

## That would be enough

This has been issue 148 of To Win Just Once, published 18th September 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 3rd October 2014.

Orders for *LPBS*, Fictionary Dictionary votes and entries and any other contributions to Pevans by Friday 10th October 2014.

(Next deadlines: 7th/14th Nov, 12th/19th Dec)

## 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, Mike Dyer and Jonathan Palfrey are 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 14 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 148 was written and edited by Pevans. The *LPBS* masthead (page 21) is by Lee Brimmicombe-Wood, as are the illustrations on pages 23, 24, 26 and 29. The drawing on page 27 is by Bryan Lea and Nik Luker drew the pictures on pages 22 and 25. Game and book artwork is courtesy of the publisher, beer artwork courtesy of the brewery. Pevans took the photographs (except where noted) and played with Photoshop.

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Tel: 020 7183 6256, E-mail: [TWJO@pevans.co.uk](mailto:TWJO@pevans.co.uk), Web: [www.pevans.co.uk/TWJO](http://www.pevans.co.uk/TWJO)

# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

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ID	Name	SL	SPs	Cash	Rank,	Regiment/Appointment	MA	Last seen	Club	EC	Player
CC	Chopine Camus	13	35	OK	B.Bdr-General	GDMD	4	Sheila	Both	4	Stewart Macintyre
JA	Jacques As	13	31	Comfy	Major	GDMD	1	Thomasina	Both	4	Joe Farrell
MC	Baron Monty Carlo	13	25	Withy	B.General		12	Charlotte	Hunt	4	Andrew Burgess
JJ	Sir Jean Jeanie	13+40	Comfy	Major	RFG		8	Lotte	Both	3	Andrew Kendall
LL	Sir Lothario Lovelace	12	34	Comfy	Major	CC	7	Josephine	Both	4	Geoff Bowers
TM	Sir Tourtière Mangetout	12	30	Withy	B.Bdr-General	53F	3	Sue	BG	4	Howard Bishop
HHH	(Hooray) Henri Hardup	11	F	OK	Major	KM/KM Regt. Adjt.	3		Hunt	3	Mark Cowper
WNNM	Was Nae Me	10	F	Poor	Lt.Colonel	KM	6		Hunt	3	Mark Farrell
RdG	René de Gaviscon	9-	6	OK	Lt.Colonel	ALC	4		BG	5	David Williams
AS	Arnaud Surfinmaise	9	F	Poor	Major	PM	5		BG	5	Nik Luker
MFB	Maurice Fluff-Bunny	8	25	Comfy	Major	13F/Gen's Aide (JS)	5		BG	5	Jason Fazackarley
BCdT	Bonne Chance de Tres	8	20	OK	Captain	GDMD/LtGen's Aide (UXB)	6	Pet	BG	1	Cameron Wood
AFD	Allan Fa-Dân	8	8	Poor			6	Deb	BG	4	Gerald Udowiczenko
DDA	Dick D'Asterdly	8	F	OK	Lt.Colonel	CPC/Hvy Brigade Maj.	2			4	Gerry Sutcliffe
RdM	Rob d'Masses	7	13	Poor	Captain	QOC	2	Viv	HGds	5	Craig Pearson
CDL	Coeur De Lion	7	12	OK	Major	PM	4	Ada	RP	3	Graeme Wilson
KdM	Kidder de Margaux	6	9	Poor	Captain	GDMD	4		F&P	6	Gary Phillips
PN	Pépé Nicole	6	7	OK	Colonel	69A/4 F Brigade Maj.	5		RP	3	Colin Cowper
GLR	Gruaud LaRose	6	F	OK	Captain	PLLD	3		F&P	4	Neil Packer
MED	Maurice Essai Deux	6	F	Poor	B.Subaltern	KM	4		F&P	3	Olaf Schmidt
PJ	Pierre jambon	4	13	OK	Captain	13F	3		RP	3	Chris Carter
XSZ	Xavier Self Zeffort	2	7	Comfy			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	87	Comfy	B.Bdr-General	RFG/State Min.	11		Flr	2	Bruno Giordan
GdLi	Count Gar de Lieu	26	73	Poor	General/Min	w/o Port	8	Maggie	Flr	4	Bill Hay
EM2	Viscount Egon Mad 2	24	55	Rich	Bdr-General/HGds	Brigadier	9		Flr	4	Tym Norris
JS	Count Jacques Shitacks	24	54	Fithy	General		3	Madelaine	Flr	4	David Olliver
JdG	Count Jacques de Gain	23	57	Fithy	Colonel	KM	17		Flr	5	Ben Brown
PC	Earl Pierre Cardigan	22	63	Comfy	General/Fld Army	Commndr	9	Edna	Flr	4	Matt Shepherd
TIM	Earl Tomas le Matelot	22	45	Rich	Fld Marshal		8		Flr	4	Tim Skinner
PLS	Marquis Pierre le Sang	21	57	Comfy	General/Min	w/o Port	7	Guinevere	Flr	4	Bill Howell
EH	Count Euria Humble	21	29	Withy	B.Bdr-General	CG	18		Flr	5	Matthew Wale
UXB	Viscount Uther Xavier-B'regard	21+82	Comfy	B.Lt-General/War	Minister		12	Henrietta	Flr	3	Pete Card
AV	Earl Ali Vouzon	20	57	Rich	B.Lt-General/Insp.Gen	Inf	8	Angelina	Flr	1	Graeme Morris
AdL	Baron Armand de Luce	19	46	Withy	Bdr-General/Chancellor		5	Jenny	Flr	2	Francesca Weal
RS	Marquis Richard Shapmes	18	55	Comfy	B.General/Min	w/o Port	10	Ella	Both	4	Charles Popp
VV	Sir Voulo Vault	18	51	Poor	Major RFG/Gds	Brigade Maj.	2	Ophelia	Flr	2	Mark Booth
EdSS	Viscount Eglise de Sant-Suplice	18	42	Comfy	Colonel CPC/Min	w/o Port	6	Frances	Flr	2	Jerry Spencer
AE	Sir Arsène Est	18	29	OK	Lt.Colonel CG/FMshl's	Aide	6		Flr	6	Ray Vahey
JIF	Baron Jacques le Franc	18+60	Rich	Lt.Colonel RM/1st	Div Adjutant		15	Laura	Both	6	Charles Burrows
BdZ	Baron Bill de Zmerchant	18+58	Poor	B.Lt-General/Fntr	Div Commandr		5	Mary	Both	3	Tim Maccaire
EB	Sir Etienne Brule	16	48	Comfy	Lt.Colonel DG/Fntr	Div Adjutant	2		Both	4	James McReynolds
GM	Sir Gaz Moutarde	15	43	Withy	Major RM/1	F Brigade Maj.	3	Anne	Both	2	Mike Clibborn-Dyer
WP	Marquis Warren Peece	15	32	Withy	B.Lt-General		13	Ingrid	Both	2	Pam Udowiczenko
EdM	Marquis Eric de Miabeille	15	16	Withy	B.Bdr-General	QOC	13		Both	3	Pete Holland
AdA	Baron Amant d'Au	15+47	Withy	Lt.Colonel	RFG		6	Katy	Both	5	David Brister
ROS	Sir Rick O'Shea	14	27	Poor	Colonel RM/CPS		3		Flr	6	Paul Wilson
DS	Dexter Sinistre	14	22	Poor	Lt.Colonel	GDMD	4	Ava	Both	3	Martin Adamson
YVB	Baron Yves Vrai Bretheauteque	14+56	Rich	Colonel	DG		6	Leia	Both	1	Chris Boote
FdA	Frele d'Acier	14+45	OK	Major DG/HGds	Brigade Maj.		4	Freda	Both	3	Peter Farrell
TC	Terence Cuckpowder	14+44	OK	Lt.Colonel QOC/Cav	Div Adjutant		3	Lucy	Both	4	Mike Dommatt

## Chatter

Building work has started up again at the end of my road. There's been a long pause since the developers finished the houses – presumably the most lucrative part of the development – and several large plots have been empty ever since. The new work is the section allocated to sheltered accommodation, if I remember the plans correctly. We wait to see what is actually constructed.

The new work started with piling up house-sized mounds of earth (well, mostly clay and rubble). The second step has been flattening them all again. Somewhere along the way, loads of soil and/or rubble have been trucked in and out and piles of portakabins brought in. The latest step seems to be drilling deep holes all around the plot... My guess is that the next thing will be filling them up again.

Changing the subject completely, one of the things I've discovered on journeys to my clients is Puccino's, a chain of coffee shops. Specifically, the one on Willesden Junction station, where I occasionally change trains. What appeals to me is their use of word play in their jokey publicity – the coffee (I drink "Just Cawfee") and cakes are pretty standard. My favourite is the sign on the door for when they're closed: "Shut happens". A motto to live by!

