

That would be enough

This has been issue 114 of *To Win Just Once*, published 31st March 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, 15th April.

Orders for *Les Petites Bêtes Soyeuses* and *Great White Hunter* and any other contributions to Pevans by Friday 22nd April 2011.

(Remaining deadlines for 2011: 20th/27th May, 24th June/1st July, 29th July/5th Aug, 2nd/9th Sept, 7th/14th Oct, 11th/18th Nov, 16th/23rd Dec)

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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 and Jonathan Palfrey are interested in the next game; anyone else?

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

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BOA É A VIDA, MAS MELHOR É O VINHO

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VINHOS

To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Pevans reviews Vinhos

VINHOS
A GAME BY VITAL LACERDA
100% STRATEGIC

What's your game?

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Chatter

It was warm and sunny over deadline weekend so Saturday was the first gardening weekend of the year. Not my favourite occupation, but even our low-maintenance plot needs some work. What surprised me was the contrast between the back and front of the house. In the sunshine of the back garden (which faces south), it really felt spring-like: it was warm and dry and everything was budding. Out front, the sun was behind the house and the little patch was cold and soggy. Here it felt like autumn, though the daffs were making an effort.

If it's spring, it must be time for my annual trip to the USA. I missed the Gathering of Friends last year, which turned out to be the last in that venue. (Organiser Alan Moon was fed up with the hotel not putting right the recurring problems.) So this year I'm spending a week in Niagara Falls. A bit of a change from Columbus, Ohio!

I have been to Niagara before—nearly 30 years ago, gulp!—so I've done the obligatory boat trip into the spray at the bottom of the falls. What surprised me then was the sleaziness of the town. We drove in past motels advertising bridal suites and 24-hour porn! I wonder how much it's changed since?

I shall be there to play games, of course, and the Gathering's usually a good place to play new games (new to me, anyway). Expect some notes when I get back. I'm back on Good Friday, which is also deadline day. Jet lag permitting, I'll be getting to work on the next *TWJO* over Easter weekend, but may not have time to write up too much for that issue.

Talking of not writing things, there's no science fiction review this time. That's because I haven't been reading SF in the last few weeks. I've recently discovered Lindsey Davies's "Falco" books after hearing Anton Lesser reading a couple of them on Radio 4. Set in Ancient Rome while Vespasian is Emperor (after the madness of Nero and Caligula), the stories' hero, Marcus Didius Falco, is an informer—a private detective in effect.

The books are great fun and more than detective stories (the first few, for example, are as much a love story as whodunit). They are informed by Davies's knowledge of the period, which provides a lot of detail. Some of the books take Falco to other parts of the Empire, including Britain, which he regards as a hell-hole after serving there as a legionary. I'm really enjoying them, but I expect I'll be back to some SF soon.

My ISP is still not providing full stats on my website, but I can say that the PDF version of *TWJO* 113 was downloaded at least 53 times in February, with issue 112 picking up a further 62 downloads.

Letters

Tim Macaire sends in a joke. Not something I'd normally grace these pages with, but it went down well with my twelve-year old nephew...

A chicken comes into a library and says, "Book! Book-book!" So the librarian gives her a book and she walks off with it. Ten minutes later, she comes back with the book and says, "Book-book!" A second book is also rejected (BOOK-book-book), so the librarian decides to find out what's going on. He follows the chicken down to a pond, with a frog squatting on the edge. The chicken puts the book down and says proudly "Book-book!" The frog looks at it quickly and goes "Read-it. Read-it" Thank you and good night.

I think the correct response is: "Don't give up the day job!"

Al Tabor responds to my first thoughts on Neal Stephenson's *Quicksilver* in the last *TWJO*.

Very sorry to hear you didn't find the Baroque Cycle to your liking. It's essentially speculative intellectual history focused on the question of why Britain played such a pivotal role in creating the scientific, industrial and economic revolutions that laid the underpinnings of our world. Ben Franklin's appearance was a bit much, being both gratuitous and limited to that single scene, but Newton and Leibniz play themselves as critical figures in the aforementioned intellectual history.

Members of both British and continental royalty play themselves, viewed primarily in terms of their relation to either Newton or Leibniz. Carrying the narrative in relation to the 'landmark' figures are ancestors of the *Cryptonicon* characters. And the whole thing moves at a stately shambling pace with occasional dramatic resolution being provided as a sop to the readers. (Hmmm, that might be a bit harsh. The ancestor characters do get some dramatic resolution, but since Newton and Leibniz are constrained by history, and history doesn't really ever tie up the loose ends all that nicely, you are left with important characters simply in the process of being themselves and getting older as the book draws to a close.)

Well, I haven't given up on it yet. It's on the reading pile for me to get back to.

A glass of Port Pevans reviews *Vinhos*

Vinhos is a really complex game—explaining the rules takes quite a while. It needs 2-3 hours to play, too, but players quickly get to grips with the game's mechanisms and it runs smoothly. The game is about producing wine in the

regions of Portugal—an intriguing location for a game about wine. Portugal just means port to me, but here we have eight regions that produce wine and only one of them makes port.

I'll start with the physical components. The substantial board is very busy with different areas for different parts of the game, including a small map of Portugal showing the regions. The substantial square box also holds wooden playing pieces for each player, cardboard chips for cash and wine (numbered for the value of the wine), thick cardboard tiles for vineyards, wineries, cellars, 'wine experts' and each turn's weather, plus wooden oenologists and 'Renown' cubes. The only annoying element is the size of the counters for the four characteristics of wine (smell, colour, taste and alcohol content). They're rather small and fiddly.

Each player has their own board as well, with room for four estates. At the end of each turn, players produce wine: one chit at each estate. The value of the wine depends on the tiles at the estate. There must be at least one vineyard to give the base value. A second vineyard (which must be from the same region and produce the same colour wine), a winery and a oenologist will all increase the value of the wine. It is also affected by the weather for the turn: from +2 to -2, depending on the tile revealed at the start of the turn.

Once produced, wine must be stored. Each estate can hold two years' production—chits are moved along each turn before new production arrives and are thrown away if there's no room left. Adding a cellar to the estate means up to four years' production can be kept and increases its value, especially once it's three or four years old.

Once you've got some wine (players start with one estate and wine), there are four things you can do with it: sell it, export it, present it at a wine fair or (later on) give it away for an extra action. When selling, players can sell any number of



wines, but each chip sold uses one of the player's limited barrel pieces. This goes on a space on the sales track according to the value of the wine, which is added to the player's 'bank account'—another track in one corner of the board.

The game actually has three different types of money. The cardboard chits are cash in hand, which players can use during their turn. Then there are each player's 'investments', which are, in effect, semi-liquid. This is another marker on a track. At any time in their turn, players can move their marker down the track to get cash. At the end of the turn, players gain or pay 'interest' on their investments—to/from their bank account—depending on their marker's position. Funds in players' bank accounts are actually illiquid. The only way to get money out is to take the action of visiting the bank. This allows players to convert their bank account into cash and/or put money into their investments. Managing your money is one of the minor, but important facets of the game.

Back to what to do with your wine. The second option is the 'export market'—a grid in one corner of the board. As with selling wine, players place barrels on the grid spaces, according to the value of the wine they use. They score victory points for the row they place their barrel on. At the end of the game, the player(s) with the most barrels in each column score(s) additional points. Selling wine is very useful early in the game, generating the cash players will need to buy more vineyards and equipment. The export market really comes into play later in the game. There's often a rush to place barrels as players look to score points.



Did I mention that the board's a bit busy?
And this is without any pieces on it ...



