

## That would be enough

This has been issue 145 of *To Win Just Once*, published 6th June 2014. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2014

## Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by 20th June 2014.

Orders for *LPBS*, Fictionary Dictionary votes and entries and any other contributions to Pevans by Friday 27th June 2014.

(Next deadlines: 25th July/1st Aug, 29th Aug/5th Sept, 3rd/10th Oct)

## Waiting lists

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

*Railway Rivals* – Martin Jennings is in the frame for the next game. Working map and rules provided.

*Star Trader* – Mateusz Ochman is waiting for the next game – anyone else? Rules provided.

## Online games

See page 18 for more information about these.

*Brass* at [brass.orderofthehammer.com](http://brass.orderofthehammer.com)

*Puerto Rico* at [www.pr-game.com](http://www.pr-game.com)

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

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

*Nauticus*, *Roll Through the Ages* and *Vinci* (at [www.yucata.de](http://www.yucata.de)) Pevans.

## Credits

*To Win Just Once* issue 145 was written and edited by Pevans. The *LPBS* masthead (page 22) is by Lee Brimmicombe-Wood, as are the drawings on pages 19, 20 and 25. The illustrations on pages 26 and 28 are by Tim Wiseman. Game and book artwork is courtesy of the publisher. Pevans took the photographs and played with Photoshop.

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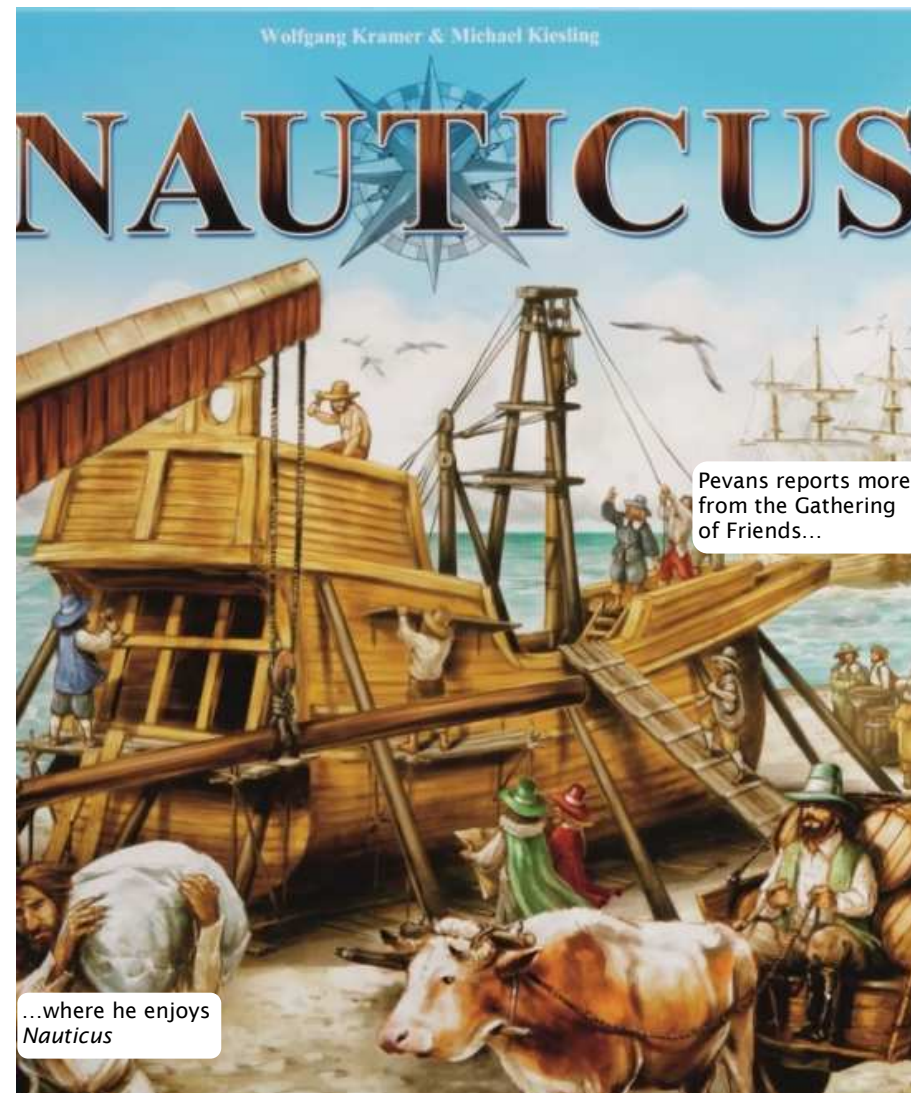
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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Pevans reports more from the Gathering of Friends...

...where he enjoys *Nauticus*

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ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
DS	Dexter Simistre	13	23	Poor	Lt.Colonel GDMD	4	Ava	Both	3	Martin Adamson
TC	Terence Cuckpowder	12	38	OK	Lt.Colonel QOC/Cav Div Adjutant	3	Lucy	Hunt	4	Mike Dommert
CC	Chopine Camus	12	33	OK	B.Bdr-General GDMD	4	Sheila	Both	4	Stewart Macintyre
JJ	Sir Jean Jeanie	12	24	Comfy	Major RFG	8	Lotte	Both	3	Andrew Kendall
LL	Sir Lothario Lovelace	12	F	Comfy	Major CC	6		Hunt	4	Geoff Bowers
FdA	Frele d'Acier	12+	43	OK	Major DG/HGds Brigade Maj.	4	Freda	Hunt	3	Peter Farrell
TM	Sir Tourtière Mangetout	11	13	Withy	B.Bdr-General 53F	3	Sue	BG	4	Howard Bishop
HHH	(Hooray) Henri Hardup	11+	35	Poor	Captain KM/KM Regt. Adjnt.	3		Hunt	3	Mark Cowper
RdG	René de Gaviscon	9	23	OK	Lt.Colonel ALC	4		BG	5	David Williams
SK	Serge Knightly	9	21	Poor	Captain RFG	1		Hunt	2	Ashley Casey
WNM	Was Nae Me	9+	35	OK	Major CPC	5	Marie	BG	3	Mark Farrell
AS	Arnaud Surfinmaise	9+	28	Poor		5	Betty	BG	5	Nik Luker
DDA	Dick D'Asterdly	8+	24	OK	Major CPC/Hvy Brigade Maj.	2		F&P	4	Gerry Sutcliffe
MED	Maurice Essai Deux	7+	31	Poor		4		RP	3	Olaf Schmidt
CDL	Coeur De Lion	7+	27	Poor	Major PM	4	Ada	RP	3	Graeme Wilson
BCdT	Bonne Chance de Tres	7+	28	Poor	Captain GDMD	6		RP	1	Cameron Wood
X2		6	RIP							Bob Bost
AFD	Allan Fa-Dân	6+	29	Poor		6	Deb	F&P	4	G Udowiczenko
PN	Pépé Nicole	5	11	OK	Colonel 69A/4 F Brigade Maj.	5		RP	3	Colin Cowper
RdM	Rob d'Masses	5+	33	Poor	Private QOC	2	Viv	RP	5	Craig Person
GLR	Gruaud LaRose	4+	17	Poor		3		RP	4	Neil Packer
X1		2	F	OK	Subaltern	5			3	Martin Jennings

An F under SPs means that the character was at the Front, RIP means that he died.

+ against SL means it went up this month, - means it went down.

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Flthy = 25000+

Last seen is the lady the character was last seen with in public.

EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+

# The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
DC	Count Devlin Carnate	29	71	OK	B.Bdr-General	RFG/State Min.	11		Flr	2	Bruno Giordan
GdLi	Count Gar de Lieu	26	56	OK	General		8		Flr	4	Bill Hay
EM2	Viscount Egon Mad 2	24	52	Rich	Bdr-General/HGds	Brigadier	9		Flr	3	Tym Norris
JS	Count Jacques Shitacks	24	F	Fithy	General		3		Flr	4	David Oliver
PC	Earl Pierre Cardigan	23	51	Comfy	General/Fld Army	Commndr	9	Edna	Flr	4	Matt Shepherd
JdG	Count Jacques de Gain	23	28	Fithy	Colonel	KM	17		Flr	5	Ben Brown
TIM	Earl Tomas le Matelot	22	47	Rich	Fld Marshal		8	Alison	Flr	4	Tim Skinner
PLS	Marquis Pierre le Sang	21	51	Comfy	General/Min w/o	Port	7	Guinevere	Flr	4	Bill Howell
EH	Count Euria Humble	21	35	Withy	B.Bdr-General	CG	18		Flr	5	Matthew Wale
UXB	Earl Uther Xavier-Beauregard	20	42	OK	B.Lt-General/City	Mil. Gov	12		Flr	3	Pete Card
AV	Earl Ali Vouzon	19	58	Rich	B.Lt-General/Insp.	Gen. Inf	8	Angelina	Flr	1	Graeme Morris
AdL	Baron Armand de Luce	18	45	Comfy	Bdr-General/Chancellor		5		Both	2	Francesca Weal
RS	Marquis Richard Shapmes	18	43	Withy	B.General/Min w/o	Port	10		Both	4	Charles Popp
VV	Sir Voulo Vault	18	38	OK	Major RFG/Gds	Brigade Maj.	2		Flr	2	Mark Booth
AE	Sir Arsène Est	18	36	OK	Lt.Colonel	CG/FMshl's Aide	6		Flr	6	Ray Vahey
SYAA	Marquis Sheikh YadiK Al-Abowt	18	RIP								Jason Fazackarley
JIF	Baron Jacques le Franc	17	F	Rich	Lt.Colonel	RM/1st Div Adjutant	13		Both	6	Charles Burrows
EdSS	Viscount Eglise de Sant-Suplice	17	+54	Comfy	Lt.Colonel	CPC/Min w/o Port	6	Frances	Flr	2	Jerry Spencer
EdM	Marquis Eric de Miabeille	16	38	Withy	B.Bdr-General	QOC	13	Anna	Both	3	Pete Holland
BdZ	Baron Bill de Zmerchant	16	20	Comfy	B.Lt-General/Fntr	Div Commandr	5	Mary	Both	3	Tim Macaire
GM	Sir Gaz Moutarde	15	40	Withy	Major	RM/1 F Brigade Maj.	3	Anne	Both	2	Mike Dyer
EB	Sir Etienne Brule	15	35	Withy	Lt.Colonel	DG/Fntr Div Adjutant	2		Both	4	James McReynolds
WP	Marquis Warren Peece	15	20	Withy	B.Lt-General		13	Ingrid	Both	2	Pam Udowiczenko
AdA	Baron Amant d'Au	14	F	Withy	Lt.Colonel	RFG	6		Both	5	David Brister
YVB	Baron Yves Vrai Bretheauteque	13	35	Withy	B.Bdr-General	DG	6		Both	1	Chris Boote
ROS	Rick O'Shea	13	31	Comfy	Colonel	RM	3		Both	6	Paul Wilson
MC	Baron Monty Carlo	13	30	Withy	B.General		12	Charlotte	Hunt	4	Andrew Burgess
JA	Jacques As	13	29	Comfy	Major	GDMD	1	Thomasina	Both	4	Joe Farrell

## Chatter

I was going to start this issue by saying how much fun I'd had last weekend (as I write) at the UK Games Expo. However, this has been superseded by the busy few days I've had this week. Driving to collect Geraldine from work on Monday evening, I stopped at a zebra crossing. Half a second later: thump! Yes, the guy behind had run into me.