Meanwhile, my dislike of "our" pronounced as "are" is being aggravated by the appearance of two BBC TV shows. According to the announcers, they're called "R Zoo" and "R Girl". Spit!

## Travelling to Spiel

I'm planning on hiring a car and driving to Essen for Spiel again this year. I'll have room for 1-2 others prepared to split the costs. My plan is to leave on Weds (15th Oct) morning, travel via the Chunnel to arrive in Essen that evening. Leaving as soon as the show closes on Sunday means getting back to London about midnight (the time difference works in our favour on the way back).

## Games for sale

Chris Baylis is clearing shelves by selling off some of the many games he's collected over the years. You'll find the list on the *Games Gazette* website ([www.gamesgazette.co.uk](http://www.gamesgazette.co.uk)) under the [Specials] tab.

## TWJO online

There were 169 downloads of *TWJO* 147 (the PDF version, that is) in August, even though it was only published on the 18th. Apart from this it seems to have been a quiet month online with only seven more downloads of issue 146, taking it to 120 in two months. *TWJO* 145 was downloaded just 11 times in August, making it 197 downloads since publication.

I have no search oddities to report. Most traffic came from Google, as always, plus a hefty dose of referrals from BoardGameGeek. There were a few searches

for "Spongebob Squarepants Employee of the Month game" that found the rather different *Employee of the Month* game I stock at Games from Pevans. I'm disappointed nobody's bought a copy!

## Letters

Colin Bruce chips in on games:

I share your high opinion of the *Firefly* game - amazing how well they've captured the flavour of the TV programme. And great fun.

So does Tim Macaire, on a different topic.

Like the reference to President O'Bama. I recall a (satirical) organization devoted to getting out the Irish vote for Barrie O'Bama and Davey Cameron...

Surely that should be the Scottish vote for wee Davey? Though, judging by the referendum response, there aren't many Scots who'd vote for him. Al Tabor is another Cherryh junkie and responds to last issue's Reading Matter.

Just recently caught up on Cherryh myself. I'll admit I'm a big fan and got hooked on her patented 'events slipping almost into chaos held back (we hope) only by loyalty or love or good will' plot lines.

The problem is, with the trilogy of trilogies replacing trilogies, which replaced single volumes, the pace of slippage is at times almost undetectable. What can I say, though: I got hooked when it was 90% pure. Now that it's been stepped on and stepped on again, I still haven't lost the jones.

That's an interesting take on Cherryh. I've always been struck by the way her protagonists are on the fringes of power, seeing some of what's going on, but not everything. Certainly true of the early Foreigner (and Chanur) books, less so of the later ones as the central characters realise their own power.

Agreed. It's almost like we're now getting two books of the world/culture building notes that lead up to a book and then the book itself. I recently picked up her *Cyteen* sequel, *Regenesis*, and after reading the first 40% started skipping about to see where things caught hold and eventually put the book down and never picked it back up.

A first for me with Cherryh. It had all the pieces in outline: unclear picture of the tactical situation, events moving forward barely in control, loyalties strained... but the immediacy wasn't there.

Al also fingers me for introducing him to Charles Stross's "Laundry" stories.

This means I have you to thank for getting me through a summer of long plane flights and hours of lines - most prominently at the State Department in Chicago after we realized our passports had expired and wouldn't get us into Canada unless we battled through the 24 hours expedited renewal process.

You're welcome.

## Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	AdA
42	Maggie Nifisent	16	B	GdLi
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		
11	Laura de Land	13		JIF
16	Ophelia Derriere	13		VV
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	TC
30	Leia Orgasma	13	B	YVB
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	JJ
12	Charlotte de Gaulle	12		MC
17	Henrietta Carrotte	12	I/W	UXB
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	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	BCdT
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'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	AdL
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	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	LL
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	EdSS	ROS	CC	N2	CDL	N1+	N2+	TM	27M	4A	69A	Gscn
LCol	Ada	AE	WNMB	TC	RdG	DDA+	JIF	DS										
Maj 1	VV+	LL																
Maj 2	JJ		HHH	FdA+	N2													
Capt 1	N1	N3	N2	N5	N5	N6	N5	N3	N3	AS	MFB	N4	N3	N5	N5	N2	N2	N5
Capt 2	N5	N4	N2	N5	N5	N5	N6*	N5*	N3	N5	N4	N6	N6	N5	N6	N6	N4	N4
Capt 3	N1	N4*	N6	N2	N5	N2	N2	N5	N4*	N6	N3	N5	N2	N4	N5	N4	N5	N2
Capt 4	N2*	N3	N4	N2*	N6*	N1*	N2	N2	BCdT	N5*	N3*	N4*	N6*	N5*	N4*	N4*	N1*	
Capt 5																		
Capt 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
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

	(Siege for Mar-May)				
Colonel	<u>F1</u> N3	<u>F2</u> N2	<u>F3</u> N5	<u>F4</u> N3	<u>RNHB</u> N7
Attached		1 Bn KM	3 Bn KM DDA	2 Bn PM GLR	
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: 2  
Frontier regiment 2: 6  
Frontier regiment 3: 2

Frontier regiment 4: 5  
RNHB regiment: 1

### The Beer Circus

#### Pevans visits the Great British Beer Festival

This year's Great British Beer Festival at Olympia was billed as "Britain's Biggest Pub" and had a circus theme. No, I don't know why, either. However, the different bars were named after circus performers to fit in with this and there's a ringmaster on the cover and throughout the programme.

I was planning, as usual, to attend for the Thursday afternoon - arriving as the lunchtime crowd is thinning out and departing once the place starts getting busy with after-work mob. However, family commitments got in the way and I couldn't make it - apologies to Andy Kendall, who I was expecting to meet up with.

I couldn't let that stop my vitally important job of reporting the GBBF to you, though. So I rolled up on Friday and joined my old gaming buddy, Mark Jones. Mark does the Festival properly - he has a season ticket for the week! This lets him sample a different selection of beers each day - though he does pace himself.

One of the features of the GBBF is the announcement of the year's Champion Beers of Britain at the start of the Festival. Gold, Silver and Bronze are awarded in some eight different categories with an overall "Supreme Champion" trio as well. This year's top beer was Timothy Taylor's Boltmaker (also the gold in the Bitter category), with Oakham's Citra taking silver (and Golden Ale gold) and Darwin's Origin from Salopian getting the bronze (plus gold for Best Bitter).

In theory, all the Champions are available at the GBBF. However, there are always long queues to sample them and they tend to run out early because of



Seating on the gallery



It's frothy man! Half a pint of Hophead in a GBBF glass

this. Much as I'd like to try them, I give the champion beers a miss at the Festival, but look out for other opportunities to try them. And, as champions, we may well see them getting wider distribution (assuming the volume is available) in the future.

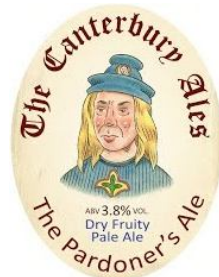
This year's Festival seemed to have more seating areas, with the whole gallery given over to tables, chairs and benches. This meant there was less pressure to keep control of a seat when you've found it. Mark and I cornered places on the gallery close to one of the stairways. This brought us out opposite bars 8 (Tight Rope – the one bar named after the apparatus rather than the performer!) and 9 (Fire Breather). Not surprisingly, most of the beers I sampled came from those two bars.

A useful innovation (at least, I think it was new) was that beers were classified in the programme by colour (a square icon ranging from yellow through shades of brown to black)

and type. The latter was a letter inside the coloured square indicating whether a beer was Mild, Bitter, IPA or Stout, amongst others. I particularly liked that this flagged up when a beer was not quite what was expected, such as a pale yellow IPA or an amber "golden ale".

As is my wont, I started with the lighter beers that I prefer – lighter in both colour and alcohol. First up, on my way in, was Hophead (a pale bitter with an alcohol-by-volume content of 3.6%) from the Brewster's brewery in Grantham, Lincolnshire. This is not a geographical area I particularly associate with beer, so I was interested to see what Brewster's had to offer. The Hophead was a pale yellow – paler than I had expected – and very frothy. It had a good, beery nose, with a tang of grapefruit, and tasted like beer, too: nice and bitter with a bit of maltiness. I found it was a bit sour on the aftertaste, but otherwise a decent pint.

My first beer from the Fire Breathing bar was from Kent: The Canterbury Ales is a micro-brewery in, of course, Canterbury. I tried their 'session' beer, The Pardoner's Ale (see what they did there?) at 3.8% abv. The brewery calls it "a light pale ale", but the GBBF programme classified it as a yellow-coloured golden ale. In the glass it looked golden rather than yellow to me – and a lot less frothy. There was an earthiness to the smell of the beer and it had a good, earthy taste with a nice bitter finish. I can't say I got the



rests) have mutual cause for being in enemy regiments.

Etienne Brule (Rapier, Seconds YVB, 4 rests) and Terence Cuckpowder (Sabre, Seconds RdM, adv.) have mutual cause for being in enemy regiments.

