

That would be enough

This has been issue 82 of *To Win Just Once*, published 26th January 2008. It incorporates *Les Petites Bêtes Soyeuses*, a postal game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2008

Deadlines

Orders for *Star Trader* and *Railway Rivals* to Mike Dommett by 8th Feb.

Orders for *Les Petites Bêtes Soyeuses* and any other contributions to Pevans by Friday 15th February 2008.

(Next deadlines for 2008 are 14th/21st March, 18th/25th April, 23rd/30th May, 27th June/4th July, 1st/8th August)

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11-turn subscription	£5.00	£5.00

Games played

If you are interested in playing any game, please let Pevans know.

En Garde! Pevans has room for more players in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: www.engarde.co.uk

Railway Rivals A game has just started: Jonathan Palfrey is in the queue for the next (on the Yorkshire map – working copy provided).

Star Trader Colin Parfitt, Thomas Frost, Mark S Robinson, Jerry Elsmore, Gina Teh and Michael Martinkat are waiting for the next game. Rules provided.

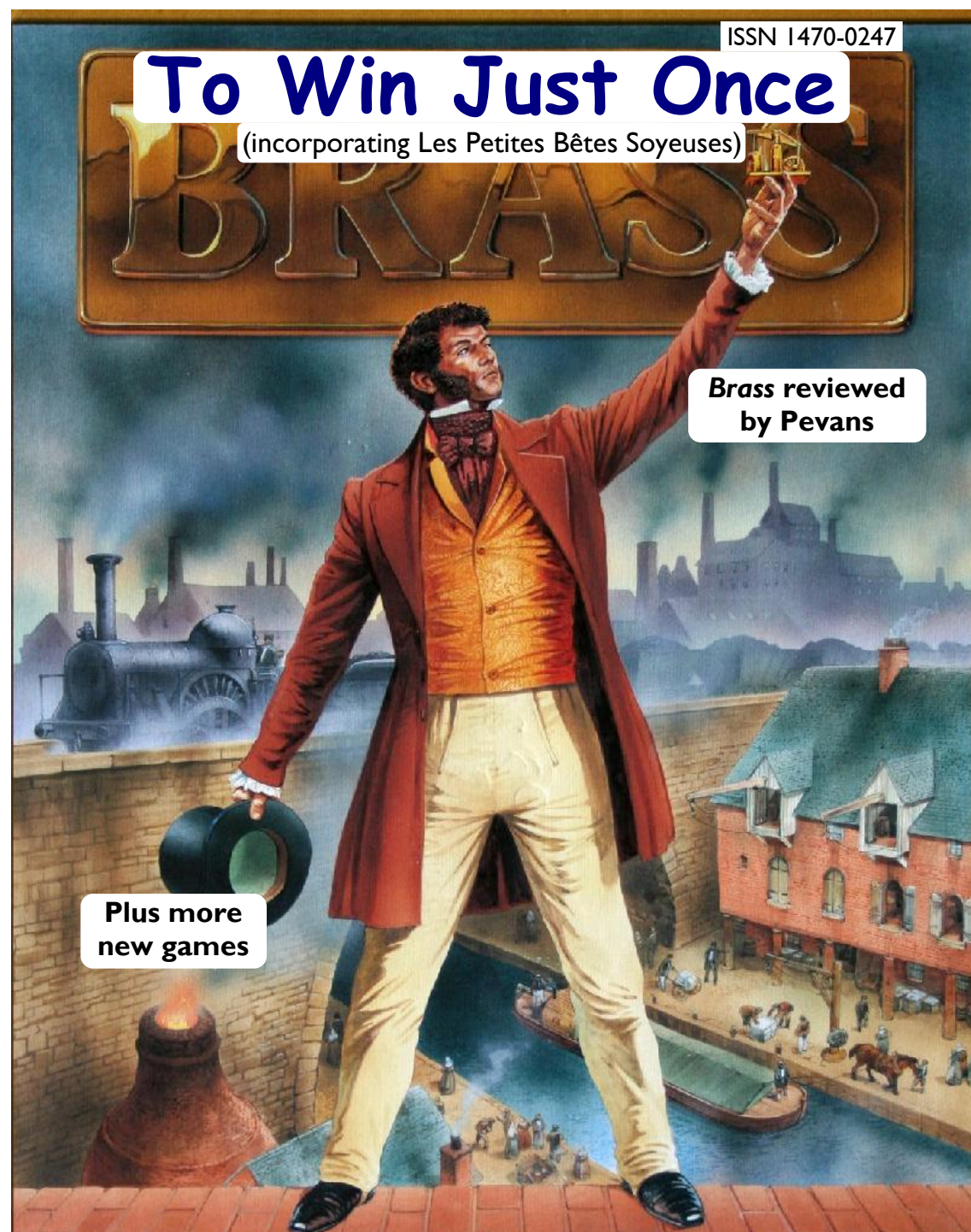
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Brass reviewed
by Pevans

Plus more
new games



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ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
IS	Indie Spencible	9	22	OK	Captain RFG/RFG Regt. Adj.	4		Hunt	1	Charles Burrows
PdVR	Pierre de Vin Rouge	9	17	Poor	Colonel PM	4	Mary	Hunt	3	Keith Bristow
GLdS	Gregory Lessorre de Saviour	9	F	Poor	Major KM	2		BG	4	Mark Cowper
RPdE	Roland Pollee d'Eaulee	9	F	OK	B.Bdr-General QOC	6		HGds	3	Pete Card
LB	Lefte Bier	9	F	OK	Lt.Colonel CG	5		Hunt	1	Robert Carter
ZA	Zeus Aspillais	9+	27	Poor	Major CPC/Hvy Brigade Maj.	4	Emma	BG	3	Jerry Spencer
AH	Alain Hermès	8	25	OK	B.Bdr-General 27M	2	Ava	BG	4	Rob Fuller
JdlB	Jacques de la Boite	8	14	Poor	Captain PM	1	Pet	BG	5	Justin Key
Sdj	Swender de Jewel	8+	34	OK	Major DG	3	Lucy	HGds	1	Ray Vahey
RBG	Renaul Baptiste Grenoble	7	20	Comfy	Lt.Colonel CPC	1	Marie	BG	4	Olaf Schmidt
JM	Jacen Moulan	7	F	Poor	Private RFG				6	Aaron Sibley
RCdE	Renauld Culvert d'Eau	7+	26	Poor	Captain RM/RM Regt. Adj.	2	Jenny	F&P	2	Gina Teh
ME	Michel Entire	7+	21	Comfy	Major PM/Bdr's Aide (GI)	6	Freda	RP	3	Tim Macaire
JaLa	J'accuse L'amour	6	F	Poor	Captain QOC	6		HGds	2	Mark Booth
FF	Ferdinand Franz	5-	4	Poor	Major GDM	4		RP	3	Mark Barrowcliffe
JpIC	Jean-Pierre le Crow	5	5	Poor	Major Gscn	2		RP	3	Dave Challoner
SdE	Singes d'Ecuireuil	5	RIP							Saje Dowling
JPA	Jean Paul Amiss	5	F	Poor	Private DG	5			3	Tim Skinner
JSP	Johnny Sais-Pas	5+	22	Poor	Major 13F	4		RP	4	Mike Bird
DAM	Dee Arth Maul	5+	18	Poor		2		RP	1	Michael Blasebalk
X3		4	0	Poor		4			2	Mark Gilby
DLE	Dominique L'Etoile	4+	23	Poor	Captain PM	2		RP	2	Dominic Howlett
AdG	Armand dan Gerous	4+	18	Poor		5			3	Barry Townsend
GE	Giles Etraseur	3	6	Poor		1			4	Nik Luker
ILB	Ilk Lamore Bartat	2-	2	OK		6		RP	6	Andrew Kendall
AaGA	Alan à Ganatcher Alie	1	F	Poor		5			6	Chris Boote

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, Wlthy = 5000-10000, Rich = 10000-25000, Flthy = 25000+
Last seen is the lady the character was last seen with in public.
EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
GdSM	Count Gaston de St Marque	26	61	Comfy	General/State Min.	9	Bette	Flr	3	Nathan Richards
CIG	Earl Charlemagne le Gosse	26	60	Poor	B.General/2nd Army Commndr	14	Lois	Flr	2	Neil Packer
ZTMG	Count Zachary The Money Goes	24	49	Rich	B.Bdr-General KM/CPS	11	Anna	Flr	4	Gerald Udowiczenko
SDL	Count Stan Dandy Liver	24	36	Rich	Lt-General/War Minister	11	Lotte	Flr	4	Guy Arnold
SS	Baron Sean Sondamour	22	54	Withy	Fld Marshal	5	Ella	Flr	2	Pete Holland
OdC	Earl Orson de Combat	21	48	Withy	Bdr-General/Chancellor	6	Fifi	Flr	5	Francesca Weal
JS	Baron Jacques Shitacks	20	47	OK	B.General/3rd Army Commndr	3		Flr	4	David Olliver
BR	Marquis Beau Romir	20+	87	Withy	Captain RFG/C.Prnce Aide	9	Frances	Flr	3	Graeme Morris
EH	Earl Euria Humble	19	56	Comfy	B.Lt-General/Adjutant Gen	15	Edna	Flr	5	Matthew Wale
DC	Sir Devlin Carnate	19	46	Comfy	B.Bdr-General PLLD/1st Army QMG	4	Angelina	Flr	2	Bruno Giordan
BdM	Viscount Beppe de Marko	19	41	Fithy	Bdr-General	17		Flr	2	Mark Moores
RdO	Earl Revaulvin d'Or	19	F	Rich	B.General/1st Army Commndr	12			4	Jerry Spencer
BdW	Baron Bud d'Wiser	19	RIP							Francesca Huskinson
GdLi	Baron Gar de Lieu	17-	14	Poor	Lt-General	3			4	Bill Hay
HdE	Sir Horatio d'Escargot	16	48	Comfy	B.Bdr-General ALC/Hvy Brigadier	4	Henrietta	Both	3	Graeme Wilson
AdA	Averell d'Alton	16	40	Poor	Colonel RFG	4	Guinevere	Both	4	Martin Jennings
TT	Sir Thomas Tudo	16	RIP							Ben Brown
LaT	Lun a'Tic	15	39	Comfy	Lt.Colonel RFG/1st Div Adjutant	1	Bess	Both	2	Paul Wilson
RdS	Roget de Saurus	14	32	Poor	Major RFG/Gds Brigade Maj.	7	Sue	BG	2	Gerry Sutcliff
PdMR	Sir Pierre de Mont R��al	14	RIP							Pam Udowiczenko
GI	Sir Gustav Ind	14+	51	OK	B.Bdr-General RM/Justice Min.	2	Jacky	Flr	5	Ashley Casey
StSy	Stewart Senquiry	13	37	Poor	Colonel CPC/3rd Army Adjunt	2	Leia	BG	2	Colin Parfitt
JLF	Jean Laissez Faire	13	21	Poor	Colonel CG	2		Both	3	Filipe Silva
BdO	Benedict d'Over	12	25	Comfy	Lt.Colonel KM/KM Regt. Adjtc.	6	Ophelia	Both	4	Mark Stretch
AG	Aloysius Gnomeclencher	11	34	Comfy	Lt.Colonel QOC/HGds Brigade Maj.	6	Deb	Hunt	2	Mike Dommett
WB	Sir Walter Butts	11	21	Withy	Colonel 13F	5	Eve	Hunt	3	Richard Newby
EM2	Egon Mad 2	11	F	Poor	Major RFG	2			2	Tym Norris
HdC	Herve d'Conde	10	F	OK	Major DG	6			4	Simon Burling
EB	Sir Emmanuel Banois	10	F	OK	Captain RFG	5		Hunt	3	Chris Martin
BdC	Sir Beau de Cire	10+	F	OK	Lt.Colonel RM	6		F&P	5	Andrew Burgess

