

That would be enough

This has been issue 126 of To Win Just Once, published 13th July 2012. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2012

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike Domett by 3rd August.

Orders for *LPBS* and *Great White Hunter* and any other contributions to Pevans by Friday 10th August 2012.

(Next deadlines: 7th/14th September, 12th/22nd October)

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Games only	
Per game turn	£0.65
1-year subscription	£6.50

Games played

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

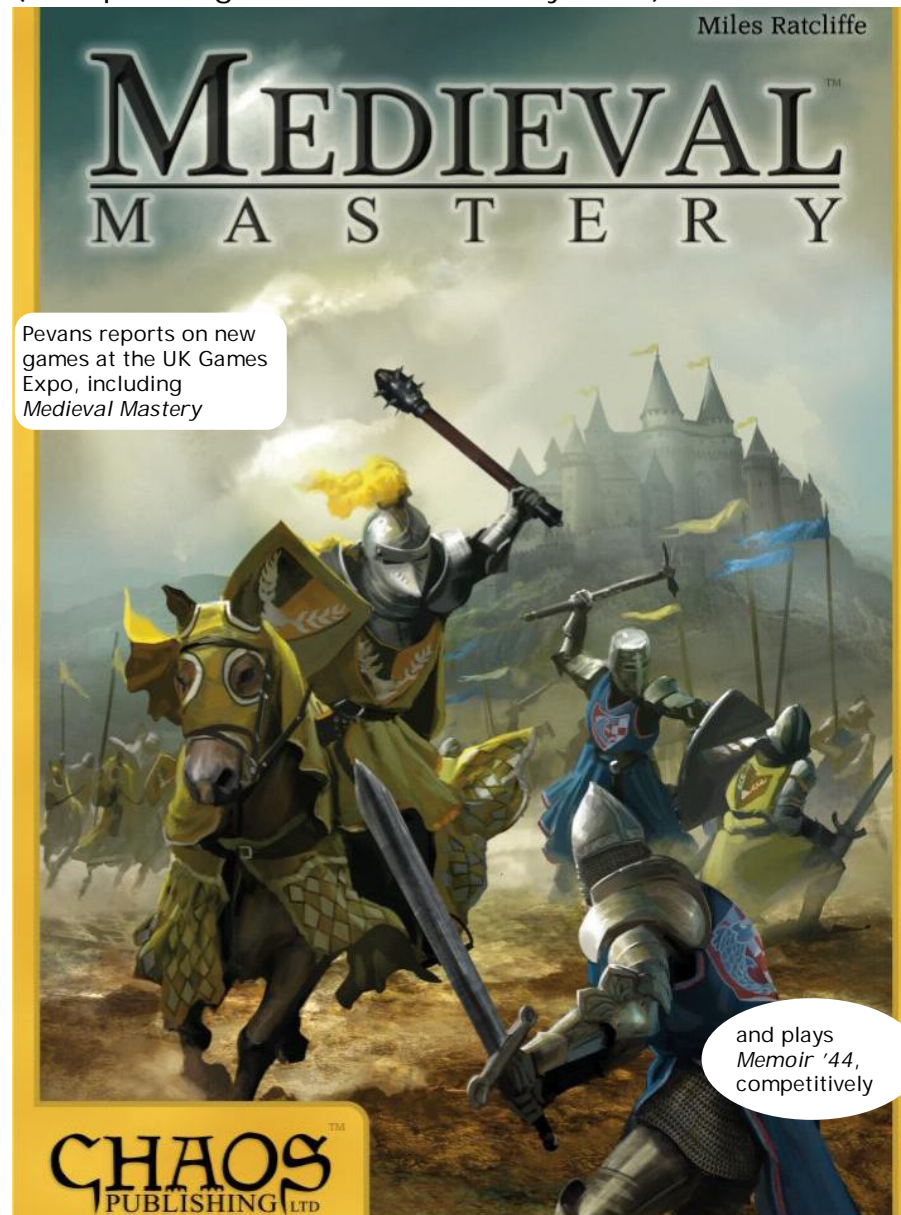
Railway Rivals A new game has just started. Anyone for the next one? Working map and rules provided.

Star Trader A new game has just started. Mateusz Ochman is waiting for the next one: anyone else? Rules provided.

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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
JB	Sir Jacques Blanc	11	F	Comfy	Lt.Colonel RM	4		Hunt	4	Dominic Howlett
SYAA	Baron Sheikh Yadiq Al-Abowt	11+	58	Comfy	Major KM/CPS	5		Hunt	3	Jason Fazackarley
AV	Sir Ali Vouzon	11+	40	Withy	B.Bdr-General 13F	6	Alison	Hunt	1	Graeme Morris
GM	Gaz Moutarde	10	F	Comfy	Major RM	3		Hunt	2	Mike Dyer
AdA	Amant d'Au	10	F	OK	Captain RFG	3		Hunt	5	David Brister
VV	Voulo Vault	10+	36	Poor	Captain RFG	2	Laura	Hunt	2	Mark Booth
JIF	Jacques le Franc	9	F	OK	Captain RM/RM Regt. Adjnt.	7		BG	6	Charles Burrows
PR	Pierre Robierre	9	RIP							Bob Bost
BdZ	Bill de Zmerchant	9+	30	Poor	Captain ALC	5	Thom'ina	BG	3	Tim Macaire
EB	Etienne Brule	9+	30	Poor	Major PM/Gen's Aide (2nd Army)	2	Ada	BG	4	James McReynolds
NFI	Noel Fornam Idya	8	24	Comfy	Major 4A	1	Pet	BG	4	Martin Jennings
CC	Chopine Camus	8+	33	Poor	Lt.Colonel GDMD	2	Sheila	BG	4	Stew't Macintyre
CA	Charles Asnomonai	7	11	Poor	Major CPC	2		RP	4	Gerry Sutcliffe
PdH	Paul de Houzerwanne	7	8	Poor		5		BG	2	Paul Appleby
TM	Tourtiere Mangetout	7+	27	Comfy	Major 53F	2	Sue	RP	4	Howard Bishop
ASli	Armand Slice	7+	26	Comfy	Lt.Colonel 53F/2 F Brigade Maj.	5	Mary	F&P	5	David Williams
LL	Lothario Lovelace	6	15	Poor		5	Josephine	RP	4	Geoff Bowers
AS	Arnaud Surfinmaise	6	7	OK		5	Betty	F&P	5	Nik Luker
CdL	Clignotant de Lame	6+	24	Poor	Major GDMD	2	Freda	F&P	1	Peter Farrell
GvS	Glock von Spiel	5	F	Comfy	Major 4A	3			5	Colin Cowper
DS	Dexter Sinistre	5+	30	Poor	Captain GDMD	1	Ava	RP	3	Martin Adamson
AA	Armand Aix	5+	20	Poor	Captain GDMD	3		RP	4	Joe Farrell
PB2	Pierre Bezukhov II	4+	17	Poor	Captain PLLD	2		RP	3	Carl Chambers

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, Fitny = 25000+

Last seen is the lacy 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
GI	Earl Gustav Ind	27+	81	Comfy	Fld Marshal/War Minister		9	Kathy	Flr	6	Ashley Casey
RdO	Count Revaulvin d'Or	26	65	Rich	General/State Min.		13	Deb	Flr	4	Jerry Spencer
DC	Earl Devlin Carnate	26	59	Rich	Lt.Colonel RFG/Min w/o Port		10	Belle	Flr	2	Bruno Giordan
ZTMG	Count Zachary T Money Goes	26+	80	Comfy	Colonel KM		18	Anna	Flr	4	G'ld Udowiczenko
GdLi	Earl Gar de Lieu	25	F	Comfy	General/Justice Min.		5		Flr	4	Bill Hay
JS	Count Jacques Shitacks	24	59	Rich	General/Chancellor		3		Flr	4	David Olliver
EM2	Earl Egon Mad 2	23+	69	Rich	B.Lt-General/Adjutant Gen		9		Flr	2	Tym Norris
JdG	Earl Jacques de Gain	22+	72	Rich	Lt.Colonel KM/1st Div Adjutant		15		Flr	4	Ben Brown
PC	Baron Pierre Cardigan	20	54	Comfy	General/1st Army Commdr		9	Fifi	Flr	4	Matt Shepherd
EH	Viscount Euria Humble	19	45	Rich	Colonel CG		15		Flr	5	Matthew Wale
TIM	Baron Tomas le Matelot	19+	61	Comfy	B.General/2nd Army Commdr		8	Jacky	Flr	4	Tim Skinner
QLB	Sir Quasi Le Bossu	17	22	Comfy	Lt-General/Min w/o Port		8	Guinevere	Both	6	Mark Cowper
MM	Sir Michel Marteau	16	32	Poor	Lt.Colonel QOC/FMshi's Aide		1		Both	1	Neil Packer
ILB	Sir Ilk Lamore Bartat	15	F	Withy	B.Bdr-General RM		6		Both	6	Andrew Kendall
PIS	Sir Pierre le Sang	14	33	Comfy	Bdr-General/2 F Brigadier		5	Katy	Both	4	Bill Howell
JLBR	Sir Jean-Luc Beauchamp l'Rojik	14	30	Withy	Major KM/Gds Brigade Maj.		6		Both	4	Rohan Keane
UXB	Baron Uther Xavier-Beauregard	14+	42	Withy	B.Bdr-General PLLD		7		Hunt	3	Pete Card
RS	Richard Shapmes	13	35	Rich	B.Bdr-General RFG		7	Ella	Both	4	Charles Popp
EdM	Sir Eric de Miabelle	13	F	Withy	Major QOC		9		HGds	3	Pete Holland
CRV	Sir Charles Rabbit-Vacuum	13	F	Comfy	Lt.Colonel PLLD/2nd Div Adjutant		3		Both	5	Mike Dommnett
AdL	Armand de Luce	13+	40	Comfy	Bdr-General		5	Jenny	Both	2	Francesca Weal
CMK	Sir Connor McKnight	12	29	Comfy	Colonel QOC		3	Emma	Both	5	Graeme Wilson
WP	Sir Warren Peece	12	25	Withy	B.Bdr-General 27M		8	Ingrid	Both	2	Pam Udowiczenko
YVB	Sir Yves Vrai Bretheauteque	12	24	Withy	Captain DG		4	Katy	Both	1	Chris Boote
ROS	Rick O'Shea	12	23	OK	Major RM/1 F Brigade Maj.		3		Both	6	Paul Wilson
AE	Arsene Est	11	28	Poor	Major CG/Gen's Aide (1st Army)		5	Lotte	Hunt	5	Ray Vahey
MC	Sir Monty Carlo	11	26	Comfy	Colonel ALC		9	Charlotte	Hunt	4	Andrew Burgess

Chatter

Another issue, another computer failure! This time it was my laptop that gave up the ghost. At least, I think that's what the grinding noise from the hard disk meant. Just about everything on the laptop was a copy of what's on the main computer, so this was not a big issue.

