pas gently topples backwards, his sightless eyes gazing up at the sky. D'Au retrieves his blade, wipes it on the dead man's jacket and salutes Shitacks and le Sang. There is nothing left for them to do except gather up their fallen friend and head for the undertaker's. D'Au spears a chunk of cheese and goes in search of a drink.



Who's pulling the strings?

Quasi Le Bossu pulls some strings to remove the Frontier Division Adjutant, but doesn't pull enough of them as the man retains his position. The incumbent Lt-Col of the PLLD is leaned on much more heavily. As well as Le Bossu, Charles Rabbit-Vacuum and Uther Xavier-Beauregard persuade the man that it's time to retire. Rabbit-Vacuum takes the rank himself, his purchase facilitated with a loan. Captain Pas de Tout quickly buys the vacant Major's position, needing a rather more substantial loan to cover the cost of this (and the extra horses).



LE GENERAL

Luc Bacquards fills one of the vacancies for senior officers in the Queen's Own Carabiniers by buying his way to Lt-Col. Jacques de Gain tries the same trick in the King's Musketeers, but is thwarted by the lack of a vacancy. There is a slot for Lt-Col for Richard Shapmes in the Royal Foot Guards. Indie Spencible turns down Devlin Carnate's application to join the RFG. The new Dan Gleables (cousin to the recently deceased gentleman, it is believed) applies to Grand Duke Max's Dragoons with the support of a pile of cash and a favour from Jacques Shitacks. The rank of Captain is his. The 69th Arquebusiers take in Jacques Madik, who also becomes a Captain, having borrowed substantially.

Captain Noel Fornam Idya is expecting to become Aide to Johnny Sais-Pas, but the dead don't need Aides and Idya's still looking for a patron. Antoine Le Picnique is more fortunate. He was expecting to be made Aide to Brigadier Euria Humble, but Humble already has an Aide. Le Picnique's application is successful, though, and he is assigned to Horse Guards Brigade. Rick O'Shea is the only Major in either the Royal Marines or the Picardy Musketeers and becomes Brigade Major of First Foot.

Major Jacques de Gain decides that his battalion of the King's Musketeers needs some action and marches them off to the frontier for the season. Lt-Gen Yves Vrai Bretheauteque feels the need to clear his reputation after last season and signs up with a Frontier regiment. Paris is not the place for Brigadier-General Euria Humble: he volunteers for action again.

The dead don't party

The big event at the start of December is, of course, Johnny Sais-Pas's party at Bothwell's. Ah ... *that* Johnny Sais-Pas!

A large group of socialites stands around outside Bothwell's. Their initial angry reaction gradually becomes one of dismay as news of their host's demise spreads through the crowd. Hats are doffed and prayers offered as the gathering turns

into an impromptu, open-air wake. The group consists of: Armand de Luce, Antoine Le Picnique, Arnaud Surfinmaise, Arthur Sleep, Benedict d'Over, Connor McKnight, Charles Rabbit-Vacuum, Jacques Blanc, Jacques Madik, Luc Bacquards, Noel Fornam Idya, Pas de Tout, Pierre le Sang, Rick O'Shea, Uther Xavier-Beauregard, Willem de Biest, Warren Peece and Yves Eau. Benedict is so affected by Johnny's death that he spends the rest of the month holding a personal vigil outside Bothwell's.

A few people do get inside Bothwell's—members who aren't Toadying to anyone. We start with Ilk Lamore Bartat and Lucy Fur, who are there for two weeks. Ilk then gets in a week's cutlass practise before the Boozers and Bellringers bash. Richard Shapmes is in Bothwell's, too, taking Frances Forrin for a quiet drink. Two week's practice with his rapier sees him return to the club at the end of the month on his own. A week's courting allows Quasi Le Bossu to bring Guinevere d'Arthur to Bothwell's. He practises sabre and then leads the Boozers and Bellringers. Bothwell's has two more visitors in December: Willem de Biest and Henrietta Carrotte. It's a good job Henrietta doesn't know what Willem was up to the week before, but she's impressed by his sizeable bets. Willem loses two, cuts two and wins just one, leaving him down a substantial number of crowns, though with a little bit more status. Then he's off bell ringing as well.