Chatter

Welcome to 2008. I trust everybody had a good time over Christmas and the New Year? I had the disconcerting experience of being properly ill for the first time in years. Now I do have the odd sniffle and the occasional day when I feel under the weather, but this was the first time for a long time that I was seriously sick.

After a bad night, the morning of 27th December saw me with a temperature of 38.8 (102 in old money) and cold/flu symptoms. The temperature came down with the application of paracetamol and ibuprofen, but my lungs were definitely congested. Time for a trip to the GP's surgery.

"Probably just flu," said the doctor (I would say my doctor, but it was whoever had an appointment available). I didn't find this hugely reassuring. She prescribed antibiotics anyway. I was sceptical about this as I couldn't see that they would have any effect on the flu virus. However, the pharmacy up the road was open, so I was able to get the drugs and start taking them at once. Blow me, but they had an impact straight away and I was already beginning to feel better by the evening.

I was pretty much recovered by the New Year, though I could still feel the effects for the rest of that week. I'm just glad I didn't have the 'winter vomiting' virus.

Back in the world of the internet, pevans.co.uk continues to attract its fair share of hits. My review of *Viking Fury* continues to be the top draw, with my *Puerto Rico* review a close second. *TWJO* 81 was downloaded 103 times during the month (it was only available from 17th Dec, when there is a definite spike in visitors to the site). *TWJO* 80 was grabbed a further 80 times.

The *Star Trader* game finishes this turn, so we'll have a new game starting in a couple of issues. If you're interested in playing, now is the time to sign up (contact me or Mike Dommett – see back page). *Great White Hunter* has also finished, so there'll be a new all-reader game starting next issue. I just have to decide what it will be – all input welcome.

While, in the real world of gamers, I've been playing more of the new games. My notes on these follow, along with a full review of *Brass*. But first...

Letters

Nik Luker writes:

Blimey! That was a bit of a shock turning to page 7 of *TWJO* 81 and being confronted by my own ugly mug! For the record, the other chap in the picture (apart from the back of Markus's head) is my good friend Mark Robinson. Just out of shot is Andy

Gordon – the three of us had made an early start at the UK Games Expo (not, in fact, Spiel as the caption states) and *Phoenicia* was our first game of a very good day indeed...

Thanks, Nik. I thought you'd prefer not to be identified, but since you made the effort... I must apologise for the mis-identified venue. I thought this snap was amongst my Spiel ones, but it was from earlier in the year.

New Games Round-up

I have been getting to grips with more of the new games launched at Spiel. Here are my first impressions of a few more. I'll add these to the full Spiel report on my website as time allows (www.pevans.co.uk/Reviews/Spiel2007.html).

I have played my first game of *Agricola* and understand why it was a hit at Spiel – if not why it was such a big hit. Designer Uwe Rosenberg is best known for his clever card games, particularly *Bohnanza*. Here he has come up with a heavyweight game that is just as clever. There's a lot in the box, too. Each player has a board that represents their farm. A series of other boards show the standard jobs around the farm and the progress of time. Every few turns make up a year that concludes in a harvest, when people need to be fed. Players start with a two-room wooden hut and two members of their family. Each person can do one job each turn – including adding new members to the family and the new room each one needs. The first decision for players is which jobs to do. As only one player can do each job, turn order is important as well.

Then there are the cards. A standard deck of ‘Major Improvements’ is available every game. Each player starts the game with their own hands of ‘Minor Improvement’ cards and “Occupation” cards (representing non-farm jobs). These give players a different strategy and tactical options each game. On top of this, the game comes with three different sets of these cards: basic, inter-active and complex, each of which gives the game a very different flavour. Players use each turn’s jobs to produce materials to deploy cards and develop their farm to produce more materials and so on. At the end of the game, after the final harvest, they score points according to just what they have in their farm and their improvements. The points scoring favours a balanced approach to developing your farm, though the additional points available from cards played will influence what each player does. This is a complex, rewarding game that has been very popular since Spiel – even though it’s still only available in German. An English language edition from Z-Man Games is in progress and expected in the spring of 2008.

Down Under is a tactical, tile-laying game from designer Günter Cornett and his own imprint, Bambus Spieleverlag. As the name suggests, the game has an

Hell Hath no Furry...

Regiments Organisation																			No	Name	SL	Attr	Last
	Col	AdA	CG	JLF	KG	DG	QOC	ALC	CPC	RM	GDMD	PM	I3F	PLD	53F	27M	4A	69A	Gscn				
	LCol	Lat+	LB	BdO	GLDs	SdJ	AG+	NI	N2+	ZA+	NI*	N3	NI	N6	N3	N2	N3	N5	N3	N3	N3	N3	
	Maj	RdS+	N3	GLDs	SdJ	HdC	NI	N2+	NI	NI	NI	N3	NI	N6	N3	N2	N3	N5	N3	N3	N3	N3	
	Maj	EM2	N2	N2	N2	N2	NI	N3	NI	NI	NI	NI	NI	N6	N3	N2	N3	N5	N3	N3	N3	N3	
	Capt	BR	N4	N2	N2	N3	NI	N3	NI	NI	NI	NI	NI	N6	N3	N2	N3	N5	N3	N3	N3	N3	
	Capt	IS*	N2	N2	N6*	N3	N3*	N2	N4	N6	NI	N3	NI	N6	N3	N2	N3	N5	N3	N3	N3	N3	
	Capt	EB	N3*	N3	N3	N4	JaLa	N3	N2*	N4	N3*	N6	N6	N4	NI	N3*	N4	N4	N3	N3	N3	N3	
	Capt	N2				NI					RCdE*	N4*	NI*	NI*	N2*	N3	N3*	N3*	N3*	N3*	N3*	N3*	
	Capt										JdIB												
	Capt										DLE												
Entries are Character abbreviations, N (+ Military Ability) for NPC, blank for vacant, * shows the regiment adjutant. + shows ranks held by characters with a brevet rank or an appointment elsewhere.																							

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

Army Organisation and Summer Deployment

First Army (Defence) RdO/N/N5/DC
 Guards Brigade (Defence) – RFG CG KM
 Second Army (Assault) CIG/_/_/_/_/
 First Division (Assault) N1/N/LaT
 1st Foot Brigade (Assault) – RM PM
 2nd Foot Brigade (Assault) – 13F 53F
 Second Division (Assault) N4/N/N1
 3rd Foot Brigade (Assault) – 27M 4A
 4th Foot Brigade (Assault) – 69A Gscn
 Frontier Division (Assault) N3/N/N1
 Frontier Regiments (Assault)
 Third Army (Field Ops) JS/N/StSy/N
 Cavalry Division (Field Ops) N5/N/N6
 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 plus Army and Division posts
 (CO/Aide/Adj't/QMG):
 ID for chars, N (+ MA for CO and Adj't) for
 NPC, _ for vacant

Battle Results

Queen's Own Carabiniers: 3
 Archduke Leopold Cuirassiers: 5
 Frontier regiment 1: 4
 Frontier regiment 2: 3
 Frontier regiment 3: 3
 Frontier regiment 4: 6
 RNHB regiment: 2

Brigade Positions

Guards Brigade N6/N/RdS
 Horse Guards Brigade N2/N/AG
 Heavy Brigade HdE/N/ZA
 Dragoon Brigade N6/N/N2
 First Foot Brigade N3/N/N5
 Second Foot Brigade N5/N/N5
 Third Foot Brigade N5/N/N5
 Fourth Foot Brigade N3/N/N5

Entries as Army Organisation Table

Frontier Regiments

(Defence for Mar-May)

Colonel	N6	N5	N6	N1	N6
Attached		I Sqn DG	I Bn RFG I Bn CG AaGA	3 Bn KM	RdO BdC
Also at the Front					
		Queen's Own Carabiniers Archduke Leopold Cuirassiers			

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

Australian theme. Players try to build the longest route through the bush, gaining additional points if they encounter Australian animals, but losing them if they find pesky rabbits. Players take it in turns to lay a square tile, extending their own and the neutral paths. They are constrained to a maximum grid size (which can be varied to make the game more difficult) and must terminate their route if they go (or are forced) outside this. It sounds simple, but it's a lot more difficult than it appears. *Down Under* is a development of *Schlangennest* (Snakes' Nest), one of my favourite Günter Cornett games, so I have to recommend it.

You get a second game for your money, too. *Sturt's Stony Desert* reflects the journey of explorer Charles Sturt, using the other side of the tiles. Players lay the tiles to make a grid, trying to build a route across the board. If neither achieves this by the time the grid is complete, they start replacing tiles with more complex ones until someone does complete their connection. Again, this is a simple-sounding, but complex-playing, tactical game. Both games allow family play, but are more than challenging enough for gamers.