Except for one thing. Canon do not provide a 64-bit driver for the colour printer I use to print *TWJO* (and other things). Actually, neither do they provide 64-bit drivers for my scanner or digital camera. Okay, I could replace the printer. However, as my recent research showed, while replacing the printer would be easy, my printing costs would double (much smaller toner cartridges).

A 32-bit laptop seemed to be the answer. But it was surprisingly difficult to find a laptop that was 32-bit. In the end, I settled for a cheap, shop-soiled machine running 32-bit Windows 7. It will do the job for now. When I feel flush, I'll get a flashy laptop to impress clients with.☺ Or maybe just a tablet...

The other thing this has made me do is find a way of running my *En Garde!* programs on a 64-bit machine. Despite being made for pre-Windows DOS PCs, they have worked with every version of Windows up to 32-bit Windows 7. 64-bit is a different kettle of fish.

The answer seems to be DOSBox, a useful little application that provides a DOS emulator (www.dosbox.com). It was created for running old computer games, but it does the job for me as well. I've used it for this turn of *LPBS* without any major issues – though I did have to tweak the programs slightly.

Time for beer

It's that time of year! The Great British Beer Festival is early in August. I plan to visit on Thursday (9th) afternoon, as usual. The theory is that I avoid the lunchtime rush and can leave when it starts getting crowded in the evening. Mind you, Thursday seems to have got busier in recent years. It's also hat day (something I keep forgetting), so I'll have to dig out a suitable tither.

I expect to meet up with a few people and anyone who fancies sampling a few beers is welcome to join me. Drop m a line and we can coordinate.

Railway Rivals and Star Trader games

I'm not the only one with computer problems – Mike is also suffering. This means he's not been able to complete the turns in his games. If he's back up and running in the next few days, we'll get the game reports out to players asap and keep the next deadline. On the other hand, if it takes him a while to sort things out, we'll push the game back a deadline and put the reports in the next *TWJO*. In this case, anyone who has an online subscription and only plays in Mike's game(s) will get an extra issue added to their sub.

Online gaming

I'm continuing to play board games through websites – notably *Brass* (<http://brass.orderofthehammer.com/>), *Puerto Rico* (<http://www.pr-game.com/>) and *Through the Ages* (<http://www.boardgaming-online.com/>). If anybody's interested in a game, let me know – my user ID is Pevans in all cases.

However, my latest interest is *Memoir '44* (see my piece later on). This is despite it being contrary to my usual preferences. It's real-time when I prefer turn-based and it requires you to download and install client software rather than working through a standard browser.

I have been having a lot of fun playing the game – through the website run by Days of Wonder: <http://www.memoir44.com/> It's much more fun playing other people rather than the 'artificial intelligence' opponents, so let me know if you'd like a game. Ping me when I'm online or send me an e-mail to agree a time. Again, my user ID is Pevans (that's Lieutenant Pevans to you, soldier!)

TWJO online

The PDF edition of *TWJO* 125 was very popular: 484 downloads in June. Issue 124 attracted attention a further 69 times in the month, to give a total of 211 downloads in two months. Issue 123 was downloaded 22 times more to make 204 times since publication.

Letters

Jonathan Palfrey chips in on my Diamond Jubilee pondering.

Your puzzlement about the timing of the Diamond Jubilee celebrations is quite common. I was discussing it recently with some people on Facebook, and my conclusions were that:

1. Elizabeth became Queen on the death of her father, so that's the real event; the coronation merely confirmed formally what had already happened.
2. Given the British climate, it's likely to be more pleasant to celebrate in June than in February (although I gather it rained anyway).

I've also been reminded that the Queen's "official birthday" is early in June and the celebrations may well have been scheduled with this in mind.

UK Games Expo 2012

Pevans sees the new games in Birmingham

I was getting all nostalgic on the train going up to Birmingham. With the Expo moving to the NEC next year and MidCon already gone to Derby, this may well have been the last time I did this particular train ride. Living close to a Chiltern Lines station, I can take a train into the centre of Birmingham. Okay, it's not a

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	GI
54	Madelaine de Proust	17		
35	Katy Did	16	I	YVB
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		TIM

Regiments	69A Gscn																
	REG	CG	KM	DG	QOC	ALC	CPC	ILB	UXB	PLL	53F	27M	4A	69A	Gscn		
Col	RS	EH	ZTMG	CMK	MC	N4	JB	CC	CRV	ASII+	N5	N5	N5	N3	N5		
LCol	DC	N4	JLBR+	N3+	EdM	N2	N3	CA	GM	CdL	N3	N4	GvS	N2	N2		
Maj	N6	AE	SYAA	N2	N5*	N3	N3	JIF*	N2	N5	N3	N2	N5*	N1	N1		
Capt	AdA	N1	N6	N2	N1	N5	N3	N3	N5	N3	N2	N5	N2	N1	N2		
Capt	N2	N5	N2	N3	N2	N6	N3	N6	N4	N2	N3	N5	N5	N1	N1		
Capt	N5	N2	N1*	N3	N2	N6	N3	N6	N4*	N4	N2	N3	N5	N5	N1		
Capt	N5*	N6*	N4*	N2	N3*	N1*	N6	N3*	N6*	N3*	N3*	N3*	N3*	N5*	N3*		
Capt	VV		YVB			BdZ		DS									
Capt								AA									

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.

No	Name	SL	Attr	Last
52	Guinevere d'Arthur	15	B/W	QLB
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	PC
62	Alison Wunderlandt	14		AV
11	Laura de Land	13		VV
16	Ophelia Derriere	13		
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	AE
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	
9	Deb Onairre	11	I	RdO
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	CMK
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	NFI
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suede	10		WP
6	Viv Ayschus	9		
57	Ava Crisp	9	I	DS
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	AS
19	Jenny Russe	8	W	AdL
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	ASli
34	Freda de Ath	7	W	CdL
39	Thomasina Tancenjin	7	I	BdZ
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	DC
13	Josephine Buonoparte	6	I/W	LL
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	EB
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

Army Organisation and next year's summer Deployment

First Army (Defence)	PC/AE/N4/N
Guards Brigade (Defence) – RFG CG KM	
Second Army (Assault)	TIM/EB/N2/N
First Division (Assault)	___/___/IdG
1st Foot Brigade (Assault) – RM PM	
2nd Foot Brigade (Assault) – 13F 53F	
Second Division (Assault)	N5/N/CRV
3rd Foot Brigade (Assault) – 27M 4A	
4th Foot Brigade (Assault) – 69A Gscn	
Frontier Division (Assault)	N4/N/N3
Frontier Regiments (Assault)	
Third Army (Field Ops)	___/___/N6/N
Cavalry Division (Field Ops)	N2/N/N2
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
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	N6/N/JLBR	First Foot Brigade	N6/N/ROS
Horse Guards Brigade	N5/N/N3	Second Foot Brigade	PIS/___/ASli
Heavy Brigade	N6/N/N5	Third Foot Brigade	N2/N/N3
Dragoon Brigade	N4/N/N6	Fourth Foot Brigade	N6/N/N5

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

Frontier Regiments

	F1	F2	F3	(Defence for Mar-May)	
Colonel	N2	N2	N3	N3	RNHB N8
Attached	GvS AdA		2 Sqn QOC 1 Sqn PLLD		GdLi
Also at the Front	Royal Marines				

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

Battle Results

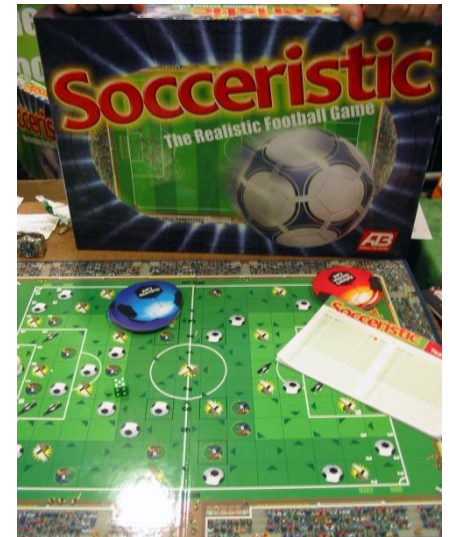
Royal Marines: 3	Frontier regiment 3: 5
Frontier regiment 1: 5	Frontier regiment 4: 5
Frontier regiment 2: 3	RNHB regiment: 4

particularly fast train, but it still takes less time than traipsing across London to Euston and getting the fast train. However, next year I may be doing just that.

It was also a bit nostalgic crossing the threshold into the Clarendon Suites. I have got quite used to the rabbit warren of rooms on different levels and will even miss the displays of Masonic regalia that fill the balconies. However, I fully expect next year's venue, the Hilton Metropole at the NEC, to be more practical. As I understand it, the Expo will be in just a couple of rooms, making it easier for people to find things, but providing more space than it has at the moment with room to expand further in the future.

Anyway, back to this year's event. As always, the Expo was a good mix of all sorts of games with exhibitions and tournaments, lots of traders, publishers showing their new games and demonstration games to join in. Most of the exhibitors were from the UK, of course, but there were a smattering of European publishers and Mayfair Games came over from the US. I stuck to the board (and card) games, aiming to take a look at all the new ones, and these are what I report on here. As always, my comments are based on just this initial look at each game. I've organised my report in alphabetical order of publisher and mark those games I have played on my highly subjective scale.

Across the Board was a new name to me, but they have already published two games. *Quadraughts* is a four-player Draughts variant. I think that says it all. *Socceristic* is "The Realistic Football Game". Designed by the affable and enthusiastic Keith Mallet, it's played across a board that depicts a football pitch. The pitch is divided into squares, each with an arrow to show the direction the ball goes next. The player in possession rolls the die and moves the 'ball' that number of spaces. If it lands on a 'tackle' space, players roll dice to see whether the defender takes the ball. If it lands on a 'whistle' space, the player draws a card to find out the referee's decision. And if the ball is close enough to your opponent's goal, you can take a shot, drawing a card (from a different deck) to see if you score.



As far as I can see *Socceristic* is pure luck. You don't even choose which direction to move the ball, it's all decided by the board. The game is nicely produced and I'm sure it can be fun to play, but it leaves me cold. For more about both these games, see the ATB website at www.atbgames.co.uk.

The UK arm of AEG was demonstrating several games, including the new edition of *Thunderstone Advance*. (Isn't there a 'd' missing there, or am I just being pedantic?) Not having come across *Thunderstone* before, this was all new to me. I can best describe the game as a dungeon bash using deck-building/tuning mechanisms.