The Wine Fair section of the board: Fair points are scored round the outside, bonuses on the left, scores at the bottom and the characteristics in the middle

This brings me to the third use for wine: the wine fairs, which are a sub-game in their own right. There are three wine fairs during the game. Players are ranked according to the number of fair points they have accumulated at the end of each fair. They get victory points according to their ranking and the fairs are worth more through the game. A lot of victory points are available from the fairs, so they are an important part of the game.

To start with, each player must enter a wine into the fair. The value of the wine they use sets a limit on the number of 'wine expert' tiles the player may use when the fair takes place. They select one pair of the four wine characteristics, place a marker and score fair points according to the current value of these two. Fair points are marked on a track running round the tracks for the characteristics. Players also get an immediate bonus, depending on which pair of characteristics they choose.

When the wine fair comes to be resolved, each player can play some wine experts—but only for the two characteristics they chose when entering their wine. Some experts increase the ranking of their particular wine characteristic and all of them score that ranking for the player. Once all of the fair points have been totted up, players get victory points according to their ranking. The turn order is also changed, to the reverse of the fair positions. This is a point to remember, as player order is significant.

Vinhos is played over just six turns, with the wine fairs at the end of turns three, five and six. You can see that the game accelerates. As players build up their estates and produce more and more valuable wine, they need less time to set themselves up for the next wine fair. However, they don't have very many actions to do this in: each player gets just two actions a turn. Though there are a few other things (such as cashing in investments) that players can do at the same time as an action.

There is another whole sub-game in which action a player takes. There are nine actions in all: buy vineyards, buy wineries, buy a cellar, hire œnologists, buy wine experts, sell wine, export wine, visit the bank and enter a wine for the next wine fair (which can also be a pass). These are laid out in a 3x3 grid and players move a pawn to the action they want to take. Moving to an adjacent (including diagonal) space is free, but players have to pay to move further. If another player's pawn is on the space, players must also pay them.

What's more, six of the spaces, one for each turn of the game, have a track for the parts of a turn. A neutral pawn is used to mark the current turn, and part thereof. However, this is also the taxman. Moving your pawn to the same space as the taxman means an extra charge! So it's not just a question of which action you want to take. You have to think about the whole sequence of actions and how much they may cost. It's also where turn order can be significant: you know where other players' pawns are now, but where will they move next?

There's still one major part of the game to cover—and the fourth use for wine. On each turn's weather tile is a set of three criteria. When players enter their wine for a fair, they check it against the criteria. If the wine meets any of these, they



can place one of their barrels on the corresponding 'manager', each of whom has a row of bonuses next to them. Once you've got barrels on these rows, you can give away a wine as part of an action to move a barrel to a different space on the same row.



Yes, eight wine-growing regions

The managers provide two sorts of bonuses. The first sort provides additional actions, allowing players to take a second action (at the cost of a wine). Given that players only have twelve standard actions in the whole game, this is really powerful. It's also a big incentive to get barrels on the tracks quickly and to make sure you have wine to give away. The second set of spaces give bonus victory points, generally for items players have acquired. For example, four points for each cellar. The difference with these spaces is that barrels cannot be moved on once they've been placed. At the end of the game, after the final wine fair, players can use any wine they have left to move barrels. Again, turn order can be important!

Right, I think I've covered everything. There is an awful lot going on in *Vinhos*. You may only have a couple of actions each turn, but a lot of thought goes into choosing these actions. It's not simply a question of which action to take. You have to consider the sequence of movements around the grid to take actions, how much this might cost, whether you have enough barrels and many other factors. Later on in the game, the option of having some additional actions gives players more to think about.

Having played the game half a dozen times, I'm still getting to grips with the strategy. It's clear that the extra actions provided by the managers are very valuable. This makes it worth entering a wine for the wine fair early on if this gives you the opportunity to place barrels on managers—and gets you first choice of the bonuses. Against this, entering your wine takes up one of your scarce actions (anybody who hasn't already put up a wine can do so as a free action before the wine fair is resolved), so you have to weigh up the costs.

Apart from this, my strategy at the moment is to sell wine quickly to generate cash, visit the bank to withdraw cash and then buy several vineyards in one action (players may buy as many vineyards as they like in one action, but no more than one from each region). This also avoids the taxman, who's on the 'buy vineyards' action in the first turn. Having several estates gives me quantity and I then invest in other equipment to provide quality at one or two of my estates.



A player board with two working estates: white wine on the left with two vineyards and a cellar, red wine on the right with a vineyard and a winery

What I haven't managed to do yet is score any significant points from the export market. A lot of points are available here, but you need high quality wines to get them. There is clearly a balance to be found between quantity and quality and so far I'm erring towards quantity. You also have to take note of what other players are doing. As always, you are likely to do best by doing what other players aren't.

All in all, *Vinhos* is a fascinating game. The mechanisms of the game are sufficiently complex that it's not clear quite what effect any single action will have. This makes it something of a challenge to work your way through to win the game. Given the complexity, there is a steep learning curve to begin with. However, the game is surprisingly straightforward once you've done this. It gets 7/10 on my highly subjective scale.

Vinhos was designed by Vital Lacerda and published by What's Your Game? in Italy. It is a board game for 2-4 players, aged 12 or more, and takes 90-180 minutes to play.

Games Events

Tringcon XXII is at the beginning of April: 9-9 on Saturday 2nd, to be precise. It's held at Marsworth Village Hall, Vicarage Road, Marsworth, TRING HP23 4LR. Attendance is £10, including buffet meals, with proceeds donated to charity. It's run by Keith Thomasson and his wife and is generally a good day of board games playing. For details and booking, see www.fwtwr.com/tringcon

Coming up at the end of April is Baycon, another long-running event. It's held at the Exeter Court Hotel in Kennford (about 5 miles south of Exeter) and runs

from 28th April to 2nd May. It's a great weekend of board games and, this year, a brilliant way of escaping the royal wedding! For more, see the website at: www.baycon.co.uk

Looking further ahead, *TWJO* subber Mark Stretch is organising the Evesham Games Day for 13th August: 9 am to 11 pm at Evesham Town Hall. This will be a day of open games playing, but there's also a *Diplomacy* tournament and Heron Games will have a trade stall. It sounds like a fun day. There are more details on the UK Face to Face Diplomacy website: www.ukf2fdip.org and follow the link.

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 114 was written and edited by Pevans. The *LPBS* masthead (page 20) is by Lee Brimmicombe-Wood as are the illustrations on pages 17 and 22. The picture on page 21 is by Nik Luker and the one page 25 by Bryan Lea. The *Vinhos* box is reproduced by courtesy of the publishers. Pevans took the other photos and played with Photoshop.

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Great White Hunter

Turn 2

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

Mike Dyer notes, "With just a slight twinge of guilt, I think I'd like to try and pot that gorilla!" The twinge is just enough that he misses with both barrels. In fact that gorilla appears to have a charmed life ... this turn.

Pete Holland chips in: "...so last time I missed with B17 and R5, but both B5 and R17 were hits? I should just give up now!" Instead he goes for the most-selected

piece of elephant. Both elephants go down under a hail of shots—well done, Alex Everard, who gets the last solo piece.

Mark Stretch takes the lead by collecting the second part of a lion that everyone else ignores.

Simon Burling misses and then misses the grid entirely!

What's this about?

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 this time to provide a bigger reward for being the first to hit an animal.

All you have to do each turn is

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	
	Missed shot
X	

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.