Hunter's is the haunt of Connor McKnight and Emma Roides and Warren Peece and Ingrid la Suède after the debacle of Johnny's party. Connor and Emma are joined by Rick O'Shea for the last week, while Warren and Ingrid go bell-ringing.

The Horse Guards club finally sees some activity this month. Antoine Le Picnique joins, now he's Aide to the Brigadier of Horse Guards Brigade, and makes the most of it. He and Di Lemmere visit twice, with Antoine fitting in his regimental duties in between. Michel Marteau brings Deb Estaround for a good time after courting her at the start of the month. For one week, Michel and Deb are the guests of Luc Bacquards. With Belle Epoque, Luc is hosting a dinner for his colleagues in the QOC. Apart from Michel and Deb, Arthur Sleep and Eric di Miabeille attend, Eric accompanied by Freda de Ath. Luc recounts how, spending the previous week at home with Belle, he had to see off Rick O'Shea, who rolled



up to Belle's place with a large bunch of flowers. Eric had only a week with his sabre to report, while Arthur had been occupied with his regimental duties. He moves on to the Bawdyhouses for some female company at the end of the month.

Ali Vouzon spends the month at Blue Gables, plying Sue Briquet with a succession of fine wines. Pierre le Sang pops in for a week before he repairs to the gyms with his rapier for the second half of December.

The Frog and Peach starts with a visit from Amant "Killer" d'Au and Angelina di Griz. The rest of Amant's month is spent practising his knife throwing. Noel Fornam Idya arrives in week 2 with Sal Munella on his arm. They settle in for the duration.

Yves Eau is the only visitor to Red Phillips, drowning his sorrows after finding Armand de Luce with the woman he went courting. Worse still, the argument was public enough that word got back to Violet Bott and she gave him the heave-ho. The Bell-ringers attract Yves to conclude his December.

Christmas Bells

Yes, Jacques Shitacks hosts Quasi Le Bossu's Boozers and Bellringers at the Fleur de Lys once they've completed their Christmas pilgrimage around Paris. However, there are other things happening in the Fleur before this. Revaulvin d'Or is at home to senior socialites with Katy Did as hostess. The Minister of State and his belle are joined for three weeks by Minister of Justice Indie Spencible and Jacky Tinne, Chancellor Jacques Shitacks and Madelaine de Proust and KM commander Zachary The Money Goes and Anna Rexique. Revaulvin provides his guests with a succession of entertainments: carol singers, mummers, a mystery play, bear-baiting and a midnight game of charades. Indie presents his host with the gift of a fine quill pen in a metal box etched with scenes depicting France's military triumphs. He explains that this was made from the personal arms of the enemy General he defeated while in command of Second Army and is presented with full honour to serve as a reminder that "the pen is mightier than the sword". Meanwhile, spotting that the Crown Prince is in his usual seat, Zack salutes him and heads for the gaming tables. He proceeds to win a wager of well over two thousand crowns. This time, the Dauphin salutes him.



Other members in the Fleur are Gar de Lieu and Pierre Cardigan. They are in situ all month, attended by Maggie Nifisent and Fifi, respectively. Devlin Carnate arrives in week three with Frances on his arm—this explains why

Richard Shapmes is unaccompanied in Bothwell's. Frances was actually Devlin's second choice: he intended wooing Guinevere, but stood down in favour of Quasi. Herve d'Conde is also in the Fleur for the latter half of December, but he is on his own. The object of his affections was out when he went courting and he filled the gap with a spot of sabre practice.