Playing *Thunderstone Advance*(d?)

Thus, the aim is to defeat the monsters currently available, winning trophies, experience and victory points in doing so. To do this, you need a strong enough group of heroes and weapons in your hand of cards. Your choice each turn is to visit the village and buy cards to add to your personal deck, to enter the dungeon and take on a monster with the cards you have in hand or to try to improve your deck by discarding cards. Of course, the more cards in your deck, the harder it is to get the right cards together at the right time.

Defeated monsters may bring trophies, experience points (which can be used to improve your heroes) and victory points. In a neat touch, you add the monster card to your deck, where it's worth victory points, but also gets in the way. While the game is about beating monsters, you are actually competing against your fellow players. The game ends when the 'Thunderstone Bearer' monster is defeated (or escapes). Players tot up the victory points in their whole deck and the player with the most points wins.

The fantasy theme of *Thunderstone Advance* is a good fit to the deck-building mechanisms of the game. It is easy to get carried away with bashing the monsters and trying to build the ultimate set of cards. The trick seems to be making sure you do enough of both. Just building the ultimate deck won't win you the game. And you can't carry on beating the monsters unless you do some deck building. Despite this, the game didn't particularly appeal to me and it gets a 6/10 on my highly subjective scale. There's plenty about the game on the AEG website: www.alderac.com.

Having missed last year's Expo, this was my first viewing of Chaos Publishing's *Medieval Mastery*. Players are feudal Barons, sending out their knights to claim land. The game is played over a 'board' of hexagonal tiles, which provides variety to the game. The many dice in the game are not rolled, they are deployed across

(Sabre, Seconds QLB, adv.) for pinching Frances.

Pierre le Sang (Rapier, Seconds ASli & TM, adv.) has cause with Yves Vrai Bretheauteque (Sabre, 3 rests) for pinching Katy.

Connor McKnight (Sabre, Seconds ROS) and Yves Vrai Bretheauteque (Sabre, adv.) have mutual cause for being in enemy regiments.

Etienne Brule (Rapier) and Noel Fornam Idya (Rapier, adv.) have mutual cause for being in enemy regiments.

Uther Xavier-Beauregard (Sabre, Seconds QLB, 4 rests) has cause with Revaulvin d'Or (Rapier, adv.) for pinching Frances.

Sheikh Yadik Al-Abowt (Rapier) challenges Bill de Zmerchant (2-Hand, Seconds MC, adv.).

"adv." shows who (if anyone) has the advantage in Expertise: his first duelling sequence need only contain six Actions.

Challenges to be voted on:

Sheikh Yadik Al-Abowt challenges Bill de Zmerchant for being a friend to the loathsome RM curs.

Duels held over until June:

Jacques Blanc's challenge to Sheikh Yadik Al-Abowt.

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

Bob Bost gets the Second son of a very wealthy Baron: Init SL 7; Cash 750; MA 5; EC 3 (X1).

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince __	to Field Marshal MM
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General EM2
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety SYAA	
Chancellor of the Exchequer JS	Minister of Justice GdLi
Minister of War GI	Minister of State RdO

Shows who holds appointments outside military units:

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

Bill de Zmerchant (with MC, gains 1 Exp) beat his enemy Clignotant de Lame.

Bill de Zmerchant (with MC, gains 1 Exp) killed his enemy Pierre Robierre (with SYAA).

Bill de Zmerchant declined to meet Rick O'Shea as he was under half Endurance.

Euria Humble (gains 1 Exp) beat his enemy Jean-Luc Beauchamp l'Rojik (with ZTMG).

Zachary The Money Goes (with QLB, gains 1 Exp) beat his enemy Euria Humble.

Eric de Miabeille (with MM, no Expertise) beat Clignotant de Lame (under half Endurance, losing 3 extra SPs).

Arsène Est (with TIM & PC, no Expertise) drew with Zachary The Money Goes (with QLB, no Expertise).

Bill de Zmerchant (with MC, gains 1 Exp) beat Etienne Brule - voted cause 11:5.

Grudges to be settled next month:

Armand Aix (Sabre, Seconds CdL & DS, 1 rests) and Bill de Zmerchant (2-Hand, Seconds MC, adv.) have mutual cause for being in enemy regiments.

Armand Aix (Sabre, Seconds CdL & DS, adv.) and Monty Carlo (2-Hand, Seconds BdZ) have mutual cause for being in enemy regiments.

Bill de Zmerchant (2-Hand, Seconds MC, 1 rests) has cause with Armand

de Luce (Sabre, Seconds QLB, adv.) as he's not Noble but higher SL.

Arsène Est (Rapier, Seconds TIM & PC, adv.) and Sheikh Yadik Al-Abowt (Rapier, 3 rests) have mutual cause for being in enemy regiments.

Bill de Zmerchant (2-Hand, Seconds MC, adv.) and Chopine Camus (Sabre, Seconds CdL, 1 rests) have mutual cause for being in enemy regiments.

Bill de Zmerchant (2-Hand, Seconds MC, adv.) and Clignotant de Lame (Sabre, Seconds AA & DS, 3 rests) have mutual cause for being in enemy regiments.

Bill de Zmerchant (2-Hand, Seconds MC, adv.) and Dexter Sinistre (Sabre, Seconds CC) have mutual cause for being in enemy regiments.

Bill de Zmerchant (2-Hand, Seconds MC) has cause with Rick O'Shea (Cutlass, Seconds CMK, adv.) as he's not Noble but higher SL.

Chopine Camus (Sabre, Seconds CdL, adv.) and Monty Carlo (2-Hand, Seconds BdZ) have mutual cause for being in enemy regiments.

Clignotant de Lame (Sabre, Seconds AA & DS, 2 rests) and Monty Carlo (2-Hand, Seconds BdZ, adv.) have mutual cause for being in enemy regiments.

Dexter Sinistre (Sabre, Seconds CC, adv.) and Monty Carlo (2-Hand, Seconds BdZ, 1 rests) have mutual cause for being in enemy regiments.

Yves Vrai Bretheauteque (Sabre) has cause with Uther Xavier-Beauregard

the board, showing the strength of players' knights in each area. Each player has their own deck of cards for their actions through the game and starts with some artefacts (special actions) that give a flavour to their set-up and strategy.

The initial stages of the game involve spreading out to grab vacant land – each type of land does something different, so some tiles are more valuable than others. Each area is also worth influence and the aim of the game is to be first to 13 influence points. Conflict begins pretty quickly as players have nowhere else to go once the vacant areas have been taken. Moving in to an occupied area starts a battle, which will be won by the player with the greater strength (knights plus cards). The winner takes over (or retains) the territory. The loser loses some knights – the difference in strengths – but this will often give the loser a head start in making an attack on their next turn.



3-player *Medieval Mastery* in progress

Medieval Mastery is a neat game illustrated with some excellent line drawings. I enjoyed playing it, but it does suffer from the problem of multi-player wargames, that it can take a long time to find a winner. The players start fairly even and the to and fro of the game only shifts a few points from player to player. Anyone who gets a significant lead will have several players (those adjacent to them) to deal with. The trick is building up enough of an advantage to be able to force the win.

Designer Miles Ratcliffe has done a good job with this, his first published game and I give it an initial 7/10 on my highly subjective scale. Chaos Publications have a second, multilingual edition of the game in preparation and expect to launch it at this year's Spiel game fair. For more, see their website at www.chaospublishing.com.

Cubicle 7 is best known as a publisher of role-playing games, notably the *Doctor Who* RPG. They were showing off the prototype of their *Doctor Who* card game, designed by Martin Wallace. The deck of cards contains good guys, baddies, locations and gadgets and players will have a mixture to play from. The idea is to use the good guys (plus gadgets) to defend your own locations while attacking other players' locations with the baddies. However, the cards you don't play you pass to the next player...

Add in that you have a varying number of actions each turn and what initially appeared to be a simple game gets rather tricky. Play continues until the deck runs out and players score for their own locations that they have defended and

Prototype *Doctor Who* cards

other players' that they have conquered. On first acquaintance, this looks terrific and I look forward to its appearance "later this year". The Cubicle 7 website is at www.cubicle7.co.uk.

As well as demonstrating his original game, *Cubiko*, Gavin Birnbaum was showing off the latest from Cubiko the publisher. *Foundation* is a clever two-player abstract game in wood. The square board is divided into a square grid. On to this players in turn place wooden shapes in their colour – each player starts with the same shapes in their set. The first challenge, as the game goes on, is simply finding room for another piece – pieces left over at the end score minus points!

However, this is only the start as players score points or the number of pieces adjacent to the new one (regardless of whose they are). So you are looking to score points, but also to make opportunities for scoring more points later. Of course, if your opponent spots what you're preparing they may well take the opportunity first – or simply block it.

Foundation is another apparently simple game that actually requires a bit of thought. Gavin has produced a highly limited edition of the game, each copy being handmade. The first edition sold out at the Expo and a second edition is in production. For details see cubiko.webs.com.

DeckVoid is the publisher of *Conflicting Kingdoms*, another game making its debut at the Expo. The game is described as a trading/collectible card game where the cards make up the board. In the fantasy setting, players' avatars battle it out across the locations provided by the cards played. Players use more cards to make an attack, fuelled by the 'elements' provided by their current location. Their target plays cards to defend and either player may lose 'life' or collect 'rewards'. The game ends when only one player is left – the winner!

As you can see from that (brief) description, the bulk of the game is in the cards (players also get a metal figure as their avatar). These provide the atmosphere, the challenges and the details of the game. At first glance, the game looks ordinary enough, but it really needs to be played to get any idea of how well it works. Luckily, DeckVoid have given me a review copy, so watch this space. To find out more now, try the website: conflictingkingdoms.co.uk

Andy Hopwood is the man who devised *Mijnlieff*. His latest, from Hopwood Games, is *Zoom Zoom Kaboom!*, which won the Expo's Best Board Game award. It's a clever push-your-luck race game. Not only do you have to decide how many

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.

Announcements

Bill de Zmerchant asks NPC Major 2 of Archduke Leopold Cuirassiers to resign

Charles Rabbit-Vacuum asks NPC Colonel of Picardy Musketeers to resign

Charles Rabbit-Vacuum asks NPC Lt.Colonel of Picardy Musketeers to resign

Noel Fornam Idya asks NPC Lt.Colonel of 4th Arquebusiers to resign

Duels

Results of last month's duels:

Sheikh Yadik Al-Abowt (with PR, gains 1 Exp) beat Yves Vrai Bretheauteque.