Maurice Fluff-Bunny (Sabre, Seconds PJ, 2 rests) has cause with Chopine Camus (Sabre, Seconds DS, adv.) as he's not Noble but higher SL.

Maurice Fluff-Bunny (Sabre, Seconds PJ, 2 rests) has cause with Frele d'Acier (Sabre, Seconds JA & DS, adv.) as he's not Noble but higher SL.

Maurice Fluff-Bunny (Sabre, Seconds PJ, 3 rests) has cause with Jacques

As (Sabre, Seconds FdA & DS, 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.

**Challenges to be voted on**

Maurice Essai Deux challenges "the Hokey Cokey" for his venomous words.

**Duels held over until June**

Maurice Essai Deux versus "the Hokey Cokey".

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

**New Characters**

Chris Carter gets the First son of a wealthy Merchant: Init SL 4; Cash 275; MA 3; EC 3 (PJ).

**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 N	Adjutant-General N
Inspectors-General: of Cavalry N	of Infantry AV
Commissioner of Public Safety ROS	
Chancellor of the Exchequer AdL	Minister of Justice N
Minister of War UXB	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.

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.

## Announcements

Armand de Luce asks NPC Aide to Brigadier (AdL) to resign

Bonne Chance de Tres asks NPC Major 1 of Grand Duke Max's Dragoons to resign

Eglise de Sant-Suplice asks NPC Major 2 of Crown Prince Cuirassiers to resign

Egon Mad 2 applies for Minister of Justice

Frele d'Acier asks NPC Major 1 of Dragoon Guards to resign

Maurice Fluff-Bunny asks NPC Major 1 of Dragoon Guards to resign

Maurice Fluff-Bunny asks NPC Major 1 of 13th Fusiliers to resign

Uther Xavier-Beauregard asks NPC Inspector General Cavalry to resign

## Duels

### Results of March's duels

René de Gaviscon declined to meet Chopine Camus as he was under half Endurance.

René de Gaviscon declined to meet Dexter Sinistre as he was under half Endurance.

Frele d'Acier declined to meet Rob d'Masses as he was under half Endurance.

Terence Cuckpowder (gains 1 Exp) beat his enemy Frele d'Acier (with JA & DS).

René de Gaviscon declined to meet Jacques As as he was under half Endurance.

René de Gaviscon declined to meet Kidder de Margaux as he was under half Endurance.

Eric de Miabeille didn't turn up to fight Frele d'Acier and lost SPs.

René de Gaviscon declined to meet Bonne Chance de Tres as he was under half Endurance.

Pepé Nicole didn't turn up to fight Gaz Moutarde and lost SPs.

### To be settled next month:

Arsène Est (Sabre, Seconds PC, adv.) has cause with Xavier Self Zeffort (Foil, 3 rests) for pinching Lois.

Frele d'Acier (Sabre, Seconds JA & DS, 1 rests) and Terence Cuckpowder (Sabre, Seconds RdM, adv.) have mutual cause for being in enemy regiments.

Terence Cuckpowder (Sabre, Seconds RdM, adv.) and Yves Vrai Bretheauteque (Sabre, Seconds EB, 3

“spicy, orange and citrus” flavours mentioned in the programme's notes, but it was an excellent pint.

Thwaites is a brewery name with a lot of history and is based in Blackburn, Lancashire. I was intrigued by their golden ale, Naked Runner (3.8%), but have yet to find out why it's called that (the brewery's website offers no explanation). I needed a pasty as a late lunch to go with it. This was another golden beer with a frothy head. It smelled earthy with a mouth-watering touch of hops – a proper beer smell. It tasted like beer, too: hoppy and bitter with a smooth finish. By a small margin, this was the best pint so far.



However, enough of these light beers, time for some IPA! It was back to southern England for Black Ops from the Rother Valley brewery (near Rye in Sussex). This attracted me because it's an IPA, it's black and it's only 3.8% abv. I expect IPAs to be amber and stronger. In the glass it looked a very dark brown and smelled pleasantly of beer with slightly chocolaty overtones. It was dry, bitter and full of hops with some nice roast overtones. Altogether a very pleasant beer.



It was clear this was going to be a shorter visit than usual and I wanted to finish off with a stout. I had thought to return to my homeland with the Dark from the Glamorgan-based Rhymney Brewery. However, the Dark was finished, so my final beer was Dorothy Goodbody's Wholesome Stout (4%) from the Wye Valley brewery (in Stoke Lacy, Herefordshire – not too far from the Welsh border!). This was dark with a lovely smoky aroma and a rich taste – after all these hoppy

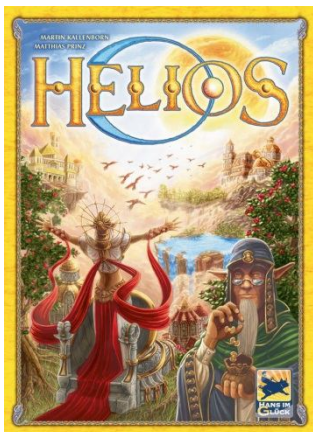
beers it was almost sweet. It was an excellent finish to an excellent afternoon. Thanks to Mark for his company, thanks to Camra for another first-rate Great British Beer Festival and I look forward to next year. For more information, see the GBBF website at [www.gbbf.org.uk](http://www.gbbf.org.uk)

## Building in the sun

### Helios reviewed by Pevans

*Helios* is the latest from Hans im Glück (Z-Man is doing the English language edition) and stood out for me at the Gathering because of its bright cover – with lots of yellow to match its sunny theme. Let's take a closer look.

Each player gets two small boards of their own. The first has a hexagonal grid and is where players will put tiles to build up their land. In traditional style, each type (colour) of hexagonal land tile produces a specific resource (a wooden cube of the corresponding colour). Players may build a temple on a tile (placing a



white wooden building piece on it) so that the tile produces victory points instead. The other thing that goes on this board is the yellow wooden disc that represents the sun. A key mechanism in the game is moving your sun around the outside of your land tiles (the game is clearly set in a different universe!). At the end of its move, the tiles next to the sun produce resources (or points). Each board also has a track to show how far this player moves their sun and a space for the 'mana' (nice red glass stones) they collect.

The second board shows a city with a collection of interesting buildings (the same for each player). Each building has a cost (in resource cubes), provides a bonus (such as increasing how far you

can move your sun or some mana stones) and scores points (at the end of the game). Clearly, players will look to complete buildings, both for the tactical bonus they provide during the game as well as the points they are worth at the end. However, the order in which players build them will depend on how useful the bonus is and what cubes they have.

*Helios* is played over a number of rounds, depending on the number of players, with the actions in each round limited by the rectangular action tiles available. These come in four colours and three types. Players take a tile, carry out the action according to its type and add it to their collection according to its colour (the grey tiles being wild). If a type of tile is running out and you want to take that action, it becomes more urgent of course. However, you may be stymied if you need to do other actions first. This provides part of the game's tension.

Importantly, players get a bonus action whenever they have four action tiles of the same colour. This can be any of the three standard actions (see below), regardless of what action tiles are still available, and then they discard the tiles. Making the best use of your extra actions is a key part of the game. And, ideally, you want to have used up all your action tiles at the end of the game. Because of this, the tile you take depends on its colour as well as which action it lets you do.

I've already mentioned one of the three actions: moving your sun to gain resources and points. The second is building: spending resources to complete a building in your city or to add a temple to your land. You place a building piece when doing this, either as a temple or to mark a city building.

The third action is adding a hexagonal tile to your land. Each round there's only one of each colour available, plus a random extra tile. Again, if you want a specific tile, you may need to grab it early while it's still there. Land tiles come with a resource cube on them, so expanding your land is another way of gaining resources. In fact, I've found that moving your sun isn't always useful (for

There is a Colonel who is a bit of a dodger,  
With fabricated tests he was the camel's lad.

The regimental life suits this Queer Old Codger.  
Who is this deluded illegitimate?  
Why, Egon Mad.

† The Hokey Cokey

## Points Arising

Next deadline is 10th Oct 2014

I've been dithering about what to do with the next deadline as it's the Friday before Spiel. In the end I've decided to leave it as it is. My plan is to have most of the magazine ready by the deadline. I'll adjudicate and write up *LPBS* over the weekend. So when I get back from Spiel, all I have to do is add the games reports into the magazine and it should be published on time. Fingers crossed.

The implication for players is: **get your orders in promptly!** It also means next *TWJO* will have nothing about Spiel in it – you'll have to wait for number 150 for my report.

The boat race sponsored by JIF will be run using the horse race rules (*LPBS* House Rules pages 24-26), but reversing the +1/-1 adjustments for members of the Royal Marines and cavalry regiments. It takes place on the Seine rather than at Le Prix d'Or.