I keep wanting to call this next game Ecky Thump (after the Northern martial art invented by the Goodies), but it's actually *Eketorp*. It's the latest Queen Games version of a Dirk Henn game. This is a Viking game with a difference: the Vikings here are building their own fortified camps rather than raiding anywhere. Having said that, the Vikings will fight each other if there aren't enough raw materials to go round. Players also have the option of attacking each other's forts and pinching bricks, if they win. The game ends when someone completes a fort and everybody scores points according to which materials they've used to build their fort. The game sounds lighter than most of Dirk Henn's designs, but interesting enough.



By 'eck – Eketorp

Ferti is the French publisher that resurrected the terrific *Carabande* a few years ago as *PitchCar*. Now the company has produced a new edition of Reiner Knizia's neat little duelling game, *En Garde* (not to be confused with role-playing game *En Garde!*). The original edition of the game was minimalist: a small, vinyl playing mat, a few cards and a couple of playing pieces. This version is the complete opposite. It is played on a 3-D board, which players must assemble: a raised platform for the duellists with a backdrop of a ruined castle. It looks rather reminiscent of the greatest sword fight in cinematic history – between the masked man and the Spaniard in *The Princess Bride*. The playing pieces are metal miniatures and the cards are beautifully illustrated. All of which seems rather over the top for what is a simple – but clever – game.

The new game from alea, Ravensburger's 'hobby games' imprint, is *Im Jahr des Drachen* (In the Year of the Dragon). Designed by Stefan Feld (and published in English by Rio Grande), the game has a Chinese theme and takes exactly twelve turns – the months of the eponymous year. The mechanics of the game are a bit fiddly, but easy enough once you get the hang of them. Each turn, players get to do one action, play one of their set of workers (all of them will be played by the end of the game) and cope with one event. The events are laid out so you can see them coming and take the appropriate action to prepare for them. The problem is that all the other players can see what's coming, too, and this puts a premium on the appropriate action. So it's a game of planning ahead and making the most of your limited actions. Based on first acquaintance, I'd describe this as a neat, medium-weight strategy game. Well worth a try.

A major event is a new Key... game from Richard Breese. This time he's teamed up with Rio Grande (and others) rather than just publishing the game himself as



Key Harvest on display

R+D Games. However, the wonderful artwork that has been a feature of his games remains the same. The game is *Key Harvest* and has the players planting fields and harvesting crops. Each player has their own board with a hexagonal grid on which to position their fields. However, there is only one field for each space, so the competition can be fierce. There's a breathing space to begin with as each player's starting position is different. Players also have farmhands (and can buy townsfolk) that they can place instead of fields, each giving some particular benefit.

What makes things rather tricky is that deploying a field is a two-turn process. First, you have to bid for the field(s), setting the price in goods (produced from fields, of course). You don't get them until your next turn, by which time the other players have had the opportunity to match your bid. The trick is setting a price that you can afford and the others can't. Or to go for fields that no-one else wants. On the other hand, you get the goods if someone else buys the field, giving you more resources for your next turn. After playing once, this is another cracking game from one of my favourite designers: recommended.

League of Six (Czech Games Edition) turns out to be rather more interesting than its subject matter – tax collecting in medieval Europe. The game is played around

Grudges to be settled next month:

Dee Arth Maul (Foil, 2 rests) and Johnny Sais-Pas (Rapier, Seconds WB, adv.) have mutual cause as neither stood down over Marie.

Indie Spencible (Rapier, Seconds AdA, 1 rests) and Pierre de Vin Rouge (Rapier, Seconds JdlB, adv.) have mutual cause as neither stood down over Frances.

Dominique L'Etoile (Rapier, Seconds ME, adv.) and Jean-Pierre le Crow (Rapier, 1 rests) have mutual cause as neither stood down over Ada.

Aloysius Gnomeclencher (Sabre) and Swender de Jewel (Sabre, adv.) have mutual cause for being in enemy regiments.

Renaud Baptiste Grenoble (Sabre, Seconds StSy, 3 rests) has cause with Johnny Sais-Pas (Rapier, Seconds WB, adv.) over Marie.

Alain Hermès (Rapier, adv.) and Walter Butts (Rapier, Seconds ZTMG & SS, 1 rests) have mutual cause for being enemy regiments.

Indie Spencible (Rapier, Seconds AdA) has cause with Stewart Senquiry (Sabre, Seconds RBG & ZA, adv.) as he's not Noble but higher SL.

Swender de Jewel (Sabre) has cause with Stewart Senquiry (Sabre, Seconds RBG & ZA, adv.) as he's not Noble but higher SL.

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

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

New Characters

Pam Udowiczenko gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 1; EC 2 (X1).

Saje Dowling gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 1; EC 4 (X2).

Ben Brown gets the First son of a wealthy Viscount: Init SL 11; Cash 550; MA 2; EC 4 (X4).

Tables

Other Appointments

King's Escort: Ensign N	Captain N	Shows who holds appointments outside military units: ID for Characters, N for NPC, ___ for vacant, CPS for additional posts held by the CPS.
Cardinal's Escort: Ensign N	Captain N	
Aides: to Crown Prince BR	to Field Marshal ___	
Provincial Military Governors: N/N/N/N/N		
City Military Governor N	Adjutant-General EH	
Inspectors-General: of Cavalry N	of Infantry N	
Commissioner of Public Safety ZTMG		
Chancellor of the Exchequer OdC	Minister of Justice GI	
Minister of War SDL	Minister of State GdSM	

Points Arising

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

BdM Beppe de Marko (Mark Moores) has NMR'd. Total now 1

EB Emmanuel Banois (Chris Martin) has NMR'd. Total now 1

FF Ferdinand Franz (Mark Barrowcliffe) has NMR'd. Total now 1

ILB Ilk Lamore Bartat (Andrew Kendall) has NMR'd. Total now 1

SdE Singes d'Ecureuil (Saje Dowling) has NMR'd. Total now 3 and is sent to a Frontier regiment

Mark Gilby got the benefit of the doubt and was floated.

Francesca Huskinson has resigned from the game. Thanks for playing, Francesca, and perhaps we'll see you back here some time.

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising web page

at www.pevans.co.uk/LPBS; or send a cheque (payable to Margam Evans Limited) for £7 (inc postage to UK addresses) to LPBS, 180 Aylsham Drive, Uxbridge UB10 8UF.

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

You are welcome to submit orders and press by e-mail. Getting your press this way is particularly helpful. Send your orders to lpbsorders@pevans.co.uk and you'll get an automated reply when your message arrives in my mailbox. Please give your name and your character's name and specify actions in full (since it's without your character sheet). Attached files should have your character ID and the month in the name. If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk. ♦ P

Announcements

Devlin Carnate applies for Brigadier of Dragoon Brigade

Johnny Sais-Pas applies for Brigade Major of 2nd Foot Brigade

Pierre de Vin Rouge asks NPC Regiment Adjutant of Picardy Musketeers to resign

Duels

Results of this month's duels:

Ferdinand Franz didn't fight Horatio d'Escargot and lost SPs.

Gregory Lessore de Saviour (with AdG, gains 1 Exp) beat Stewart Senquiry (with RBG & ZA).

Dominique L'Etoile (gains 1 Exp) beat Jean-Pierre le Crow.

Alain Hermès (gains 1 Exp) beat his enemy Walter Butts (with ZTMG & SS).



the six towns of the title over six rounds. Each round opens with an auction, *Evo*-style, to claim what's available from each of the towns. Players use the resources they've gathered for player order, bidding next turn and goods that gain victory points, income and, importantly, "Civic Leader" cards that are worth bonus points at the end of the game. It's a clever game, where players need to think ahead, but also adjust their strategy to what's available each turn. Good stuff from designer Vladimír Suchý.

Goldsieber's *Liebe & Intrigue* (Love and Intrigue) is in a pink box, clearly indicating that it is aimed at girls. Sure enough, the game is about marrying off the family's daughters – very Jane Austen! Players have to collect three cards for an eligible gentleman and have a daughter who at least meets his requirements in order to win his hand. However, events (cards) and players' scheming can get in the way. First to get rid of all three girls wins. Despite the pink box, it sounds an interesting first game from Kira Verena Samol and Ellen Maria Ernst.

Also published as a Goldsieber game is *Saba: Palast der Königin* (Sheba: the Queen's Palace). The players compete for the favour of the mysterious Queen of Sheba by building her a palace, shipping in raw materials and adding to the construction. The game features a 3-D model that the players construct, aiming to have their pieces on the roof at the end of the game. Another interesting sounding game, designed this time by Knut Happel and Christian Fiore.

The Stratamax team had three new games, one from each of the designers. *Spice Islands* is by main man Max Michael and is “roughly based on the Dutch East India Company”. It’s a trading game with the company’s decisions based on shareholders’ votes. Players get votes based on their shareholdings, but can also play pirate. It sounds interesting and is in my ‘to play’ pile. *Wampanoag* is by Aaron Lauster and has the players as leaders in the eponymous Native American nation, pressured by the arriving Europeans in the east and their traditional enemies in the west. It’s up to the



The Queen of Sheba’s palace in Saba

players to do their best against the events of each year. The game uses coloured dice, some of which are rolled for the events of the year. Each player chooses an event to take place in their turn, but there are more dice than players, so one event won’t happen. Players score points at the end of each turn, so the game is very tactical, jockeying for the best position that turn. This makes games pretty close, as a rule. In your turn, you simply place or move your influence markers within the villages. One player knows which event they’re going to pick and is aiming to take advantage of this. The others may be able to work it out, though. This is a light-medium tactical game and well worth trying out.

The third game from Stratamax is *Tammany Hall* by Doug Eckhart. This is played through a series of elections in southern Manhattan as players strive to be Mayor of New York. The Mayor is the player who wins most wards in the election. This means getting election workers on the ground and calling in your influence with the appropriate immigrant communities. Each turn, players add workers and immigrants, gaining influence as a result. Every four turns there’s an election for Mayor, with players getting points for winning wards. There’s a bonus for the Mayor, but the other players get the special power of another city post for the next four turns. The game ends after the fourth election and the player with the most points wins. There’s a clear strategy in working with one particular immigrant group in one area, but the game seems to be more subtle than this. Definitely worth a look.