Tomas le Matelot (with PC & PIS, gains 1 Exp) beat Uther Xavier-Beauregard (with QLB).

Etienne Brule declined to meet Glock von Spiel as he was under half Endurance - voted cause 14:6.

Tomas le Matelot (with PC & PIS, no Expertise) beat Yves Vrai

Orders (and press) should be e-mailed to 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 instead.

Richard Shapmes asks NPC Brigadier of Guards Brigade to resign

Richard Shapmes applies for Brigadier of Guards Brigade

Sheikh Yadik Al-Abowt asks NPC Lt.Colonel of 69th Arquebusiers to resign

Voulo Vault applies for Aide to Crown Prince

Yves Vrai Bretheauteque asks NPC Lt.Colonel of Dragoon Guards to resign

Bretheauteque (under half Endurance, losing 6 extra SPs).

Connor McKnight (with ROS, no Expertise) beat his enemy Yves Vrai Bretheauteque (under half Endurance, losing 6 extra SPs).

Bill de Zmerchant declined to meet Armand Aix as he was under half Endurance.

Chopine Camus (with PR, gains 1 Exp) beat his enemy Bill de Zmerchant (with MC).

Poetry Corner

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

Found scratched on a privy wall near
Bothwell's
Poor General Shittacks running
through the town,

Upstairs and downstairs in his finest
gown,
Chapping at the windows, crying
piteously,
Will someone tell me please,
Where can my party be?

† The Privvy Poet

Points Arising

Next deadline is 10th August 2012

As you may have read earlier, I've now worked out how to run my *En Garde!* programs on a 64-bit PC. I'm using a DOS emulator, DOSBox, and have used it to run this turn. I've found a couple of issues along the way and had to tweak the software slightly. If anyone spots any oddities, let me know.

In the last couple of months I've noticed several characters turning up to duels when they are under half endurance, but having a conditional order to surrender at half endurance or less. The effect of this is that characters surrender as their first action in the duel. They get 3 Status Points for taking on a duel while under half endurance, but then lose half their Social Level in SPs (for surrendering without being hit).

For most characters, it would make more sense to give a conditional order to decline duels when you're under half endurance – there's no loss of SPs for doing this.

Layout

The one response I've had about my revised layout is that the regiments

organisation was too small. It was the only thing I had to do in 7 point. For this issue, I've redone it in 8 point, but this means putting it sideways on the page. The result isn't as pretty as I'd like. Let me know which you prefer: 7 point or 8 point sideways?

Absent friends

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

None!

Yes, a clean sweep this month – well done, everybody.

Farewell

However, we say goodbye this turn to Simon Burling (PdR), as he wants to give the game a rest for a while. You'll be very welcome back, Simon.

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; or send a cheque (payable to Margam Evans Limited) for £8.40 (inc postage to UK addresses) to LPBS, 180 Aylsham Drive, Uxbridge UB10 8UF.

dice to roll for your speed, you must also work out whether to risk the "Ka-Boom!" cards. The final twist is that players have to race along the track and then back again. This means that the first to get to the end has to face the oncoming traffic!

On top of that, each player has their own 'character', providing different advantages and penalties. And there are several more tactical elements. I didn't get to play the game at the Expo, but it looks to be huge fun. It was certainly generating a lot of laughter in the evening gaming sessions at the hotel. Having dealt with all the advance orders, Andy now has copies of the game available from his website: www.hopwoodgames.co.uk.

I've already mentioned that US publisher Mayfair Games was attending. The game I sat down and played was *Test of Fire*, a two-player wargame of the first battle of Bull Run (the opening engagement of the American Civil War). Designed by Martin Wallace, *Test of Fire* was published last year, but this was my first encounter with it. The board shows the major geographical features (notably the hills and the Bull Run river itself) of the battlefield and is divided into areas. Players' infantry and artillery units are rectangular cardboard counters and start in their historical positions (there is also a 'free deployment' scenario).

The game is controlled by rolling dice. The numbers rolled give the players' actions for the turn. Rolling a '1' lets you draw a card, for example. Other numbers allow players to move units or fire their artillery, while '6' is wild and players have their choice of action. The cards provide players with a bonus or some special action. For example, there are no units on the board for Cavalry, they are provided by the cards.

Combat happens when opposing units move into the same area. It's resolved by rolling more dice, and then rolling again to see the effects of any 'hits'. Opposing units may be damaged or forced to retreat. Damaged units flip to their other side and are removed if they're hit again. However, it's more likely that units will retreat than take damage, especially when hit by artillery. This means the battle is more about the to and fro of units than destroying them.



Test of Fire in play: an early rebel advance across the Bull Run won't last. Note the dice and cards.

I found the game unsatisfying despite winning as the Confederates (by denying their objectives to the Union side – I was particularly pleased to emulate Stonewall Jackson in defending Henry House Hill.) It just seemed there was an awful lot of dice rolling for very little effect. This may be in keeping with the battle (most of the troops were very green), but it didn't grab me. *Test of Fire* gets an initial 5/10 on my highly subjective scale.

Playford Games had the series of *Moral Conflict* games on display, mostly in prototype form. These games cover the Second World War in multi-player form, their distinguishing feature being the addition of a moral element. Each participant in the conflict has a moral index that is one of the factors limiting their actions. Thus the good guys will suffer if they do things like attacking neutral countries or dropping an atomic bomb – too much of that kind of thing and they will not be able to win.

In its simplest form (*Moral Conflict 1939*), the game is *Risk*-like. Players are trying to conquer regions of the world map with their military forces (wooden pieces). Battles are fought on a tactical 'battle board' with just four different types of unit and resolved using six-sided dice. It takes up to five players (aged 12+) and can be played in about an hour (either across the whole world or concentrating on a specific area).

Moral Conflict 1940 adds extra detail, using a larger board with more areas and involving more types of military unit. 12-sided dice are used to give greater complexity to battles. It is for up to six players (aged 13+) and takes 90 minutes or so to play. *Moral Conflict 1941* is the full game with a bigger board again. It is aimed at "sophisticated gamers" and uses 20-sided dice for battles that involve a dozen different types of military unit.

This is a huge project that is still under development. I am fascinated to see how the moral dimension works and whether it will, in fact, constrain players to act 'morally'. There is, of course, a strong educational element to the game with additional material available for schools to use. The first of the games is available now with others being released this year and next. To find out more, take a look at www.playford.de.



Moral Conflict 1939

M. le General QIB:

Thank you very much for appointing me your aide. While I have greatly enjoyed serving in that capacity, I have been provided with an opportunity to serve as Aide to the Commander of 2nd Army, and have accepted. I must accordingly resign as your aide.

With great respect and gratitude,
† Major Etienne Brule, Picardy
Musketiers

Dear Chairman Quasi le Bossu

I was very pleased to read that we can now control the rat population through campanology.

I should like you to know that I will be hanging a rat bell outside of my Residence and I encourage any responsible member of Parisian society to do the same.

Together with bells and science we can make Paris a healthier place to live.

† Arsène Est

Lord Percy Percy says, as fashion is tending towards the incomprehensible, Earl Ind writes the most fashionable prose in all of Paris.

B.Bdr-General The Money Goes, King's Musketeers,
Sir, I know you are proud of your Regiment, but please cease and desist from referring from it as the premier of the Army. You are not. The Royal Foot Guards is the most elite prestigious posting of the Army.

Your Humble Servant,

† B Gen Richard Sharpness, Colonel
Royal Foot Guards, Commanding

Will that gentleman who offered his services as my Aide please re-contact my office as I am positively inclined in your favour and would like to offer you the opportunity to serve at my side (or even in front of me, so much safer!).
† General d'Or

To B.Bdr-General The Money Goes, King's Musketeers,
Sir, your recent broadsides against me in the gutter press of Paris are, of course, completely deserved. My miscreant past is something for which I have apologised repeatedly: to you, to Paris, to Le Roi and to France. In case there is any doubt over the matter let me apologise to you all again. I regret that we must meet on the field of Honour again and I wish to apologise, once more, in advance for any of my blood that may be spilled upon your blade. Your status as one of France's premier swordsmen will, I have no doubt, be upheld once again. Yours Sincerely,

† Euriah (Ever so) Humble

Euria Humble, once seen as a potential leader of the Guards Brigade, now has to restore his reputation. He is apparently offering cheap fodder to all who ask.

To: Sir Quasi Le Bossu

Dear Sir, I thank you for allowing me to join the Boozers & Bellringers club. I am grateful for allowing me to participate in the Campanology.

I am also a very keen to partake in the drinking which I understand to be the Lynchpin of Paris Society.

Yours Faithfully,

† Clignotant de Lame

To those gentlemen (sic) who have applied to be appointed as Commissioner of Public Safety I do require a statement from you regarding your policy and methods so that I can assure myself that no dishonour will be done to His Majesty's name. Apply to me directly and in confidence if you wish to be considered.

Dear Monsieur BdZ:

Thank you for your charming letter of introduction. Enclosed please find a statuette of St. Firmin, the patron saint of Picardy and men who should have known better. May it bring you comfort in the days ahead.

† Major Etienne Brule

Revaulvin d'Or, the man who spins faster than a windmill.

† Le Bladder Rouge

Chairman Quasi le Bossu,

I would like to ask you if it would be possible for me to join your esteemed society of Boozers and Bellringers? I do not have much experience of the latter, but I do have a lot of experience in the former. It would be an honour to join you.

† Major Noel Fornam Idya

To Armand Aix

In recognition of your fine poem praising B&B benefactor and patron Jacques Shittacks, you are declared the winner and Minister Le Bossu has asked me to reward you with 100 crowns as your prize.

Congratulations,

† Ugolin de Factorum,
Ministry of 'Big Ideas'

Published By the Office of The Minister of State:

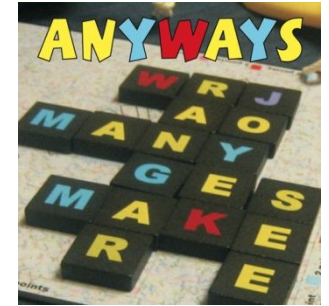
"Dear General, Minister of State, Count d'Or, I respectfully ask that you consider if such service as I can offer could be utilised in the position of Commissioner of Public Safety.

"Whilst some may consider it unusual for an outsider to hold such a role, I believe that this will have several benefits and bring an entirely fresh perspective to the post. As a foreign national, albeit one who has sincerely and unequivocally consigned himself to the defence and service of His Majesty, I remain 'untarnished' by previous intrigues and alliances within Paris. A true neutral whose only desire is to serve the will of God and King, I will devote myself to rooting out enemies to the Crown and ensuring that no harm comes to its Ministers, to whom, of course, I shall give the necessary reverence. Whilst in service to the Sultan I acted, for a time, as his Chief Bodyguard and prevented a number of attempts against his person. It was indeed a tragedy then that he avoided the various attempts against his life only to have succumbed, as he did, to the unglorified end of choking to death on a sheep's eye whilst being 'attended' to by several of his wives. I hope that you will give consideration to my serving as the Commissioner for Public Safety and I remain at your call to serve however you best see fit.