I had no orders from the following and they suffered the consequences:

AE Arsène Est (Ray Vahey) has NMR'd. Total now 1

DC Devlin Carnate (Bruno Giordan) has NMR'd. Total now 1

EdM Eric de Miabeille (Pete Holland) has NMR'd. Total now 1

TIM (Tim Skinner) was floated due to "work + coursework pressures :("

MED has issued a challenge to a press pseudonym, "The Hokey Cokey". If his challenge is voted cause, any character may step up to fight him, whether they actually wrote the "Hokey Cokey" press or not. Since the identity of the character who wrote it is unknown, he cannot lose any SPs by not responding.

Meanwhile, no characters died again this month. Ah well, the campaign season will sort that out!

## Welcome

Chris Carter joined us just after the last *TWJO* went out. Welcome, Chris, enjoy the game and don't hesitate to ask questions.

## 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.



To all members of the Dragoon Guards.

I thank you for your entertainment since my arrival in Paris. It amuses me that you have the guts to turn up to duels when you don't even know which end of the sabre to hold. May I suggest that you remove yourselves from polite society and have a change of vocation – perhaps to Monk? If I continue to find you in public I will be forced to continue your education in duelling.  
† Rob d'Masses

LCol Sir Etienne Brule

I took up your kind offer and read the publication referred to.

I understand that you are very aware of your Regimental History and this is a good thing, nevertheless, the title seems strangely peculiar. "We're the Dragoon Guards and you're not". Indeed we aren't and I for one am extremely grateful that I am not. I never realised the shame that you have to carry. I look forward to an honourable duel when you are recovered. I remain,

† LCol Terence Cuckpowder

To the Rabble Rouser Hokey Cokey,

It is cowardly of you to hide behind a nom de plume while trying to defame the lives your countrymen. No one in Paris was prepared for the utter madness of Sheikh Yadik Al-Abowt. If there is indeed a man behind this foolish moniker, I would suggest that we meet and discuss current affairs. I would defend my honour with my life, cur. Will you even show your face to protect yours?

† Lt. Colonel Amant de Au,  
Royal Foot Guard

The last sheikh let his delusions grow. This one seems to be arriving with them ready formed.

To Major Fluff-Bunny,

Sir, I am quite happy to help with your financial problems and I include a banker's draft with this letter. In return there is something you could do for me: I find myself in need of left arms, should you come across any at the Front could you see your way to shipping them to me? You can either pickle them in brine or pack them in ice depending on what you have on hand. I'm not too bothered about the condition just as long as they're not green. Your friend,

† Viscount Madd

Lt. Col D'Asterdly

Thank you for your kind press. Should you ever need my assistance in the future you only need ask.

† Was Nae Me

Was Nae Me apparently couldn't stand the constant 'stable duty' as they call it. He's walking more upright already.

† Plume de votre Tante

## Poetry Corner

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

Spotted scrawled on a privvy wall near Blue Gables:

Roses are red,  
Violets are blue,  
Honey is sweet  
And so is Maurice Fluff-Bunny!

† The Privvy Poet

example, tiles that already have resource don't produce again – unless you've built the building that lets you have two cubes on a tile).

As well as land tiles, there are also some special tiles that provide bonus points for the tiles or spaces adjacent to them at the end of the game. On top of this, some of the spaces on players' boards provide extra resource cubes, mana stones or points if a tile is placed there. From my experience, I'd say these are the more out-of-the-way spaces, giving players a trade-off between the bonus and efficient expansion of their land.

Once all the available action tiles have been used for the round, players get a chance to buy or activate 'characters'. In turn they can buy one, with mana stones, and/or activate any they hold by expending the appropriate resource cubes. Players keep doing this until they all pass, so it's possible to buy and activate several characters in one round. However, it's unlikely you'll be able to afford more than one or two at a time.

Activated characters bring in extra points at the end of the game – generally for things players are still holding – and most also provide an immediate bonus – extra resources or increased sun movement. I wouldn't say it's impossible to win without having any active characters, but it's certainly much harder. I also recommend buying characters early as this gives you time to build up your stock of whatever the character scores points for.



My two boards with some used action tiles (left) and a couple of characters (right)



*Helios* bits - all the 'Build' action tiles have gone!

There is a bit of housekeeping between rounds, then the first player marker moves on and the next round starts. After the appropriate number of rounds players tot up their points and whoever has the most is the winner.

There's nothing hugely innovative about *Helios*, but it's a nicely put together package. The various mechanisms interlock nicely and players have to balance what they're doing. Hence, they have some significant decisions to make in the course of the game. Having said that, the game is more tactical than strategic as players' options each round are quickly limited by what's still available – resources, actions, buildings and so on. It plays in not much more than the 60 minutes given on the box and definitely doesn't outstay its welcome.

I have played *Helios* a few times now and I've enjoyed it each time. Although designers Martin Kallenborn and Matthias Smith have produced a good middleweight strategy game with some neat mechanisms, for some reason it just doesn't grab me. Though I don't feel any great need to play it again, I'm perfectly happy to play it if someone puts it on the table as I do appreciate its tactical subtleties. I give it 7/10 on my highly subjective scale.

*Helios* was designed by Martin Kallenborn and Matthias Smith and is published by Hans im Glück (the English language edition is published by Z-Man Games). It is a strategy board game for 2-4 players, aged 10+, and takes about an hour to play.

This review was first published in *Gamers Alliance Report*, Summer 2014 - [www.gamersalliance.com](http://www.gamersalliance.com) (you will need an account)

## Games Events

September is pretty quiet right up until Saturday 27th September when we have the latest Cambridge Games Day, Raiders of the Game Cupboard and Tringcon events. For more about the first, e-mail Andy Merritt at [andy \(dot\) merritt \(at\) ntlworld.com](mailto:andy(dot)merritt(at)ntlworld.com). You can find out about the latter two at their respective websites:

<http://www.raidersofthegamecupboard.co.uk/>

<http://www.fwtwr.com/tringcon/>

A recruiting week is to be held at the barracks of the 13th Fusiliers in the first week of April. Following a tour of the barracks and a display of marching and simulated attacking manoeuvres by the officers and men of the glorious 'Fighting Thirteenth,' all attendees and potential recruits are invited to carouse and enjoy the pleasures of my club, Blue Gables. All expenses paid and mistresses welcome.

Those who decide that they wish to join the Regiment will be assisted with commission purchases and any recruiting paperwork.

† Major Maurice Fluff-Bunny  
Commanding Officer, 13th Fusiliers

To the Young Blades of Paris:  
With the campaign season looming, we need to be at the ready, both in skill at arms and skill at the cups. [Campaigning is thirsty work!] Therefore, I would like to invite any and all members of the military friendly or cordial with the fine Grand Duke Max Dragoons to spend the third week of April at the Blue Gables with me. This invite especially for those more junior in rank and social standing. Friendly bouts with blunts in the yard and wine and beer in the hall will prepare us for the gruelling season ahead. Costs paid by your host.

Vive Le Roi!

† BCdT

Ladies and Gentlemen,

Ophelia and I are delighted to continue hosting the 'Académie de Danse' in the Fleur De Lys ballroom during the 3rd week of each month.

Our offer extends to all those of SL 12 or higher with a suitable mistress to come and learn from their betters. All costs will be paid for those of SL 15 or higher, in appreciation of their efforts to impart their dance insights. In addition, a prize of 50 crowns will be offered to the couple teaching the most interesting new dance.

For April 1667, we have decided to concentrate efforts on the Gavotte, to demonstrate some of the techniques originating in folk dancing of the Pays de Gap region of Dauphiné.

As ever, applications from those of a lower social standing, but with a desire to learn, will be considered.

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

## Personal

Lord Percy Percy says, as attention to detail is fashionable, Terence Cuckpowder is so last century.

To the good 1st Major of GDMD:

While no doubt you have served the regiment well; perhaps it is time to further your career in another capacity with the regiment, or with another unit. So, please allow me to petition for your spot. BCdT

To René De Gaviscon

René, René, René – your attempts at defending your honour keep foundering on the Sabres of our Gallant regiment of Dragoons. Why don't you accept the fact we are better than the Lobsters and resign from them – I'm sure you could get another commission in the Gascons?

Yours Expectantly,

† Lt Col D Sinistre, GDMD

To: All true and loyal followers of the Emperor

The time has come to make a stand in the name of Justice.

Our Emperor was slain by the traitor Xavier-Beauregard, in collusion with Devlin Carnate and Rick O'Shea. See how these tyrants already profit from his demise and grow greedy on the pickings from government offices.

However as one Emperor perishes a fresh, more vibrant and determined successor arises. HE IS COMING ... HE WILL AVENGE!

Join us, display the fist, show the faith!