Dear Stewart Senquiry,
Could you please provide me with the evidence that the auction of the late Egon Madd in November 1660 was in some way illegal? I assume that is what you are implying.
As I recall you were the Auctioneer at the time and, if you felt there was a problem, why did you go ahead with the auction in the first place?

Yours,

† Zachary The Money Goes, CPS

To the CPS, or the Chancellor, or whoever,
I’m certain I need to pay something to somebody for my recent duel.
The cheque’s in the post. Could someone let me know how much, and where I send it?

Thanks, † Stewart Senquiry

His Majesty’s Mercy is only matched by his Justice and boundless Generosity.
Yes, it does bear repeating.

Dear Aloysius Gnomeclencher,
As it happens I do read all correspondence sent out under my name, as well as anything addressed to me. The reason for the confusion late last year was due to my secretary mixing up internal and external correspondence.

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

Lord Percy Percy says, as fashion is tending towards the wearing of a particularly virulent shade of pink, Alain Hermès has a particularly fashionable face.

Mon Cher Aloysius Gnomeclencher
Prinny was most amused to read your concerned note regarding his wartime reminiscences. I forgot to mention that we are both ‘addicted’ to our little “Tall-story-telling” contests! While he specialises in concocting highly imaginative military memoirs, I often regale him with highly elaborate tales of my ‘great inventions’ (flying machines, talking boxes and the like). In fact, he’d love you to join us for a “boozing and yarn-swapping session” next month. Prinny loves company and his dinners are always worth sitting down to. Please tell me which week would suit you best.

Regards, † Beau Romir (Aide to the Crown Prince)

Captain Gregory Lessore de Saviour, King’s Musketeers,
Do you wish to discuss something with me?! † B.Bdr-General
The Money Goes, King’s Musketeers

From the diary of Egon Madd
My finances are still in a desperate state, so I’ll just be back in Paris long enough to put a few things “on ice” and then it’s back to the Front to see if I can’t pick up some cash off the bodies I dissect. Which reminds me, I must make sure to bring some ice back with me to ensure that Igor keeps the cellar cool or things could be very smelly by the time I get back again.

Dear JLF, I see you are touting for the insane to join the Cardinal’s Guard again. I guess that’s one way to keep the streets of Paris clean, by you signing up the rejects. † ZTMG

Count yourself lucky: one two three says, as fashion is tending towards the freedom to say what you want when you want, Gaston St Marquee is likely to be issuing ASBOs any day now

Dear HdE,
What are you bleating on about the Duelling Tax not being legal?

† ZTMG

Circulated at The Egon Madd Com-memorial bash

A TREATISE REGARDING THE MARRIAGE OF SCIENCE AND DUELLING

Noble Gentlemen, as a historian of chivalry and science I wish to bring to your attention the fascinating contest which occurred in the province of Limousin in the Year of Our Lord 1657, the infamous 'Duel of The Bat'. It seems that two noted lepidopterists disagreed on the correct classification of that notorious devourer of cicadas, the Sumatran Cricket Bat. They further argued vehemently over how this voracious predator located its prey.

Both affirmed that the bat was blind; however, this was their only consensus. M. Atain Burras argued the bat used its large ears to hear the whirring wings of its prey. M. Belle-Ami asserted it used its delicate muzzle whiskers to detect displacements of the air made by the cricket. To settle the matter, they decided to fight a duel 'en character'.

The day dawned on the local Champ du Mars, near the Rhone. Both combatants were blindfolded and placed two sword lengths from his

rival. M. Belle-Ami wore a contraption of springs and spiracles of light foil about his face. M. Burras appended two large ear trumpets to the sides of his head. Both had taken perhaps too much of the fortifying spirits provided by their seconds.

The duel began. They slashed ineffectually at each other, scoring more hits on the members of the Société Taxonomique, then began to wander apart, still slashing. M. Belle-Ami blundered into the lower branches of a tree. Alarmed by his contraption to a supposed foe he cut so wildly that he sliced through the trunk of the tree, felling him instantly. M. Burras, befuddled by the crowd's jovial encouragements, thought that the rattle of a passing coach was the sound of some gigantic insect, gave a loud shriek of terror and cast himself into the river where he unfortunately drowned!

It just goes to show that you can lead a scientist beside water but you can't make him think. Thank goodness that duels are fought for more serious reasons these days!

Your Obedient Servant,
† Zeus Aspillais

I have come to Paris to make my fortune.

I am experienced in riding and would like to offer my services to any cavalry regiment that is looking for new recruits.

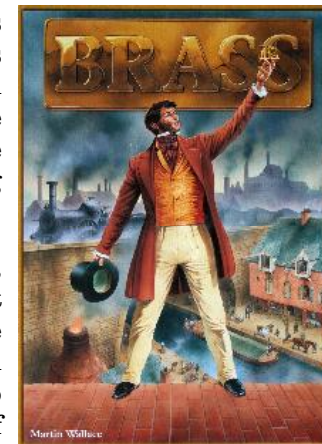
I would be honoured to accept any invitations from righteous men to parties if they feel me worthy enough.

† Dee Arth Maul (DAM)

Brass reviewed

The annual Warfrog game by Martin Wallace is always one of my highlights of the year. This year's game is *Brass*, which is all about the Industrial Revolution in Lancashire. The mechanics of the game are a bit involved, so my explanation will have to be a bit involved, too. Do bear with me if the going gets heavy.

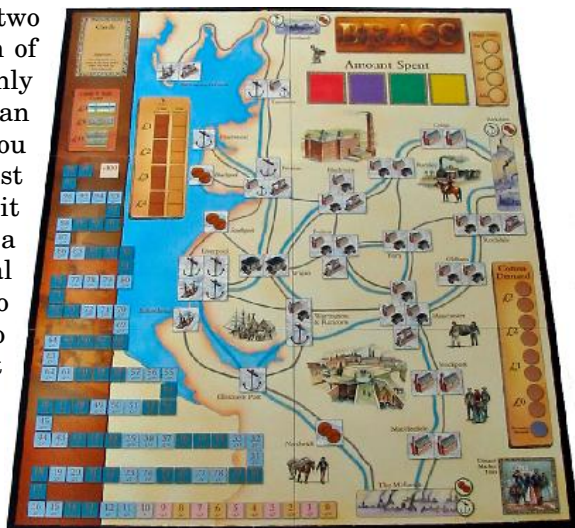
Let's start with the physical components. The colour, mounted board is, of course, a map of Lancashire. It shows the major towns, with spaces where industries can be constructed, and the potential transport connections between them. There are also connections to areas north, south and east of Lancashire, tracks for coal, cotton and iron prices and an income/scoring track. The board is nicely illustrated to reflect the period. Each player has a set of double-sided tiles in their colour. Rectangular tiles are canals on one side and railways on the other. Square tiles are the industries available: coal mines, iron works, cotton mills, ports and shipyards. Players also have some markers and there are cubes for coal and iron and coins for money.



The game is controlled by a deck of cards, each of which shows either a specific town or a particular industry. Players' actions are regulated by the cards and the game ends when the deck runs out for the second time. The first pass through the deck is the canal period: players can only build canals and use them to transport coal and cotton. The second half of the game is the railway period: players build and use railways. Players score victory points at the end of each period. They get points for the industries they have in play and for their canals or railways, according to what they connect.

Clearly, players have to build industries and transport and accumulate the most points. The tricky bit is just how you achieve this. For a start, an industry is only worth victory points when the tile has been turned over. The first side shows the cost of building the tile – in cash and, possibly, raw materials. It also shows the 'technology level' of the tile. A player's industries are sorted in increasing technology level and must be played in this order. As you'd expect, the higher the technology level, the more it costs to build the tile. And the more victory points it's worth – shown on the flip side. Also on the back of the tile is the amount it increases a player's income. This tends to go down as the technology level increases. I assume this is to balance the game and give the players the choice between income and victory points.

In their turn, players get to do two actions, playing a card for each of these. What card you play only matters when you are building an industry tile. A town card lets you build a tile in that town. It must be the same type as the space it goes on (some spaces give a choice) and, during the canal period, each player is limited to one tile per town. There are also a limited number of spaces at each town (though in certain circumstances you can replace an industry with a higher technology level version). An industry card lets you build that type of industry in any town – provided you have a transport connection to it. In either case, if the tile you're building needs coal, you must be able to transport the coal there. You can use anybody's canals/railways for this, there just needs to be a connection. Strangely, you don't need to ship iron. It just dematerialises and re-appears where it's needed.



The second of the actions available to players is building a canal/railway. These have a set cost and a railway requires coal as well. (This has to be shipped to one end of the new rail link.) You can only build these from a town where you already have an industry or a canal/rail link. You must play a card when you do this, but it can be any card. Similarly, you can play any card to take out a loan as an action. This can be 10, 20 or 30 cash, but your income is reduced by 1 for every 10 you take. My experience is that players will need at least one loan, probably during the canal period. It is possible to do without the extra cash, but this limits your options and how quickly you can build up your position.

The fourth option is to 'develop' your technology – and play a card. This action lets a player discard one or two of their unbuilt industry tiles, thus improving the technology levels available to them. Doing this uses up an iron cube, either from somebody's iron works or from the external market (which costs money). As some tiles can only be used in the canal period, players will need to take this action a few times to remove tiles they can't play. As a tactical move, it's worth considering doing this in the canal period. You can expect to score fewer points in the canal period, so using up an action 'costs' less. Level 1 industry tiles are removed from the board at the end of the canal period, but any higher-level tiles stay and will thus score twice.

All Officers of the armed forces are invited to a party at my club in week 1 to further discuss Brigadier-General Alan Hermès' proposal to clean up the streets of our beloved Capital of the footpads and other scum that have become such a plague.

I suggest that the fair ladies are left at home to avoid any offence being caused due to the nature of the discussion.

† Colonel Pierre de Vin Rouge
(Picardy Musketeers)

Sirs, I would hereby announce to hold an apology party next month during week 2 and 3. I missed your correspondence and best wishes and to make up for this gross breach of etiquette with lots of liquor spent on my account. I thereby invite all men of Paris, regardless of station to join me next month in my club, all expenses paid, companions welcome. Thank you.