This leaves the Boozers and Bellringers, who make their annual Christmas carol promenade led by Quasi Le Bossu and marching to the erratic beat of Willem de Biest's drum. Then it's all back to the Fleur for mulled wine and mince pies, courtesy of Jacques Shitacks. Jacques is quite surprised by just how many people lay claim to membership of the group, but he and Madelaine welcome them all. Willem de Biest and Eric Miabeille are not his favourites as they continue expressing their regimental enmity, just as they had done throughout the promenade. Eric gets his colleague, Luc Bacquards, away from Belle long enough to join in. Once Jacques has moved them to opposite ends of the club, he has another dispute to deal with. Dan Gleables and Cardhu Poste have spotted that each other has the uniform of their enemy regiment and exchange ritual challenges. Armand de Luce is an old hand at this and shows Dan, his junior, just how it should be done. With these disputes out of the way, the rest is a more relaxed affair as the guests soak up the seasonal atmosphere. They include: Charles Rabbit-Vacuum and Marie, Gaz Moutarde and Ada, Ilk Lamore Bartat, Jacques Blanc and Josephine, Pas de Tout and his new conquest, Lois de Low, Quasi, Uther Xavier-Beauregard, Warren Peece and Ingrid, Yves Eau, Zachary The Money Goes and Anna Rexique.



Gustav Ind gets this month's 'iron man' award by practising sabre all month. He is almost matched by Dan Gleables (sabre) and Poisson d'Arbre (rapier). However, Dan takes a week to join the Bellringers and Poisson makes a visit to the Bawdyhouses for some female company. Egon Mad 2 starts at the Bawdyhouses and the ladies. The footpads decide he looks a good mark, but find his pockets empty. Egon retires to the gym with his rapier for the rest of the month. Apart from those already mentioned, there are two weeks of practice for Charles Rabbit-Vacuum (sabre), Gaz Moutarde (cutlass), Jacques Blanc (cutlass) Jacques Madik (rapier—breaking to visit the Bawdyhouses) and Uther Xavier-Beauregard (sabre). Several others fit a week's practice into their schedule. Such as Arnaud Surfinmaise, who puts rapier practice between visiting the Bawdyhouses and an unsuccessful courting visit.

God rest ye merry...

There isn't much seasonal cheer on the frontiers, though the troops do their best to enliven things. Lt-Gen Yves Vrai Bretheauteque is attached to First Frontier and his name appears in the Despatches when he provides some tinsel to brighten up a tree in the middle of camp. It's not a very big Mention, but it goes along way to redeem the notoriety he had gained the previous season.

Second Frontier regiment has the pleasure of being accompanied by Bdr-Gen Euria Humble. He doesn't do much to liven things up.

Major Jacques de Gain's battalion of the King's Musketeers serves with Fourth Frontiers and has a quiet Christmas. ❖

Press

Announcements

To All Loyal Men of Paris,
Come and join the country's premier regiment, 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

Young men of France, want a life of excitement, adventure and fun? Join the 27th Musketeers. Scholarships available for impoverished applicants—contact WP for more details.

Charles Rabbit-Vacuum gives due warning to those in the 1st Squadron of the PLLD that they are likely to be at the front in January.

The Dragoon Guards will be going on campaign in January. Gentlemen desiring promotion and glory may apply to Colonel Will de Biest.

To All Fleur Bond Holders,
I am still looking to increase my holdings. If anyone is interested in selling their bonds, please contact me and hopefully we can come to some sort of arrangement.

† ZTMG

Matters of Honour

Letter to QLB from WP:

My dear Quassi,
Please be on notice that from now on I will ignore the stupid social convention that requires me to take offence at your social standing, now that I have been made a Knight. Please forgive the social snobbery that drove me to challenge you when we met last month—I must have been drunk and very full of myself.

We have been friends a long time and I do not want to lose that friendship. If King Pevans or anyone else insists we duel, I propose that we arm-wrestle with the victor buying the loser a flagon of wine. What do you say?

Yours etc,

† WP

Dear Warren,
You have been one of my greatest allies, so to cross blades seems a silly piece of bravado. So, if convention allows, an arm wrestle it is. In any case, even if we do cross blades, our friendship remains intact and will do so for as long as we remain in Paris.