Scores

Player	Shots	This turn	Total
Chris Baylis			0
Mike Bird			5
Andrew Burgess	L8,M8	0	0
Simon Burling	K11, U18	0	0
Charles Burrows	M14	1.67	1.67
Pete Card			0
Ash Casey			2.5
Mark Cowper	R18	1.25	1.25
Mike Dommett	M14	1.67	1.67
Mike Dyer	G11,H12	0	0
Jerry Elsmore	S16,S18	2.5	6.5
Alex Everard	O13,M15	5	5
Bruno Giordan			0
Russell Harris	S16,S18	2.5	5
Pete Holland	R18	1.25	1.25
Emrys Hopkins	E18	4	8
Dom Howlett			5
Andy Kendall	M14	1.67	1.67
Rob Lee			0
Nik Luker	N15	2.5	2.5
Tim Macaire	R16,R18	1.25	1.25
Bill Michell			0
Graeme Morris			0
Przemysław Orwat			4
Jonathan Palfrey	H3,H18	0	2.5
Colin Parfitt	R18	1.25	1.25
Matt Shepherd	N13,N15	2.5	7.5
Robert Skynner			4
Mark Stretch	F8	5	10
Al Tabor			5
Gerald Udowiczenko	O13,H10	0	0
Pam Udowiczenko	L10,J14	0	4
Matt Wale	S17	2.5	6.5
David Williams	K19,S17	2.5	5
Graeme Wilson	P14,D4	0	0
Paul Wilson	P6	4	8

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

The first hit on each animal scores points in proportion to its size. For example, a Lion is three squares and worth 15 points, so the first hit scores $15/3 = 5$ 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 5 points and A and B get $2\frac{1}{2}$ 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 shots to Pevans at
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Cambourne* Railway Rivals game 8—Turn 5

Builds

LATGALE built a line to the South East towards the marshes and started to build parallel to JACOBBAHN. JACOBBAHN had built through the same gap earlier and started to connect small cities close to the frontier. THURB connected to foreign parts. BALTIC RAIL built a long track South East from Estonia. BLUE MOUNTAIN RAILWAYS built south at both ends of their network, incurring some costs.

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

Builds: (Q63) – S62 – Vilani; (B54) – A55

(A55) – Saulkrasti; (Daugavplis) – M71

(Y18) – Riga; (M71) – L71; (X70) – Y71 (2 to LATGALE)

Score: $43 +3 -2 +2 = 46$

B) Emrys Hopkins—Locomotive Latgale, (LATGALE) Red

Builds: (G57) – J58 – K58

(K58) – L57 – Maduna – O59

(O59) – Q60 – Q61 (5 to Jacobahn)

Score: $68 -5 +1 +2 +1 = 67$

C) Mark Wright—Blue Mountain Railways, Blue

Builds: (U55) – Vilaka – Y54 (+3)

(A54) – A58 (2 to THURB, 1 to LATGALE)

(Y54) – Z54; (X61) – Y61 – Ludza (+6)

Score: $51 +9 -3 -3$ (late orders) = **54**

D) Mark Cowper—Jacobahn, Black
Builds: (Jekabpils) – M62 – N61 – O61 – O60 (1 to THURB)

(O60) – P59 – Q60 – Q61 – R61 – S61 – Vilani (2 to THURB)

(Vilani) – U62 – V62 – Rezekne

Score: $34 -3 +5 = 36$

E) Colin Parfitt—Ventspils, Brown
Builds: (E46) – I48 (1 to LATGALE)

(I48) – M50

(M50) – P51

Score: $48 -1 = 47$

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.

My deadline is a week before the main magazine.

Throws for next turn **6, 3, 5**

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 15th April 2011**

* Trains do not stop at Cambourne on Wednesdays

Icehenge Star Trader game 5—Turn 9

At Gamma Leporis TEGWIN TRUCKERS bought 8 Alloys for 4 HTs apiece and gained a Contractorship. PERF bought 6 more for 3 HTs each without a market position. CAESAR WHOLESale then took 5 on Contracts.

JUST ANOTHER NEW ENERGY TRADER sold 8 Isotopes for 7 HTs each on Epsilon Eridani and were awarded a Contractorship. CAESAR WHOLESale sold 6 Petroleum for 12 HTs apiece.

Delta Toucanis saw PUM CORP selling 10 Isotopes for 5 HTs each and gaining a Contractor Position, undercutting bids of 6 to sell from MU HERCULIS, TRANSURANIC and BULGAKOV. PUM CORP was buying Petroleum, 8 for 6 HTs each, and acquired a Dealership. TRANSURANIC bought 1 for 5 HTs, but were unable to store it, and PERF bought 1 for 4 HTs.

PERF bought 10 Isotopes for 4 HTs each on Tau Ceti. They watched PUM CORP selling 11 Petroleum for 8 HTs apiece to gain a Dealership, undercutting MU HERCULIS's higher bid, after which JANET sold 5 more on Contracts.

Mu Herculis saw PERF buy 1 Petroleum for 4 HTs and SOLAR SPICE & LIQUORS buy 5 Monopoles on Contract.

PERF tried to buy Alloys at Sigma Draconis, but failed. They did buy 10 Isotopes for 3 HTs each and gained a Dealership, after JANET had bought 2 at 5 HTs each. BULGAKOV failed to sell any and PUM bought 5 on Contracts. SOLAR SPICE & LIQUORS sold 3 Monopoles for 15 HTs each and then bought 5 Spice on Contract, as MU HERCULIS sold 5 on Contract.

At Alpha Centauri TEGWIN TRUCKERS sold 10 Alloys for 4 HTs apiece and gained a Dealer's position. PERF bought 7 Liquors for 6 HTs each and also gained a Dealer's position.

Finally, at Beta Hydri, LISPING TREE sold 9 Monopoles for 11 HTs each, undercutting MU HERCULIS and BULGAKOV. TEGWIN sold 4 Petroleum for 10 HTs each, after which SUNDOG sold 8 Petroleum for 11 HTs and gained a Contractorship.

SOLAR SPICE & LIQUORS undermined TEGWIN's Reputation very successfully and swapped some pods around between their ships, pulling the Light Weapons pod out of the Warehouse.

SWISS MERCENARY FLEET took OP 33 and bought 8 units of Weapons.

SUNDOG delivered the Tigers and increased the Corporation's Reputation successfully.

MU HERCULIS DEVELOPMENT CORPORATION had a loan to repay and fewer funds than they hoped. They had to sell nearly all their Warehouses and their Spice Factories at Sigma Draconis. The loan repaid, executives were back to the bank for a 540 HT loan over 4 Quarters, with which they bought all the Warehouses they had sold, two Petroleum Factories at Delta Toucanis and 4 Alloy Factories at Gamma Leporis. In addition, they laid down a new Phoenix Hull at the Tau Ceti Shipyards.

PERF visited the bankers and took out a 602 HT loan for 4 Quarters. This started to be spent, first on improving Reputation, then buying a warehouse at Alpha Centauri. The corporation launched the two new Phoenix Hulls, Kajko and Kokosz, and equipped them with Cargo pods. Pods were sold from Lombardy and more Cargo pods added. A new Corco Gamma hull was laid down in the Beta Hydri Shipyards. Finally, Criminal Connections were raised.

BULGAKOV LINES decided to buy two Isotope Factories at Sigma Draconis to increase their production facilities.

TEGWIN TRUCKERS loaded their ships with passengers, including over 20 Colonists with OP 32, and repaid their loan, immediately taking out a new one of 300 HTs for 4 Quarters.

TRANSURANIC also loaded passengers, though only two pods-worth, and added a 4th Liquor Factory to their existing production lines.