† The Voice of the AAA (Al-Abowt's Avengers)

## Matters of Honour

To the Hokey Cokey

I am hard pressed to answer your slander, as I am now in the process of interrogating the enemy officer I captured for King and Country at the front. But even though my service to our beloved France requires my full attention, your venomous words can not go unanswered. I am most interested how you can come to the conclusion I was a supporter for the clearly deranged individual as I have never sworn allegiance to him or supported his mad schemes.

I will therefore call Paris to vote for a duel and ask you to step forward so that we can put that unfortunate thing behind us. This is my only answer to this topic as I have more important things to do.

Yours,

† Maurice Essai Deux

## Social

Week 1 Party with host Count Shitacks .

In memory of tyranny and those who struggled against the corrupt forces that threatened our mighty nation, and in celebration of our most noble and glorious Majesty, I will hold a week long session of the Boozers and Bellringers. Let the ding and the dang remind all that bravery is found in the strangest of places. Guest list is by pure chance (Previous Members excepted).

Yours,

† Shitacks, Hon Life President, Boozers and Bellringers

Baron Jacques Le Franc invites Paris to celebrate the arrival of Spring and the sense of freedom which has enveloped Paris by sponsoring a boat race in the second week of April. Participants will be invited to paddle a canoe down 2 km of the Seine. The race is in honour of the late ILB who, as a Marine, loved being in boats. Afterwards all of SL 14 and above are invited back to Bothwell's to consider the results over a glass or two of house claret.

WEEK 1:

AdL announces yet another Rogues & Vagabonds party...

At my Club for SL 13 and above only. Costs paid, bring your mistresses, 75 crowns prize for the best dressed couple and 50 crowns for the best dressed singleton.

The theme is 'Tramps and Thieves'.

October is, of course, Spiel '14 in Essen. The way the weekends fall means it's a little earlier than usual this year: 16th-19th October at the Messe (Exhibition Centre) in Essen. Hundreds of new games and lots of opportunity to play them – what's not to like? See [www.merz-verlag-en.com](http://www.merz-verlag-en.com) for (English) details.

Mark Cowper is organising a Games Day in Bracknell on Sunday 23rd Nov (12:00-21:00) at the Open Learning Centre. This will mainly be a boardgame playing day, but Mark expects there to be some role-playing as well “and *Cthulhu Wars* if it ships”. Entrance is a nominal £10/head to cover costs and Mark will be making his own games collection available, but “people are encouraged to bring stuff.” *TWJO* subscribers are very welcome – please e-mail Mark for more details at: quidam (at) tiscali.co.uk

The latest newsletter from the UK Games Expo team reports that attendance at the 2014 exceeded expectations at 10,000 over the weekend (6,000 individuals). It then explains how they're going to add more space for next year's event. “We are hiring a marquee with full heating/air conditioning and lighting. We will be relocating some of the tournaments and open gaming ... freeing up space for more traders and large scale demo areas.”

They've also announced that the trade halls will be open on Friday afternoon, as will the Family Zone. The dates for next year are confirmed as 29th – 31st May.

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.

**UK Games Expo:** 29th-31st 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>

# Fictionary Dictionary

## Round 9

### Scores from round 8

Just when it looked like Mr Kendall was about to be overtaken, he gets another impressive score. However, Tim Macaire equals Andy's points this round, if not in total, and could still catch him.

A couple of points for Graeme Morris sees him catching up to Brad Martin in third place. Good scores in the last couple of rounds could put either of them into contention.

### Round 9 definitions

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

#### Vallecula

1 (pron: va-lay-koo-lah) A type of fan employed by manservants.

2 (Welsh) Vuneculee Vallecula is a Metropolitan composition which was written by Benjamin Britten to commemorate the first railway built on Mount Snowdon. Vuneculee means to go up a mountain and Vallecula means to come down into the Vales.

3 A contrivance, a mere nothing, used as subterfuge to confuse the ignorant Masses.

4 A mythological flying creature, a cross between a Valkyrie and an aristocratic vampire.

5 A short lived silent movie female counterpart to Dracula, but with rather large breasts.

Player	This round	Total
Paul Appleby	0	1
Chris Baylis	4	14
Howard Bishop	0	2
Bob Bost	0	3
Colin Bruce	3	16
Andrew Burgess	0	15
Mike Dommett	2	14
Alex Everard	0	16
Mark Farrell	0	7
William Hay	0	8
Pete Holland	0	10
Andrew Kendall	7	27
Nik Luker	0	10
Tim Macaire	7	23
Brad Martin	0	20
Graeme Morris	2	18
Jonathan Palfrey	0	2
Chris Rudram	0	0
Matthew Shepherd	0	0
Gerald Udowiczenko	0	0
Pam Udowiczenko	1	13
Ray Vahey	0	6

6 Afterlife for especially heroic Nordic Vampires.

7 *Agricola*-style board game set in a Transylvanian valley.

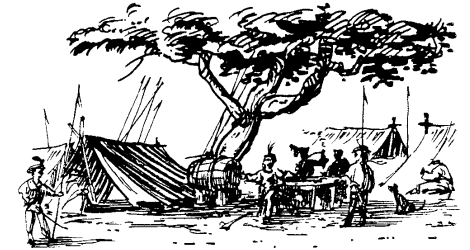
8 Country bumpkin cousin of Count Dracula. He has never left his remote valley in Transylvania.

with Two-handed sword. Practising for a fortnight are Amant d'Au (dagger), Bonne Chance de Tres (sabre), Jacques le Franc (cutlass) and Pepé Nicole (rapier – around a week's practice at the Bawdyhouses). Some eight others fit in a week in the gyms as well.

And where is Euria Humble all month? Outside a certain young lady's door, of course!

### Floundering in the Med

The spring season sees the Frontier troops laying siege to a North African port. Shipped across the Mediterranean, the troops make a precarious landfall. One company of Frontier regiment two is thrown into the water as their ship runs aground just off the coast and capsizes. Lt-Colonel Was Nae Me leads his battalion of the King's Musketeers (attached to second Frontier) to the rescue, hauling most of the floundering frontier force out of the water. His bravery brings him a Mention in Despatches ("like a fish in water"). Brevet Subaltern Maurice Essai Deux sits sulkily on the beach, muttering things like "so unfair" and "must hate me" as his men tend the fires to dry out the wet ones.



Frontier regiment 3 is first to establish its siege positions. With the support of KM battalion 3 under Major Henri Hardup, they see off the locals' attempts to stop them. Hardup earns a few hundred crowns from the curvy swords he takes from the enemy casualties, "Hooray!" Dick D'Asterdly is also attached to this regiment, but his efforts go unrewarded.

Frontier regiment 4 also runs into trouble. One of its ships starts taking on water. Attached PLLD Captain Gruaud LaRose shows excellent initiative in commandeering a passing fishing boat and using it to ferry the men ashore. He gains over a thousand crowns from fish sales. Second battalion of the Picardy Musketeers, commanded by Major Arnaud Surfinmaise, is attached to the fourth Frontier. The Musketeers have no trouble and Surfinmaise has no reward. ❖

## Press

### Announcements

To all Generals without Aides:  
Sir, I would like to offer my services as Aide. I feel that with me taking on

your more menial tasks we can make your position more productive.

Your Aide,

† Rob d' Masses

games: quoits, pin-the-sword-on-the-sheikh, boules, throw-heavy-or-sharp-objects-at-the-sheikh, pétanque, toss-the-sheikh's-head, toss-the-camel's-head, boil-the-sheikh's-head-in-water (it's poaching!) and others.

Lothario Lovelace and Josephine come in their party frocks. Maurice Fluff-Bunny attends by special invitation only to find that he seems to be the butt of one of his host's jokes. Maurice is disguised as an egg when he arrives, but later changes into an egg-timer costume in another pun on poaching. As he ambles around the party, he is horrified to meet several people who are not of noble birth, but apparently considered of higher social standing. He challenges Chopine, Frele and Jacques. Rick O'Shea attends on his own and in uniform: a stream of messengers keep him up to date as the RMs' remove slogans daubed around their barracks. There are more country costumes for Terence Cuckpowder and Lucy: he as a gamekeeper, her with a fish kettle of 'poached' salmon. Tourtière Mangetout escorts Sue to the party. Tourtière is dressed as a Mad March Hare. Sue isn't. Nor are there costumes for Warren Peece and Ingrid. Yves Vrai Bretheauteque completes the roll call of Dragoon Guards – all exchanging challenges with Terence again. He is joined by Leia, but neither is in costume.

With the party assembled, Armand marshals his guests for The Fancy Dress Parade. The prizes are awarded to Terence and Lucy as "the most inventive couple" and Maurice as the only singleton in costume! (His earlier courting did not succeed). This is followed by games (looks like Jean and Lotte got it right), including: 'Pin a fluffy tail on a bunny'. For this, guests are blindfolded and asked to pin a fluffy cotton tail on a drawing of a bunny... Then there is an egg and spoon race in which new-laid eggs are balanced on pewter spoons and competitors have to make three circuits of a large table. The winner is given an extra shot of drink and the game resumes until there is no-one left who is capable of doing this feat without breaking an egg...