Bon Chance Mon Ami,

† Quasi

To Armant D'au

Your skills with a sword, notwithstanding, Sir, you are still a cur.

Yours cordially,

† Johnny Sais-Pas

But at least he's a live cur.

† Le Roi

Social

Dear officers, subalterns and privates of the Dragoon Brigade (PLLD and GDMD)

Please join Lt-General Quasi Le Bossu in Bothwell's in Weeks 2 and 3, January 1664 to discuss ideas and tactics for the forthcoming summer campaign season.

Egon Madd invites all men of good standing (i.e. SL 11 and above) to a "Natural Philosophers and Assistants Party" during the First Week of January.

A small prize will be awarded for the best Hunckback [sic].

I shall be hosting a NEW YEAR BALL during the 1st Week of January 1664. All Parisian Gentlemen and their ladies are invited. Drinks provided of course.

Pierre Cardigan
Is hosting a party
All month
At the Fleur
SL 8+

Personal

Dear Diary

I must have had far too much to drink last night. How did I end up in a duel with my old friend, Quassi? Damn these social conventions—so what if he isn't noble? Will categorically refuse to duel him in future. Don't care which snob that offends. Must give him a crate of Bordeaux as an apology.

Don't feel half so charitable to that cur AV. Got a duel with him, too. Walloped him once before but obviously he hasn't learned. † WP

As we enter a new year, is it not odd that the Cardinal has not been offering special prayers for his Majesty and all his family? Just something about mattresses...

Tomas de Matalot

I do hope you replace the current Cavalry Division Commander, as the present incumbent is too old-school with no grasp of current military tactics—in any case, please feel free to join the discussion in Bothwell's as your tactical nous and genius is beyond question.

† Lt-General Quasi le Bossu

Lord Percy Percy says, as fashion is tending towards spectacular attacks of gout, Armand de Luce can't afford to be fashionable.

Dear Viscount Shitacks,
Your congratulations and best wishes are most welcome and will be remembered fondly. I have appointed you because your experience managing the financial affairs of the Haut Garonne did you great credit and filled the government's ... er ... His Majesty's coffers. I trust you will begin your duties soon and conduct an audit of those monies confiscated from recent traitors and see to their redistribution to the appropriate departments.

Yours,

† Count d'Or, Minister of State

Egon Madd: Your Divisional Commander may or may not be serious about shooting troops before we go to war, but do you have confidence in his ability to actually hit any of them?

Points Arising

Next deadline is Friday 11th February 2011

Jason Fazackarley has joined the game since last issue, but let me formally welcome him now.

Our latest recruit is Dave Carter, who starts with next turn: welcome, Dave.

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

BdB Binet de Bours (Mark Booth) has NMR'd. Total now 1

Dear Mum,

Thanks for all the extra clothing you put into my trunk. It was awfully sad what happened to cousin Dan. Strange how so many of us are called Dan in our family.

Lots of love,

† Dan
Dan Gleables

Fetlock Odour? Why not take dobbinoids? For when your best friend won't tell you.

Lt. General Johnny Sais-Pas,

I now am your loyal aide, I now do good work for you.

What is first job to do?

† Captain Noel Fornam Idya

Oh dear.

† Le Roi

Could it be that Roget de Sauras is a young man dressed up as a young lady dressed up as a man—or something like that.

BdM Beppe de Marko (Mark Moores) has NMR'd. Total now 4 and is sent to a Frontier regiment

PLF Pierre LeFart (Olaf Schmidt) has NMR'd. Total now 2 and is sent to a Frontier regiment

SdJ Swender de Jewel (Ray Vahey) has NMR'd. Total now 1

TIM Tomas le Matelot (Tim Skinner) has NMR'd. Total now 1

X2 (Austin Hayward) has NMR'd. Total now 5 and is sent to a Frontier regiment

X4 (Timothy Hunt) has NMR'd. Total now 2 and is sent to a Frontier regiment

Filipe Silva's new character (X3) was removed as Filipe didn't send any orders and his previous character died of NMRs.