On inspection, his car seemed almost untouched. However, the rear bumper/panel on ours was covered in his paint, pushed forward under the bodywork and holed towards one end. We exchanged some details and, as I drove off, I realised I hadn't noted the crucial one: his car's registration number!

Fears of never hearing of him again were allayed the following morning when his insurance company got in touch (in part to ask for our number as he hadn't noted it either!). It's all in the hands of the insurers now. Our car has been hauled off for repairs and we're driving around in a hire car for the time being. Well, I say driving, but it's more sort of bunny hops as we struggle to get used to a very different clutch!

Before my RTI, I had a great time at the UK games Expo last weekend. It started with a bang when I won Friday night's *Suburbia* tournament. There was then *Memoir '44* on Saturday and lots of new games to look at. My report will be in next issue as I haven't had time to write it up yet. Having said that, a couple of the games that stood out for me are Kickstarter projects and they'll be finished before the next *TWJO* is out, so let me give them a plug here.

First up is *Brave the Elements*, a tactical card game of destroying other players' buildings. It's designed by Miles Ratcliffe, who did *Medieval Mastery* (on the cover and inside *TWJO* 126), and I had great fun playing it. The Kickstarter link is [www.kickstarter.com/projects/682642109/brave-the-elements](http://www.kickstarter.com/projects/682642109/brave-the-elements)

The second game is *Next England Captain*, a very amusing and family-friendly card game of a professional footballer's career. Despite not being any sort of football fan, I found the game a complete hoot. You can support it at [www.kickstarter.com/projects/571379634/next-england-captain](http://www.kickstarter.com/projects/571379634/next-england-captain)

The engaging Graham Lipscomb, main man at Graham's Games, has been in touch to let me know that his neat *Dicewords* game (9 dice in a tube that fits in your pocket) is now available as an app from iTunes. That's no use to me as I'm an Android man, but those of you with an i-device should give it a go: [itunes.apple.com/gb/app/dicewords/id762908890?mt=8](http://itunes.apple.com/gb/app/dicewords/id762908890?mt=8)

## Great British Beer Festival

The annual opportunity to 'sample' lots of beer is almost upon us. This year it's 12th-16th August at London's Olympia. As usual, my plan is to attend for the afternoon and early evening of the Thursday (14th) and readers are welcome to

join me (or have me join you...). There were half a dozen of us last year, I dimly recall, and a good time was had by all (I think...). Let me know.

**TWJO online**

The PDF version of *TWJO* 144 was downloaded 292 times in May, which may be a new record for the 3½ weeks it was available. Issue 143 was accessible for the whole month and was downloaded 56 times to make 209 over two months. And issue 142 collected a further 35 downloads to take it to 350 since publication.

There is the usual oddity in the stats, too. Baidu.com has re-appeared as a major source of hits from search engines (not quite at the level of Google, though) and the top search that found my website was for “navvies building canals”. Presumably this took people to my review of *Canal Mania* – probably not what they were looking for.

**Subscription rates**

Recent pondering about *TWJO* subscriptions has led me to the conclusion that the 11-for-the-price-of-10 idea has outlived its usefulness. Everybody subscribes in one year blocks and any incentive it provided has evaporated. All that’s left is extra work for me. So I’ve decided to re-do the subscriptions based on 10 issues/one year.

The ‘games-only’ subscription for players who take the PDF edition will become £6 for 10 issues. This makes the cost of 11 issues £6.60 rather than £6.50, so it is a slight price rise. I trust you’ll forgive me.

Subscriptions to the paper edition are based on £6 plus the costs of producing each paper copy and posting it. I have taken the opportunity to review my production costs and they have remained pretty stable since the last time I did this. However, postage has gone up.

A one-year subscription to the paper edition in the UK thus becomes £27. This means eleven issues will cost £29.70 instead of £28.50, a slightly bigger price rise. The bad news is for subscribers outside the UK where the current cost of postage makes a one-year subscription £45 in Europe and £55 to the rest of the world

The new subscription rates will take effect from **next** issue, so anyone wanting to renew their subscription at the current rate has a few weeks to do so. I shall also be amending the cover price to £2.25 (+ postage).

**Letters**

Martin Abrahams sheds some light on recent online players.

I just read your opening remarks and felt moved to explain that magicknight is Simon Jones of Dobber fame, or infamy and petede is Pete Dennis, once one of the Ten Famous Belgians in Intergame.

**Femmes Fatales**

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	
54	Madeline de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	EdSS
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		TIM
11	Laura de Land	13		
16	Ophelia Derriere	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	TC
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	JJ
12	Charlotte de Gaulle	12		MC
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	TM
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	AFD
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	EdM
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	AV
56	Ingrid la Suede	10		WP
6	Viv Ayschus	9		RdM
57	Ava Crisp	9	I	DS
59	May Banquot l'Idée	9		
2	Betty Kant	8	I	AS
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	WNM
49	Mary Huana	8	B/I/W	BdZ
34	Freda de Ath	7	W	FdA
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	CDL
25	Lois de Low	5	B	

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

**Regiments**

Col	DC	EH	JdG	YVB	EdM	N7	ROS	CC	CDL	N1+	N2+	JA	N3	N4	N5	N6	N2	N5	N4	N5	N6	N4	N2	N1*
LCol	Ada	AE	N5	EB	TC	RdG	EdSS	JfF	DS															
Maj 1	VV+	LL	N5	N3	N4	N6	WNMGM+	N3																
Maj 2	JJ																							
Cap 1	N4	N3	N2	N4	N5	N6	N5	N3	N3	N6	N3	N4	N3	N4	N3	N5	N2	N5	N5	N6	N5	N6	N4	N5
Cap 2	SK	N4	N4	N5	N5	N5	N5	N2	N3	N5	N5	N6	N6	N5	N6	N5	N6	N5	N6	N5	N6	N4	N5	N4
Cap 3		N4*	N6	N5	N2	N2	N5*	N4*		N6	N3	N5	N5	N2	N4	N5	N4	N5	N4	N5	N4	N5	N4	N2
Cap 4			N4	N2*	N6*	N1*	N6*	N5	BCdT	N5*	N6*	N4*	N6*	N4*	N5*	N4*	N4*	N4*	N4*	N4*	N4*	N4*	N4*	N1*
Cap 5			HHH*																					
Cap 6																								

This table shows the ten senior positions in the 17 regiments by rank. Entries are Character abbreviations, N (+MA) for NPCs, blank for vacant. \* shows the regiment adjutant; + shows ranks held by characters with a (senior) brevet rank or an appointment elsewhere.

## Army Organisation and 1667's summer Deployment

Field Army (Field Ops)	PC/N/N6/N
First Division (Field Ops)	N3/N/JIF
Guards Brigade (Field Ops) - RFG CG KM	
RNHB Regiment (Field Ops)	
Second Division (Field Ops)	N6/N/N3
1st Foot Brigade (Field Ops) - RM PM	
2nd Foot Brigade (Field Ops) - 13F 53F	
Third Division (Field Ops)	N3/N/N3
3rd Foot Brigade (Field Ops) - 27M 4A	
4th Foot Brigade (Field Ops) - 69A Gscn	
Cavalry Division (Field Ops)	N5/N/TC
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Frontier Division (Field Ops)	BdZ/N/EB
Frontier Regiments (Field Ops)	
Dragoon Brigade (Field Ops) - GDMD PLLD	

Organisation and Deployment for the Campaign Season  
with Army and Division posts (Commander/Aide/Adjutant/QMG)  
Entries are ID for player characters, N (+MA if needed) for NPC, \_\_ for vacant

### Brigade Positions

Guards Brigade	N5/N/VV	First Foot Brigade	N3/N/GM
Horse Guards Brigade	EM2/N/FdA	Second Foot Brigade	N5/N/N1
Heavy Brigade	N1/N/DDA	Third Foot Brigade	N1/N/__
Dragoon Brigade	N4/N/N2	Fourth Foot Brigade	N5/N/PN

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

### Frontier Regiments

	F1	F2	F3	(Field Ops for Dec-Feb)	
Colonel	N3	N4	N2	F4 N4	RNHB N9
Attached	JS X1	2 Bn CG	1 Bn RFG	1 Bn RM	
Also at the Front					

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

### Battle Results

Frontier regiment 1: 3  
Frontier regiment 2: 5  
Frontier regiment 3: 5

Frontier regiment 4: 5  
RNHB regiment: 3

After last issue's revelation of his horse-riding injuries, Tim Macaire responds to my question.

"Why were you on a horse in the first place?": you raise a salient point. Even in the New Forest, people who hear about my riding accident divide into those who ask "Was the horse OK?" and those who say "What sort of bike was it?"

Charles Popp ends his e-mails with quotations and I enjoyed the latest:

When in doubt I think of the immortal words of Socrates when he said: "I just drank what?"

Where did you get that one, Charles? Colin Bruce responded to my bit of travelogue in last issue.

Thinking about it, I rather fancy seeing the Niagara Falls in the winter time - I reckon they must be quite spectacular.

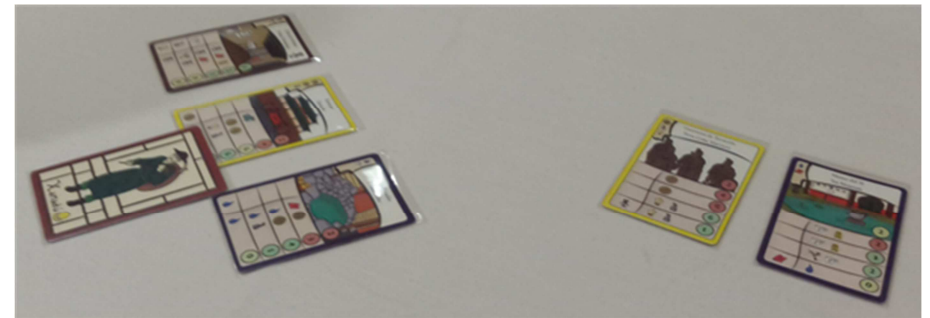
They're spectacular at any time! My flight departed from Buffalo northwards and did a 270-degree turn directly over the Falls, which was the best view of the trip!

## April at the Falls (part 2)

### Pevans is still at the Gathering of Friends

My introduction to this year's Gathering is in the last issue, so let me get straight on with more games I played. Jeff Baker enticed Pete Card and I to try *Xanadu*. Not that we needed much persuading as it looked intriguing. It's a card game published by Azahar Juegos in Colombia and designed by Santiago Salazar, Carolina Tobar and Javier Velásquez. The idea of the game is that the players are architects, adding buildings to Kublai Khan's stately pleasure dome. On the front, each card shows a building with its building costs, anything it produces and what it's worth. On the back, each card is a worker, which you assign to a building to produce (notional) materials.