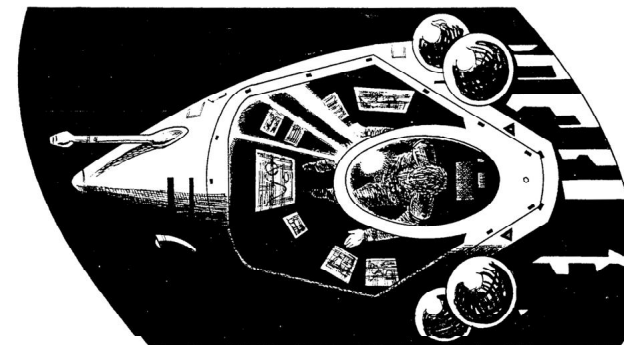
PUM CORP bought a Spice Factory at Sigma Draconis and a Monopole Factory at Mu Herculis.

JANET took on passengers and upgraded their crews to A class.

Press

Who wants to travel with a trucking company, by damn? What do they do? Just stuff people into pods and deliver them to the cargo terminal! Let's call them EasyTegwin.

Pevans Van Rijn



Corporation Table

Corporation letter & name	Conn'n Levels			Init've Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Bulgakov Lines	5	1	3	0	10th	18	24	Andrew Burgess
B Caesar Wholesale Inc	10	0	7	0	6th	371	40	Simon Burling
C Just Another New Energy Trader	7	0	7	0	11th	101	34	Mark Cowper
D Sundog	8	1	4	0+6	3rd	258	34	Mike Dyer
E Tegwin Truckers	8	0	9	0	12th	329	31	Jerry Elsmore
F Solar Spice & Liquors	9	4	5	0	7th	196	39	Paul Evans
G PERF	4	1	7	5	5th	466	33	Witold Gertruda
H Cigarettes, Wine and Wild Women	8	2	0	N		415	20	
J Swiss Mercenary Fleet	3	6	5	5	2nd	141	40	Martin Jennings
K Astradyne Enterprises	1	0	7	N		70	27	
L Lising Tree	5	7	4	0+4	1st	205	39	Michael Martinkat
M Mu Herculis Dev't	10	1	7	5	4th	138	40	Przemyslaw Orwat
N Pum Corp	10	0	4	0	8th	125	40	Paul Holman
P Transuranic Trade Co	6	0	4	0	9th	73	26	Bob Parkins

NMR under Initiative Bid means No Move Received; *F* indicates the Corp was floated

GM Notes

Buying new crews for a ship also entails buying new crews for any Passenger Pods (or advanced military pods) on the ship.

The Colonialist Chit, OP 32, will be changed for future games.

You may load an OP chit into more than one of your ships, provided they are in the same location. All of the chit will be sold at the same price however (as stated in the rules). You cannot split an OP chit with another Corporation (if another player had

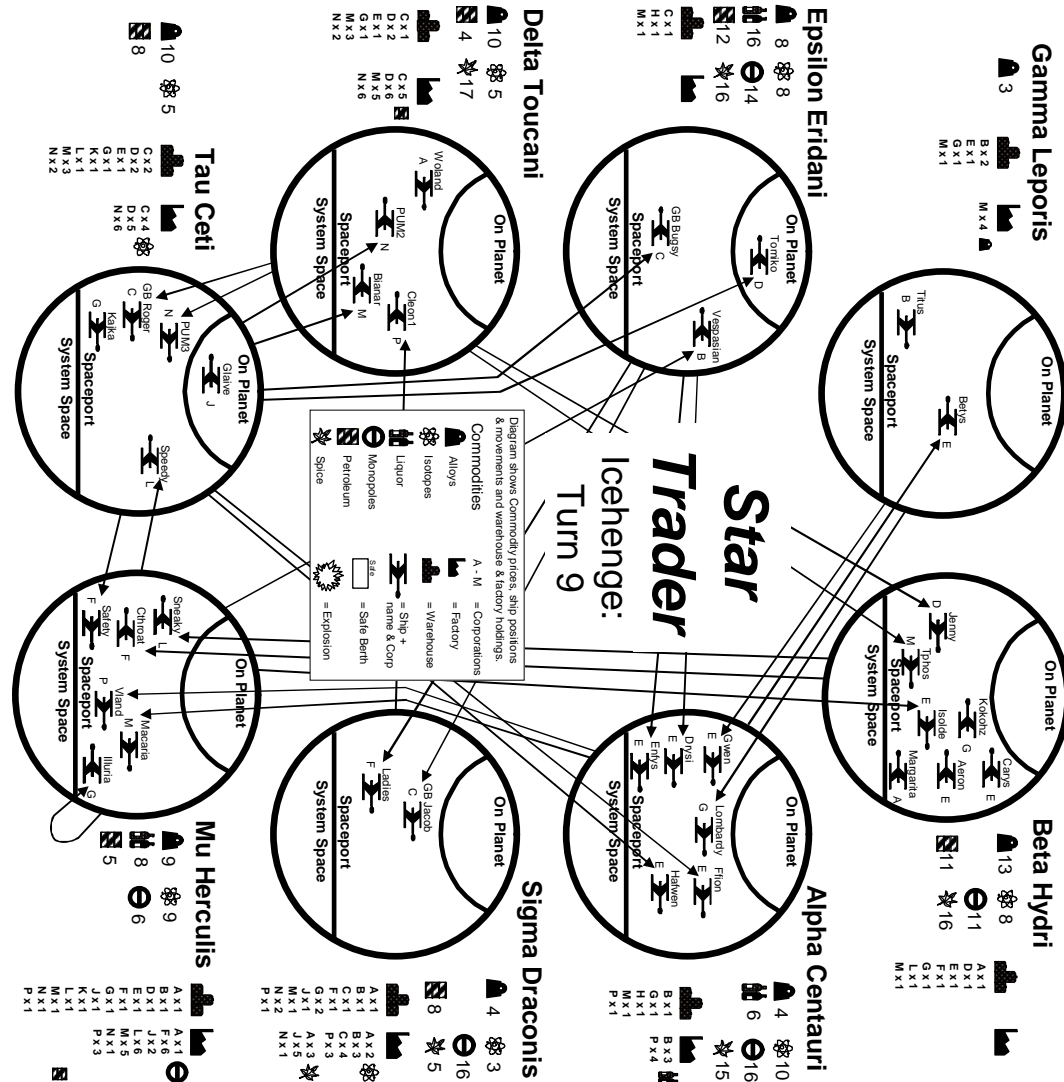
beaten TEGWIN to the colonists and only taken 2 units, TEGWIN couldn't have collected more).

This turn SMF took OP 33, and TEGWIN took OP 32.

There was one new News Chit drawn this turn. Current News chits (new ones in bold) are:

- Turn 10 C4, B6, P6
- Turn 11 P8, B5
- Turn 12 B4, C6, C8

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 15th April 2011



Les Petites Bêtes Soyeuses 240

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.engage.co.uk).

Orders for March 1664 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or lpbsorders@pevans.co.uk by Friday, 22nd April 2011

February 1664

It's still winter in Paris and socialites slipping out early for affairs of honour have to wrap up well. This makes it easy to conceal their weaponry, of course. First up this month, QOC Lieutenant-Colonel Luc Bacquards takes on RM Major Rick O'Shea. This puts Connor McKnight in a bit of a bind as he's been nominated as a second by both men. He decides to back his buddy O'Shea against his regimental colleague. Perhaps he feels intimidated—O'Shea is by far the bigger man. He has the bigger weapon, too: a cutlass against Bacquards' sabre. However, O'Shea starts by jumping back. Bacquards follows up and runs him through with a lunge as he recovers his balance. Then it's O'Shea's turn. He slashes and his cutlass hits Bacquards hard. And comes out the other side... RIP. McKnight is relieved not to have the job of disposing of the corpse.