X8 (Geoff Bowers) has been floated as Geoff needs time to 'bond' with his new character.

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 £7 (inc postage to UK addresses) to LPBS, 180 Aylsham Drive, Uxbridge UB10 8UF.

There's a Yahoo! group for *En Garde!* players that provides a forum for players of different games to swap stories and ideas. Sign up and get

talking at: <http://games.groups.yahoo.com/group/EnGardePlayers/>

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

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 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. ◇ P

Announcements

Dan Gleables applies for Aide to Lt. General
 Eric de Miabeille asks NPC Captain 1 of Queen's Own Carabiniers to resign
 Gar de Lieu applies for Minister without Portfllo

Herve d'Conde applies for Army Commander of Second Army
 Quasi Le Bossu asks NPC Aide to Lt. General (QLB) to resign
 Willem de Biest asks NPC Brigadier of Horse Guards Brigade to resign

Duels

Results of last month's duels:

Armand de Luce (with QLB, gains 1 Exp) beat his enemy Cardhu Poste.
 Willem de Biest (gains 1 Exp) beat his enemy Connor McKnight (with ROS).

Quasi Le Bossu (with ZTMG & AdL, under half Endurance, gains 1 Exp) beat Warren Peece.
 Ali Vouzon didn't turn up to fight Warren Peece and lost SPs.

Willem de Biest (under half Endurance, gains 1 Exp) beat his enemy Luc Bacquards (with MM).
 Amant d'Au (gains 1 Exp) killed Johnny Sais-Pas (with JS & PIS) - voted cause 10:2.

Grudges to be settled next month:

Luc Bacquards (Sabre, Seconds CMK & MM) has cause with Rick O'Shea (Cutlass, Seconds CMK, adv.) as he tried to court Belle.
 Richard Shapmes (Rapier) has cause with Devlin Carnate (Rapier, Seconds GI) for pinching Frances.
 Armand de Luce (Sabre, Seconds QLB, adv.) has cause with Yves Eau (Foil, 1 rests) as he tried to court Jenny.
 Armand de Luce (Sabre, Seconds QLB, adv.) and Cardhu Poste (Sabre, 4 rests) have mutual cause for being in enemy regiments.
 Cardhu Poste (Sabre, 3 rests) and Dan Gleables (Sabre, Seconds PIS, adv.)

have mutual cause for being in enemy regiments.
 Eric de Miabeille (Sabre, Seconds MM, 4 rests) and Willem de Biest (2-Hand, Seconds PIS, adv.) have mutual cause for being in enemy regiments.

Luc Bacquards (Sabre, Seconds CMK & MM, 3 rests) and Willem de Biest (2-Hand, Seconds PIS, adv.) have mutual cause for being in enemy regiments.
 Warren Peece (Rapier) has cause with Quasi Le Bossu (Sabre, Seconds ZTMG & AdL, adv.) as he's not Noble but higher SL.

"adv." shows who (if anyone) has 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.

Tables

Other Appointments

| | | |
|--|------------------------|---|
| King's Escort: Ensign N | Captain N | Shows who holds appointments outside military units: ID for Characters, N for NPC, __ for vacant, CPS for additional posts held by the CPS. |
| Cardinal's Escort: Ensign N | Captain N | |
| Aides: to Crown Prince N | to Field Marshal N | |
| 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 N | | |
| Chancellor of the Exchequer JS | Minister of Justice IS | |
| Minister of War EH | Minister of State RdO | |