The obvious decision facing players is which buildings to build and which to forego so that they can be used as workers. While some buildings automatically



Playing *Xanadu*

provide materials, you will generally need to use some workers to get what you need to play a building. The clever bit is that each building can be used a number of times to produce materials, but this also changes its value. Once its production has all been used, it is removed and the owner gets any residual value.

However, the value of a building can go down or up as it is used and, to add to the fun, players can place workers on other players' buildings. Other things being equal, if you have a nice, high value building in front of you, other players will use it to reduce its value. Conversely, nobody will go near the low value building you want to boost! Thus players must think hard about where to place workers: what materials they can produce – and how this matches the cards in their hand – and how this affects the values of the buildings. *Xanadu* is a clever game, but I found it rather slow (especially for first-time players) and a bit fussy (there are a lot of materials). It gets a provisional 7/10 on my highly subjective scale.

One of the games I've been wanting to play since it was launched at Spiel '13 is *Nations*. Designed by Rustan and Nina Håkansson and Einar and Robert Rosén, it comes from Finnish publisher Lautapelit (and widely distributed by Asmodee) and was described to me as "*Through the Ages* lite". I'm all for the full fat version, but a little bit of abstinence can't hurt. Ed Bryan was the man teaching us the game and Pete and I were joined by an old Gathering friend, Dan Luxenberg.

The game is played over four Ages, each of two rounds. That's just eight rounds for the rise (and fall?) of a civilisation. Luckily, players get to do a lot in each round. Each player has their own board with places for the various 'Progress' cards they will buy. Spaces for the different types of Progress card are limited, so cards will soon need to replace previous cards, changing what players produce and their 'Military Strength' and 'Stability'. As you'd expect, you need the materials you produce to advance your civilisation and to build new things.

Crucial to the game, though, are your military strength and stability. The former allows you to survive wars and other events and compete with other players. The latter is needed to increase your population (providing more workers for production and the military), survive events and avoid civil unrest. Given the limited



Playing *Nations*

**To be settled next month:**

Bonne Chance de Tres (Sabre, Seconds JA, 1 rests) and René de Gaviscon (Sabre, adv.) have mutual cause in enemy regiments.

Dexter Sinistre (Sabre, Seconds CC, adv.) and René de Gaviscon (Sabre) have mutual cause as enemies.

Etienne Brule (Rapier, Seconds YVB, 3 rests) and Eric de Miabeille (Sabre, Seconds EdSS, adv.) have mutual cause for being in enemy regiments.

Etienne Brule (Rapier, Seconds YVB) and Rob d'Masses (Sabre, adv.) have mutual cause for enemy regiments.

Etienne Brule (Rapier, Seconds YVB, 3 rests) and Terence Cuckpowder (Sabre, adv.) have mutual cause for being in enemy regiments.

Eric de Miabeille (Sabre, Seconds EdSS, adv.) and Frele d'Acier (Sabre, Seconds JA & DS) have mutual cause for being in enemy regiments.

Frele d'Acier (Sabre, Seconds JA & DS, adv.) and Rob d'Masses (Sabre, 2

rests) have mutual cause as enemies.

Frele d'Acier (Sabre, Seconds JA & DS) and Terence Cuckpowder (Sabre, adv.) have mutual cause as enemies.

Jacques As (Sabre, Seconds FdA & DS, adv.) and René de Gaviscon (Sabre) have mutual cause for being in enemy regiments.

Yves Vrai Bretheauteque (Sabre, Seconds EB, adv.) has cause with Serge Knightly (Rapier, 2 rests) for pinching Leia.

Tourtière Mangetout (Rapier, Seconds AS, adv.) and Was Nae Me (Sabre, Seconds DDA & FdA, 2 rests) have mutual cause as enemies.

"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**

Jason Fazackarley gets the Bastard son of an Impoverished Earl: Init SL 8; Cash 36; MA 5; EC 5 (X2).

Gary Phillips gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 4; EC 6 (X3).

**Tables**

**Other Appointments**

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal AE
Provincial Military Governors: N/N/N/N/N	
City Military Governor UXB	Adjutant-General __
Inspectors-General: of Cavalry N	of Infantry AV
Commissioner of Public Safety __	
Chancellor of the Exchequer AdL	Minister of Justice N
Minister of War __	Minister of State DC

Shows who holds appointments outside military units:

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

character. If you really want to get rid of a character, you'll have to find a way of doing it within the game's rules. See this turn's report...

A propos which, I have really enjoyed the antics of Sheikh Yadik Al-Abowt as he became increasingly insane. A big thank you to Jason for his contribution to the game.

And, from the house rules: "Press items do not count as orders and have no effect on the game (unless players decide to act upon [them])".

I had no orders from the following and they suffered the consequences: YVB (Chris Boote) has been floated as Chris is flitting to and from Dublin at the moment

## Welcome

A big hello to Gary Phillips, who joins us from Florida. Enjoy the game, Gary.

## Farewell

Bob Bost has decided not to take up his new character. Farewell, Bob, and thanks for your input to the game. You'll be very welcome to re-join us

## Announcements

Euria Humble applies for Minister of War

(Hooray) Henri Hardup asks these to volunteer: KM - 3 Bn;

## Duels

### Results of December's duels

Bill de Zmerchant didn't fight Bonne Chance de Tres and lost SPs.

Sheikh Yadik Al-Abowt was dead before duelling Gar de Lieu - voted cause 17:1.

any time you feel like seeking your fortune in Paris again.

## Notes

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

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

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

Orders (and press) should be e-mailed to [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) - you'll get an automated reply when your message arrives in my mailbox. Please give your name and your character's name and specify actions in full (since it's without your character sheet). If you want queries answered before the deadline, e-mail [LPBS@pevans.co.uk](mailto:LPBS@pevans.co.uk) instead.

Sheikh Yadik Al-Abowt was dead before duelling Richard Shapmes - voted cause 17:1.

Uther Xavier-Beauregard (losing 10 extra SPs, gains 1 Exp) killed Sheikh Yadik Al-Abowt - voted cause 17:1.



Early days for power generation in the USA in the new *Power Grid* (the cards on the board block off the sections we weren't using)

numbers of cards players can deploy (and the mix is different for each 'nation'), there are hard decisions to be made all through the game.

*Nations* has some clear similarities to *Through the Ages* - and just about every other civilisation development game - but the game's mechanisms and play are very different. I was very taken with the way development is handled with cards replacing existing ones and the limits on the active cards players can have. This is definitely a game I want to play more and I give it a provisional 9/10 on my highly subjective scale.

With my body clock still adjusting to US time, I realised that many of the people in the main room first thing in the morning were my fellow Europeans (the other thing we do is spend more time in the bar than most of the Americans). The European contingent included the one and only Friedemann Friese, main man of 2F Spiele and one of my favourite game designers. On Thursday morning he co-opted me, Pete and a token American (whose name I have failed to note) to play the (pre-production) 10th anniversary version of *Funkenschlag/Power Grid*.

Those of you who know the game will need no introduction and I'm sadly disappointed in anyone else - I consider the game to be a masterpiece. The game is about providing power to cities on the board. There is a clever auction of power station cards each round, then players purchase fuel and expand their network. Ideally you have the fuel to generate the power for all your cities, thus providing the income you need for the next round. It is a very clever game in which the elements dovetail together precisely.

The new edition benefits from ten years feedback and the experience of developing the numerous expansions. Garbage has been replaced by natural gas as a type of fuel, the power stations have been changed and a few other things tweaked. However, the major change is that the least valuable power station available to auction has a starting bid of one rather than face value. This small change has a big effect as managing your money is so important in *Power Grid*.

The new edition comes with a double-sided board with the USA on one side and Europe on the other. Both boards have seven regions, rather than the previous six, and the game is played on as many regions as there are players. This is another minor change that makes a difference. It will be published this October and launched at Spiel '14 and I'm happy to give it at least 10/10 on my highly subjective scale. Friedemann will also have a new edition of *Fresh Fish*, which, he assures me, is less brain-burning than the original, while remaining just as clever. I look forward to it.

Returning from the pub (ahem!) on Thursday afternoon, I mentioned that one of the games I wanted to play was *Bruxelles 1893*. A copy was quickly found and four of us embarked on a voyage of discovery. Launched at Spiel '13, the game was designed by Etienne Espreman and published by Pearl Games (and Z-Man in the USA). The game has two very busy boards, one made up of strips of card so that it's different each time you play. Players also have their own boards showing their progress towards various bonuses.

By placing pawns on one of the strips, players get to take the action shown on that space. The actions include taking materials, using materials to construct a building, creating a 'work of art', selling a work or gaining a patron. There are several neat mechanisms here. In particular, patrons are useful during the game, but are penalty points at the end. In addition, at the end of a round there's a

bonus for the player with the most pawns in a column and points for the players with most workers around each intersection between rows and columns.

The game lasts just five rounds and ends with a final scoring. What I've glossed over above is that there are lots of way of scoring points, as you'd expect in a game of this sort. As always, the trick is to



The two central boards of *Bruxelles 1893*

Second, he may have suffered some kind of mental breakdown. In this case, I would recommend plenty of peace and quiet and an absence of sharp objects.

And, finally, he may have been captured and replaced by an imposter. In this case, I would recommend plenty of sharp objects and an absence of peace and quiet.

I am currently unable to say which of these is the true reason and I would like your permission to undertake further tests.

Your humble servant,  
† Viscount Madd

Cher Brule,  
Your gallantry and attention to honour is noted: Sir, I salute you  
† Cuckpowder

## Poetry Corner

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

1 In November the Sheikh held a do at the Fleur.

A funeral it was for the man who had his back.

## Points Arising

Next deadline is 27th June 2014.

Despite the problems with my ISP, there was a full set of orders again. Thank you all.

The Denial-Of-Service attack on my ISP meant that my website and e-mail were only available intermittently for several days (along with everybody else hosted by my ISP), but things seem to be back to normal

The invite was sent, please attend if you're a whore.

Kathy Pacific as madam soon sorted the pack.

2 The proceedings started with a medical examination.

For any good pimp does not want his clients to get an itch.

Given their history, this was a suitable precaution,

For four of the number were, to the Sheikh, his bitch.

3 Experienced and clean, Katy Did between a camel and A d'Au;

Sexy Dex was sandwiched between A Crisp and a camel;

Whilst on their knees servicing were Mad, Nicole and Deux,

Vault and Derriere obeyed the call from the Sheikh's bell.

4 Not measuring up and stuck outside were those considered unsuitable.

Though keen to show their worth, they performed on horses.