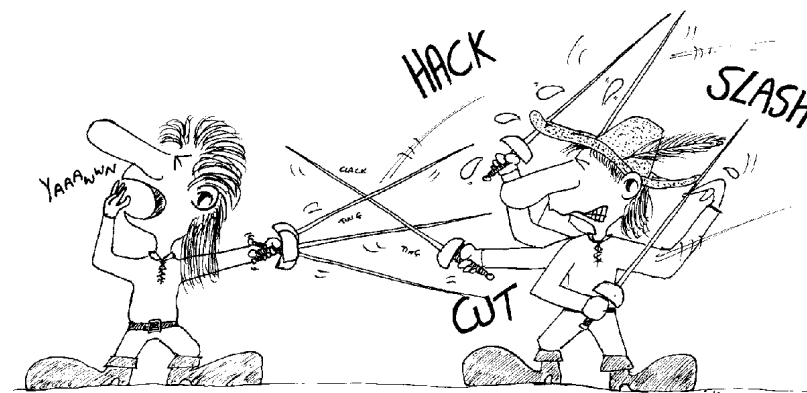
Dan Gleables has a couple of duels lined up and decides to take on Robbie Sais-Quoi first. Gleables has all the advantages: a beefier build, sabre against Sais-Quoi's foil and better expertise. Knowing the foil's limitations, Gleables parries, awaiting the lunge. Sais-Quoi sits back and watches. Then he hops back, hefts his sword and hurls it. The foil tumbles harmlessly past Gleables' shoulder. Sais-Quoi surrenders, conceding the fight without a blow having landed, which doesn't do his social standing any good. It doesn't help Gleables improve his skill either.

Next up for Gleables is Lou Smorrels, who is built even bigger. He has a sabre, too, and his expertise is only marginally worse than Gleables'. Gleables takes a



more active approach to this fight, starting with a furious slash. Smorrels blocks the slash, but isn't prepared for the cut, which scores first blood. Smorrels comes back with a slash and the two take stock. They both slash again, striking home at the same time. Gleables goes for another furious slash. His greater skill means he gets in the slash and cut in the time Smorrels manages to slash again. Smorrels has taken far more damage and surrenders. He declines to meet either Sais-Quoi or Arthur Sleep, his other opponents this month.

Warren Peece is looking forward to duelling Quasi Le Bossu, but the Boozers and Bellringers' leader is still too injured from his previous fights to meet him.



THE BENEFITS OF SUPERIOR EXPERTISE.

Captain or Major?

Lt-General Tomas le Matelot would really like to command the Cavalry Division. He calls in a favour to persuade the incumbent to resign. It isn't enough, though, and the man stays in his post. Le Matelot gets the job of First Division commander instead. Though this doesn't stop him lining up another go at the Cavalry Division.

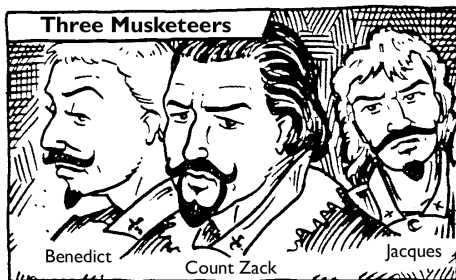
The Field Marshal, Earl Gar de Lieu, offers the job of leading Second Army to General Herve d'Conde. The General isn't expecting this and fails to respond.

Revaulvin d'Or is more definite in refusing Devlin Carnate's request to be made a Minister without Portfolio.

Amant d'Au has asked a couple of Captains to quit the Royal Foot Guards. This doesn't happen. Not least because Charles Rabbit-Vacuum uses his influence to keep them on.

Armand de Luce pulls together all the favours he's owed to help get rid of his CO, the Colonel of the Grand Duke Max Dragoons. This becomes almost a certainty

when Quasi Le Bossu weighs in on his side. The Colonel's resignation puts Lt-Col de Luce in charge of the regiment. Dan Gleables lays out some cash to become Major and second-in-command. Shame that de Luce doesn't get some of the cash. The Shylocks' boys call on him to recover what he owes—with interest. This leaves him rather short and unable to support his horses or pay his club dues.



Robbie Sais-Quoi signs up with the 69th Arquebusiers. He'd like to become a Major, but doesn't have the funds for the extra horses he needs. He has to make do with a Captaincy.

Having been turned down by the Crown Prince Cuirassiers and the Picardy Musketeers, Pom Fitz d'Mayo is relieved to be accepted by the 4th Arquebusiers. He spends some of the loan he's taken buying the rank of Captain and promptly volunteers his command for active service. Sadly, he doesn't actually have a command, so he's off to serve with a Frontier regiment.

The Picardy Musketeers are much happier with Binet de Bours' application and admit him to their ranks. He is happy being a humble private. So, too, is Amant d'Au, who resigns his Majority in the Royal Marines to join the Royal Foot Guards, courtesy of Indie Spencible. The new private marches off to join his new regiment on the frontier.

New Major Dan Gleables volunteers his Squadron of the GDMD, dragging Subaltern Antoine Le Picnique into action. Not to be outdone, Charles Rabbit-Vacuum mobilises his PLLD squadron and Michel Marteau his in the QOC.

The whole of the Royal Marines get their marching orders from Colonel Iik Lamore Bartat. Most of the regiment is expecting this, but it's something of a surprise to Captain Lou Smorrels, who was planning a boozy month in his club.

Partying at the Fleur

Pierre Cardigan may have had the shortest invitation in last month's press, but he has the biggest party. Mind you, it does go on for the whole month, taking up a corner of the Fleur de Lys and quaffing a fair amount of wine. Despite the competition from Jacques Shitacks' do in another part of the club, Pierre and Fifi welcome ten guests in the first week. Armand de Luce and Jenny Russe lead the way, closely followed by Connor McKnight and Emma Roides. Belle Epoque arrives on Rick O'Shea's arm, while Tomas le Matelot accompanies Alison Wunderlandt. Last on the list is Warren Peece, with Ingrid la Suède.

Tomas and Alison are the only couple not to return the following week. Best not to ask what Tomas was up to. Their place is taken by Benedict d'Over and Ophelia Derriere and the party is swelled with the arrival of Quasi Le Bossu and Guinevere d'Arthur. Come week 3 and Quasi is off to host the Boozers and Bellringers. Armand and Warren go with him, while Tomas and Alison return to the party. Quasi and Guinevere are back in the last week, rejoining Benedict and Ophelia, Connor and Emma, Rick and Belle and Tomas and Alison.

Viscount Shitacks holds a wake for the late Marquis Sais-Pas in the Fleur to start February and brings Madelaine de Proust. This is a more exclusive bash, with a key requirement being a "military man". Lt-Colonel Benedict d'Over is first to raise a glass to the fallen Lt-General. Brigadier-General Egon Mad 2 wears his full dress uniform, as does General Marquis Herve d'Conde. Lt-General Quasi Le Bossu is in his best uniform, too, and brings Guinevere with him. Zachary The Money Goes wears the King's Musketeers full dress as he doesn't have a Bdr-Gen command and has Anna Rexique on his arm.

Wrapping up the events in the Fleur, the Minister of State, Count Revaulvin d'Or, is there all month with Katy Did. He has invited other Ministers to join him. Earl Gar de Lieu, Minister without Portfolio, whole-heartedly takes him up on this invitation, bringing Maggie Nifisent to the Fleur for the whole of February. Once he's hosted the wake, Viscount Jacques Shitacks, the Chancellor of the Exchequer, joins them with Madelaine. Baron Gustav Ind may be commander of the First Army, but he isn't a Minister and is turned away when he arrives in week 1. Count The Money Goes doesn't have any job, let alone a Government one, and he, too, gets the cold shoulder when he shows up in weeks 2 and 4 (some people just don't learn!).