† Renaul Baptiste Grenoble

The 'Fizz-Buzz Members-by-Proxy' Club will have an inaugural mindless outing on the 4th week of next month. As I am a tender-hearted chappie and know how unpleasant it is to drag oneself up from the bottom... though I suspect Lord Percy Percy would demur. (Ha! Ha! Howzat for a joke?!)

I have set up a 'tab' behind all the clubs in Paris. Make yourself known to the barman, write your name down on a list (which will be sent to me) and you can carouse on me.

† Chancellor Orson de Combat

If I am still in Paris, I wish to offer all Gentlemen who are members of the Frog and Peach, or of more senior clubs, the opportunity to drink at my expense in my club in week 2.

† Aloysius Gnomeclencher

Personal

The prize for "Most Enquiring Mind in Paris" should go to the CPS.

Has he not spent many months "Enquiring" into the malfeasance of others?

† SDL

Dear Walter,

Let me know when you plan on visiting the Front next, as I'd be intrigued to see the 13F in action.

† Zack

Who is this doctor guillotine? It is well known that the inventor of this most humane instrument is one of the auld alliance, which has brought us – well, not that much, actually.

† AG

Senquiry,

What a rare wit you are, as evidenced by your hilarious letter in the press. Sadly, you misunderstand me; I have no problem with gentlemen of low birth improving themselves but sadly, in your case, it has been accompanied by a bad case of self-righteous pomposity and over-bearing haughtiness which is impossible to stomach. Thankfully, this is curable and can be rectified by a daily plate of humble pie and a course of leaches applied to the nether regions.

Yours,

† Gregory

brown-nosing your way through Paris, I frequently volunteered my services to Le Roi to escape the effete Percy-Percy types that inhabit the Parisian demi-monde. I think that your memory does indeed need refreshing on the Field of Honour.
† Orson de Combat

Social

Gentlemen of Paris SL15+ – this is your chance to join this Season’s ‘Fizz-Buzz Club’.

As a social sort of chap, I think that concerns with statutory stuff such as the Duelling Tax are best discussed man-to-man rather than sniping through the Press.

In addition, playing Fizz-Buzz will sharpen up your numerical skills – I should know, taught me a lot...

So... next month I will be at my club and expecting guests ALL MONTH. Bring your ladies and tell me your concerns: then Fizz-Buzz drinks are on me. If enough turn up, I will feel obliged to voice the concerns of Paris over the Duelling Tax to the ‘powers that be’ with a recommendation for a Review.

† Chancellor Orson de Combat

The Minister of Justice, Brevet Brigadier General Sir Gustav Ind, invites all members of the Royal Marines, his Aide (Michel Entire) and all gentlemen of SL 7+ (except the 69th) to carouse with him at his club during the first and second weeks of April. All costs, except gambling, will be met and your mistresses are welcome to attend.

Honoured Nobles and Gentlemen of Paris

While I am pleased to attend Paris, my heart is sad to see such a lack of good French wine at the tables of the regiments and clubs.

I would like to invite all Frenchmen of good standing to attend a party at my humble club where a selection of wines from the south of France will be there for the enrichment of yourselves and your ladies.

I would be most honoured if members of the 13th Fusiliers and our brothers in arms of the 53rd would join me as my guests at my expense, their most charming ladies of Paris are of course similarly invited at my expense.

This to be held during the 3rd week of the month.

Yours, † Johnny Sais-Passe
PS Spaniards and their dogs, the 27th regiment, are pointedly reminded that they are not gentlemen!

Sirs,

I have recently arrived back in Paris after an entertaining but profitless season at the front. I am new in town and find it difficult to broach the cliques that are already established, in our fair capital.

After spending a couple of weeks alone in the Blue Gables, I decided that I needed to gather some friends. I therefore send an open invitation to all of SL 11 or below to join me in the first week of April at the Blue Gables Club. I cannot afford to purchase drinks, but can offer good company.

Yours, † Jacen Moulan
Private Royal Foot Guards

The final action available to players is selling cotton. This is how players turn over their cotton mill tiles to increase their income and provide them with some victory points. The (notional) cotton has to be shipped by canal/rail to a port. If the destination is a port tile, this is flipped too. It can be anybody’s port, gaining them some income and victory points as well. Of course, if it’s your port, you get the income and points for both. As an alternative, players can sell their cotton to a ‘distant market’ outside Lancashire. However, first they must flip a tile and adjust the bonus for exporting cotton. If this hits rock bottom, the export market is saturated and nobody can export any more. (This is re-set at the start of the railway period.)

That’s how you flip (and thus score) cotton mills and ports, what about the other industries? When played, coal mines and iron works have a number of cubes placed on them. These gradually disappear as players use coal and iron. Once the tile is empty, it is turned over to score. If there’s no coal available in Lancashire, players can buy it from the import market, where the price increases as more cubes are taken. There’s also an import market for iron. If a player constructs a coal mine (or iron works) when there are spaces in the import market, their coal (iron) is used to fill up the market and the player gets the cash. This is a useful tactical opportunity as a player may be able to empty a tile as soon as it’s placed, earning victory points, income and cash.

Shipyards are rather different from the other industries. They flip as soon as they are played and, as they are worth a lot of victory points, this is well worth doing. However, there are a number of limitations to shipyards. First off, there are only three shipyard spaces on the board and correspondingly few cards that will let you build a shipyard. What’s more, two of these locations can only be used in the railway period. Then there are the zero technology level shipyards. These are the first two tiles in your shipyard stack and you have to use a Development action to get rid of them. Each player then has two level 1 shipyards which can only be played in the canal period (though the symbol for this has been missed off the tiles). Only one of these, at most, will be played, so players will need another Development action to get to the level 2 tiles. My experience to date is that building more than one shipyard is likely to win you the game!

It is possible that the cards are really against you. In which case, you can use both cards as a wild location card. It means you only get one action in a turn, but sometimes you need to do it. Once each player has had their two actions, the player order for the next turn is determined by how much each has spent. Whoever’s spent the least gets to go first in the next turn. Here’s another tactical ploy: as last player, you can make sure you spend less than everybody else does. You’ll then be first in the next round, effectively giving you two turns in a row.

If there are cards left, players draw two each and start the next round. This begins with players taking their income – which can be negative if they've over-stretched themselves with loans. Once players have used all their cards, the current period ends and they score victory points. At the end of the canal period, the canals and level 1 industry tiles are removed from the board and the railway period begins. At the end of the railway period, points are scored again, players get a few points for any cash they have left and the game's over. Whoever has the most points wins, of course.

Players start the game with zero income and 30 cash: clearly the first job is to increase your income. My initial thought was to build a coal mine, but this turned out to be not as good as I expected. First off, there isn't that much demand



Press

Announcements

To All Loyal Men of Paris,
Come, 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

Join the Royal Marines. † GI

Join the QOC and see the best of life.
† AG (Lt. Colonel)

Advanced warning for May
This is an official notice to all members of the Most Excellent Regiment of France, The Royal Foot Guards.

The Regiment will be will be joining our brave men on Defence duty for the month of May. This is to be seen as an opportunity for our new recruits to settle in and gain experience before the summer deployment.

Please get your affairs, monetary or otherwise, in order and be ready to march on the 1st day of May 1661 at dawn.

This is a preliminary order and it may be changed, depending on how the situation and the bribes evolve.

† Colonel Averell d'Alton
Royal Foot Guards

To those newly arrived in Paris: The Cardinal's Guard is the leading regiment in the kingdom of France. Who else has God's own hand to protect their backs on the battlefield and to soften the occasional jump from a fair damsel's balcony? Sign in this month! His Eminence will grant you his blessings.

Matters of Honour

To the Editor of the Press
Your correspondent states that I was 'knocked to the ground' by a cut from Colonel Senquiry. If he had actually been present, he would have noted that what really happened was that 'I slipped on ice and fell to the ground, losing my sword in the process and forcing me to cede the day'. A simple apology will suffice.

† GLdS

*M Lessore de Saviour,
Thank you for that clarification.
It is unfortunate that we have to
rely on word of mouth for
accounts of events such as these.
In this case, we had to choose
between conflicting reports, one
of which stated, "that saviour
fellow fell over as soon as I
swung at him and cried like a
baby for his mother." As always,
the truth lies somewhere in the
middle.*
L'Editeur

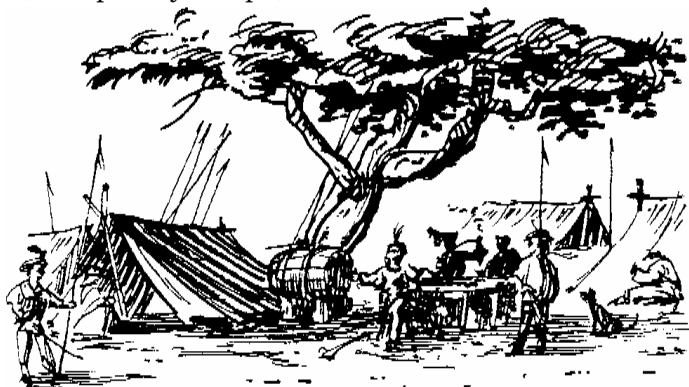
My dear Revaulvin D'or – I am glad that you are able to recommend fighting his Majesty's enemies – you have forgotten that while you were

Major d'Ecureuil shows the Frontier troops his favourite horse-riding tricks. They are particularly taken with the one where he is thrown from his horse and breaks his neck. RIP. Private Alie is so frightened by this sudden death that he hides in his tent until dragged out by the provosts and disciplined.

RFG Major Egon Mad 2 has his men carry out exercise after exercise through the month and fines those who aren't up to scratch. He finishes the month 250 crowns to the good. Captain Emmanuel Banois and Private Jacen Moulan are not particularly happy, but at least they were quite safe all month. Brevet Lt-Colonel Leffe Bier takes his CG battalion into the hills and sees off some Spanish patrols. His rank is made permanent and he pockets a hundred crowns of booty.