Given the number of cavalry officers one wonders what happens in stables: Unlike poor Dex they haven't ripped their arses.

now. The worrying aspect is that some people received the automatic acknowledgements from the lpborders address, but I didn't get the e-mail. So, bear in mind that even the acknowledgement doesn't necessarily mean I've got your orders.

Returning to the game, I'd like to make it clear that I will not allow players simply to kill another player's



To The King  
Your Majesty,

Please find enclosed a threatening letter that I have recently received from the CPS for openly supporting one of his many opponents. I have no fear of the threats to my person contained in this bitter epistle. Holding a commission in Your Majesty's forces, I have faced many of your enemies on the field of battle and have been mentioned in despatches several times. I do not fear a spineless coward who avoids going to the front and refuses to meet his opponents on the field of honour. The reason I mention this letter is the treason that the CPS has perpetrated.

In signing his letter the CPS gives himself the title "Emperor of France", usurping your Royal Prerogative of bestowing and removing titles. By definition, an emperor is a "king of kings" and he is therefore implying that you are his vassal, a client king.

I accuse SYAA of treason and will arrest him for you when I receive your warrant.

Your humble and obedint servant,  
† Jacques As Major GDMD  
To: Major Jaques As, Grand Duke  
Max Dragons  
You, As, are you insane?  
"I admire your stance against the tyranny of the CPS and wish you luck in your struggle. If only other members of standing in our society etc etc"

So you heap praise upon a traitor to the Crown, a wanted villain, whilst choosing to denigrate a government minister, one who is also Emperor of France. It is clear to me that you too

are a subversive, a rogue bent upon endangering national security and a person who feels it acceptable to liaise with traitors.

I suggest that you take a visit to the city gates, impaled upon one of them is the mouldering head of the executed heretic Jean Luc Beauchamp l'Rojik. Have a good look, As, and let me know which gate spike you want your head to adorn as I will surely have your head for the public insult you deemed appropriate to issue in the public press. Consider yourself a formal enemy of the Crown and the Public Safety Ministry.

I shall be coming for you, As.

† Sheikh Yadik Al-Abowt  
Emperor of France  
Commissioner of Public Safety  
Minister of War

Rick O'Shea: Built as you are like part of the Vosges, what raison or reason can you give for your non-attendance on the field of honour?

† Cuckpowder

An open letter to His Majesty The King, His Eminence The Cardinal and all members of the government with the exception of SYAA.

Your Majesty, your Eminence, honourable gentlemen,

It cannot have escaped your notice that SYAA's behaviour has become increasingly erratic recently. I have conducted some preliminary research and have come up with three possible reasons why:

First, he may have become possessed by the Devil – this is clearly a matter for His Eminence and I will say no more about it.

get your points where the other players aren't competing – though I'm sure that is tougher with players who know what they're doing. *Bruxelles 1893* is an intricate worker placement game. I'm glad to have played it and it's a decent enough game, but I don't think it's one that I'll be playing again. It gets a provisional 6/10 on my highly subjective scale.

Friday's opener was another game from Spiel '13 that I hadn't played yet. *Citrus* is designed by Jeffrey Allers and published by dlp games, a small German publisher with an interesting selection of games. Gathering veteran Chuck Ledger introduced me to it, along with his wife, Peggy, and Craig Good. For once this is a game with a square grid on the board! The board starts pretty much empty, but is marked with positions where fincas ("estates" in Spanish but, in this context, fruit farms) will be placed. We start with a few of these and more are added as the game goes on.



The patchwork of orchards takes shape in *Citrus*

Players' tiles are orchards, in five colours (though two shades of orange was a bit confusing). First they buy tiles, taking a complete row from the display. Then they place these, marking their orchards with a worker pawn. There are very precise rules on what can be placed where: each finca must have a different colour orchard at each exit, for example, and orchards of the same colour belonging to different players cannot touch. When a finca is completely surrounded, it scores points. First, you identify the orchards adjacent to the finca. Then you count all the tiles in these orchards. The points go to the player with the most tiles.

Instead of buying and placing tiles, players can generate cash (and some points) by bringing a worker home, relinquishing control of an orchard. What's more, you get more cash the more of your workers that are at home. This provides a major tactical decision for players: leave workers where they may score points and struggle without cash, or abandon points-scoring opportunities to get money.

*Citrus* is a clever game with some neat mechanisms and clearly has its fans (Chuck for one). It is, however, rather too abstract for my taste with a strong element of spatial awareness and went on a bit longer than I expected. I'd be



happy to play it again, but it wouldn't be my first choice. I give it a provisional 7/10 on my highly subjective scale.

No sooner had I finished *Citrus*, than I was grabbed by the ever-friendly Greg Schloesser, new editor of *Counter* and another Gathering old-timer, to play *Cuatro*. Greg described this as *Yahtzee* meets *Connect 4* and that's exactly what it is! You roll the dice to make Yahtzee-like sets (three of a kind, straight, full house etc) which allow you to place a

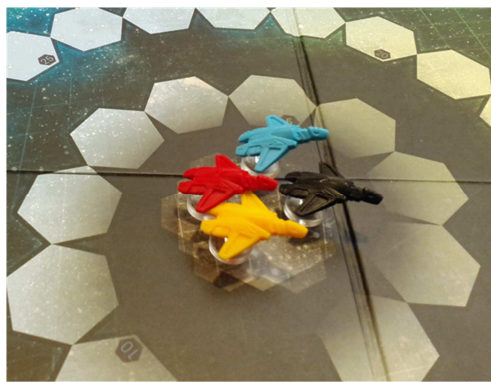
marker on an appropriate space on the board. Get four in a row and you win!

However, other players can stack their markers on top of yours and claim the space if they can roll the appropriate set in fewer dice rolls. This is an ingenious, fast-playing little game that I enjoyed – for the ten minutes it took. You have a reason for wanting to roll particular scores with the dice and a way of generating your line of four that isn't just luck. Designed by Jürgen Grunau and published by Noris Spiele, *Cuatro* is a splendid little game and I give it 8/10 on my highly subjective scale.

After another fine curry on Friday evening, I joined some more old friends, Nick Ramsey and Maryl Fischer, to try *Gravwell*. I'd only heard of this game because of its Kickstarter campaign advertised on BoardGameGeek, so I was intrigued to find out what all the fuss was about. Designed by Corey Young and published by Cryptozoic Entertainment, the game has players trying to get their spaceships away from a black hole (the gravity well of the title).

The board shows a spiral path with the players' neat spaceship models starting in the middle. A clever drafting mechanism gets the players a hand of cards, which they then play to move their ship. So, everybody selects a card, playing it face down. They are then revealed and actioned in the order of the number on the card. Thus you know what number you've played, but not when it will come up in turn order. The twist is that each ship moves towards the nearest object, which could well be backwards!

The result is entertaining chaos as ships move too early or too late and in completely the wrong direction. The first ship to reach the end of the path (escape from the black hole's gravity) wins the game, of course. *Gravwell* feels like one of those card games where players



The ships start together in the *Gravwell*

Letter to Was Nae Me

Dear Sir,  
Apologies for my scandalous no-show on the duelling fields last month, but I was off at the frontier collecting medals. If you would like to rearrange our mutual bloodletting, I currently have a number of openings in January. If, on the other hand, you'd rather join me in getting very drunk in some low taverns, that would be fine too.

Yours,

† Tourtière Mangetout, gentleman,  
scholar, acrobat, gourmand

Lord Percy Percy says, as fashion is tending towards the demented and totally out of it, our noble CPS does not go all the way to the top storey. Amant slapped the table in his kitchen hard as his hand pulled a dagger from his jerkin and thrust it into the small drawing of a man on the front page of *Nouvelles*. "Mon Dieu, what I took for a man is surely a devil!" His eyes went back to the article as he began to mumble and grind his teeth. "Purging Paris... Military Conference... ACTING COLONEL!?" he roared as he drew another dagger and threw it into the door. "This is madness," Amant muttered as he held his face in his hands, throwing his arms suddenly into the air. "I must flee before the madman utters my name as friend or foe! Yes... before the headsman sees more death than a soldier. To the Front!"

"The Commissioner of Public Safety is a FINK!" - the lone haranguer

To: King Charles II of England

Your Majesty,  
I need your aid against the viper that sits in the Vatican. Send an army to assist us and we shall divide the Papal States between us. France will join England in forming its own state church and, together, Franco-Anglo might will dominate Europe.

† Emperor Yadik of France

PS I am also in need of top quality assassins in order to deal with a number of miscreants that currently plague Paris. If you can spare me half a dozen or so... hang on... let me think... that'll be Zmerchant, Carnate, de Lieu. Shapmes, le Sang, Xavier-Beauregard, Sant-Suplice, O'Shea, As, Moutarde & Cuckpowder... no, make that 11 assassins please. That should do nicely!

Primus: Why has the road up the hill to the CPS's house got two lanes, when there's only one lane going down?

Secundus: Have you not noticed that one of the uphill lanes is clearly labelled "Crawler Lane"?

Found scratched on a wall near Red Philips:

Applicants required for special assistant to the CPS. Great big muscular Turks only need apply

Dexter Sinistre

Your actions have been noted by the brotherhood. When the Camel falls, you will join him.

We have many eyes!!

† Freres de Paris

To celebrate my return to army command, both myself and Edna will be hosting a party all month. Anyone of the rank of Lt. Colonel and above or SL 17+ is welcome.

The Minor Saints' Society monthly meetings will be relocating to January [sic] starting in January 1667. This will allow us to commemorate a different selection of saints. Saint of the month for January will be Saint Molagga (January 20). All gentlemen and their ladies welcome. All carousing costs paid.

Ladies and Gentlemen,  
Ophelia and I have decided that to promote the cultural advancement Parisian society, we should set aside some time each month for the practice and teaching of the choreographic arts. Paris should be the world capital of Dance, yet since Jean-Baptiste Lully introduced the Minuet in 1650 we have been allowing ourselves to fall behind.

As such, I would like to invite all those of SL 12 or higher with suitable mistresses to come and learn from their betters. As those imparting their insights, all costs will be paid for those of SL 15 or higher.

I have secured the Fleur De Lys ballroom for 'Académie de Danse' in the 3rd week of each month from January 1667 and hope that a suitable couple will offer to take over on those months where I am at front.

† Sir Voulo Vault,  
Major RFG/Gds Brigade Maj.

LCol Sir Etienne Brule of the Dragoon Guards will host a celebration of the life of le Marquis Donald O' Grady at his club on Week 2, January. Refreshments will be provided. Gentlemen and their mistresses of SL 10 and above are welcome, with the exception of members of the QOC and M. le Baron Amant d'Au, who would no doubt be happier elsewhere on such an occasion.

## Personal

Written on a wall outside the Ministry of War:

Crisps can be both healthy and remunerative. You know who to ask.

Could Le Pied d'Elephant contact the RSPCE, because we feel you may have information of importance?

Death or Cake!  
(I'm hoping for cake.)