The Fleur has a couple of other visitors this month. Egon Mad 2 pops in under his own steam after the wake. He completes his month with a week's rapier practice and a visit to the Bawdyhouses for some female company. The other visitor is Herve d'Conde, who's failed in his courting, and comes back in week 3 with a large wad of cash. He places a single bet and wins! This gives him plenty to finance partying at the Bawdyhouses to wrap up February.

Elsewhere in Paris

The only other social event is the Boozers and Bellringers beer (and wine, for the ladies) tasting at Bothwell's in week 3. Quasi and Guinevere welcome their guests with a foaming tankard of the 1664 brew. Armand de Luce and Jenny Russe are at the top of the list and first to sample the beer. Eric de Miabeille and Fred de Ath are next and Eric is keen on the beer. Lois de Low accompanies Pas de Tout, another man who likes his beer. CPS Uther Xavier-Beauregard and his lady, Mary Huana, stick to the wine. As do Warren Peece and Ingrid. Zachary The Money Goes quaffs the beer quite happily, though Anna prefers a glass of

wine. The only question is why Armand turns up again the following week. There's nobody in Bothwell's, so he's left standing around outside.

The only other visitor to Bothwell's is Richard Shapmes, who pops in for one week. He has a busy schedule: a week courting, a week practising and a week at the Bawdyhouses. The Horse Guards club has somebody in every week. Most of the time it's Eric de Miabeille and Freda. However, the week they're not there (attending the B&Bs), Arthur Sleep shows off his new conquest, Angelina di Griz. He just needed a larger audience. Arthur hit the Bawdyhouses at the start of February, just to make sure, and finishes off with a week's sabre practice.

Warren Peece and Ingrid complete their February in Hunter's. Pas de Tout and Lois start the month in Blue Gables, but no-one else visits. In the Frog & Peach it's Noel Fornam Idya and Sal Munella who pop in.

Robbie Sais-Quoi and Yves Eau start their month the same way: with some successful courting. They continue the same as well, both hitting Red Phillips for the rest of the month. The difference is that Robbie brings Violet Bott with him while Yves comes alone.

Noel spends most of his month in the gyms, practising his rapier. Uther Xavier-Beauregard puts in three weeks' practice with sabre around the Boozers and Bellringers. It's three weeks with sabre for Gustav Ind, too. Escalade le Pole practises rapier for two weeks, taking one week at the Bawdyhouses for some female company and another for an unsuccessful courting visit. And Pas de Tout is in the gyms for two weeks, too, practising sabre.

This leaves Binet de Bours, who is excused one week's regimental duties. This allows him to spend the other three weeks living it up at the Bawdyhouses. Arnaud Surfinmaise spends the whole of his month in the Bawdyhouses.

On the Frontiers

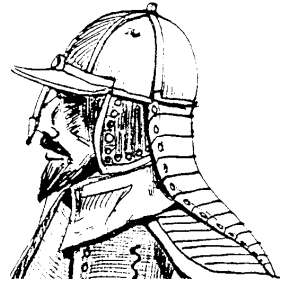
The Royal Foot Guards and Dragoon Guards are having fun in the snow. They find another English force. The RFGs assault their camp and the DGs run down those who try to get away. The RFG commander, Bdr-Gen Indie Spencible, is Mentioned in Despatches and sweeps up two thousand crowns worth of booty. Major Devlin Carnate is also Mentioned, but his share of the loot comes to just over fifteen hundred crowns. The regiment's latest recruit, private Amant d'Au, acquits himself well and picks up almost a thousand crowns. Willem de Biest commands the Dragoon Guards and also gets almost a thousand crowns. His name goes into the Despatches as well and he is made a Baron.

By contrast, the Royal Marines have been assigned to the south coast, where there's no snow to bother them. They take on a Spanish outpost, but come off

worse, as they're not used to fighting on land. Colonel Ilk Lamore Bartat is brevetted to Brigadier-General. There's a Mention in Despatches for Lt-Colonel Jacques Blanc, who is Knighted by His Majesty. Captain Gaz Moutarde is promoted to Major to fill the vacancy left by d'Au. Captain Lou Smorreels is Mentioned in Despatches.

The Frontier regiments are all committed to attack this season, despite the weather, but they don't make too good a job of it. Lt-Gen Yves Vrai Bretheauteque, serving with Frontier regiment 1, refuses to participate, which leads to some disciplinary action. Michel Marteau's QOC squadron is attached and picks off a Spanish supply train. This brings Major Marteau well over a thousand crowns worth of plunder.

Second Frontier regiment stays in camp when it snows and sends out patrols once it stops. ALC Subaltern Cardhu Poste is leading one patrol along a valley when they spot a Spanish force. A volley of musketry chases off the Spaniards, but starts an avalanche. The patrol is buried and few of them are dug out alive. This does not include Subaltern Poste. RIP.



Attached to Frontier regiment 3, Bdr-Gen Euria Humble is another who is disciplined for staying out of the action. Maybe Captain Pom Fitz d'Mayo should have done the same. As it is he runs into a hail of musketballs as the regiment tangles with more Spaniards. RIP. Bdr-Gen Pierre LeFart dodges the gunfire and is Mentioned in Despatches. Major Jean-Paul Goatier's battalion of Gascons return fire despite Goatier taking a bullet through his hat. He is promoted to Lt-Colonel, taking command of the Gascons.

Fourth Frontier regiment scores a success tackling an incursion by a Savoyard force. However, it is a bloody fight and the French troops take heavy casualties. The attached squadron of Dragoons gets the brunt of it, starting with its commander, Major Dan Gleables. RIP. Subaltern Antoine Le Picnique tries to rally the men, only to fall under the next volley. RIP. Major Jacques de Gain's battalion of the King's Musketeers comes to the rescue. A few disciplined volleys and the enemy is on the run. Lt-Col Charles Rabbit-Vacuum's squadron of the PLLD chases them off the field. Rabbit-Vacuum picks up just over two thousand crowns worth of booty. De Gain is Mentioned in Despatches, which brings him the title of Marquis. He plunders over a thousand crowns from the field. However, in the middle of the fray from beginning to end is Captain Jacques Madik, attached to Frontier regiment 4. Despite the bullets whistling past his ears he charges into the middle of the fray, waving a kipper on the end of his sword. He exhorts his comrades "the enemy have Marines too—kill them all!" Despite this provocation, he survives and amasses almost three thousand crowns.

This leaves the Royal North Highlanders. Bdr-Gen Pierre le Sang commands a battalion and does so to good effect as they skirmish with irregular troops in the mountains. He gains a Mention and liberates goodies to the tune of well over two thousand crowns for his personal finances. This more than makes up for the money he's sent back to Paris to pat off his debts. ❖

Press

Announcements

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

To all the young men of Paris: Join the 27th M for a life of fun, frolics and adventure. Bursaries available to deserving applicants.

To the Nobles and Gentlemen officers of the City
Young Dashing Man seeks gainful employment as Brigade Major. No deed too small. Please let me know how I can buff your boots.
† Robbie Sais-Qois

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

Despatches from the Front

A scene from the Front (1st February 1664)

Several lanterns throw light upon a table strewn with maps around which stand the Colonel & officers of the 4th Frontier Regt. Outside can be heard the sounds of battle.

Suddenly into the tent bursts a grim faced aide. "Terrible news Sir" he stammers to the Colonel.

"What is it man? Have the enemy flanked us?"