The Greasy Pole

| ID | Name | SL | SPs | Cash | Rank | Regiment/Appointment | MA Last seen | Club | EC | Player | |
|------|------------------------------|-----|-----|-------|-----------------------------------|----------------------|--------------|-----------|------|---------------------|-------------|
| ZTMG | Count Zachary The Money Goes | 26 | 70 | Rich | B.Bdr-General | KM | 17 Anna | Flr | 4 | Gerald Udowiczzenko | |
| RdO | Count Revaluin d'Or | 25 | 72 | Withy | General/State Min. | | 13 Katy | Flr | 4 | Jerry Spencer | |
| JS | Viscount Jacques Shitacks | 23- | 20 | Rich | General/Chancellor | | 3 Madelaine | Flr | 4 | David Olliver | |
| GdLI | Marquis Gar de Lieu | 23 | 59 | Comfy | Fid Marshal | | 4 Maggie | Flr | 4 | Bill Hay | |
| DC | Baron Devlin Carnate | 22- | 13 | Withy | B.General | | 7 Frances | Flr | 2 | Bruno Giordan | |
| GI | Baron Gustav Ind | 21 | 46 | Comfy | B.General/1st Army Commndr | | 9 | Flr | 5 | Ashley Casey | |
| EH | Viscount Euria Humble | 20 | F | Poor | Bdr-General/War Minister | | 15 | Flr | 5 | Matthew Wvale | |
| IS | Viscount Indie Spencible | 19 | 57 | Rich | B.Bdr-General RFG/Justice Min. | | 9 Jacky | Both | 1 | Charles Burrows | |
| BdM | Viscount Beppe de Marko | 19 | RIP | | | | | | | Mark Moores | |
| EM2 | Marquis Egon Mad 2 | 17 | 51 | Withy | Bdr-General/Gds Brigadier | | 6 | Both | 2 | Tym Norris | |
| BdO | Sir Benedict d'Over | 17 | 24 | Rich | Lt.Colonel KM | | 9 | Both | 4 | Mark Stretch | |
| JdG | Baron Jacques de Gain | 17 | F | Withy | Major KM/Gen's Aide (1st Army) | | 10 | Both | 4 | Ben Brown | |
| HdC | Marquis Herve d'Conde | 16 | 33 | Withy | B.General | | 14 | Flr | 4 | Simon Burling | |
| QLB | Quasi Le Bossu | 15 | 44 | OK | B.Lt-General/Fntr Div Commandr | | 7 | Guinevere | Both | 6 | Mark Cowper |
| SdJ | Sir Swender de Jewel | 15 | 32 | Withy | B.Lt-General/2nd Div Commandr | | 7 | Both | 1 | Ray Vahey | |
| JSP | Marquis Johnny Sais-Pas | 15 | RIP | | | | | | | Mike Bird | |
| PC | Sir Pierre Cardigan | 14 | 31 | Withy | B.General | | 9 Fifi | Flr | 4 | Matt Shepherd | |
| WdB | Sir Willem de Biest | 14+ | 49 | OK | Colonel DG | | 7 Henrietta | Both | 6 | Tim Macaire | |
| ILB | Sir Ilk Lamore Bartat | 13 | 40 | Comfy | Colonel RM/1st Army Adjutnt | | 6 Lucy | Both | 6 | Andrew Kendall | |
| TIM | Baron Tomas le Matelot | 13 | 19 | Withy | B.Lt-General | | 8 | Both | 4 | Tim Skinner | |
| YVB | Sir Yves Vrai Bretheauteque | 13 | F | Comfy | Lt-General | | 4 | Hunt | 1 | Chris Boote | |
| RS | Richard Shapmes | 13+ | 39 | Withy | Lt.Colonel RFG/Gds Brigade Maj. | | 7 Frances | Both | 4 | Charles Popp | |
| CMK | Sir Connor McKnight | 12 | 16 | Comfy | Colonel QOC | | 3 Emma | Hunt | 5 | Graeme Wilson | |
| WP | Sir Warren Peece | 11 | 27 | Withy | Colonel 27M | | 6 Ingrid | Hunt | 2 | Pam Udowiczzenko | |
| PLF | Sir Pierre LeFart | 11 | F | Rich | B.Bdr-General 13F | | 7 | Hunt | 3 | Olaf Schmidt | |
| X4 | | 10 | RIP | | | | | | | Timothy Hunt | |
| JB | Jacques Blanc | 10+ | 34 | Comfy | Lt.Colonel RM/2nd Div Adjutant | | 3 Josephine | Hunt | 4 | Dominic Howlett | |
| AV | Ali Vouzon | 9 | 9 | Comfy | Major 13F | | 4 Sue | BG | 1 | Graeme Morris | |
| LB | Luc Bacquards | 9+ | 33 | OK | Lt.Colonel OOC/Bdr's Aide (Hvy B) | | 2 Belle | HGds | 2 | Colin Parfitt | |