The Archduke Leopold Cuirassiers join Frontier Regiment 4 in the south west along with Third battalion of the King's Musketeers. Hearing rumours of Spanish troops in the mountains, the combined force sets off on reconnaissance. The Cuirassiers lead the way as they climb through the valleys. What they haven't reckoned on is a sudden warm spell. Higher up the mountains, the snow begins to melt. Water gently flows. Streams trickle and merge. Suddenly a flash flood is roaring down on the French troops. Lt-Colonel Thomas Tudo orders his men up the valley sides, but the horses struggle with the steep slopes. Clear of the deluge, Tudo dismounts and starts to haul men out of the water. An abrupt surge sweeps his feet away and he disappears into the water. Once the flood subsides, the survivors straggle down from the mountains. Amongst the bodies and debris is that of the ALC CO. RIP.

The water sweeps on, taking struggling horses and troops with it. All of this crashes into the Frontier troops and they, too are carried away. Brigadiers-General Bud d'Wiser and Pierre de Mont-Réal, assigned to the regiment, can do nothing. They are pulled into the stream, never to re-appear. RIP. The King's Musketeers have slightly more warning, allowing many of Major Gregory Lessore de Saviour's men to get out of the way. Lessore de Saviour is Mentioned in Despatches ("Damp. Very damp."). ❖



for coal in the canal period as most of the level 1 industries don't need it. Secondly, coal needs to be shipped along canals, so nobody can use the coal until the mine is connected into the network. However, as anyone can use canals (and railways) once they're built, you can always capitalise on what other people are building. Nor are you constrained to expanding your own network: town cards let you build in a town regardless of whether you are connected to it.

In the canal period, cotton mills and ports seem to be the most effective means of expansion. Remember, any player can use a port, so build a mill first. Then in one turn you can build a port and sell your cotton as your two actions and get the income and points for both. One wrinkle that I keep overlooking is that you can sell cotton from any number of mills in one action – though each needs an unused port or a turn on the distant market. And go for the distant market sooner rather than later as it will close down. The only restriction is that, again, your mills need to be connected to a port before you can ship. Building canals is cheap, but it's a means to an end rather than an end in itself.

I suggest that you carry out some Development actions in the canal period. In particular, clearing away the unplayable shipyards is a good move. Even more so if you have the opportunity (and the cash – it ain't cheap!) to build the one and only shipyard. The limiting factor here is the availability of the iron you need for the Development action. You can buy it from the external market, but that costs cash. Building an iron works makes iron available for free and, hopefully, all the iron will be used and you'll get some points for it. However, building an iron works needs coal, which means there must be a canal connection to ship it in...

The key to the game is taking advantage of what other people are doing. If someone builds a coal mine, use that coal to build an iron works. If someone builds an iron works, use that iron to throw some tiles away. And, above all, use the whole canal network, rather than trying to build it all yourself. Don't be afraid to take out a loan. The sooner you do this, the less it will cost you on the income track (each point of income you move back is more spaces the further along the track you are). Remember, too, that you have limited actions: use one action for a loan of 30, not three actions for three loans of 10.

The game really gets going when the railway period starts. To begin with, each piece of railway requires coal to build. Suddenly there is demand for coal. And that level 2 coal mine generates a decent amount of income. The really valuable industries need coal and iron to construct. More demand for coal and for iron, which is also required for Development actions. Tiles flip over quickly, income accelerates and suddenly the 25 you need to build a level 2 shipyard is sitting in front of you. There are three possible opportunities to build shipyards in the railway period: grab at least one. Finally, you have a limited number of actions, so plan how you're going to use them.

As you can see, the game has a lot going for it, but I don't think it's one of Martin's best games. My main problem is that there are too many different things to remember. You need a canal to ship coal, but not iron. You need



your own transport connection to build using an industry card, but not using a town card. You need any transport connection to build a tile that needs coal, but none if it doesn't. You can build in one town as many times as you want in the railway period, but only once in the canal period. Every game so far has ended with pieces on the board that shouldn't be there. I think the rules could have done with a bit of streamlining to reduce the differences.

My second issue is the luck factor of the cards. In the canal period, having multiple cards for the same town is pointless. Okay, it's easy enough to get rid of the extras, but they limit your options in the meantime. In the railway period, not having one of the cards needed to build a shipyard means you're not going to win. And taking a few cards out of the deck each period (so that there's an even number for the players) will occasionally mean that significant cards are missing. Now it may well be that I haven't played the game enough to see how to work round the luck, but it's bugging me at the moment.

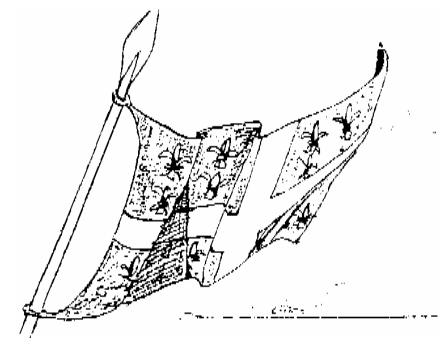
Don't get me wrong, I think *Brass* is a good game and I continue to play it. However, I also think it could have been better. It is well produced and illustrated, with good, solid components (that only just fit back into the box). It provides a couple of hours of entertaining play and gives players tactical options and decisions to make. However, it has some rough edges that might have been smoothed off with a bit more development. *Brass* gets 7/10 on my highly subjective scale.

Brass was designed by Martin Wallace and is published by Warfrog. It is a strategy board game for 3-4 players, aged 13+ and takes 2-3 hours to play. It is readily available in specialist games shops.

Plenty of people practise plenty of weapons this month. Apart from those already mentioned, Gar de Lieu spends three weeks with his Rapier. Renaul Baptist Grenoble does the same. The sabre is Orson de Combat's weapon and he passes three weeks with it. Walter Butts puts in two weeks with his rapier. So do Benedict d'Over, Jacques de la Boite, Pierre de Vin Rouge and Roget de Saurus. Two weeks of sabre practice are undertaken by Aloysius Gnomeclencher, Sean Sondamour and Zeus Aspillais. Those spending one week practising are too numerous to mention.

Frontier floods

After a hard winter season, the French troops go onto the defensive. The Frontier regiments are assigned to their positions around the borders, reinforced with various volunteers. Frontier Regiment 1 has a quiet month in the north east, where the RNHB squashes an excursion by Dutch troops. RM Lt-Colonel Beau de Cire commands a battalion and leads his men into a hand-to-hand mêlée. He survives



several close brushes with enemy pikes and swords to be Mentioned in Despatches ("Good job no-one was shooting at him!"). His Majesty is impressed and Knights him. Sir Beau adds 250 crowns to his income from his trophies. General Revaulvin d'Or commands his battalion from behind, as befits a senior officer. He is Mentioned twice ("Fine seat that man has." "And a fine horse!") and elevated to an Earldom. His cash reward is just a hundred crowns.

Frontier Regiment 2 is to the south of the First and also passes a peaceful month. First squadron of the Dragoon Guards is assigned to this regiment. Their commander, the new Major Herve d'Conde, takes his men on several vigorous gallops around the countryside. They return with various booty, mainly livestock, and Major d'Conde profits to the tune of 150 crowns. Trooper Jean Paul Amiss survives his first month on active service, but gains nothing but his wages.

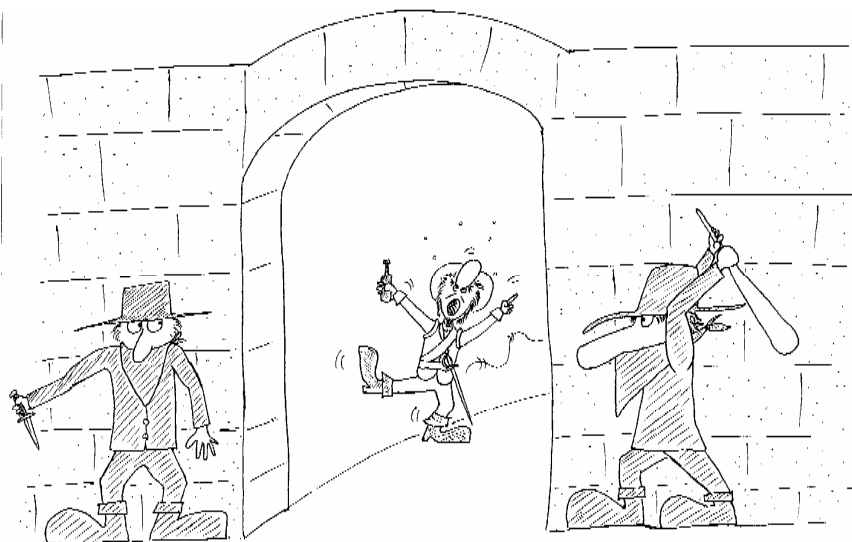
The Queen's Own Carabiniers join Frontier Regiment 2 and Colonel Roland Pollee d'Eaulee leads them in regular patrols along the border. They skirmish with the enemy patrols, bringing combat experience for the green troops and rewards for their officers. Subaltern J'accuse L'amour is promoted to Captain. His CO is brevetted a Brigadier-General and pockets 250 crowns in loot.

The southeast is the province of Frontier Regiment 3 with the support of battalions of both the Royal Foot Guards and the Cardinal's Guard. RM Major Singes d'Ecureuil and Alan à Ganatcher Alie are also attached to the regiment.

Roget de Saurus and Zeus Aspillais start their month in style at the Blue Gables, escorting Sue Briquet and Emma Roides. Alain Hermès pops in the following week and then brings Ava Crisp with him the week after. The Frog and Peach is the destination for Renauld Culvert d'Eau and Jenny Russe for a week. Michel Entire and Freda de Ath hit Red Phillips for a week, but Giles Etraseur is there, on his own, for three.

Giles begins March with a visit to the red light district and some female company. Jean Laissez Faire does the same, but then repairs to his regimental gym to practise his rapier. Gar de Lieu spends three weeks with his rapier, but his first week was rather wasted as he can't go clubbing when he's not a member of any club. Armand dan Gerous at least has the excuse that he tried to join to Red Phillips. It's just a shame that his application was turned down. Dee Arth Maul and Johnny Sais-Pas start their month by meeting on Marie Antoinette's doorstep. While a duel will be needed to settle this contretemps, Johnny steals a march by returning later and winning the lady's affections from Renaul Baptiste Grenoble. Dee Arth visits the bawdyhouses, but does no more than look.