"Far worse than that sir! Word has come from Paris that the RMs are on their way here, to the front! Apparently they were forced out of the city due to public outcry at the eternal stench of rotting fish that emits from their drab excuse for a barracks, sir".
With a violent burst of air a cannon ball shoots through the front face of the tent before exiting just as quickly through the rear. For a moment all is still, the ashen faces of the officers reflect on the dire words of the aide.

"Psst.....psst.....Colonel Sir....."
"Yes, what is it Captain?" mumbles the Colonel as he turns to face a gallant looking young officer, wearing the uniform of the 69A but with a sash bearing the insignia of the 4th Frnr Regt across his chest.

"You know what this news means sir! The prospect of a whole month having to endure the waft of stale kippers, the evenings interrupted by the endless dirge of dreary sea shanties and countless trite innuendo about how they've got a bigger weapon than anyone else. Quite appalling sir, you can't expect the men to survive that!"

"You're quite right, Captain, it would be both madness and cruelty to subject the men to such a horror".

"If I could be so bold, sir, as to suggest a way out of this dilemma ... order the men assembled for an immediate attack on the enemy, sir. It's a known fact that the RM's are poltrooners of the highest order, so if we can carry the enemy camp we'll be safe for the month as the RM's won't dream of going anywhere near where they think the foe are!"

"Most excellent idea, Captain, splendid. You'll clearly go far with initiative such as that young man! Right: bugler, sound the general quarters. Major, go get my horse."

The officers rush from the tent and aides scurry about in all directions as soldiers grasp weapons and the shouts of sergeants can be heard rallying the troops.

"Oh, and Major, I want Madik up the front!"

"Excuse me sir, you want what?!"

"Madik, Major, I want Madik! Captain Madik, that dashing young officer volunteer from the 69A. I've heard there's none harder than him when you need it. Let Madik lead the charge!"

Matters of Honour

Second required for reciprocal arrangement. Contact WP to discuss.

Lou Sbowels, sir!

Stop bothering the lady. My sabre bests your cutlass any day—just ask Mary.

I look forward to our duel before you slink off to the front. I just hope you'll still be upright.

Mary has views on that too.

Your servant, etc † AS

Social

The Inaugural Cavalry Ball March Week 1

All serving officers are invited to celebrate their continued survival against the odds. Drinks on me. Ladies welcome. Foot-sloggers will be admitted, and possibly patronised. A prize draw will be held at midnight, in aid of widows and orphans of the King's wars

To all members of the Grand Duke Max Dragoons
Subaltern Anton Le Piquique would like to invite you to a party week 2 of March at Horse Guards.

Dear Friends of the Lower Social Ranks,
I am pleased to host a small soirée at my Club for anyone who cares to attend.

Week 1 and 2 of March.

† Robbie Sais-Qois

Charles Rabbit-Vacuum, life and limb surviving, will be holding a party in week 4 of March, for all to attend (especially those rejected by higher Parisian society).

Boozers and Bellringers Annual Three-legged Easter Egg-nog race starts in Rue de Notre Dame and ends in Bothwell's: Week 4, March 1664. Members and their ladies only. Please state your teams, mistresses welcome. Yours,
† Chairman Quasi Le Bossu
New Members always welcome—apply to QLB in advance by post.

Once again, I will be hosting a party all month: SL 9+.
† Pierre Cardigan

Spring Fling Party—March week 3 Warren Peece invites you to join him in welcoming the return of Spring with a fancy dress party at my club. Dance the night away. Celebrate the Equinox. Prizes given for best spring-themed costume. Bring your ladies. Costs paid. (SL 8+ only, admission open to own and friendly regiments only.)

Personal

Dear Quasi Le Bossu,
I am unable to attend the tasting of the new beer owing to a small embarrassment. I will return hopefully next month and will bring back anything interesting for your delectation.

† Rabbit-Vacuum

To Mr Igor, 666 Rue de Morgue
From Madame Nigella, Cook to QLB
Dear Sir,
Monsieur Le Bossu left a Jar with a pickled Cow Brain on the Kitchen Table but no instructions on how to cook or serve it. Boucher Lekter suggests sautéing with butter and garlic and serving with a nice glass of Chianti, but I noted a label with your name on the jar, so thought you must know. Can you help?

Yours,

† Madame Nigella

Lord Percy Percy says, as changing your mind is becoming fashionable, Euria Humble is one of the most fashionable men in Paris

Dear Quasi Le Bossu,
Thank you for you letter. I note your concern about non-nobles having positions within the Government and no doubt you are delighted with the composition of the current cabinet. I have a working party who are looking at getting rid of unnecessary or out of date regulations as part of the "bonfire des quangos" and will pass your suggestion onto them.

Yours, † Viscount
Spencible

There have always been 'real men' in the 69th A. However, not in the same sense as there are 'real men' 'in' the Royal Marines.

Why are the QOCs like dolphins?
Everybody says they're intelligent, but nobody's proved it yet. † WdB

To M. Le Bossu
Your point is well taken, but where will it end? Will gentlemen resolve their differences with 'paper, scissors, stone' or perhaps you prefer to cut cards? No, no my dear sir, tradition must prevail in this case and I will request my friend the Minister of Justice to reject your appeal, though well-meant. Have you thought of a position of honour? The quickest way to a title after being a hero, as I have found myself.

† Count d'Or, Tradition's Greatest
Friend

Should Egon Mad 2 require further brains, may we suggest the Cardinal's Guard. Though they may have a brain, they are apparently completely unused.

To All members of the King's Musketeers,
Apologies for the lack of communication these past few months, but I have been a tad busy sorting out some personal stuff.
As you know we will be at the Front for the Summer Campaign. If you'd like to go a few months early, please let me know so that I can arrange the best time for the whole regiment go to. As it really won't do if only some of us were having all the fun fighting "Johnny Foreigner".

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

Seen this month on the duelling fields: A shade or spectre curses briefly and vanishes from sight.

Primus: Bit of an unfortunate juxtaposition in the announcements...

Secundus: What means thou?

Primus: "genial young man seeks position"—right under the Royal Marines!

Secundus: who can tell with young men nowadays...?

Poetry Corner

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

Oh Voilet [sic] I love you so
Your lips are like a perfect bow
from which to let the arrows fly
of love, far into azure sky.

† Robbie Sais-Quois

1 When the wine freely flows
as every man knows
its passion that comes to the fore
2 With a glass in our hand
we try and demand
the embrace of our hearts' desire
3 But few are so bold
nor never unsold
as the girls down Rue par les quais.
† Binet de Bours

Points Arising

**Next deadline is
Friday 22nd April 2011**

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 rank that allows you to appoint other characters to vacant posts, don't forget to give orders for this).

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

AV Ali Vouzon (Graeme Morris) has NMR'd. Total now 1

PdA Poisson d'Arbre (Mark Wright) has NMR'd. Total now 1

PLF Pierre LeFart (Olaf Schmidt) has NMR'd. Total now 1

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

X2 (Mark Moores) has NMR'd. Total now 1

Real life concerns took him away for a while, but we welcome back Gerry Sutcliff with a new character this turn.

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

Ilk Lamore Bartat asks NPC Captain 1 of Royal Marines to resign

Ilk Lamore Bartat asks NPC Regiment Adjutant of Royal Marines to resign

Tomas le Matelot asks NPC Cavalry Division Commander to resign

Tomas le Matelot applies for Division Commander of First Division

Tomas le Matelot applies for Division Commander of Cavalry Division

Duels

Results of last month's duels:

Rick O'Shea (with CMK, gains 1 Exp) killed Luc Bacquards.