† UXB

Major As

We respect your stance in offering your support to Baron Z'merchant, a former enemy. I must urge caution: these are dangerous times and the friends of the Camel are everywhere. With deep regret the brotherhood has confirmed intelligence of your regimental colleague Dexter Sinistre has been spotted in the company of the Camel.

† Freres de Paris

Wouldn't umbrella be better under a rainbow? With a song?



*Nauticus* ships and warehouse

have less control than they think they do (*6 nimmt* being the obvious example), but here with the addition of a board and pieces. I probably won't be playing it again and it gets a provisional 6/10 on my highly subjective scale.

Casting around for the next game, Nick and I were invited to play *Nauticus* with Mary Prasad and Aussie games designer Peter Hawes (the game Peter's currently working on looks interesting, but I didn't get to play it and the golden rule is not to discuss prototypes). *Nauticus* is designed by the esteemed duo, Michael Kiesling and Wolfgang Kramer, and published by Kosmos (it's apparently another game I missed at Spiel last year). I played it twice at the Gathering to make up.

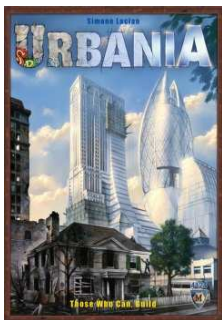
The idea is that players build ships and transport goods. At the end of the game they will score points for delivered goods (getting more points for more of the same good), but will also get points for their completed ships. The heart of the game is the ingenious mechanism for choosing the next action. In *Puerto Rico*-style, all players get to do the action, but the player choosing it gets a bonus. Buying actions let players acquire hulls, masts, sails and goods for their ships – some of which they'll need to store in their warehouse for the time being. Other actions are delivering goods, assembling and loading ships from what's in your warehouse and generating cash or points.

On top of this, players are limited by the cash and workers they have available, so getting more of those is important. The actions available re-set after seven of the eight have been taken, so turn order is important. The order in which actions are taken can also be crucial, which gives plenty of opportunity for messing with

other players. *Nauticus* is another clever game from Kiesling and Kramer and one I thoroughly enjoyed. I quickly discovered it's available to play online (at [www.yucata.de](http://www.yucata.de)) and signed up for a game. I give it a provisional 9/10 on my highly subjective scale.

Another regular on the Gathering timetable in recent years has been an Overlord game of *Memoir '44* run by James and Sheila Davis. This year's scenario was Rats in a Factory (part of the Battle of Stalingrad), which comes on a printed paper map (thus saving time in setting out the terrain for the battle). Picking at random, I got a Russian and was assigned command of the Russian right flank by comrade Field Marshal Frank di Lorenzo(-vich). This did not look good as I was almost outflanked from the start and had just infantry facing a lot of tanks. On the plus side, the terrain is difficult for tanks and the Russians start with victory medals as they hold the factories that are an objective for both sides.

In the event, I was able to hold off my opposing General, Devin Stinchcomb, though my forces took heavy losses and the Russians eventually had to cede control of one factory. James took a pounding in the Russian centre and the Germans nearly broke through at one point. I was able to return some tanks I'd borrowed from James and help see off the attack. With Leo Tischer, on the Russian left flank, making some ground, we managed to get a Russian win, though it was darn close. It's an odd thing, as a board gamer, to win as a team! There were high fives all round before we remembered our manners and shook hands with ~~the losers~~ our gallant opponents.



As things started to wind down on Saturday evening, I was enlisted by Walter Hunt to play *Urbania*, which he described as an excellent game spoiled by terrible graphics. It was also a chance to catch up with another old friend, Joe Huber, who joined us. Jim Fairchild made it four. The square grid of the board is covered in tiles representing buildings and players will flip these over to represent them being redeveloped.

To flip buildings, players use cards from their hand, having earlier drawn these from what's available. They can also draw 'project' cards and can keep up to three of these to score extra points at the end of the game. Finally, players

can hire a 'specialist' to help with their actions. This also increases the value of the specialist, potentially increasing players' scores at the end of the game.

I enjoyed *Urbania*, though it is quite abstract – there's no real feel that you're re-developing a city. Walter is quite right about the graphic design: it is very busy and confusing, making it difficult to pick out the information you need. That's a shame as otherwise Simone Luciani has designed an interesting game for Mayfair. It gets a provisional 7/10 on my highly subjective scale.

## Press

### Announcements

#### Emporial Decree (1)

It pains me to announce that the Vatican has refused us aid. I hereby announce that I am formally issuing a proclamation to Pope Alexander VII that he has until the 28th February 1667 to confirm his support to King Pevans and I. If this fails to materialise, he must recognize that a state of war shall exist between the Papal States and France and he will personally be declared a war criminal.

† Emperor Yadik of France

The glorious Crown Prince Cuirassiers will be on manoeuvres at the Front in February. Anyone wishing to join the regiment will receive a warm welcome and you will get invaluable experience of mucking out, err... war and all its courage and dash. Apply to Lt Colonel de Sant Sulpice and be assured your application will receive my earnest attention.

† Lt Colonel de Sant Sulpice

#### Citizens of Paris

Join the brotherhood today. Defend the King from the usurper. We need more eyes.

† Freres de Paris

#### Ministerial Decree (5)

Notice is hereby given that the War Ministry has deemed the Royal Marines as a regiment unfit for purpose and it shall be officially abolished before the commencement of the next Summer Campaign

season. All serving Officers and men of that regiment are to be transferred into a baggage handling unit and the Royal Marines' place within the French Army taken by a Regiment of Mamelukes. Recruitment for this new regiment will commence during the course of 1667.

† Emperor Yadik of France  
Minister of War

### Matters of Honour

Baron Yves Vrai Bretheauteque

I would be delighted to act as your second if you require it.

Kind regards,

† Major Frele d'Acier

My recent footwork was a deliberate and clear statement of disdain for anyone ... stooping so low as to use a 2-handed sword in a duel of honour, for such an action clearly shows the user to be lacking in such. No doubt others have previously pointed out this anomaly to you. I have no doubt it will rebound on you in the end, but... It reflects very badly on the honour of the CPC and the officers therein that they tolerate such behaviour.

† Dick D'Asterdly

### Social

Piejamerama at Blue Gables  
Scandalous night attire – Pastries  
*Erotic poetry readings – Fruit preserves*  
*Bring your ladies and your least tasteful nightgowns. All costs paid.*  
*SL 17 and below only.* † TM

bawdyhouses for some female company is one of Pepé's). So, too do Coeur De Lion and Jean Jeanie. Dick D'Asterdly shakes things up by practising sabre for one week and two-handed sword for another once he's paid a visit to the Bawdyhouses. Half a dozen others fit in a week's work-out as well.

Euria Humble stays out of society by spending his month camped on the doorstep of a certain young lady. His persistence comes to naught as the object of his attentions is out on the town with her current beau. All month. Serge Knightly's intended is at home, but turns him down three times. His success comes when he switches his focus to a different woman – as Yves Vrai Bretheauteque is only too well aware. That'll be a duel, then. Serge's departure sees Frele d'Acier try his luck only to be rejected as well.

Meanwhile, in the Louvre, Devlin Carnate is kicking his heels waiting for the important discussions that His Majesty invited him for. However, it seems the King is just happy not to see Count Carnate gadding about increasing his social standing even further...

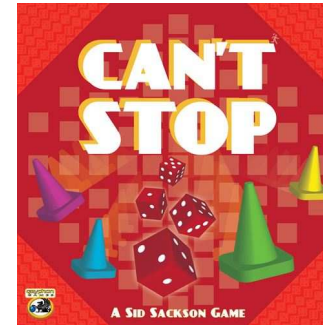
### Rescuing the Frontier regiments

Subaltern 'X1' continues to serve in the Frontier regiments, though he's assigned to number 1 this month. There's not much action in winter, but the troops do have a few skirmishes with their opposite numbers from Savoy, in this case. 'X1' survives handily and adds some 350 crowns to his coffers. General Jacques Shitacks is also allocated to this regiment, joins in the skirmishing and picks up 400 crowns worth of loot.

Major Lothario Lovelace's second Battalion of the Cardinal's Guard is attached to Frontier regiment 2. The frontier troops come unstuck scouting Spanish positions, but the Guardsmen come to the rescue. Major Lovelace is Mentioned in Despatches ("Lovelace at the charge!") and receives a battlefield Knighthood. He also pockets 300 crowns worth of booty.

The first battalion of the Royal Foot Guards serves with Frontier regiment 3, which also suffers when it runs into some Spanish cavalry. Lieutenant-Colonel Amant d'Au, commanding the RFG men, keeps well out of the way. He is Mentioned ("we don't often see bright, shiny uniforms on the frontier") twice ("and there's no... mud on him").

Frontier regiment 4 gets a drubbing at the hands of Spanish light infantry. When a musketball gives Lt-Colonel Jacques le Franc a new parting, enough is enough; He leads his battalion of the Royal Marines in a charge that scatters the enemy skirmishers, desperate to get away from the marines' wicked cutlasses. Le Franc is mentioned twice in Despatches ("they don't like it up 'em, they really don't") and is awarded the title of Baron.



Sunday morning was very quiet. Despite being the last official day of the Gathering, many people had already left or were leaving. However, there were more than enough for the traditional final tournament: *Can't Stop*. I really enjoy this push-your-luck game and won my first game. I almost had the second one too: needing one more number to win and with two numbers at the top of their track, I just needed to roll one of them, but the dice deserted me! Ah well, time to go, pausing only for a final round of farewells. And I'm pleased to report that my journey home was uneventful.

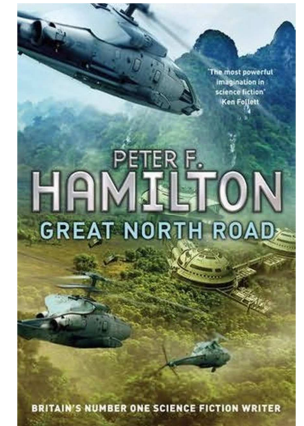
Many thanks to Alan Moon and the team for another excellent week's gaming and I look forward to the next Gathering. The full version of my report (with more on the social side of the event) is available online at: [www.pevans.co.uk/Reviews/GoF14.html](http://www.pevans.co.uk/Reviews/GoF14.html) (and as a PDF document).

### Reading Matter

I've just finished the latest tome from Peter F Hamilton, *Great North Road*. While this doesn't appear to fit into any of Hamilton's previous settings, it does reiterate some of the ideas he's used before. One of these is rejuvenation, which appears both as medical intervention to prolong life and genetic engineering. Angela Tramel, one of the main characters, is a 'one-in-ten'. That is, she ages at just a tenth the speed of an ordinary human being and thus, at the start of the novel, appears to be the same age as she was when sent to prison 20 years earlier.

The other familiar device is the use of wormholes to travel across the galaxy. In particular, to and from the planet of St Libra, parts of which have been converted to farms and refineries to produce 'bioil'. Pipelines take this through the wormhole to Earth where it is used to power, well, everything. As St Libra is a company planet, this makes the North Corporation, which runs it, very powerful. And the North Corporation is run by the Norths, cloned descendants of the Corporation's original founder and very, very wealthy. The book's title thus comes from the Corporation's connection to St Libra (and not the A1 after all – though the road does get mentioned in the narrative).