Indie Spencible and Pierre de Vin Rouge meet outside Frances Forrin's place. This is particularly amusing for the rest of Paris as Frances is on the town with Beau at the time. The object of Dominique L'Etoile and Jean Paul le Crow's affections is at least at home. But both gentlemen turn up at the same time and neither will give way. After this, they head for the Bawdyhouses, where Dominique gets his oats, but Jean Paul gets mugged. He still has some cash on his person, which pleases the footpads. Their first target, Armand dan Gerous, carefully spent all his money in the Bawdyhouse.



Games Events

There's just time to get to Oxcon: January 26th and **27th** (I mis-typed 28th last issue) at the Mitre, High Street, Oxford. It includes *Puerto Rico* and *Settlers* tournaments plus lots of opportunity to play board games. Details at users.ox.ac.uk/~board/oxcon

February sees the first SoRcon (Son of Ramsdencon), organised by those deprived by the ending of Ramsdencon. It's happening over the weekend of 22nd-24th February at the Ramada Hotel in Colchester, Essex. It is mostly an opportunity to get together and play board games, but there will be some organised events, including a Silly Drive and a Quiz. You can find full information on the website: www.sorcon.co.uk

I've removed Maycon from the list below, as it seems to have bitten the dust.

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 Duke of York pub at 35 New Cavendish Street, London W1. A day of board games, with those present covering the cost of the room and sandwiches.

Winter Stabcon: 4th-6th January 2008 at the Britannia Hotel in Stockport. Long-running con that mixes role-playing and board games (and CCGs). Sign up with the Yahoo group to find out more: groups.yahoo.com/group/stabconinfo.

Summer Stabcon: early July at the Britannia Hotel, Stockport.

Spiel: the board games event of the year. 18th-21st October 2007, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

MidCon: a long-running board games event in central Birmingham. Mid-November 2008 at the Birmingham City Thistle Hotel. A friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

Credits

To Win Just Once issue 82 was written and edited by Pevans. The *LPBS* masthead (page 25) is by Lee Brimmicombe-Wood, as are the illustrations on pages 18, 31 and 32. Nik Luker drew the pictures on pages 26, 28. The *Brass* cover art on the cover is courtesy of Warfrog. Pevans took the photos and played with Photoshop.

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Bridgenorth Cliff Railway Railway Rivals game 6 – Turn 1

Player A

VELOCITY RAILS OF ODD MOTION
(VROOM) – Gina Teh (BLACK)

Builds: (Birmingham) - N47 - M47 - L46 -
Walsall (+6)

(Walsall) - J46 - West Bromwich - H47 -
H48 - Stourbridge (+6)

(Stourbridge) H50 - G51 – Kidderminster
(4 to CR, 4 to Bill)

Score: $20 + 12 - 8 = 24$

Player B

BEN'S ELECTRIC & STEAM TRAINS
RUN ALONG INLAND LINES
(BESTRAIL) – Ben Brown (RED)

Builds: (Gloucester) - Cheltenham - I65
(+6)

(Gloucester) - E67

(E67) - E66 - C65

Score: $20 + 6 = 26$

Player C

SOUTH EAST AND WEST EXPANDING
ENTERPRISE DEVELOPMENTS
(SEAWEEED) – Tim Macaire (BLUE)

Builds: (Abergavenny) - D27- D26- F25
(F25) – G25 - G24 - J22

(J22) – Hereford (+6)

Score: $20 + 6 = 26$

Templecombe

Ben, you didn't put your company name
and colour on your orders: Points
deducted next time.

Please note the higher cost for bridging
the Severn between Tewkesbury and

Player D

BILL'S INGENIOUS LEVERAGED
LOCOMOTIVES (BILL) – Bill
McKinley (GREEN)

Builds: (Birmingham) - M49 - K48 - J48
(J48) – Stourbridge (+3) - H50 -

Kidderminster (+3)

(I49) – West Bromwich;

(Kidderminster) - F52 (4 to CR)

Score: $20 + 6 - 4 + 4 = 26$

Player E

CHUFFIN' RAILWAYS (CR) – Nathan
Richards (BROWN)

Builds: (Birmingham) - M48-L47-K48-J48
(J48) – I49 - Stourbridge (+3) - H50 -G51 -

Kidderminster (+3)

(Kidderminster) - F52 - F 53 - G54

Score: $20 + 6 + 8 = 34$

Player F

MOONS-LENS XPRESS (MLX) – Gerald
Udowiczenko (ORANGE)

Builds: (Shrewsbury) - K2 - L2 - M2 -
Wellington (+3)

(Shrewsbury) - J3 - M5 - Much Wenlock
(+3)

(Shrewsbury) - I3 - G4

Score: $20 + 6 = 26$

Gloucester (5 pts not 3pts).

Please write names of towns built to and
through, rather than the hex number for
the town.

Building rolls for the next turn: 4, 3, 6

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 8th February 2008.**

miniature arrows at a segmented target a few feet away and Averell has clearly been practising as he scores a creditable 121 with his three darts. Angelina di Griz accompanies Devlin Carnate, whose darts arrive close to the optimal scoring area, but only amount to 66 points. Gustav Ind, bringing Jacky Tinne with him, equals Averell with 121. Stan Dandy Liver removes Lotte Bottle from his arm long enough to score 85. Then Stewart Senquiry steps up. His first dart buries itself in the wall, the second falls to the floor under the target and the third slips out of his hand and impales a waiter passing behind him!

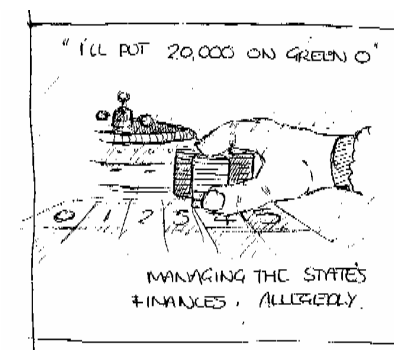
The spectators and competitors (and host and hostess) return the following week and have another go. Gustav improves his position with a best score of 123, only to be matched by Stan. Averell and Devlin can only manage 81. Stewart makes a second hole in the wall, smashes a wine bottle and narrowly misses another waiter. Gaston has had enough and doesn't show up to watch the final round. Stewart still hasn't got the hang of this and misses the target every time. Luckily, there are no further injuries. Stan has lost it and can only manage a 26. Averell can only manage the same as last week: 81. Gustav is consistent with another 121. But the winner is Devlin with a near-maximum 140. It is thus Devlin and Angelina who join Beau as the only people in the Fleur at the end of March to Toady to Priny. For some reason Beau leaves Frances at home.

Tax Discussions

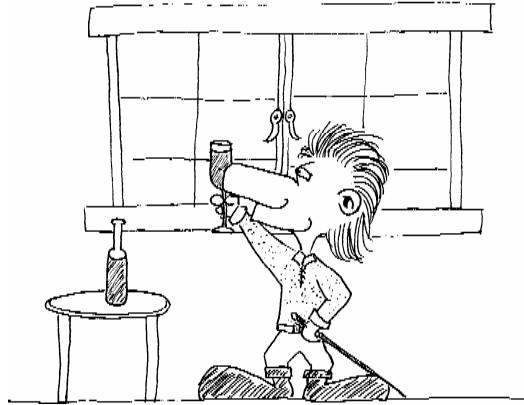
Beau is the not the only person holding court in the Fleur. Euria Humble and Edna are there for three weeks and are joined by Henrietta Carrotte and Bess Ottede, accompanying Horatio d'Escargot and Lun a'Tic, respectively. Euria concludes his month by organising the painting of the Orphanage. Orson de Combat and Fifi have the company of Aloysius Gnomeclencher and Deb Estaround for the first week of March.

They discuss the Duelling Tax and other pecuniary matters: "tax doesn't have to be taxing!" Also visiting in this week are Charlemagne le Gosse and Lois de Low and Sean Sondamour and Ella Fant. Sean and Ella return in week 3. Strangely, Gaston de St Marque turns up in the final week looking for Sean as his host

Benedict d'Over keeps Bothwell's in business, visiting first on his own and then with Ophelia Derriere. After a gap, the club has a busy end to the month when Averell, Horatio and Lun bring their ladies (Guinevere, Henrietta and Bess) along for a quiet drink. The staff at the Horse Guards club are forced out of their usual slumber when Swender de Jewel brings Lucy Fur to inspect his new club. The smell of moth balls rather puts her off, though.



of the state to be dealt with by the CPS.” This brings a big cheer, but is deemed impractical. Swender de Jewel brings some sketches of “a safer duelling weapon” (it’s a sword wrapped in padding) and Lucy Fur. Finally, Zeus Aspillais has a story to tell and has published this as a small pamphlet (see Press). Zeus and Emma Roides distribute copies to all those attending: Alain Hermès, Dee Arth Maul, Dominique L’Etoile, Indie Spencible, Jean-Pierre le Crow, Renauld Culvert d’Eau, Stan Dandy Liver and Lotte Bottle, Walter Butts and Eve Ningalle, and Zachary The Money Goes and Anna Rexique. Stewart awards the prize of 750 crowns to Michel. During the celebrations, Indie and Swender are horrified when they realise that their host is not a member of the nobility and challenge him for the slur on their honour. There’s no slur on Alain or Walter, but they are in enemy regiments. A cold exchange of challenges results.



Earlier in March Walter Butts invited all-comers to Hunter’s, particularly those interested in joining the 13th Fusiliers. Walter and Eve welcome Armand dan Gerous, Dee Arth Maul, Johnny Sais-Pas, Renaul Baptiste Grenoble and Marie Antoinette, Renauld Culvert d’Eau with his new belle, Jenny Russe, Swender de Jewel and his conquest, Lucy Fur, Zachary The Money Goes and Anna Rexique. Aloysius Gnomeclencher is also in Hunter’s with his lady, Deb Estaround. As Walter’s enemy, he takes the opportunity to interrupt the party and exchange insults with the host until Deb drags him away. More welcome is a bottle of wine sent over from Blue Gables by Alain Hermès as a consolation to Walter for losing their duel at the start of the month.

The week before, Pierre de Vin Rouge takes Mary Huana to Hunter’s. They are joined by a number of Toadies from de Vin Rouge’s regiment, the Picardy Musketeers. Major Michel Entire is the first to arrive. New Captain Dominique L’Etoile is second. Captain Jacques de la Boite has been delayed while he collects Pet Ulante to accompany him.