Dan Gleables (gains 1 Exp) beat Lou Smorreles.

Dan Gleables (no Expertise) beat Robbie Sais-Quoi (losing 1 extra SPs).

Lou Smorreles declined to meet Robbie Sais-Quoi as he was under half Endurance.

Quasi Le Bossu declined to meet Warren Peece as he was under half Endurance.

Lou Smorreles declined to meet Arthur Sleep as he was under half Endurance.

Grudges to be settled next month:

Luc Bacquards (Sabre) 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.

New Characters

Colin Parfitt gets the First son of an Impoverished Knight: Init SL 7; Cash 44; MA 1; EC 5 (X1).

Sean Kavanagh gets the First son of a Merchant: Init SL 4; Cash 165; MA 5; EC 4 (X3).

Andrew Burgess gets the Second son of a very wealthy Merchant: Init SL 3; Cash 500; MA 5; EC 4 (X4).

Rob Lee gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 1; EC 3 (X5).

Colin Cowper gets the Second son of a Peasant: Init SL 2; Cash 10; MA 5; EC 3 (X6).

Gerry Sutcliff gets the Second son of a wealthy Gentleman: Init SL 4; Cash 500; MA 4; EC 2 (X7).

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
ZTMG	Count Zachary The Money Goes	26	58	Comfy	B.Bdr-General	KM	17	Anna	Flr	4	Gerald Udowiczenko
RdO	Count Revaulvin d'Or	25	73	Rich	General/State Min.		13	Katy	Flr	4	Jerry Spencer
GdLi	Earl Gar de Lieu	24+	95	Comfy	Fid Marshal/Min w/o Port		4	Maggie	Flr	4	Bill Hay
JS	Viscount Jacques Shitacks	23	61	Rich	General/Chancellor		3	Madelaine	Flr	4	David Olliver
DC	Marquis Devlin Carnate	22	F	Withy	Major RFG		8		Flr	2	Bruno Giordan
GI	Baron Gustav Ind	21	47	Comfy	B.General/1st Army Commndr		9		Flr	6	Ashley Casey
EH	Viscount Euria Humble	20	F	Withy	Bdr-General/War Minister		15		Flr	5	Matthew Wale
IS	Viscount Indie Spencible	19	F	Rich	B.Bdr-General RFG/Justice Min.		9		Both	1	Charles Burrows
EM2	Marquis Egon Mad 2	19+	59	Withy	Bdr-General/Gds Brigadier		6		Flr	2	Tym Norris
BdO	Sir Benedict d'Over	17	34	Withy	Lt.Colonel KM		9	Ophelia	Both	4	Mark Stretch
JdG	Marquis Jacques de Gain	17	F	Withy	Major KM/Gen's Aide (1st Army)		12		Both	4	Ben Brown
HdC	Marquis Herve d'Conde	16	45	Withy	B.General		14		Flr	4	Simon Burling
QLB	Quasi Le Bossu	15	40	Poor	B.Lt-General/Fntr Div Commandr		7	Guinevere	Both	6	Mark Cowper
PC	Sir Pierre Cardigan	15	39	Comfy	B.General		9	Fifi	Flr	4	Matt Shepherd
SdJ	Sir Swender de Jewel	15	32	Withy	B.Lt-General/2nd Div Commandr		7		Both	1	Ray Vahey
WdB	Baron Willem de Bliest	14	F	Comfy	B.Bdr-General DG		7		Both	6	Tim Macaire
TIM	Baron Tomas le Matelot	13	41	Withy	B.Lt-General/1st Div Commandr		8	Alison	Both	4	Tim Skinner
RS	Richard Shapmes	13	35	Comfy	Lt.Colonel RFG/Gds Brigade Maj.		7		Both	4	Charles Popp
ILB	Sir Ilk Lamore Bartat	13	F	Comfy	B.Bdr-General RM/1st Army Adjutnt		6		Both	6	Andrew Kendall
VVB	Sir Yves Vrai Bretheauteque	13	F	Withy	Lt-General		4		Hunt	1	Chris Boote
CMK	Sir Connor McKnight	12	31	Comfy	Colonel QOC		3	Emma	Hunt	5	Graeme Wilson
WP	Sir Warren Peece	11	27	Withy	Colonel 27M		6	Ingrid	Hunt	2	Pam Udowiczenko
PLF	Sir Pierre LeFart	11	F	Rich	B.Bdr-General 13F		7		Hunt	3	Olaf Schmidt
JB	Sir Jacques Blanc	11	F	Comfy	Lt.Colonel RM/2nd Div Adjutant		4	Jenny	Hunt	4	Dominic Howlett
AdL	Armand de Luce	10	23	Poor	Lt.Colonel GDMD		4		Hunt	2	Francesca Weal
UXB	Uther Xavier-Beauregard	9	23	OK	Colonel PLLD/CPS		5	Mary	BG	3	Pete Card
AV	Ali Vouzon	9	11	Comfy	Major 13F		4		BG	1	Graeme Morris
LB	Luc Bacquards	9	RIP								Colin Parfitt
ROS	Rick O'Shea	9+	57	Poor	Major RM/1 F Brigade Maj.		3	Belle	BG	6	Paul Wilson

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
PdT	Pas de Tout	7	20	Poor	Major PLLD/PLLD Regt. Adjt.		6	Lois	BG	3	Emrys Hopkins
PIS	Pierre le Sang	7	F	Comfy	B.Bdr-General 53F/1st Div Adjutant		5		BG	4	Bill Howell
CRV	Charles Rabbit-Vacuum	7	F	Comfy	Lt.Colonel PLLD		3		HGds	5	Mike Dommert
MM	Michel Marteau	7	F	OK	Major QOC		1		HGds	1	Neil Packer
AdA	Amant d'Au	7	F	OK	Private RFG		3		HGds	5	David Brister
EoM	Eric de Miabelle	7+	23	Poor	Captain QOC		5	Freda	HGds	3	Pete Holland
ASip	Arthur Sleep	6	19	Poor	Captain QOC		2	Angelina	HGds	3	David Williams
NFI	Noel Fornam Idya	6	11	Poor	Captain 4A/LtGen's Aide (1st Div)		1	Sal	F&P	4	Martin Jennings
YE	Yves Eau	6	8	Poor			2		RP	4	Justin Key
DG	Dan Gleables	6	RIP								Rob Lee
CP	Cardhu Poste	6	RIP								Andrew Burgess
ALP	Antoine Le Pictique	6	RIP								Sean Kavanagh
GM	Gaz Moutarde	5	F	Poor	Major RM		3		F&P	2	Mike Dyer
JPG	Jean-Paul Goatier	4	F	OK	Lt.Colonel Gscn		4		F&P	2	Geoff Bowers
PFdM	Pom Fitz d'Mayo	4	RIP								Colin Cowper
LS	Lou Smorrels	4	F	OK	Captain RM		1		RP	6	Mark Rogers
PdA	Poisson d'Arbre	3-	2	Poor	Captain 53F/53F Regt. Adjt.		2		RP	5	Mark Wright
RSQ	Robbie Sais-Quoi	3	10	Poor	Captain 69A		3	Violet	RP	3	Mike Bird
EIP	Escalade le Pole	3	6	Poor	Captain PM		2		RP	4	Dave Carter
X2		2-	2	Poor			1		RP	2	Mark Moores
JIM	Jacques Madik	2	F	Comfy	Captain 69A		4			5	Jason Fazackarley
BdB	Binet de Bours	2+	6	OK	Private PM		2			2	Mark Booth
AS	Arnaud Surfinmaise	1	4	OK			5			5	Nik Luker

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+