| ID | Name | SL | SPs | Cash | Rank | Regiment/Appointment | MA Last seen | Club | EC | Player |
|------|-------------------------|----|-----|------|-----------------------------------|----------------------|--------------|------|----|-------------------|
| AdL | Armand de Luce | 9+ | 30 | OK | Lt.Colonel GDMD | | 4 Jenny | BG | 2 | Francesca Weal |
| UXB | Uther Xavier-Beauregard | 8 | 24 | Poor | Colonel PLLD | | 5 | BG | 3 | Pete Card |
| PIS | Pierre le Sang | 7 | 19 | Poor | Lt.Colonel 53F/1st Div Adjutant | | 5 Pet | BG | 4 | Bill Howell |
| CRV | Charles Rabbit-Vacuum | 7+ | 26 | Poor | Lt.Colonel PLLD | | 3 Marie | F&P | 5 | Mike Dommett |
| ROS | Rick O'Shea | 7+ | 21 | OK | Major RM/1 F Brigade Maj. | | 3 | F&P | 6 | Paul Wilson |
| NFI | Noel Fornam Idya | 6 | 11 | Poor | Captain 4A/LtGen's Aide (1st Div) | | 1 Sal | F&P | 4 | Martin Jennings |
| ASip | Arthur Sleep | 6 | 11 | Poor | Subaltern QOC | | 2 | F&P | 3 | David Williams |
| PdT | Pas de Tout | 6+ | 27 | Poor | Major PLLD/PLLD Regt. Adjt. | | 6 Lois | F&P | 3 | Emrys Hopkins |
| EdM | Eric de Miabelle | 6+ | 27 | Poor | Subaltern QOC | | 5 Freda | RP | 3 | Pete Holland |
| MM | Michel Marteau | 6+ | 24 | OK | Captain QOC | | 1 Deb | HGds | 1 | Neil Packer |
| CP | Cardhu Poste | 6+ | 21 | Poor | Subaltern ALC | | 2 | RP | 3 | Andrew Burgess |
| AdA | Amant d'Au | 6+ | 20 | OK | Major RM | | 3 Angelina | F&P | 5 | David Brister |
| YE | Yves Eau | 6+ | 20 | Poor | | | 2 | RP | 4 | Justin Key |
| ALP | Antoine Le Pinique | 5 | 17 | OK | Subaltern GDMD/Bdr's Aide (HGds) | | 1 Di | HGds | 2 | Sean Kavanagh |
| PqA | Poisson d'Arbre | 5 | 7 | Poor | Captain 53F/53F Regt. Adjt. | | 2 | RP | 5 | Mark Wright |
| GM | Gaz Moutarde | 5+ | 27 | Poor | Captain RM | | 3 Ada | RP | 2 | Mike Dyer |
| DG | Dan Gleables | 5+ | 21 | OK | Captain GDMD | | 6 | RP | 5 | Rob Lee |
| X8 | | 4 | 0 | OK | | | 2 | | 2 | Geoff Bowers |
| X3 | | 4 | RIP | | | | | | | Filipe Silva |
| JM | Jacques Madik | 2 | 2 | Poor | Captain 69A | | 4 | | 5 | Jason Fazackarley |
| AS | Arnaud Surfinmaise | 1- | 1 | Poor | | | 5 | | 5 | Nik Luker |
| X2 | | 1 | RIP | | | | | | | Austin Hayward |
| BdB | Binet de Bours | 1 | 2 | Poor | | | 2 | | 2 | Mark Booth |

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, F lthy = 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+