"May the sand never grate within your sandals or, indeed, anywhere else. Your most humble and respectful servant,

"† Sheikh Yadik Al-Abowt, Major, King's Musketeers, Knight of France"

The Ragnar Brothers' new game was something of a departure: *Anyways* is a word game. Players have just four square letter tiles in their hand (they start with two consonants and two vowels, but can vary the mix as they draw new tiles). They only play one tile in their turn, placing it adjacent to tiles on the square board. They then score points for the new words they've made. Words can go vertically, horizontally or diagonally across the board and can be read forwards or backwards.



The letter tiles are colour-coded for their points value (vowels and common consonants are 1 point, other consonants go up to 4 points, depending on how common they are in English words). A player's score is the value of the tile played times the length of the new words. That's **every** new word they've made by placing the one tile. Some arithmetic is required! It is immediately obvious that the game requires a bit of thought as you're looking for the optimum place for a single tile so that it scores multiple words. Of course, the higher the value of the letter, the fewer words you're likely to be able to make.

There are lots of word games about, but *Anyways* is a clever twist on the theme. My biggest problem was doing the sums to check all my possible scores from all my possible plays and then remembering which one was the high score. It gets 7/10 on my highly subjective scale. The Ragnars have produced an initial, limited edition of 500 copies and they are available from their website: www.ragnarbrothers.co.uk.

Bronze is the new game on its way from Spiral Galaxy Games and shown at the Expo in a pre-production form. It's a two-player game of developing your ancient civilization and gaining the most territory. The artwork is good and the game looks interesting – despite my limited interest in two-player games. There's nothing on the Spiral Galaxy website (www.spiralgalaxygames.co.uk) about it, but there is information on Facebook ([BronzeBoardGame](https://www.facebook.com/BronzeBoardGame)) and a computer version at www.shrapnelgames.com. *Bronze* is intended to be a Kickstarter project (www.kickstarter.com).



With their distributor hat on, Spiral Galaxy were also showing a prototype from Czech Games Edition that I thought was called *Mayan Ages*. The game features of interlocking cog wheels on the board and I have no idea whether CGE will find

a way to manufacture this economically. I guessed that the wheels represented the various cycles of the Mayan calendar, but I didn't get to try the game. The CGE website (czechgames.com) does not enlighten me, but does give the name of the game as *Tzolkin: the Mayan Calendar* designed by Daniele Tascini and Simone Luciani.

That's it for my tour round the publishers. While the main event was in the Clarendon Suites during the day, there was plenty of open gaming in the hotel on Friday and the evenings as well. The organisers provide a games library and this is an important part of the Expo – particularly for gamers like me.

I played some familiar games over the weekend, putting on my teaching hat to introduce people to Corné van Moorsel's *Sun, Sea & Sand*. I also played *Abandon Ship* for the first time. This is a fun family game from AEG that was designed by Reiner Knizia (so it does have some subtleties). If you've ever seen it, you'll know the game from its clever sinking ship mechanism.

As I mentioned at the start, UK Games Expo is moving to a new venue next year, having outgrown this one. I have every expectation that the event will continue getting bigger and better and I certainly intend to be there. To keep up to date, see the website at www.ukgamesexpo.co.uk.

This report has been edited for space – the full version will shortly be available on my website at www.pevans.co.uk/Reviews

Memoir '44 at the Games Expo

Pevans gets competitive

Having decided not to spend both days of the Expo tramping around the show, I had a look at what else was on. My eye lighted on the *Memoir '44* tournament on the Saturday. *Memoir '44* is a fun game that I enjoy playing, doesn't take too long and has lots of scenarios to provide variety. I've played in a couple of tournaments, run by the game's designer, Richard Borg, so I signed up.

Tournament organiser Barry Ingram followed the pattern I was used to. The players (there were 12 of us) are randomly assigned as Axis or Allied. We play three scenarios against different opponents, always playing for our designated side. The two sets of players are then ranked according to how well they did in total. The

About *Memoir '44*

Memoir '44 is a simple wargame system for recreating WW2 battles, published by Days of Wonder. Designed by Richard Borg, it uses the same basic system as his earlier *Battle Cry* (American Civil War) and more recent *Commands & Colors* games (*Ancients* and *Napoleonic*) from GMT Games. On top of the core ideas, each game is tailored to the period in question through its specific rules. Each game comes with a set of scenarios recreating specific battles of the period and expansion sets add more scenarios and, in the case of *Memoir '44*, take the game into different theatres of the war.

To all fine men of Paris.
I will be hosting a party 3rd week of March at my club. All are invited as well as your female friends. No roughhousing allowed in the club, you will be ejected.

† Richard Sharpness

To: All of Paris (excepting CG & RM curs)

Come to April's event of the month - Combining the literacy talents of Arabia and Europe - The Sheikh's-Peare Party.

To be held in Week 2 of April at Hunter's Club, free admission and carousing costs paid for all attendees and their mistresses. Furthermore, a prize will be awarded to the guest who delivers the best oratory offering during the week. The panel of learned judges, Abdul, Mustafa and Saddam will be particularly pleased to hear of any contributions that reflect the utter unworthiness of either the RMs or CGs – preferably both!

Whatever your contribution, be it prose, verse or quoted classical piece, this is the Party for you. Accompanying the drinks will be the usual Arabian cuisine that makes the Sheikh's parties the place to be, including plentiful helpings of those much admired delicacies, the Sheikh Cakes!

The Sheikh himself promises to contribute an especially entertaining delivery that wholeheartedly denigrates the RMs.

So, grab your quills & your vellum and get writing or reciting now. See you at Hunter's in Week 2.

† Sheikh Yadik Al-Abowt

To celebrate the advent of spring and the vanquishing of the rats, Chairman QLB announces that the annual Boozers and Bellringers Easter 3-legged Trail Hunt will take place in Week 4, March 1665, finishing with a party in Bothwell's. All Gentlemen of Paris and their Ladies welcome, all costs paid.

I request and require all Ministers of the Crown – with the exception of more lowly servants of His Majesty such as the Commissioner of Public Safetie – and General Officers of SL 20 or better to attend upon me Weeks 2-4 in April to plan our general strategies for the forthcoming fun and games, err, solemn business of war and a pre-budget knees-up, err review of the crown's finances. Your mistresses, though not your hangers-on, sycophants and general lapdoodles, are welcome. There will be fun and games and your costs, of course, will be covered.

† General and Minister Count d'Or,
Soldier of France

Personal

Etienne Brule: If not holding his drink was to be a mark of disgrace, then pretty much all of the Cardinal's Guard would be a disgrace... Oh... Come to think about it...

To: Sir Quasi Le Bossu

Dear Sir,

I thank you for allowing me to join the Boozers & Bellringers club. I have a lot of experience in one of the club's activities and will practice the other most diligently.

† Armand Aix

Press

Announcements

To All Loyal Men of Paris

Come and join the country's premier regiment, the King's Musketeers, and ensure that France's enemies are hunted down and dispatched. Places are still available, but please apply early to avoid any disappointment.

Generous bonuses available and help with purchasing your commission.

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

To all fine Gentlemen of Paris.

Come join the Elite Regiment of the Land, The Royal Foot Guards. I need men of quality to join up before the campaign season begins. If you need assistance with any part of joining up please contact me immediately. No one of good background will be turned aside.

To the young men of Paris:

Fancy a life of adventure and rich rewards? Join the greatest regiment in Paris, the 27th M! Costs paid for impecunious applicants. † WP

Due to unfortunate and unforeseen circumstances, Lt General QLB requires an aide. Candidates are invited to submit their credentials to PO Box 1, Ministry of Big Ideas. The successful candidate will be expected to join the Lt General at his club once a month to discuss tactics, current affairs and to laugh loudly at the Gascons.

Have you ever wanted to try your hands at the Two-Handed Sword but thought you were too weedy to try?

Sign up to the ALC today for free lessons or, if you really are too weedy, there's always the Grand Duke Max Dragoons...

Social

27th M - REGIMENTAL BALL -
MAY WEEK 1

The 27th M are having their regimental ball on May Day. The ball will be hosted by Brevet Bdr-General WP at his club. All senior officers from friendly regiments and non-military gentlemen of Paris are invited. (SL 10 and above, please.) Bring your ladies. The best dressed lady will be elected May Queen!

Rogues & Vagabonds party !!

Join me at Bothwell's week 3 & 4 to celebrate my (for once) fruitful return from the front. Prize of 50 crowns to the best costume on the theme. SL 6 & above. Costs paid, mistresses welcome... † AdL

The Picardy Prom

I invite anyone of SL 7 or less to join me in my club during the third week of April for dancing and as much refreshment as you can afford. Members of the Picardy Musketeers and guests within 1 SL of myself carouse at my expense. For obvious reasons, the gentlemen of the 4th Arquebusiers are not invited.

† Major Etienne Brule

top Allied player takes on the top Axis player in a fourth scenario, playing both sides this time, to decide the winner. The rest of us pair off according to our ranking to have a go at that scenario as well.

The three scenarios we began with were excellent choices: one D-Day landing, one East front and one late Western front. They gave us an interesting mix of settings, goals and special rules. I played the Allies, putting me on the tough side of the draw.

The first game for me was the East front scenario, "Breakout at Klin" (Dec 1941). This uses the off-white 'winter' board and terrain (if it's Russia, it must be snowy!) from *Memoir '44's* expansions. The board for this scenario has several interesting features, including a frozen river (yes, troops can cross, but there's a chance of losing a few!). The Russian forces, mainly infantry, are dispersed across the board. The German force includes tanks and combat engineers to punch through the defenders and exit the board – across that river (there is a bridge)!

The Allied player is hampered by the Commissar rule. Cards (with a few exceptions) must be played one turn in advance! (So that the political officers can check them.) This is painful. However, dogged defence is my speciality and the cards were good to me. I was able to pull back from one defensive position to another as the enemy advanced. The occasional counter-attack on exposed units brought me just enough victory medals to win the game by a slim margin. This scenario is one of those available to play online (www.memoir44.com) and the online stats reckon the Allies only win 20% of the time. I feel even better now I've looked that up. ☺

Second up was the D-Day scenario, "First Assault Wave," which is the landings on

The game starts with a blank board, divided into sections (left flank, right flank and centre) and overlaid with a hexagonal grid. On to this you place large hexagonal tiles that depict different terrain (hills, rivers, towns etc) to make a map of a particular battlefield. Military units occupy a space (hex) and consist of several playing pieces (plastic models of infantrymen, guns and tanks). The number of pieces indicates how well a unit can absorb damage. One piece comes off for each hit and removing the last piece from a unit wins the opposing player a victory medal. Medals can often be gained by seizing objectives as well. The first player to get the required number of medals wins.