The big crowd in the Fleur (Ali and Angelina are there as well) means the other clubs are deserted. Apart, that is, from Blue Gables where Allan Fa-Dân and Deb are once more enjoying each other's company. And Red Phillips is home once more to Coeur De Lion and Ada, while Pepé Nicole pops in for the first time.

### Fencing masks

Iron man of the month is René de Gaviscon. He gets the title by practising his sabre technique for all four weeks. Egon Mad 2 and Jacques de Gain follow a time-honoured tradition. First, they visit the Bawdyhouses for some female company. Then they practise rapier for three weeks. Xavier Self Zeffort has a variation on this. He starts with a session in the Bawdyhouses and follows this by pinching someone else's mistress (as Arsène Est will attest). Then he puts in two weeks rapier practice.

Several people complete three weeks practice: Dexter Sinistre, Gar de Lieu and Rob d'Masses with sabre; Eglise de Sant-Suplice with rapier; and Monty Carlo

9 Technical term for valley girl speech.

10 The leader of the cult of Vegetarian Vampires.

11 Vampire with vertigo, whose castle 'looms' in the valley at the bottom of the mountain.

### Whinstone

1 A stone, placed on the village green where any member of the community can go, sit and whine "Oh woe is me", etc.

2 The specific sound made by a successful racehorse when it sees the trophy.

3 A rocky hill. Dimwell arrhythmic rhyming slang: "Whinstone Churchberg"... "hill".

4 The put-upon servant in the American remake of Blackadder.

### Words for round 10

The next words are: Ytterbite and Zonule

**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 10th October 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

5 A hard disk benchmark for quiet PCs measuring bits per decibel second.

6 Scottish measure of weight equivalent to 14 lbs.

7 The stone age man's objective in cross country racing was to be first to touch the Whinstone.

8 The fabled 'Blarney Stone' induces incessant spinning of dubious tales. Its lesser known twin the 'Whinstone' induces incessant complaining.

9 Pron. Whine-stone. 'Doin' a Whinstone' is a Cockney expression for throwing a wobbly when your in-play bet bellyflops.

10 Nickname for Churchill's son.

11 This is a man-made ray capable of violent reactions against all odds.

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). Let me know what other games you fancy playing.

The latest website I’ve started playing at is Board Game Arena; <http://en.boardgamearena.com/> So far the interface feels a bit clunky compared to some of the other sites, but they host some interesting games – including an alternative *Puerto Rico* and *Through the Ages*.

### Agricola

Online at [www.boiteajeux.net](http://www.boiteajeux.net) – I’m Pevans56 here and looking for players.

### Brass

Online at [brass.orderofthehammer.com](http://brass.orderofthehammer.com). Game 12 is nearing completion, so I’ll launch number 13.

### Nauticus

Online at [yucata.de](http://yucata.de) – a recent addition to the site and a game I commented on in *TWJO* 145. Who fancies a go?

### Puerto Rico

Online at [pr-game.com](http://pr-game.com) – it’s a classic! Game 9 has reached round 10 and looks like it could be close. Time to set up number 11.

### Roll Through the Ages

Online at [yucata.de](http://yucata.de) – a game I enjoy, despite being rubbish at it (though I did manage second place in my last game). Who’d like a turn at drubbing me?

### Through the Ages

Online at [boardgaming-online.com](http://boardgaming-online.com) where I’m Paul “Pevans” Evans. Game 8 is waiting for players.

### 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...

enthusiasm what they lack in skill. Warren Peece and Ingrid dance as little as they can get away with, preferring the manoeuvres of glass and bottle. Much the same can be said of Yves Vrai Bretheauteque and Leia and they keep breaking formation to jeer at Yves’ enemy, the hapless Terence, along with Frele. The palaver is enough to get Etienne Brule’s attention away from the gaming tables: he swaps challenges with Terence as well. Rick O’Shea is unable to join in the dancing as he hasn’t brought a partner and is thus excluded from the Académie. It’s not his only misfortune this month: he was visited by the debt collectors earlier. He had the cash to pay them, but the extra interest must sting.

Armand (and Jenny) and Ali (and Angelina) are in the Fleur again, complaining about the noise of the dancing classes. It’s not just the music, it’s the constant thumping of feet – and the occasional body – on the floor. Jean Jeanie and Lotte are on their own in Bothwell’s for week three. Allan Fa-Dân and Deb hold the fort in Blue Gables. Kidder de Margaux appears in the Frog and Peach – the club’s only visitor this month and unaccompanied as his earlier courting failed. Red Phillips remains home to Coeur De Lion and Ada.

### Poachers’ vest

It is Armand de Luce who throws the final party of the month, hosting, with Jenny, his latest Rogues and Vagabonds party in the Fleur. The theme is “Poachers and Gamekeepers”. Jenny comes dressed as a poacher. Her face is an alarming brown colour (stained with walnut juice, apparently), bits of twigs and leaves stuck “fetchingly” in her hair and her clothes are carefully dishevelled with a selection of snares hanging from her belt. Armand is dressed in simple, leather clothes, carrying a fowling net and with a couple of ‘chiens couchants’ at his side. (These are used to encircle birds and gently drive them to the nets and falcons, explains Armand.) It is a fairly raucous affair as the Dragoon Guards and Queen’s Own continue their confrontations.

Amant d’Au and Katy top the guest list, but are not ones for fancy dress. Neither are Chopine Camus and Sheila. Frele d’Acier and Freda are dressed as Robin Hood and Maid Marion. Presumably they’re poachers. Gaz Moutarde and Anne come as... Gaz and Anne. Jacques As and Thomasina are dressed in their country clothes. Each carries a large net at the end of a cane, one labelled “To catch a fish”, the other “To catch a poacher”. That’ll be one poacher and one gamekeeper, then. Jean Jeanie and Lotte seem to have got the wrong end of the stick. They have brought a collection of



Gaz's horse is in the same state and he is still half a length behind Terence at the finish and dead last. Bill and Chopine are the two able to surge past Terence. Their horses charge along the track shoulder to shoulder. Perhaps it's Sheila Kiwi's vociferous support for Chopine, or perhaps he's just managed his mount better, but Chopine ekes out a lead to finish half a length ahead of Bill: third for Chopine, fourth for Bill. Jacques and Tourtière's horses slow slightly in the second half of the race. Despite Thomasina's encouragement for Jacques, the two remain neck and neck all the way to the line where they catch Terence.

Prizes are presented, horses handed over to the care of their grooms and winners and losers (and onlookers) together adjourn to Bothwell's as Bill's guests. Yves and Frele take the opportunity to rub the superiority of their regiment in Terence's face. That will be a couple of duels for next month. The party disturbs Warren Peece and Ingrid la Suède in Bothwell's, where they had been hoping to have a quiet week together.

Apart from the continuing party, the Fleur de Lys has Ali Vouzon and Angelina and Armand de Luce and Jenny at separate tables. Outside is Jean Jeanie, who appears to have turned up a week early for the Académie de Danse as he expects to Toady to Voulo Vault. Blue Gables continues to be popular with Pierre Jambon Toadying to Maurice Fluff-Bunny in week 2 (after he's got his oats in the red light district). Maurice hands him a substantial purse, too. Allan Fa-Dân and Deb are also in the club, as are Bonne Chance de Tres and Pet. This leaves Red Phillips the only other club visited: Coeur De Lion and Ada for the second week.

**Dancing shoes**

This month's Académie de Danse, hosted by Voulo Vault and Ophelia Derriere, takes place in the Fleur in week three. The focus of this month's event, the Minuet, has attracted a decent turnout. Amant d'Au brings Katy Did as his partner and follows instructions with good grace. Bill de Zmerchant still seems to be tired from the exertions of the horse race. He and



Mary Huana join in the minuets in stately style. To put it another way, they're a bit slow. Chopine Camus dances with Sheila at much the same pace. Freda de Ath and Frele d'Acier are rather hesitant, but join in. Gaz Moutarde and Anne Tique have clearly been practising. Their demonstration piece is "The Peacock Follows the Hen" which Gaz describes as "a variation on the Hornpipe that requires power, muscle, inflexible perseverance and hard shoes!"