The story starts in Newcastle on Tyne (the Earth end of the wormhole to St Libra) with the discovery of a murdered North. The man assigned the case is detective Sid Hurst, one of the few honest(-ish) and competent cops. Hamilton



has a fairly jaundiced view of where things are going. In this future, everybody's on the take and most jobs are outsourced (Sid doesn't call in uniformed policemen to do the legwork, but Agency cops). In a nice touch, Sid expects the investigation to be taken over by a political appointee, but it turns out the Norths value competence and he remains in charge.

The dead North has been killed by a unique weapon. Except... Twenty years earlier Bartram North (one of the original clones) and his staff were massacred on St Libra by just such a weapon. This slaughter is what Angela Trameló is in jail for. Though she's always claimed to be the only survivor – and witness – of an attack by an alien monster...

This is where the story really takes off. On the one hand we have the criminal investigation in Newcastle, as Sid digs deeper. He unearths a plot that may just be the town's underworld or may be infighting amongst the Norths or even intrigues between the Norths and other corporations. On the other, we have Angela, part of the expedition to explore unknown areas of St Libra and see if there really is a murdering alien creature.

The emphasis for much of the novel's thousand pages is on the expedition on St Libra – which gets into more and more trouble. We get diversions to several subplots and the investigation in Newcastle plus flashbacks taking us into Angela's past, gradually revealing more about her. Each revelation changes the way we look at her. Right from the start, we know she's not what she seems, but each time we learn more, she switches from witness to suspect or vice versa. At the end she is all too human as we finally discover what has driven her all these years (and will continue to do so into the long future she has ahead of herself).

*Great North Road* is a thoroughly absorbing and gripping read that had me hooked from the start. A thousand pages is plenty of room to provide depth and richness to a novel and Hamilton does an excellent job. This is an all too believable future, extrapolating some of the trends we see in the present world 130 years into the future and adding some terrific science fictional twists. I thoroughly recommend it – along with everything else Mr Hamilton's written!

## Games Events

With the Expo out of the way, it's time for some more games events. Next up is the latest Raiders of the Game Cupboard, held at the Salvation Army Citadel in Burton-on-Trent. Saturday 21st June is the date for event number XXVII (27 for those of who aren't Roman). As always, Spirit Games provides a games library and the emphasis is on having fun playing games. For more information, have a look at [www.raidersofthegamecupboard.co.uk](http://www.raidersofthegamecupboard.co.uk)

July starts with summer Stabcon at the Britannia Hotel in Stockport over the weekend of 4th-6th July. It's a while since I've been, but Stabcon is always excellent fun with all sorts of games being played in a great atmosphere.

Only Eric and Anna visit Bothwell's this week. Blue Gables sees members Arnaud Surfinmaise and Tourtière Mangetout turn up. Tourtière has Sue Briquet on his arm and has made some seasonal purchases to brighten up her December: ham, cheese and "delightful" trinkets. Allan and Deb hit the Frog & Peach again. And Gruaud LaRose makes his way to Red Phillips after being mugged on his way back from a week of female company in the Bawdyhouses.

To complete the month – and the year – Warren Peece's New Year's Eve party attracts most people to Bothwell's. Eglise and Frances still have a few guests at the Fleur, though, for the last week of their bash. These are Chopine (with Sheila), Jacques As (bringing Thomasina and some uniformed Dragoons), Rick and Terence (plus Lucy). Ali and Angelina and Pierre and Edna return to the Fleur de Lys as well. Ali insists they're celebrating Winterval and tells everybody how much he loves them before falling deeply asleep. He wakes with a start some hours alter and demands to know why the world hasn't ended yet ("not so much the after-life as an après-vie!").

Warren and Ingrid's guest list starts with Allan Fa-Dân, who brings Deb Estaround. Arnaud Surfinmaise has Betty Kant on his arm. Bonne Chance de Tres is on his own. Coeur De Lion escorts Ada Andabettoir. Anne Tique accompanies Gaz Moutarde. Henri Hardup (Hooray!) is unaccompanied. Monty Carlo brings Charlotte de Gaulle. Maurice Essai Deux has no companion, nor does René de Gaviscon (their female company having been purchased at the Bawdyhouses). René renews his fight with regimental enemy Bonne Chance. Rob d'Masses has Viv Ayschus on his arm. Tourtière Mangetout escorts Sue Briquet. Last on the list is Was Nae Me, who accompanies Marie Antoinette, and exchanges challenges with Tourtière as they're wearing opposing uniforms. The party climaxes with a fine display of fireworks (outside, of course) to mark the New Year.

Eric de Miabeille and Anna Rexique attend Bothwell's as well. And Gruaud LaRose is to be found at Red Phillips for the New Year.

Vying for the title of iron man this month are Arsène Est, who puts in four weeks practice with his sabre, and Jacques de Gain, whose month is spent waving his rapier around. Armand de Luce almost matches them. However, he breaks off after three weeks' sabre practice to visit his lady friend and impress her with the pile of nice new crowns he has. Despite not having got into clubs as they expected at the start of the month, Egon Mad II, Uther Xavier-Beauregard and Voulo Vault all hit the gyms for the remaining three weeks. For Egon and Voulo, it's rapier practice; for Uther, it's his sabre. Dexter Sinistre and Tomas le Matelot do get into clubs in week 1 and then hit the gyms, too. It's three weeks of sabre practice for both of them. And for Gar de Lieu, who starts his December visiting his mistress.

A few people hit the gyms for two weeks. Pierre le Sang and Pepé Nicole both have two weeks of rapier practice around their other commitments (visiting the

bandaged Uther Xavier-Beauregard. He's outside the club as he's turned up a week early for Eglise de Sant-Suplice's party and takes the opportunity to harangue the CPS's cronies with the details of his demise.

Eglise is actually inside the Fleur with Frances Forrin, but they're not accepting guests this week. A few other members are visiting the club. Ali Vouzon brings Angelina di Griz and tells everybody that if the world is going to end he's going to be too drunk to notice it. He makes a good start this week. Pierre Cardigan escorts Edna Bucquette. Alison Wunderlandt accompanies Tomas le Matelot. However, all the other clubs are empty, testament to the power of Jacques As's invitation.

The second week of the month sees Monty Carlo hosting the Minor Saints Society at Hunter's. This month they are celebrating the late St Himerius the Recluse - a month late in this case. Monty and Charlotte de Gaulle have a small group of

Toadies join them. Arnaud Surfinmaise and Maurice Essai Deux come on their own. Bill de Zmerchant brings Mary Huana and Was Nae Me escorts Marie Antoinette.



At the same time, Eglise de Sant-Suplice kicks off his celebration of becoming a Minister. He and Frances Forrin welcome their guests to the Fleur de Lys. Chopine Camus accompanies Sheila Kiwi. Frele d'Acier brings Freda de Ath. Gaz Moutarde accompanies Anne Tique. "Hooray" Henri Hardup arrives on his own (and leaves that way, too). Jacques As and Thomasina Tancenjin enjoy being the guests rather than the hosts, but still have a few Dragoons in full uniform with them. Rick O'Shea has no +1, but made sure of some female company at the bawdyhouses the week before. Terence Cuckpowder arrives with Lucy Fur and renews his regimental dispute with Frele.

Also in the Fleur this week are Pierre and Edna, a rather drunk Ali and Angelina plus new arrivals Pierre le Sang and Guinevere d'Arthur. Bothwell's is much quieter without the party. Several other members have left, too, but Jean and Lotte return for another week, as do Eric and Anna. This leaves the Frog & Peach, which receives a visit from Allan Fa-Dân and Deb.

**Sheikh? What Sheikh?**

With no competition in week 3, Eglise and Frances see a few more arrive at their party. The whole group from the previous week return: Chopine and Sheila, Frele and Freda, Gaz and Anne, Henri, Jacques and Thomasina (and Dragoons), Rick and Terence and Lucy Fur. To these we can add Bill de Zmerchant and Monty Carlo, the latter accompanied by Charlotte. Once again, Ali ("hic!") and Angelina, Pierre Cardigan and Edna and Pierre le Sang and Guinevere have their own tables in the club.

Information is on the Yahoo! group stabconinfo and there's now a BGG Guild as well. You can find these online at [groups.yahoo.com/neo/groups/stabconinfo](http://groups.yahoo.com/neo/groups/stabconinfo) and [boardgamegeek.com/guild/694](http://boardgamegeek.com/guild/694)

Looming up in the middle distance is the big one: Manorcon is on 18th-21st July at John Foster hall at the University of Leicester. More on this in next issue, but full details are available at [devel.diplom.org/manorcon](http://devel.diplom.org/manorcon)

This box concentrates on events I expect to attend.

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

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

UK Games Expo: end of May 2015 in the Hilton Metropole at the NEC. This is a public event that showcases games of all sorts with traders, demos and participation games plus guests. For gamers there are lots of tournaments and open gaming. For details see [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk)

Spiel: the board games event of the year. 16th-19th October 2014, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see [www.merz-verlag-en.com](http://www.merz-verlag-en.com)

MidCon: 7th-9th November 2014 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See [www.midcon.org.uk](http://www.midcon.org.uk).

For more extensive information on UK board games events, try the following.  
 The Labyrinth: <http://homepage.ntlworld.com/the-labyrinth/games/>  
 The Queen's Lane Advertiser: <http://www.boardgamers.org.uk/qla.php>

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Games only	
Per game turn	£0.65
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## Fictionary Dictionary

### Round 6

#### Scores from round 5

An excellent showing from Pam sees her join the pack that's gaining on Andy Kendall.

Andrew Burgess had forgotten which of last round's definitions were his. He managed not to vote for them.

#### Round 6 definitions

The proposals are below. All you have to do is let me know your favourites.

#### Nesselrode

1 Courtship (in old Yorkshire dialect) – i.e. the road you must successfully travel in order to 'Nessel' (nestle) with your beloved.

2 The quest to visit Nestlé's headquarters and stuff powered milk down the directors' throats.

3 Suburb of Geneva which is home to a huge chocolate and instant coffee corporation.

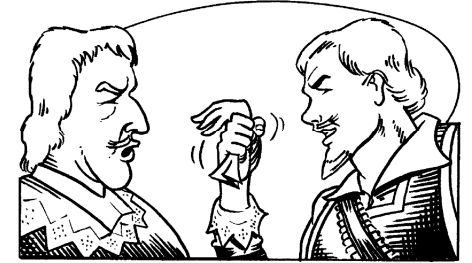
4 What Wagon Wheels roll on.