A player's turn starts with playing a Command card from their hand. Each card allows them to 'order' a number of units, either in a particular section of the battlefield or of a specific type. The player chooses the units they wish to order. Then they move them – according to how that type of unit moves. Once movement is complete, ordered units can attack ('battle'). Finally, the player draws a replacement card into their hand and their opponent gets a go.

The constraints of the Command cards neatly (and often frustratingly!) reproduce one of the problems of the battlefield commander: getting his subordinates to do what he wants them to. Clearly, the more cards a player holds, the more likely they are to have the right card to counter an enemy attack and the more options they have each turn.

Omaha beach. The US forces arriving on the beach have quite a way to go, with several towns at the back of the board as their objectives. Their advantage is that they outnumber the defenders – if they can get ashore. I particularly enjoyed having a destroyer off-shore – effectively artillery with a really long range.

My attack broke through on the left, though with heavy losses. I took the town in the back corner of the board with a battered tank unit. This took me to four medals out of the six needed to win. However, my opponent had five! I had one chance of winning: eliminate the defender holding an objective town in the centre of the board and 'take ground' to occupy the town afterwards to gain two medals in one turn. It was 50:50 on one die roll. I missed! The following turn my opponent finished off those battered tanks and I lost 6:3. But it was close. I am cheered to see that this scenario, too, is shown online as only 19% Allied wins.

The third scenario was the intriguing "Schwammenauel Dam". This board has two dams, which the Axis player can sabotage – gaining a lot of medals if they succeed. The objective of the Allied troops is to clear the dams before they can be sabotaged. The biggest challenge for the Allies is the terrain: the board is dotted with woods, which slow down movement, divided by impassable mountains. Again, the Allies outnumber the defenders, but have real trouble making the numbers count.

I thought I was doing well, pushing forward towards the dams and getting my tanks into play (they start parked behind some mountains on the edge of the board with several woods in the way). My opponent was getting close to success with his sabotage, though, so I had to scramble. I took one of the dams, but lost too many units and narrowly lost the game. This scenario isn't online so there aren't any stats on it, but it felt pretty even.

Thus, the opposing sides in a scenario will often hold a different number of cards to represent the relative effectiveness/flexibility of the historical armies.

In time-honoured fashion, the results of combat are decided by rolling dice. The number of dice depends on several factors: the type of unit, how far away the target is and the terrain the units are in (sitting in a wood usually gives some protection, for example). The effect depends on what symbols you roll on the dice. Each symbol that matches the target unit removes a piece and flags force the unit to retreat.

In essence, the game is quite simple: set up the board for the scenario; add the appropriate units; play cards to manoeuvre your forces to attack enemy units or seize objectives; roll dice to eliminate the opposition; and win when you've garnered enough medals. However, there's a lot more to it than that. In particular, scenarios do not necessarily provide equal chances for both players. Hence the usual format is to swap sides after playing the scenario once and try again from the other side. Combining the medals from both games gives the overall winner.

Memoir '44 does not claim to be a simulation. It provides a simple, fast-moving game that plays quickly while giving players a flavour of Second World War warfare. It's a lot of fun to play and, crucially, you can always blame the dice when you lose.

Now Uther has a duel after he pinched someone else's mistress this month. However, while he's practising, Revaulvin d'Or woos her for himself. That'll be a second duel for Uther. Voulo Vault succeeds in his courting after initial failure, but leaves his lady at home. Others (Armand Aix, Bill de Zmerchant and Pierre Bezukhov II) are rather less successful.

Zachary The Money Goes concludes March by visiting the Louvre to attend upon His Majesty. He's not quite sure why he's been summoned, but follows d'Or's example by bringing a fig tree as a gift for the King. Unfortunately, His Majesty is not a fan of figs, so this doesn't get Zack into the King's good books. Instead, he is grilled about his plans for the Fleur de Lys and sent away with a flea in his ear when he is not able to provide chapter and verse on the future development.

Mud, mud, glorious mud!

Following the surprise attacks of last season, France's frontier troops return to their more usual out-of-season mission of defending the country's borders. This season this involves a lot of tramping around in mud.

The Royal Marines are assisting the Frontier troops and the men don't like the mud. Not least because they're carrying heavy cutlasses around with them. Regimental commander Ilk Lamore Bartat is brevetted to Brigadier-General for volunteering his men. There is a (brief) Mention in Despatches for Lieutenant-Colonel Jacques Blanc, who has challenged the new CPS to a duel. Major Gaz Moutarde marches his men up and down with the best of them, but gets nothing or his pains. However, Captain Jacques le Franc finds some boats on a local waterway and is able to make his company feel at home. His initiative gets him Mentioned in Despatches ("Just messing about on the river...").

Frontier regiment 1 picks the wrong place for its bivouac and is flooded out. 4A Major Glock von Spiel, attached to the regiment, manages to keep his feet dry. Not so RFG Captain Amant d'Au, who complains bitterly about serving with the Frontier troops. "I'm a Royal Foot Guard," he whinges, "I deserve better. I coulda been a battalion commander..." His inability to follow orders results in disciplinary procedures which will not do his status in Paris any good.

It's a mudslide that wrecks things for Frontier regiment 3. The attached cavalry squadrons lend a hand, dragging men and equipment out of the mud. There are Mentions in Despatches for Major Eric de Miabeille, commanding 2nd squadron of the Queen's Own, and Lt-Col Charles Rabbit-Vacuum, leading the 1st squadron of Princess Louisa's. Rabbit-Vacuum's name catches the eye of His Majesty and he is knighted.

General Gar de Lieu is back leading a battalion of the Royal North Highland Border regiment. They don't have much to do this month, but the General still manages to pocket a few hundred crowns worth of loot. ❖



Armand Aix (GDMD), Armand Slice (53rd) and Mary, Clignotant (GDMD) and Freda, Dexter (GDMD) and Ava and Lothario and Josephine.

Gustav's guest list at the Fleur stays the same: Devlin, Belle, Egon, Jacques, Zack and Anna. Pierre and Fifi have the same guests, Tomas and Jacky, again. In Bothwell's Rick returns to Toady to Connor (and Emma) again. Yves Vrai Bretheauteque turns up with Katy Did on his arm, having courted her away from Pierre le Sang once he stopped taking her to the club. However, Yves and Connor are enemies so they exchange challenges. Warren Peece appears at Bothwell's as well, bringing Ingrid with him and having the Sheikh as his Toady (now he's had some female company at the Bawdyhouses). Sheikh Yadik presents his host with a silver statuette of a camel as a gift for his hospitality. Armand de Luce and Jenny and Quasi and Guinevere attend Bothwell's once more.

Ali and Alison have Hunter's to themselves. Chopine and Sheila keep away from the Prom at Blue Gables. Tourtière Mangetout comes to Red Phillips to show off Sue Briquet, his conquest, but they have the club to themselves.

The last week of March is the quietest. Only Pierre le Sang bucks the trend, hosting the 53rd Fusiliers at Bothwell's. Armand Slice (with Mary) and Tourtière Mangetout turn up to Toady to him. Although Pierre is paying, Armand insists on buying some drinks "in memory of VS-L". Tourtière has commissioned a rather large cake for the occasion and his host is taken by surprise when a young lady pops out of it. Bothwell's remains quite busy with Rick Toadying to Connor (and Emma). Warren and Ingrid are there again, but on their own. Richard and Ella, Armand and Jenny and Quasi and Guinevere all have tables there as well.

In the Fleur we find Tomas le Matelot and Jacky Toadying to Pierre and Fifi once more. And Devlin, Belle and Jacques are the guests of Gustav and Kathy. Ali and Alison's vigil in Hunter's is broken with the arrival of Monty and Charlotte, albeit elsewhere in the club. Chopine and Sheila are back in Blue Gables. And Lothario keeps Red Phillips in business. Egon, Jean-Luc and Charles complete their month at the Bawdyhouses.

I'm sure the question on everybody's lips at this point is, "Where are Euria Humble and Jacques de Gain?" In the gyms is the answer. Both men spend all four weeks of their month practising their sword technique: Euria with his cutlass, Jacques on rapier. Others head for the practice halls after week one and put in three weeks with the weapon of their choice. For Arsène Est this is rapier, as it is for Arnaud Surfinmaise. Sabre is the sword for Michel Marteau (his first week was passed with the woman in his life). There's two weeks' practice around their other activities for Bill de Zmerchant (two-hander – financed by Monty Carlo), Charles Asnomonai (sabre), Clignotant de Lame (sabre), Dexter Sinistre (sabre), Etienne Brule (rapier), Jean-Luc Beauchamp l'Rojik (rapier), Monty Carlo (two-hander), Pierre Bezukhov II (sabre), Pierre le Sang (rapier) and Uther Xavier-Beauregard (sabre). Others fit in a week's work-out.

My one win out of three scenarios put me third amongst the Allied players – one player won two scenarios and another picked up more medals in total than I did. This left me playing the third placed Axis player at the final scenario – technically, for fifth/sixth places.

The final scenario was "St Vith," a tricky scenario from the base game. The Allies defending St Vith are in a line of hills and woods in front of the town. The feature of this is that the rear slope of the hills is impassable. This means the Axis attack, if successful, has to go down one flank or the other (or both!). The statistics make this scenario fairly even: 45% Allied win, 55% Axis.

I played this as the Allies first and employed my dogged defence technique again. The German attack succeeded in the centre, but then had to turn left or right. What followed was a series of battles between a few units on each side back and forth across the hills. I was able to bring up my reinforcements from St Vith itself and got a narrow win.

Playing the Axis side for once was a bit of a change. Ooh, Tigers! I spearheaded my attack with the Tigers in the centre, veering right to punch my way through the Allied armour on the hills. Once onto the hills, I was able to wipe out the Allied left flank and then start on the centre. A relatively easy victory this time and a comprehensive win overall.

At the end of the day, I'd played five excellent games of *Memoir '44*, winning three of them and having a thoroughly good time. My thanks to Barry for organising and running the tournament and to the other players for making it good fun. I think I'll be back next year...