It's not clear whether Jacques As and Thomasina have practised as their dance is "La Second - a shorter version of the Minuet". Lothario Lovelace and Josephine are reluctant dancers. Not so Terence Cuckpowder and Lucy, making up in

**Medstead and Four Marks**

**Railway Rivals game 10 - Turn 7**

Races					Scores				
					JAB	ARB	CoWS	TXR	SNS
1	6S	San Antonio	JH	Dallas			10	20	
2	AS	Abilene	10D	Ardmore	5JR -1	0 -2	5JR	20-7	
3	8S	Victoria	2C	Amarillo	0JR		20ERP +3	10ERP -3	0JR
4	KS	S Texas	7H	Texarkana			20 -8	10 +8	0
5	4H	Port Arthur	KD	Arkansas/Miss					20
6	10H	Fort Worth	4C	Roswell	20 +3	10 -7	+2	+2	
7	6D	Tulsa	8C	Albuquerque		20 -2	+1		
8	7C	Deming	4S	Austin	10JR		10JR		
9	AD	Kansas	AH	Galveston			20 -8	10 -6 +4	0 -2 +1
<b>TOTAL</b>					<b>37</b>	<b>19</b>	<b>75</b>	<b>68</b>	<b>19</b>

ERP = Exchange of Running Powers; JR = Joint Run

**Builds and Points**

**Jacobahn (JAB)**

Mark Cowper (Black)

**Builds:** (H69) - H68 - I68 - I67 - I66 - Raton

**Points:** 72 -5 +37 = 104

**Andrew's Railway Business (ARB)**

Andrew Burgess (Blue)

**Builds:** (San Angelo) - O28 - San Antonio

**Points:** 39 -9 +19 = 49

**Carriages or Wagon Systems (CoWS)**

Paul Evans (Red)

**Builds:** (G87) - H87 - Bartlesville

(S37) - S42 - T42 (1 to SNS, 1 to TXR)

**Points:** 57 -2 +75 -10 = 120

**Texas Rock Crusher Railway (TXR)**

Jonathan Palfrey (Green)

**Builds:** (Fort Worth) - T28 - Abilene (Lawton) - A80 - Altus (T42) - T44

**Points:** 39 +1 +68 -12 = 96

**Stars N Stripes (SNS)**

Gerald Udowiczenko (Brown)

**Builds:** (Enid) - H72 - G72 - Daliart  
**Points:** 44 +1 +19 -12 = 52

**Next turn's races**

Number	From		To	
10	JC	Arizona	3S	Lubbock
11	10C	Raton	5H	Beaumont

12	QC	Arizona	7D	Muskogee
13	2D	Bartlesville	QH	Dallas
14	QD	Denison	7S	Del Rio
15	4D	Oklahoma City	3C	Clovis
16	JS	Mexico	9D	Lawton
17	10S	Laredo	2H	Houston
18	8H	Waco	5C	El Paso

### GM Notes

Each player may enter up to 6 out of 9 or 5 out of 8 races. Held over races don't count towards these limits. Some races may require Joint Runs or Exchange of Running Powers.

Yellow (HAT's) track remains in place and can be used on regular payment. Payments are made to HAT but not recorded on HAT's total.

You do NOT have to connect to the symbol on the map like the King of Hearts. Connection into a state is into a clear hex. If the border runs through the hex, you must cross it.

After the races each player may build up to 10 build points (including known payments to rivals).

**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 3rd October 2014**

## Close to Critical

### Star Trader game 7 - Turn 7

*"So, what's the excitement?"*

*"We've got a special consignment. Need to get everyone back on board."*

*"They're all down at the spaceport already."*

*"Why?"*

*"Didn't you get the signal? The Jean is entering the system."*

*The SAILCAT Captain considered for a moment and then smiled. "I want them all ready to jump ship soon as Jean is back."*

EVERY & SONS improved their Reputation and bought cargo pods and A class crew for their Corco Gamma Hull at Tau Ceti. Amy transferred to the Penzance, which loaded passengers. The Tempus (OP 7) was disposed of and raised 250 HTs at Gamma Leporis. Or so it is alleged. Federation patrols have no record of unknown ships penetrating local system space.

Week two sees a group of socialites heading for the Prix d'Or for the horse race sponsored by Bill de Zmerchant. Bill is entering his own race and is joined on horseback by Chopine Camus, Frele d'Acier, Gaz Moutarde, Jacques As, Terence Cuckpowder, Tourtière Mangetout and Yves Vrai Bretheauteque. The one non-entrant in attendance is Lothario Lovelace, who has the enviable job of joining all the ladies to support the riders during the race. Josephine sticks close to keep him in order.

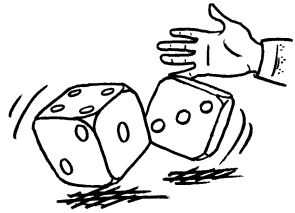
Yves' small stature finally works in his favour as this and his innate skills make him clear favourite at the start of the race. He quickly pulls away, taking a clear lead as the horses get up to speed. Frele leads the pack almost two lengths behind him. Despite being a Marine and more at home in a boat, Gaz is right on his tail. Bill, Chopine and Terence are just behind Gaz. Jacques follows them and Tourtière brings up the rear.

The racers set a fast pace down the back straight, apart from Gaz who keeps his horse well within its capabilities. Yves is still in the lead, but Frele has closed the gap slightly while leaving the pack well behind. Terence has got his nose in front of the others, but still has Bill, Chopine and Gaz keeping pace just behind him. Tourtière has caught up to Jacques, but the two of them are still the last runners.

The horses thunder round the bend and hit the straight towards the finish line. Cheered on by his new conquest, Leia Orgasma, Yves applies his whip with vigour and gets a further burst of speed from his mount. He storms along the final leg of the course to finish first. Conversely, Frele is concerned that his horse is over-exerting itself and eases up, finishing several lengths behind Yves, but still in second place. The gleeful Freda de Ath is waiting to welcome him. However, much to Lucy Fur's disappointment, it seems Terence's horse has shot its bolt and can do nothing more than canter to the line.







Jacques le Franc and Laura de Land (little does Laura know that Jacques planned to bring someone else, but his advances were rejected). Jacques and Madelaine, Pierre and Guinevere, Richard and Ella, Uther and Henrietta and Voulo and Ophelia return. Like Bill before him, Etienne hazards his luck. Two wins, one loss and a cut, at slightly higher stakes, see him do a bit better than Bill.

Week 3 sees fierce competition from the “Académie de Danse”, reducing Pierre and Edna’s guests to Jacques and Madeleine, Pierre and Guinevere, Richard and Ella and Uther and Henrietta. Plus Etienne, at the gaming tables once more. Three losses and a cut deplete his cash quite a bit, but the loss in social standing is less than he gained the week before. Voulo and Ophelia re-join the party for the end of the month as Richard goes for a workout (leaving his household staff to remove the clenched fist symbol and the words “He is coming” that have been painted on his house). Jacques and Madeleine, Pierre and Guinevere and Uther and Henrietta are still in attendance, though. Uther is not in a good mood as someone has daubed “He will avenge” and a representation of a clenched fist on the walls of his lodgings. Etienne is there again, trying to recoup his losses. He can only repeat the results of two weeks previously: two wins, one loss and a cut. He ends the month with his status enhanced, but his pocket much lighter.

**Racing jerseys**

There is another social gathering in week one. Jacques As, accompanied by Thomasina Tancenjin, and Kidder de Margaux Toady to Bonne Chance de Tres, who has Pet Ulante on his arm, at the Blue Gables. Bonne is feeling flush after successfully re-scheduling and increasing his loans. While Kidder is made up with the opportunity to socialise with his more elevated colleague, Jacques is rather slumming it, as he is Bonne’s superior in both rank and social standing.

Allan Fa-Dân and Tourtière Mangetout are also to be found in Blue Gables, showing Deb Estaround and Sue Briquet, respectively, a good time. This is after Tourtière has taken Sue for a pleasant walk along the banks of the Seine. Well, pleasant as long as they don’t look too closely at the things floating past. Red Phillips is the haunt of Coeur De Lion and Ada Andabettoir. Rob d’Masses takes Viv to the Horse Guards, pleased to have the place to themselves again. Monty Carlo escorts Charlotte de Gaulle to Hunter’s.

There’s a decent crowd in Bothwell’s for week one. Dexter Sinistre brings Ava Crisp. Jean Jeanie accompanies Lotte Bottle. Josephine de Buonoparte is on the arm of Lothario Lovelace. And Terence Cuckpowder escorts Lucy Fur. Warren Peece would have been there, too, but his intended host, Bill de Zmerchant, is not accepting guests. This leaves the Fleur, where, alongside the party, we find Armand de Luce and Jenny Russe, Ali Vouzon and Angelina di Griz and Gar de Lieu and Maggie Nifisent.

SWISS MERCENARY FLEET shrugged off their loss last turn and laid down a Phoenix Hull and a Corco Gamma Hull. Both contracts went to the Tau Ceti Shipyards as the AVERY hull fit out cleared space. Both SMF ships will be named next Quarter with some pole weapon appellation. Betting is high on ‘Ranseur’, though the simple ‘Spear’ has supporters.

SAILCAT was the Corporation that loaded up 10 units of Furs at Mu Herculis, getting there before several Corporations who enquired after the Opportunity. The Gloria was launched at Tau Ceti, its slip rapidly filled, and there was news of the Jean, returning to the Quadrant next Quarter and bringing a bounty of 250 HTs with it.