5 An annoyingly painful rash of the groin, first noted in German cyclists. From the German nessel - nettle.

Player	This round	Total
Paul Appleby	0	1
Chris Baylis	2	10
Howard Bishop	0	2
Bob Bost	0	3
Colin Bruce	3	7
Andrew Burgess	0	12
Mike Dommett	0	9
Alex Everard	0	12
Mark Farrell	1	7
William Hay	0	8
Pete Holland	0	9
Andrew Kendall	1	20
Nik Luker	1	5
Tim Macaire	3	9
Brad Martin	2	12
Graeme Morris	3	12
Jonathan Palfrey	0	2
Chris Rudram	0	0
Matthew Shepherd	0	0
Gerald Udowiczenko	0	0
Pam Udowiczenko	8	12
Ray Vahey	0	1

another party. There's no-one on his arm, though. Nor does Maurice Essai Deux have any company as he tries to forget his woes: "no mistress and no money – it must be time to party!" An admirable sentiment, shared by Rob d'Masses – though he at least is accompanied by Viv Ayschus. Terence Cuckpowder brings Lucy Fur. Marie Antoinette arrives with Was Nae Me. Warren Peece is at the end of the list and is accompanied by Ingrid la Suède.

Then the fun starts. Bonne Chance discovers that the house has a minimum stake on the tables and has to bet more than he wanted to. He makes two wagers, winning one and losing one to and up all square. However, his Grand Duke Max Dragoons' uniform attracts the attention of René de Gaviscon from a dark corner of the club. René is Lt-Colonel of the Archduke Leopold Cuirassiers and an enemy of the GDMD. This brings in two other ALCs to exchange challenges with Bonne Chance: Dexter Sinistre, who's in Bothwell's with Ava Crisp, and Bonne's host, Jacques As.



René is actually Toadying to Bill de Zmerchant, whose group is acting very shiftily. Except for Etienne Brule who leaves off fawning on Bill (he appreciates being made Frontier Division Adjutant) to join Bonne Chance for a flutter. He makes five substantial bets, winning two, losing two and cutting one. This leaves him out of pocket, but with enhanced status. However, his Dragoon Guards' uniform is a red rag to Rob d'Masses and Terence Cuckpowder. They accost him only to find Frele d'Acier coming to his aid. The argument sucks in another QOC, Eric de Miabeille, who's having a quite drink in his club with Anna Rexique. After this Etienne tries his luck in the courting game, but finds no-one at home. He ends his December in the Bawdyhouses, spending his spare cash on wine and women. Staggering home in the early hours of New Year's Day, he attracts the footpads, who are disappointed to find his pockets empty.

Bill de Zmerchant's third Toady is Richard Shapmes and the four of them are thick as thieves in Bothwell's darkest corner. They are careful to obscure the documents they are working on whenever anyone comes close. René de Gaviscon presents each of the group with a potato, winking at each as he does so. The group concludes that they may well need to be cooked before they're eaten. For the rest of the month, Richard is to be found skulking about outside Sheikh Yadik Al-Abowt's residence, unaware of the Sheikh's demise. There is one other couple in the club in week 1: Jean Jeanie and Lotte Bottle.

While the party goes on in Bothwell's, there is another furtive group outside the Fleur de Lys. Egon Mad II, Pepé Nicole and Voulo Vault have all turned up to Toady to Sheikh Yadik Al-Abowt. The news of the CPS's demise is delivered by a



Messrs Gar de Lieu and Richard Shapmes have no opponent for their duels.

### Volunteering in battalions

As second-in-command of the Crown Prince Cuirassiers, Eglise de Sant-Suplice calls in a couple of favours to persuade his CO to quit. There's no contest, the Colonel resigns and Lieutenant-Colonel Sant-Suplice takes command of the regiment. Major Was Nae Me was expecting him to buy the Colonel's rank and tries to buy a promotion, to no avail. Pepé Nicole, on the other hand, is able to buy his way to Colonel in 69th Arquebusiers. He's not in command of this regiment, though, as he remains Brigade Major.

Rob d'Masses applies to Eric de Miabeille to join the Queen's Own Carabiniers and is accepted. He settles for the rank of Trooper, which leaves him with two weeks' regimental duties to occupy his month. Devlin Carnate admits new boy Serge Knightly into the Royal Foot Guards. He uses the cash he's just borrowed to buy his way into the recently vacated Captain's slot.

Perhaps apprehensive of his coming tête-à-tête with His Majesty, Minister of State Devlin Carnate doesn't bother to appoint a Minister of Justice. His staff fills the gap by giving the job to the first name on the list.

Field Marshal Tomas le Matelot appoints General Pierre Cardigan to command the Army, but keeps the position of Adjutant-General empty. Frontier Division commander Bill de Zmerchant makes Etienne Brule his Adjutant. Uther Xavier-Beauregard installs some non-entity as Captain of the Cardinal's Escort. Warren Peece is expecting to become Inspector-General of Cavalry, but the Minister of War who offered him the job has disappeared!

RFG Lt-Colonel Amant d'Au volunteers his Battalion for active service. So does Major Lothario Lovelace of the Cardinal's Guard with his ("to escape the infamy of Paris"). And Royal Marine Lt-Col Jacques le Franc mobilises his Battalion to join the Frontier troops. General Jacques Shitacks returns to the action as well and Subaltern 'X1' remains with the Frontier regiments.

### Ding dong, the Sheikh is dead...

The month's social events kick off with Jacques As and Thomasina Tancenjin holding court at Bothwell's in week 1. Jacques has a dozen Dragoons from his command in full dress uniform as an "honour guard – just in case." He appears to be worried the CPS will show up – clearly he hasn't heard the news. The guest list starts with Allan Fa-Dân, whose plus-one is Deb Estaround. Arnaud Surfinmaise brings Betty Kant. Bonne Chance de Tres is unaccompanied, but has brought a magnificently decorated sabre as a present for his regimental comrade, second and host, Jacques. Then he heads for the gaming tables. Ada Andabettoir arrives on the arm of the next guest, Coeur De Lion. Dick D'Asterdly has no-one to bring. Frele d'Acier has Freda de Ath on his arm. Gruaud LaRose comes solo. Gaz Moutarde escorts Anne Tique. "Hooray!" cries Henri Hardup as he arrives at

6 Description of a horse ridden by an affectionate courting couple.

7 Completely knackered, and looking it too! Klaus Von Nessel was an Austrian nobleman of somewhat large girth who rather enjoyed a good hunt - which is more than can be said for his horses which frequently had to be shot to put them out of their misery.

8 Childhood home of the late John Denver, the original Milky Bar Kid.

9 Pronounced nay-sell-rode; a prostitute's term for a non-paying client.

10 A street made of confectionery, baby food, bottled water and breakfast cereals.

### Pulvinate

1 The act of performing a smash-and-grab raid at a food store.

2 To overwinter asleep in a nest of powdered rock.

3 The part exposed when a swimming costume rides up at the back.

4 Washing by hand by the river bank: the act of pulvinating is the bashing of the clothing against big flat stones.

5 A procedure carried out by a female on her spouse who has forgotten their anniversary.

6 Attractively shapely, in a way that can be hard to avoid looking at, commonly used to describe physical features (usually female).

7 To pot a pool or snooker ball with excessive force. Originally "Pulverise the eight", being a flamboyant way of finishing a game of pool.

8 (Verb) To hyperventilate when watching Lara Pulver in Sherlock.

9 Dance like Elvis.

10 Description of the motion given by someone using a Pulmis stone.

The next words are: Quercine and Rhotacism

**Send your votes (just two numbers) and/or made-up definitions to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or to TWJO@pevans.co.uk by 27th June 2014**

### What's this about?

This game is open to all readers and I guess most of you will have come across it. Each issue I will put up a couple of obscure words. Anybody who wants to participate writes in with fictional definitions of the words. (For example: "Geranium: a ceremonial dagger used by Aztec priests for human sacrifice.") I publish these, anonymously. All

readers (not just those who contributed) vote for their favourite definition (a vote for your own definition will be ignored).

Players score points for the number of people who choose their definition. We'll run this for 10 issues and the winner will be whoever has the most points at the end.

## Online Games

*TWJO* readers are playing online versions of board games – and any reader is welcome to join in. Look for games named “TWJO” something – they have the password “pevans56”. Boîte à Jeux and Yucata don’t have a password system, so e-mail me to be invited into a game (or set one up yourself and invite people). My ID is usually Pevans (exceptions noted below).

Please suggest other games you’d like to play.

### Agricola

Online at [www.boiteajeux.net](http://www.boiteajeux.net) – I’m Pevans56 here. Game 3 is pretty much two-thirds of the way through. One of my invitees didn’t join us, so we do have one ringer in the game.

### Brass

Online at [brass.orderofthehammer.com](http://brass.orderofthehammer.com). *Brass* game 9 was another win for your esteemed editor: 201 points to Steve Jones’s 187 and John Boocock’s 169. I’m not doing so well in game 10, though. Please join us and provide some variety!

### Nauticus

Online at [yucata.de](http://yucata.de) – a recent addition to the site and one of the games I comment on in this issue. Who fancies a go?

### Puerto Rico

Online at [pr-game.com](http://pr-game.com) – it’s a classic! Game 5 finished just after the last *TWJO* was published with a win for Nigel Misson on 37 points from yours truly on 35, John Boocock on 26 and Al Tabor on 25. Game 4 took a couple of weeks longer, but was a win for John (53 points) from Pevans (50), Mark Cowper (48) and Simon Burling (37). Game 6 is under way.

### Roll Through the Ages

Online at [yucata.de](http://yucata.de) – a game I enjoy, despite being rubbish at it. Who’d like a turn at drubbing me?

### Through the Ages

Online at [boardgaming-online.com](http://boardgaming-online.com). There were no takers for my last game, but I’ve just set up a new one.

### Vinci

Online at [yucata.de](http://yucata.de) – another classic, in a version adapted for online play. It’s great fun: I just need some opponents...