***Memoir '44* online**

As part of my preparation for the tournament, I took a look at the online version of *Memoir '44* that Days of Wonder provide (www.memoir44.com). Annoyingly, you have to download and install client software rather than play through a web browser. However, I decided to give it a try and have thoroughly enjoyed it. A lot of scenarios are available, including those for the Russian, North African and Pacific theatres as well as scenarios designed by players. Having chosen a scenario, you can play the game solo, versus a software opponent, or challenge other logged-on players.

The game plays well on the computer. Without needing to set up the board and physically move pieces, you can easily play a scenario in 20 minutes – though my games with real opponents generally take a bit longer. The 'artificial intelligence' opponents are very aggressive – they will immediately abandon any defensive positions to attack, for example. This makes it very annoying when I lose to them! However, one of the advantages of a computerised game is that you get statistics on what happened and I generally only lose if the AI is rolling significantly better dice than me.

The tournament is now well past, but I am continuing to play *Memoir '44* online – I particularly enjoy the North Africa scenarios. If you're signed up, you can find me there as Pevans, of course, and I'd welcome the opportunity to take you on.

Games Events

The big event in July is, of course, Manorcon: 20th-23rd at Stamford Hall, University of Leicester. It's been a mainstay of the board games hobby in the UK for thirty years now. It's essentially a long weekend of open game-playing with the occasional tournament. My experience is limited (I've only attended once), but it was certainly good fun. For more, see www.manorcon.org.uk

In August we have The Cast Are Dice on 11th-12th August at the Stoke-on-Trent Sixth Form College (ST4 2RU). This features a large games library, provided by Shire Games, and plenty of tables to play on. The organisers are looking to get attendance up to 200/day (they had over 300 attendees over the two days last year). For more information, see www.thecastaredice.co.uk.

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 (just along from London Bridge station, past the London Dungeon). Board games and occasional role-playing. No charges, all welcome. For more information, see www.pevans.co.uk/Swiggers.

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

UK Games Expo: the last weekend in May 2013 at the new venue of the Hilton Metropole at the NEC. This is a two-day public event that showcases games of all sorts with traders, demos and participation games plus guests and events. For gamers there are lots of tournaments and open gaming on the Friday and Saturday evenings. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 18th-21st October 2012, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

MidCon: November 2012 at the Hallmark Hotel in Derby – the new venue for this long-running event from 2011. MidCon is a friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

Credits

To Win Just Once issue 126 was written and edited by Pevans. The LPBS masthead (page 20) is by Lee Brimmicombe-Wood. The drawings on pages 24 and 27 are by Tim Wiseman and the one on page 22 is by Nik Luker. Game artwork is reproduced by courtesy of the publisher. Pevans took the photos and played with Photoshop.

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There are more people at the Fleur de Lys, of course, taking part in some low-key social get-togethers. To start with, the Minister of War, Field Marshal Gustav Ind, holds discussions pertaining to the summer campaign with Kathy Pacific at his side. They are attended on by Egon Mad 2, Revaulvin d'Or and Deb Estaround and Zachary The Money Goes and Anna Rexique. Across the hall, Devlin Carnate and Belle Epoque are the hosts to Richard Shapmes and Ella Fant and Voulo Vault and Laura de Land. While, in another corner of the club, Tomas le Matelot and Jacky Tinne are the guests of Pierre Cardigan and Fifi. Tomas strolls over to the gaming tables and lays a single wager of several thousand crowns (including what he's just borrowed). The money disappears into the club's vaults. ("Ker-ching!" exclaims Zack and explains that it all gets paid out in the club's quarterly dividend.)

Come week 2 and Paris's clubs are much quieter. Apart from Gustav and Kathy's bash at the Fleur. Egon, Zack and Anna are back. Joining them are Jacques Shitacks (who spent the previous week working out with his cutlass) and Devlin and Belle. Pierre, Fifi, Tomas and Jacky continue their foursome, but without the extravagant gambling. In Bothwell's Connor and Emma are on their own (Rick is busy getting his oats at the Bawdyhouses). Quasi turns up again, this time with Guinevere d'Arthur in tow. Armand de Luce brings Jenny along and Richard Shapmes visits with Ella.

Ali and Alison are once again in Hunter's. Noel and Pet return to Blue Gables. The club has several other visitors this week. Paul de Houzerwanne drops in to show off his bruises after his visit to the Bawdyhouses last week saw him set upon by footpads. Luckily he'd spent his cash on wine and women. Chopine and Sheila find the Blue Gables much more peaceful than Bothwell's. Armand Slice and Mary are back in the Frog & Peach. Lothario Lovelace is the man in Red Phillips, but doesn't bother to bring Josephine.

The Minister of State is attending on the King this week. After the success of his little gift last month, this time he has brought along some cuttings from orange and lime trees, procured at great expense (it says here). He presents them to His Majesty, asking that they be planted in the royal orangery. "Majesty," he declaims, "these trees will give fruit until they are at least 120 years old. May your line last as long as these trees and, as the Spanish say, May No New Thing Arise!" The King is much taken with this – apart from the reference to the Spanish – and quickly has several gardeners scurrying around to get the cuttings bedded in. D'Or is dismissed in much good humour.

Where are the Picardies?

The third week sees the Picardy Prom take place at Blue Gables, hosted by Etienne and Ada. First, though, Etienne has to deal with another visitor to the club, his enemy Noel. They exchange challenges and Noel takes Pet to his part of the club. Luckily for Noel, none of Etienne's guests is actually in the Picardy Musketeers, so that's the only challenge he has to deal with. Attending are:

regimental cat, explaining that its high-pitched tone will do the job. As well as a bell, Warren Peece brings a terrier, Gaspode, who is rather more successful at dealing with the rats.

Time for the Boozers and Bellringers to live up to the first part of their name. Quasi pays no attention to regimental rivalries when considering potential members. While honourable, this does lead to a fair number of disputes between the members. Taking the brunt of it this month is Bill de Zmerchant, Captain of the Archduke Leopold Cuirassiers. Luckily, his Colonel, Monty Carlo, is alongside him to lend support. The two of them have to face down the Grand Duke Max Dragoons: Lt-Colonel Chopine Camus (now commanding the regiment), Major Clignotant de Lame, Captain Armand Aix and Captain Dexter Sinistre. The most entertaining part of this dispute is their companions chatting amongst themselves while their men exchange insults. Sheila Kiwi accompanies Chopine, Freda de Ath is with Clignotant, Ava Crisp arrived on Dexter's arm, Charlotte de Gaulle came with Monty and Thomasina Tancenjin is with Bill.

Away from the squabbling cavalrymen, the only sour note is Cardinal's man Arsène Est, accompanied by Lotte Bottle, swapping insults with King's Musketeer Sheikh Yadik Al-Abowt over their regiments. Given that the Sheikh is now CPS, this may not be the cleverest move by Arsène. Now back in Paris, Armand de Luce is very happy to be at a party and even happier that Jenny Russe is on his arm. Etienne Brule is accompanied by Ada Andabettoir. Lothario Lovelace has Josephine Buonaparte on his arm. Pierre Bezukhov II is unaccompanied, as is Uther Xavier-Beauregard. Ingrid la Suède accompanies Warren Peece. As a final fling, Bill realises that Armand is not of the nobility despite being considered his social superior. He issues another challenge. What's more, he spots Rick O'Shea (Toadying to Connor McKnight and Emma Roides), who has the same status, and challenges him as well.

Pierre le Sang is also in Bothwell's, having brought Katy Did along for a quiet drink. It's not exactly quiet, but they do avoid being dragged into any of the shenanigans elsewhere in the club. Pierre is busy telling Katy about his investments – he's just put another couple of thousand crowns into Commerce. Ali Vouzon and Alison Wonderland are in Hunter's, which is nice and quiet. This is a shame, as Ali wanted someone to notice his improbably large hat, accessorised with all sorts of feathers and buckles. So, too, is Blue Gables, occupied only by Noel Fornam Idya and Pet Ulante.

Both Arnaud Surfinmaise and Armand Slice are in the Frog & Peach under their own steam. Both have brought their lady friends: Betty Kant and Mary Huana, respectively. This leaves Charles Asnomonai who's in Red Phillips on his own.



Great White Hunter Turn 13

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

Key

Notes: animals go up and down or left and right, not diagonally, with two exceptions. Elephants are blocks of four squares; each Snake is two diagonal squares and moves by up to three squares a turn.

Animals only touch (if at all) at corners and only Snakes will go next to a Bush.

Board features				
	Symbol	Size (Squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	20
Other symbols				
	X		Missed shot	
Upper case = this turn, lower case = last turn, Strikeout = dead animal				

This turn's shots

First off, apologies for somehow missing out Andy Kendall's shots last time. They were A18 and B18 and both missed. I've added them to the grid as last turn's shots.

This turn, some nice shooting from Chris Baylis takes the leaves off another bush.

Most people eschew the injured Antelope on the grounds that too many people will go for it. The two who do try to finish it off miss!

The one success is Pete Holland, who funds one of those elusive remaining monkeys. Four points for him puts him into the lead, but Al Tabor and Matt Wale are close behind. With two turns, at most, to go, it's probably between these three...

What's this about?

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

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

The first hit on each animal scores points in proportion to its size. For example, a Lion is three squares and worth 15 points, so the first hit scores $15/3 = 5$ points. If several players hit the same square at the same time, they share the points; if several players hit different squares of the same animal at the same time, they get the points for the square they hit.

Scores			
Player	Shots	This turn	Total
Chris Baylis	Q13,R13	0	4.33
Mike Bird			5
Andrew Burgess			4
Charles Burrows	R20,D12	0	10.92
Ash Casey			2.5
Mark Cowper			1.25
Mike Dommett	H6,I7	0	18.67
Mike Dyer			13.25
Jerry Elsmore			11.3
Alex Everard			5
Russell Harris			12.67
Pete Holland	H6,H7	4	26.08
Emrys Hopkins			14.33
Dom Howlett			11
Andy Kendall	T5,T6	0	9.25
Nik Luker	H8,I7	0	15.5
Tim Macaire	D12,S5	0	8.71
Przemysław Orwat			4
Jonathan Palfrey			2.5
Colin Parfitt			5.25
Matt Shepherd			7.5
Robert Skynner			4
Mark Stretch			11.8
Al Tabor	F15,L13	0	23.5
Gerald Udowiczenko			6.13
Pam Udowiczenko	I6,P12	0	9
Matt Wale	K14,L13	0	23.75
David Williams			6
Graeme Wilson	I7,R13	0	6.8
Paul Wilson	H6,R15	0	15

Next, d'Or assists Ilk Lamore Bartat to remove the senior Captain of the Royal Marines. Their combined influence does the job. This makes Jacques le Franc senior Captain and thus in command of third Battalion while Major Rick O'Shea serves as Brigade Major of First Foot.