THE 7 CORPORATION, one of the unlucky competitors, reviewed their cash flow and elected to repay their loan to the Federation Banks earlier than necessary.

MARATHON MANIACS opened their smart Passenger pods to carry people to Sigma Draconis.

COSTA NOSTRA PIZZA loaded Passengers for Beta Hydri & Gamma Leporis.

COSTA NOSTRA PIZZA flourished at Epsilon Eridani: after selling an Alloy for 8 HTs, the corporation sold 12 Spice for 11 HTs each and gained a Dealership. MARATHON MANIACS sold 6 Isotopes for 5 HTs each and a Contractorship.

SAILCAT sold 10 Alloys for 6 HTs each at Tau Ceti, and were appointed Contractors in the system.

At Mu Herculis COSTA NOSTRA PIZZA sold 4 Alloys for 5 HTs apiece and AVERY & SONS sold 6 Isotopes for 9 HTs each.

Finally, at Sigma Draconis, THE 7 CORPORATION bought 8 Isotopes using Avon (aka Agent Crip) as Market Manager, while buying 5 Spice on Contracts.

**Corporation Table**

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep'n	Player
A Marathon Maniacs	10 0 0	0	2nd	238 28	Andrew Burgess
B Costa Nostra Pizza	4 5 1	0	4th	104 25	Mark Cowper
C Sailcat	7 0 7	12	1st	472 40	Mike Dyer
D The 7 Corporation	8 4 5	5	2nd	196 40	Paul Evans
E Swiss Mercenary Fleet	5 7 0	0	6th	106 36	Martin Jennings
F Avery & Sons	5 8 0	6	1st	254 31	Prezemek Orwat
N under Initiative Bid means No move received, F indicates the Corp was floated					

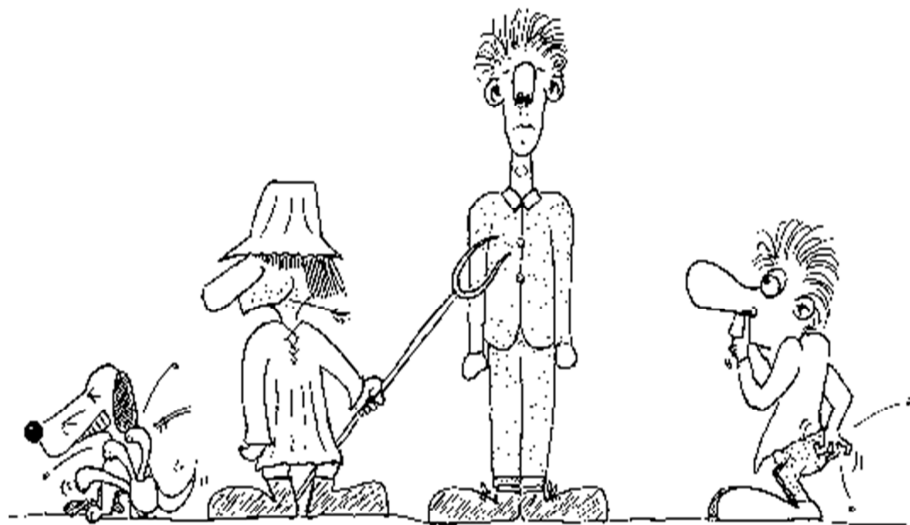


still has an Aide. Similarly, the 13th Fusiliers still have their senior Captain despite Maurice Fluff-Bunny's attempt to remove him. Of course, Fluff-Bunny has no support, so it's not surprising. It's not all bad news for Fluff-Bunny as General Jacques Shitacks offers him the role of his Aide. Fluff-Bunny accepts and is duly appointed. He also accepts a sizeable loan from Lt-General Warren Peece.

"Hooray!" Henri Hardup provides support to Was Nae Me's request that the Lt-Colonel of the King's Musketeers resign. Major Me has plenty of influence, but Hardup's contribution makes the Lt-Col's resignation a certainty. Me buys the rank of Lt-Col for himself and Hardup follows him up the regimental ladder by buying Major, thanks to loans from Me and the Shylocks. Both men then volunteer their respective Battalions for a season on the frontiers. Subaltern Maurice Essai Deux, serving in First Battalion, isn't expecting this - he's busy paying off the Shylocks, courtesy of a nice gift from General Cardigan. However, he must pack up his kitbag and follow Lt-Col Was Nae Me into action.

Captain Rob d'Masses would like to be a Major in the Queen's Own. First, though, he has to create a vacancy. He calls in some support, but cannot persuade his senior Major to go. Captain d'Masses will have to find something to do with the money he just borrowed...

Gruaud LaRose finally joins the military when his application to the Princess Louisa Light Dragoons is accepted. He buys a Captaincy with his borrowings and volunteers his command for active service. Unfortunately, with the regiment's



THE NEW RECRUITS

**News**

SAILCAT took OP 5 from Turn 8.

There were no new News chits this turn. The current chits (new ones in **bold**) are as follows.

Turn 9: B8, P5

Turn 10: C3

(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**

All pods on a ship must have the same class of crew. You cannot buy D class crew for passenger pods when the existing crew is B class, unless you want to downgrade ALL crew to D class.

Illegal hulls and pods can only be bought on planet. [Rule 6.2]

Remaining available Agents are: Dragon, Dwarf, JB, Tender and 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 3rd October 2014**

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The table on the right shows the costs for the paper edition, including postage (and VAT), depending on where you live.

Paper edition	UK	Europe	World
10-issue (1 year) subscription	£27.00	£45.00	£55.00

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# Games from Pevans

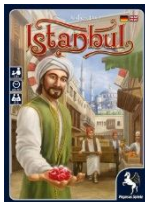
Mail order board and card games in the UK



## Istanbul

Players are merchants in old Istanbul. Visiting the shops of the bazaar, players acquire goods, money and better trading abilities. But what they want are the rubies that will win the game. *Istanbul* is not too complex, but it's certainly not simple.

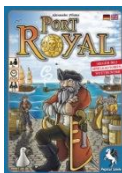
For 2-5 players, aged 10+, playing time 50 minutes: **£27.00**



## Port Royal

A quick-playing card game with a push-your-luck element and a piratical theme. It's neat, it plays quickly and it's good fun. Or, as Peter Duckworth puts it in *Counter*: "What a little gem of a game packed into a deck of cards."

For 2-5 players, aged 8+, playing time 30 minutes: **£8.00**



## Robinson Crusoe

Brilliantly atmospheric and challenging co-operative game of surviving on a tropical island. The basic scenario is the traditional shipwreck, but others include cannibals and a volcanic eruption.

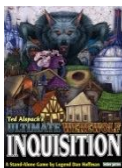
For 1-4 players, aged 14+, 120 mins to play: **£60.00**



## Ultimate Werewolf Inquisition

A deduction game that takes Werewolf as its starting point, but doesn't knock players out of the game. Players are inquisitors investigating werewolf attacks, but have themselves been infiltrated by the werewolves... clever stuff.

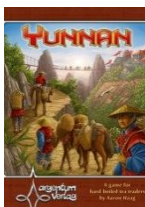
For 3-12 players, aged 8+, playing time 45 minutes: **£18.00**



## Yunnan

Players are trading tea from the eponymous province through the whole of China along the Tea-Horse Road. The key is choosing the right moment to switch from generating cash (for further development) to scoring points. Another clever game.

For 2-5 players, aged 12+, playing time 90 minutes: **£27.00**



## 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 April 1667 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 10th October 2014



## March 1667 (277)

Spring comes to Paris! The trees are in bud, the air is warmer and young men's fancies turn to... duelling! Yes, same old Paris: affairs of honour, rather than the heart, take priority. Not for René de Gaviscon, though. On medical advice he declines to answer any of his challenges this month. Pépé Nicole has no such excuse; he just doesn't attend his appointment, which disappoints Gaz Moutarde. Nor does Eric de Miabeille put in an appearance against Frele d'Acier.

Major Acier's first adversary is thus the second of his regimental enemies, Lieutenant-Colonel Terence Cuckpowder. Acier's unhealed injuries put him at a disadvantage in this sabre duel. On top of this, he's not as good with a sword as Cuckpowder. Still, he has Jacques As and Dexter Sinistre as his seconds, so he approaches the fight in good heart.

Leaving his sword by his side, Acier wheels round to plant his boot where it will do most damage – in Cuckpowder's nether regions. Much good Cuckpowder's block does against the kick! However, Cuckpowder continues to block and then hops aside to assess the damage. Thus the two men strike together as they both launch into slashes. One blow is as much as Acier can cope with and he surrenders. His injuries allow Acier to decline his final meeting with Rob d'Masses without penalty.

## Volunteers with and without

Armand de Luce has decided he's had enough of his Aide. He calls in a favour to encourage the man to quit, but it doesn't shift him. Brigadier-General de Luce