## Les Petites Bêtes Soyeuses

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

**Orders for January 1667 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 27th June 2014**



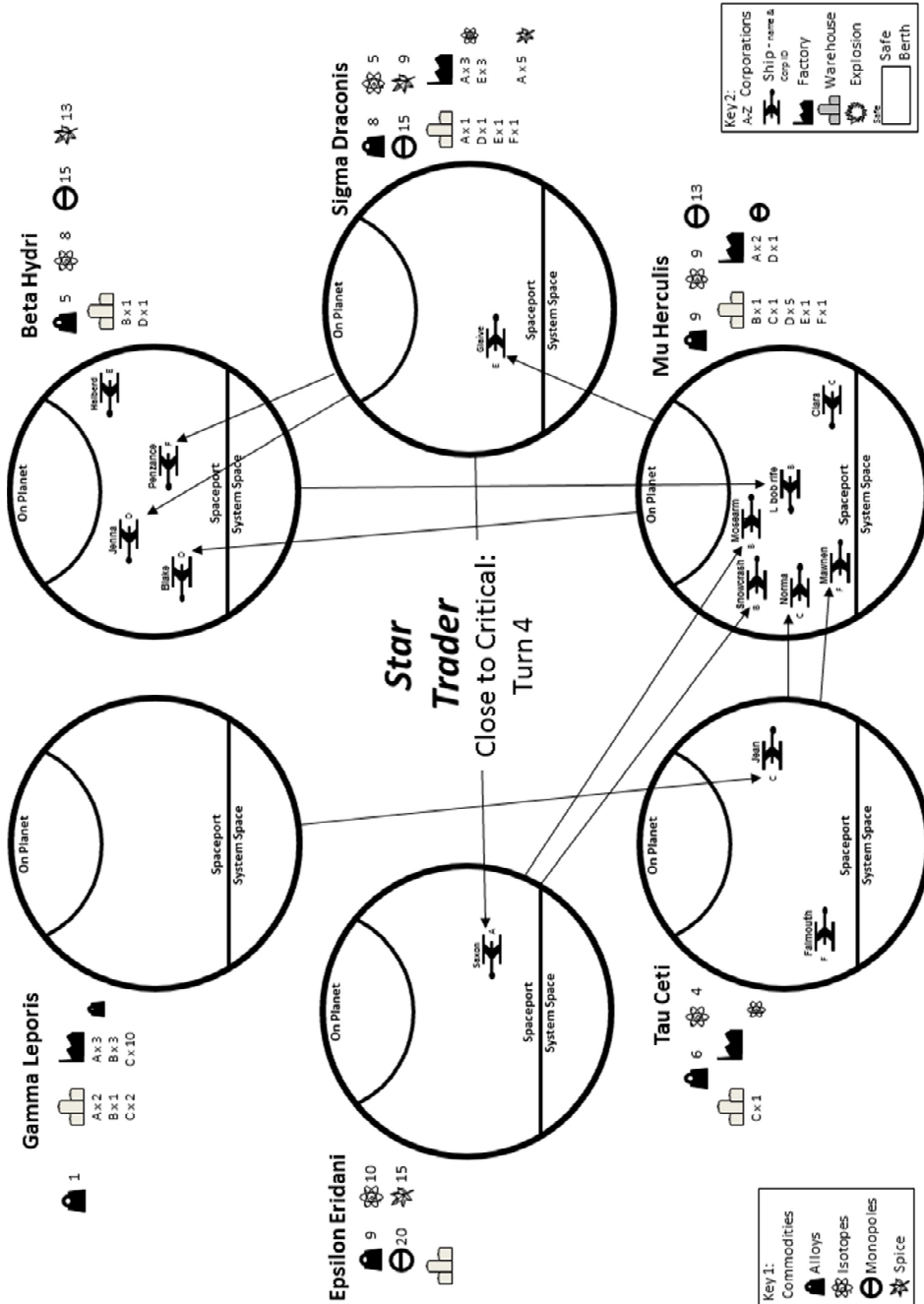
## December 1666 (274)

The festive season starts with a bit of bad will: a few duels are expected. However, Bill de Zmerchant doesn’t show up to meet Bonne Chance de Tres. He has no excuse, except, perhaps, forgetfulness.

The challenges to Commissioner of Public Safety Sheikh Yadik Al-Abowt are all voted cause by a massive margin. The Sheikh decides he will take on Uther Xavier-Beauregard first. He hops out of the off-white CPS coach with just his rapier and a few minions. Xavier-Beauregard has brought his sabre and has a slight advantage in physique – will it be enough? Al-Abowt adopts a classical pose and lunges with great technical precision to draw first blood. Xavier-Beauregard smacks him with a slash and jumps aside, expecting a cut. Al-Abowt continues his precise style, regaining his ground and lunging again.

Xavier-Beauregard pauses very briefly; just long enough that his next slash deflects the Sheikh’s third lunge and reduces the impact. Then he switches to a furious slash, hitting Al-Abowt with his third slash. The CPS has had enough and surrenders. Xavier-Beauregard merely snarls and continues. As Al-Abowt looks around wildly for a non-existent second to step in, the sabre’s cut strikes home.

Xavier-Beauregard wipes his bloody sabre on the corpse’s white uniform, giving Al-Abowt a crimson sash. He adds an emphatic gob of spit before sauntering off. Only then does what has just happened sink in with the stunned minions. Their response is immediate: to a man, they disappear into the woods, discarding their white uniforms as they go...



## Medstead and Four Marks Railway Rivals game 10 - Turn 4

JAB built to El Paso on the Rio Grande and then extended towards Laredo on the east bank of the lower Rio. ARB built branches to St Angelo and into Colorado. CoWS built a branch to the coast near Houston and tentatively built into HAT's territory, whose proprietor seems to have vanished without trace. SNS continued its coast line along the bay of Mexico. TXR built west and south and also stand on the bank of the Rio Grande.

### Jacobahn (JAB)

Mark Cowper (Black)  
Builds: (I27) - H26 - Del Rio; (Y12) - X11 - W11 - V10 (+6)  
(V10) - U11 - T10 - S11 - R10  
(R10) - El Paso - H25; (Del Rio) - G26 - F26 - E27 - D27 - C28 (+6)  
Points: 47 +12 +2 = 61

### Andrew's Railway Business (ARB)

Andrew Burgess (Blue)  
Builds: (Y22) - Lubbock - T24  
(T24 - S25 - Abilene  
(S25) - R25 - Q25 - San Angelo; (Raton) - K66  
Points: 40 = 40

### Carriages or Wagon Systems (CoWS)

Paul Evans (Red)  
Builds: (A85) - D86  
(D86) - F87; (R37) - P38 (1 to HAT)  
(P38) - J41 (1 to SNS, 1 to TXR)  
Points: 45 -3 = 42

### Texas Rock Crusher Railway (TXR)

Jonathan Palfrey (Green)  
Builds: (J34) - Victoria; (San Antonio) - G32 (+6)  
(G32) - F31 - C33  
(C33) - B33 - Corpus Christi; (H29) - Del Rio (2 to Jacobahn)  
Points: 42 +6 -2 +1 = 47

### Stars N Stripes (SNS)

Gerald Udowiczenko (Brown)  
Builds: (H39) - H38 - H37 - G37  
(G37) - Victoria - E36  
(E36) - D35 - C35 - Corpus Christi - A34  
Points: 38 +1 = 39

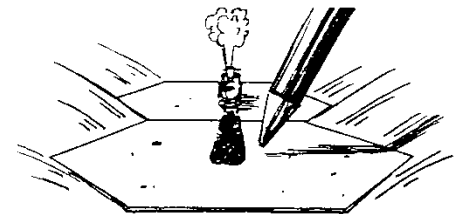
### Hauling Across Texas (HAT)

Bill McKinley (Orange)  
Builds: NO ORDERS RECEIVED  
Points: 58 +1 = 59

### GM Notes

No orders received from Bill despite reminders.

Die rolls for the next round are: 6, 4, 5



Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD  
or by e-mail to mike\_dommett@yahoo.co.uk by 20th June 2014

## Close to Critical

### Star Trader game 7 - Turn 4

*"Breaking News:*

*The Federal Banks have devalued the HectoTran.*

*With immediate effect all debts owed are halved.*

*However, interest rates remain the same.*

*All cash assets are halved.*

*Later, how this affects you..."*

*The main News of the Quarter was largely unexpected, and almost derailed many Corporations' plans.*

No one was trading at Gamma Leporis where the Factories were going full blast. Rumours of trouble in the hills were discounted.

MARATHON MANIACS sold 6 Isotopes for 10 HTs each at Epsilon Eridani and gained a Dealership. They also sold 6 Spice for 15 HTs apiece but were not rewarded any further.

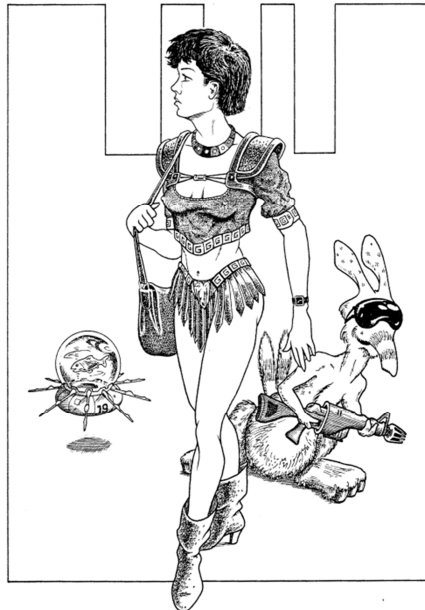
Tau Ceti saw SAILCAT selling 11 Alloys for 6 HTs each to gain a Dealership, after which SAILCAT picked up 5 Isotopes on Contract.

EVERY & SONS sold 6 Isotopes for 9 HTs each at Mu Herculis, after which SAILCAT sold 7 more at the same price. EVERY & SONS then bid 13 to buy Monopoles, bought 10, and took a Dealership to boot.

At Sigma Draconis SWISS MERCENARY FLEET bought 10 Isotopes at a price of 5 HTs and got a Dealership, while 7 CORP bought 5 Spice on Contracts and MARATHON MANIACS failed to sell at 10 HTs.

7 CORP sold 16 Spice for 13 HTs each at Beta Hydri, using Avon (agent Crip), and then sold 5 more on Contract. They made Contractor in Monopoles, selling 11 units for 15 HTs apiece. EVERY & SONS sold 8 Isotopes for 8 HTs each and finished with a Dealership.

MARATHON MANIACS bought an Alloys Factory at Gamma Leporis.



COSTA NOSTRA PIZZA loaded passengers for Beta Hydri and Gamma Leporis and bought a Warehouse and 3 Alloys Factories at Gamma Leporis.

SAILCAT loaded Passengers for Epsilon Eridani and bought a Warehouse at Tau Ceti.

7 CORP bought a Political Connection and 4 Monopole Factories at Mu Herculis.

EVERY & SONS loaded passengers to Gamma Leporis.

SWISS MERCENARY FLEET bought an Isotope Factory at Sigma Draconis and raised their Business Levels as their charismatic chairman made inspiring speeches in the planet's main population centres.

### Corporation Table

Corporation letter and name	Connections			Init'v Bid	Turn order	Cash Rep'n		Player
	Bus/Crim/Pol							
A Marathon Maniacs	9	0	0	0	4th	155	24	Andrew Burgess
B Costa Nostra Pizza	3	5	1	0	3rd	9	23	Mark Cowper
C Sailcat	6	0	7	0	5th	159	40	Mike Dyer
D The 7 Corporation	6	4	5	10	1st	54	40	Paul Evans
E Swiss Mercenary Fleet	4	7	0	0	6th	48	36	Martin Jennings
F Avery & Sons	3	7	0	7	2nd	10	26	Prezemek Orwat
N under Initiative Bid means No move received, F indicates the Corp was floated								

### News

There were two new News chits this turn. The current chits (new ones in **bold**) are as follows.

Turn 5: B6

Turn 6: P7, C2, **P4**

Turn 8: **B2**

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

### GM Notes

Event 4 took place this turn.

Remaining available Agents are:

Badger

Dragon

Dwarf

JB

Tender

Willy

Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by 20th June 2014