There is some movement in the Grand Duke Max Dragoons as Clignotant de Lame buys the vacant Major's position. In his wake, Subalterns Armand Aix and Dexter Sinistre both buy up to Captain. In this Aix is aided by the receipt of 100 crowns from Quasi Le Bossu, his prize for his poem about Jacques Shitacks.

New arrival Paul de Houzerwanne wishes to join a regiment. He offers his services to the Dragoon Guards, but is turned down. Next, he applies to the Crown Prince Cuirassiers, but they don't want him either. This leaves him with a heap of cash that he just borrowed.

It's back to Minister d'Or next and the several applicants for Commissioner of Public Safety. He turns down Egon Mad 2 (for this and Minister without Portfolio) and Pierre le Sang, preferring to give Minister Sheikh Yadik Al-Abowt the portfolio instead. The Sheikh is elevated to the status of Baron by His Majesty. The new title doesn't cut any ice with the Shylocks, but the Sheikh is able to re-schedule his debts, at the cost of increasing them slightly.

Revaulvin d'Or's last action is not to appoint an Aide for himself. Pierre le Sang also leaves the position of his Aide vacant. Pierre Cardigan offers to appoint Arsène Est as his Aide, but gets no response. Not least because General Cardigan already has an Aide. Tomas le Matelot, though, appoints Etienne Brule as his Aide and Brule takes his place in the Second Army roster.

The Royal Marines are off to serve on the Frontiers for the season, as announced last month. Ilk Lamore Bartat gives the men their marching orders and off they all go. Having failed to buy his way to Major (there were no vacancies at the RFG this month – not even for ready money), Captain Amant d'Au has no men to order and thus sets off to serve with a Frontier regiment. Major Glock von Spiel has some 4th Arquebusiers, but leaves them in Paris and joins the Frontier troops as well. General Gar de Lieu goes one better, taking command of a battalion of the Royal North Highlanders. To provide some cavalry support, Charles Rabbit-Vacuum volunteers his squadron of the Princess Louisa Light Dragoons and Eric de Miabeille does the same with his squadron of the Queen's Own Carabiniers.

This month rats, next month children?

The social event of March is clearly Quasi Le Bossu's reception at Bothwell's for the Boozers and Bellringers. First, though, the team create a din to test Quasi's hypothesis that it will drive away the rats (à la Hamelin). Their efforts with their bells, while loud, seem to have little effect on Paris's rat population. As well as the standard set of musical chimes, several of those attending have brought larger, louder bells with them. Chopine Camus, for example, has the doorbell from the GDMD barracks. By contrast, Dexter Sinistre has the bell from the

second. De Zmerchant approaches this duel much more cautiously. He starts with a parry and then jumps back to avoid Camus's block. The two men circle round and jump aside at the same time. De Zmerchant dodges again, but Camus follows him and lands a slash. De Zmerchant struggles to regain his guard and Camus slashes him again. The two-handed sword finally gets moving and Camus takes a slash before landing the cut that is the second part of his furious lunge. This is more than enough for de Zmerchant: he surrenders.

Now badly battered, de Zmerchant declines to meet the last of the GDMD, Armand Aix, or Rick O'Shea. The final score is ALC 2, GDMD 1 with one duel unfought. However, the Dragons are down a man.

Euria Humble has a couple of duels and elects to take on Jean-Luc Beauchamp l'Rojik first. To match Humble's cutlass, l'Rojik brings his rapier and Zachary The Money Goes as his second. The duellists are of similar build, but Humble has much the greater expertise. l'Rojik betrays his

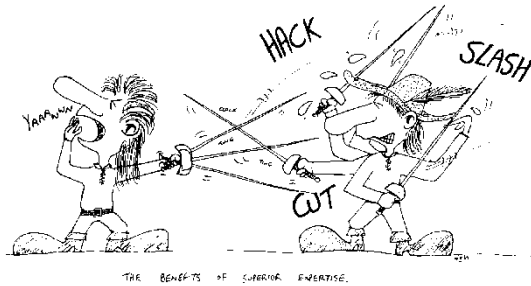
inexperience, launching into a furious slash. Lacking a keen edge, his rapier does little damage in the slash. Before he gets to the cut, l'Rojik takes a hefty slash from Humble. He surrenders.

Then it is The Money Goes's turn to face Humble. In terms of expertise, the tables are turned with The Money Goes having the greater expertise. However, he still only has a rapier to pit against Humble's cutlass. Quasi Le Bossu comes along as The Money Goes's second. The Money Goes starts predictably with a lunge. This hits home before Humble can land a blow and he promptly concedes the fight, apologising for getting his blood on The Money Goes's sword.

The Money Goes has no time for this as he is due to meet Arsène Est. This is a rapier fight with Est at a disadvantage due to The Money Goes's skill. Est is the bigger man, but his old injuries even things up. He brings Pierre Cardigan and Tomas le Matelot as his seconds. Both men start with a lunge, allowing them to assess each other's strength and Est clearly has the stronger arm. The Money Goes ups the pace by opting for a slash to get his next blow in first – even though it does less damage. Est hits him with another lunge and The Money Goes offers his surrender. However, Est also shoulders arms and it's an honourable draw.

Who's in charge of Public Safety?

Minister of State Revaulvin d'Or is busy this month. He adds his influence to Voulo Vault's request for the Crown Prince's Aide to resign. Vault calls in a favour of his own and the man is gone. Now he applies for the job.



Once an animal has been identified, subsequent shots share the points of the square they hit (there are no points left for the square(s) hit initially) with a minimum score of 1 point. So if players A and B hit the second square of that lion and C gets the third, C gets 5 points and A and B get 2½ each.

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

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

**Send your shots (and comments) to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Friday 10th August 2012**

Kingsley Halt

Railway Rivals game 9 – Held over

Due to Mike's computer problems, the report isn't ready yet. If it's ready in the next few days, we'll get the game reports out to players asap (and post it on the website) and keep the next deadline.

On the other hand, if it takes a while to sort things out, we'll push the game back a deadline and put the reports in the next *TWJO*.

Next deadline will be 3rd August or 7th September 2012

The Light that Failed

Star Trader game 6 – Held over

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Les Petites Bêtes Soyeuses 253

Being a postal game of *En Garde!* run by Pevans since May 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.engage.co.uk).

Orders for April 1665 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by 10th August 2012



March 1665

In theory, this is the start of spring, but Paris shows little sign of it as March gets under way. The troops are back from last season's campaign and there a plenty of grudges to be settled on the field of honour. The first of these is between Sheikh Yadik Al-Abowt and Yves Vrai Bretheauteque. Al-Abowt is not a big man, but he's a lot bigger than Bretheauteque. He brings his rapier and Pierre Robierre, his second, to meet Bretheauteque's sabre. Bretheauteque tries to unsettle his opponent by going for a furious lunge. He starts with the lunge, catching Al-Abowt by surprise, but doing little damage with his sabre tip. Al-Abowt ignores this to attack with his own lunge, which is much more effective. Bretheauteque immediately calls a halt, conceding the duel to his opponent.

Despite his injuries, Bretheauteque proceeds to meet Connor McKnight. He surrenders as soon as the duel starts and certainly before McKnight hits him. A win for McKnight, but not much of a fight. Next on Bretheauteque's list is Tomas le Matelot and he gets the same treatment. This will not do Bretheauteque's social standing any good – nor do his opponents improve their swordplay.

Le Matelot has another chance to demonstrate his fighting skills as he is scheduled to duel Uther Xavier-Beauregard next. Both men carry sabres and it would be an even contest were it not for old injuries. The effects of these put Xavier-Beauregard at a disadvantage, balanced in some part by his superior skill. Quasi Le Bossu stands as second to Xavier-Beauregard, while Pierre Cardigan and Pierre le Sang perform the same office for le Matelot. Xavier-Beauregard wastes no time, launching into a furious slash. Le Matelot uses the

same attack, but waits a beat before attacking. The effect is that Xavier-Beauregard's blow lands first, allowing le Matelot to disdain it even as his slash takes effect. Xavier-Beauregard surrenders at once.

Bill de Zmerchant has been voted cause in his challenge to Etienne Brule and takes his two-handed sword and Monty Carlo, his second, to meet Brule and his rapier. Despite being the bigger man, Brule gains no advantage as he is nursing wounds from last month. Brule correctly judges de Zmerchant's attack and blocks his opponent's slash with his rapier. The shock of the heavy two-hander is too much for Brule's weapon, though, and the blade snaps off. And Brule does not allow for the slowness of the big blade. He jumps aside from the expected cut too early. De Zmerchant is able to adjust his stroke and hit home. Brule surrenders.

With fresh injuries on top of old, Brule declines to face Glock von Spiel even though his challenge was voted through. There's no rest for de Zmerchant as he now faces up to his regimental enemies, starting with Clignotant de Lame. De Lame is the slightest man to take the field this month. One might even say puny. Nevertheless, he is there, sabre in hand, to meet de Zmerchant. De Zmerchant seems uncharacteristically nervous of this opponent. He parries and jumps around, baffling de Lame who does not have the skill to keep up with him. De Lame finally tries a slash, swishing at empty air as de Zmerchant hops back again. Regaining his balance, de Zmerchant decides to make an attack of his own. However, this means he stands still long enough for de Lame to catch him with a slash. De Zmerchant's reply slashes de Lame to the ground. He still has the strength to offer his surrender, which de Zmerchant accepts. ALC 1, GDMD 0.

De Lame limps off to his appointment with Eric de Miabeille, only to concede without a blow being struck (and a good job too, given the state of his health). While this is certainly regarded as a poor show, de Lame's bravery in turning up despite his injuries gives him some kudos to balance this.

In the meantime, de Zmerchant is squaring up to his next enemy, the Colonel of the Grand Duke Max's, Pierre Robierre. Robierre has a sabre and a second, Sheikh Yadik Al-Abowt, but he really isn't much bigger than de Lame. Al-Abowt tries to make up for this, slapping de Zmerchant with his infamous Arabian sandal and cursing him as a friend to the "loathsome RM curs". Robierre seems to be badly prepared for this fight, starting his duel with a parry! Al-Abowt is trying to distract de Zmerchant by throwing rotten herrings at him, but Monty Carlo manages to restrain him. The blocks that follow make a lot more sense and Robierre successfully stops de Zmerchant's slash. His sabre is sturdy enough to take the blow. Then he gets his timing wrong, jumping back too quickly. De Zmerchant catches him with a cut and Robierre has just enough time to register what's happened before his eyes glaze over. RIP.

Chopine Camus is the next Dragoon to face de Zmerchant and this looks much more interesting. This is the first time de Zmerchant has faced a bigger man. In fact, Camus would make three of Robierre, whose ghost is in attendance as his