The highest profile event in March is Beau Romir’s Grand Darts Tournament. This takes place in the Fleur de Lys through the first three weeks of the month, with the winner joining Beau as the guest of the Crown Prince at the end of the month. Frances Forrin joins Beau as hostess. Jacques Shitacks turns up as a spectator, as do Gaston de St Marque and Bette Noire. The first competitor is Averell d’Alton, who is assisted by Guinevere d’Arthur. The idea is to hurl three

Mission of Gravity Star Trader game 3 – Turn 25

It was an unexpected tax imposed by the authorities that hit many Corporations. 1 HT for each Warehouse, 2 HTs for each Factory, and 5 HTs for each ship left large, three-figure bills for some.

Epsilon Eridani saw ZWILLINGE selling 2 Alloys for 7 HTs each. Then ISKANDER FIRE & ACCIDENT sold 2 Isotopes for 1 HT each, while TRANSURRANIC bought 3 at the same price. SWISS MERCENARY FLEET sold 12 Monopoles for 13 HTs apiece to gain the Market Managership, as SOLAR SPICE, LIQUOR & MONOPOLES sold 5 on Contracts.

Delta Toucanis saw SOLAR WINDS TRADING COMPANY sell 3 Isotopes for 5 HTs each and ISKANDER buy 5 Petroleum on Contracts.

TRANSURANIC sold 5 Alloys on Contract at Tau Ceti. ZWILLINGE bought 5 Isotopes on Contract as ISNOT-ISTOO failed to sell at 1 HT. Then ZWILLINGE and ISKANDER each sold 5 Petroleum on Contract.

ZWILLINGE sold 6 Alloys at Mu Herculis using Percent and CAESAR WHOLESALE sold 5 on Contracts. ZWILLINGE sold 5 Isotopes on Contract as well as ISKANDER sold 12 for 4 HTs each to take the Market Managership, TRANSURANIC sold 1 Isotopes for 4 HTs and VOGON failed to sell at 6 HTs. TRANS SOLAR TRADING INC sold 6 Liquors for 2 HTs each, leaving SWISS MERCENARY, SOLAR WINDS and VOGON unable to sell. CAESAR WHOLESALE bought 6 Petroleum for 6 HTs apiece. SOLAR SPICE, LIQUORS & MONOPOLES wanted to buy Monopoles for 10 HTs, but was outmanoeuvred by ISKANDER FIRE & ACCIDENT who bought 8 units at that price and then sold 5 back to the Market using their Market Managership.

Sigma Draconis saw ZWILLINGE and TRANSURANIC buying 5 Isotopes each on Contract, and VOGON INDUSTRIES selling 5 on Contract. TRANS SOLAR TRADING INC was buying Spice, 25 units at 18 HTs each, bringing the price up by 7. They cannot have been amused as first ISNOT-ISTOO sold 4 Spice at 8 HTs, then TRADEWINDS sold 5 Spice at 8 HTs and, finally, TRANSURANIC sold 2 Spice for 8 HTs, bringing the price back down to 14. They would have been even less amused had the other Corporations with stockpiles also chosen to dump them onto the Market.

TRANSURANIC sold 3 Alloys for 5 HTs each at Alpha Centauri and followed this by selling 5 Isotopes on Contract. ISNOT-ISTOO’s bid to sell relied on a ship arriving with the goods on board. TSTI sold 5 Liquors on Contract, joined by SWISS MERCENARY. ZWILLINGE wanted to sell Spice at 11 HTs but TRANS SOLAR TRADING INC sold 8 Spice at 7 HTs each and gained a Dealership.

ZWILLINGE was undercut by CAESAR WHOLESALE bidding 5 to sell 10 Alloys at Beta Hydri and gaining a Dealership as a result. ISNOT-ISTOO bid 1 and sold 5

Isotopes, leaving ZWILLINGE's bid of 3 up in the air. ISNOT-ISTOO also sold 4 Monopoles for 8 HTs apiece, leaving a lot of profit on the table. ZWILLINGE did get into the action, selling 5 Petroleum on Contract, but lost out again to ISNOT-ISTOO who sold 20 Spice at 8 HTs each and took a Contractorship. TRADEWINDS sold 1 unit for 8 HTs, but TSTI and ZWILLINGE's bids of 11 were too high.

ZWILLINGE took OP7, buying 10 units of Tempus, and sold 3 cargo pods from the Twosome. They wanted to buy 3 passenger pods to replace them, but lack of funds meant they could only buy 1 and then failed to make their interest payment.

ISKANDER FIRE & ACCIDENT paid to increase their Reputation and then went to the bankers; firstly to repay their loan and then to take out a new loan for 300 HTs over 4 Quarters.

TRANS SOLAR TRADING INC. tried to load Passengers but, as the remainder of their actions would have made any attempt to deliver them impossible, none took passage. All of the Spice Factories were sold, followed by 9 Warehouses, a Cargo Pod that had been sitting in store for some years and all 10 of the Phoenix Class ships. This was more than enough to raise their cash holdings to over 2000 HTs.

ISNOT-ISTOO loaded Passengers onto 5 ships and repaid their loan before refinancing with the maximum loan that they could raise: 1340 HTs for 8 Quarters, at 130 HTs a Quarter interest. They laid down a new Corco Zeta Hull MAKEME at Beta Hydri with 4 Passenger Pods.

ALSAFI-TOLIMAN ACQUISITIONS LTD bought a Warehouse at Gamma Leporis.

SWISS MERCENARY FLEET paid to increase their Reputation slightly.

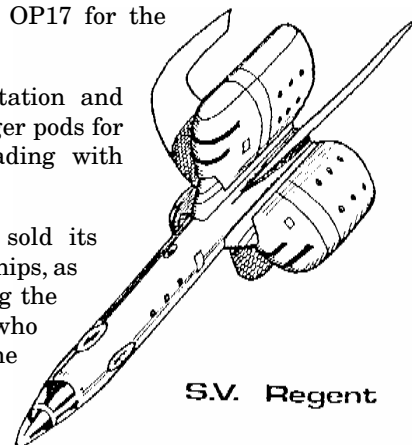
TRANSURANIC loaded Passengers in quantity.

SOLAR WINDS loaded a small quantity of Passengers.

CAESAR WHOLESALE sold the Weapons of OP17 for the maximum return and were pleased with this.

VOGON INDUSTRIES increased their Reputation and bought an Augmented Jump pod and 4 Passenger pods for their new ship, the Famine, which was loading with Passengers as the Quarter ended.

SOLAR SPICE MONOPOLES & LIQUORS sold its Monopole Factories at Mu Herculis and its two ships, as well as all its empty Warehouses, also breaking the 2000 HTs cash barrier, but a way behind TSTI who achieved the Victory Conditions and brought the trading conflict to a successful conclusion.



Walter Butts augments the 13th Fusiliers with the recruitment of Johnny Sais-Pas. Sais-Pas fills the vacancy at Major, with Butts chipping in to pay for his horses and their upkeep for this month. Jean-Pierre le Crow applies to the Gascons, who jump at the chance of some credible officer material. The rank of Major suits le Crow very nicely, though it costs him most of the money he's borrowed from the Shylocks.

Minister of State Gaston de St Marque re-appoints Orson de Combat as his Chancellor. De Combat is suitably appreciative. So is His Majesty, who elevates de Combat to the status of Earl. General Charlemagne le Gosse still doesn't have anybody in his staff as he leaves the positions of Aide, Adjutant and Quartermaster-General vacant.

It may be just the start of the Spring season, but plenty of regimental officers decide that a season on the frontiers is just what they need. As well as 1st Squadron DG, The Queens' Own Carabiniers and the Archduke Leopold Cuirassiers are mobilised by their commanders, Roland Pollee d'Eaulee and Thomas Tudo, respectively. The Guards are not to be outdone. Egon Mad 2 returns to action with first battalion of the Royal Foot Guards – including Captain Emmanuel Banois and Private Jacen Moulan. The first battalion of the Cardinal's Guard gets its marching orders from Leffe Bier. Gregory Lessore de Saviour volunteers the third battalion of the King's Musketeers. RM Lieutenant-Colonel Beau de Cire joins General Revaulvin d'Or with the Royal North Highlanders. Alan à Ganatcher Alie and Pierre de Mont-Réal volunteer for the Frontier regiments.

The all-terrain horse

The social event of the month doesn't happen until the end. This is Stewart Senquiry's "Egon Madd Memorial Ball" in the Blue Gables. Stewart and Leia Orgasma hold court and judge the inventions – prototypes or designs – brought in by their Toadies. Unfortunately, the deceased's namesake cannot attend as he is in action with the Royal Foot Guards. Stewart demonstrates his own design first. The idea is to create a spark of static electricity by rubbing two cats together. Unfortunately, the cats are not very co-operative and the servants handling them end up scratched and bloody. Still, it provides some amusement for the spectators. Next up is Armand dan Gerous, who brings a cardboard box. These, he says, "make wonderful homes for the poor and needy." There is scattered applause. Michel Entire has a mock-up of his idea: an endless belt attached to a horse that allows the horse to cross mud and obstacles by continuously laying down a clear path in front of it. The demonstration isn't entirely successful (the belt keeps slipping off), but Stewart is hugely impressed by the invention and the insanity of its inventor. From Roget de Saurus comes the proposal of "a novel way of avoiding one's creditors: declaring them enemies

rapier. Lessore de Saviour opens with a furious lunge, scoring first blood with his opening lunge. Senquiry surrenders immediately.

The new commander of the 13th Fusiliers, Walter Butts, still has his ex-boss, Zachary The Money Goes, as his second. The other is Sean Sondamour, who offers to see fair play as Butts's opponent, Alain Hermès, has none himself. The beefy Hermès doesn't feel in need of any support as he crosses rapiers with his slighter adversary. He parries, expecting the immediate lunge, but then lunges himself when the attack doesn't come. A slash from Butts is followed by a jump that neatly takes him out of the way of Hermès's cut. Butts recovers his guard first and strikes again with another slash. Hermès lunges for the second time, inflicting another injury. Butts appeals to his seconds for help: they throw in the towel on his behalf.

Joining the Horse Guards

Royal Marines commander Gustav Ind applies his influence to remove his regiment's incumbent Adjutant. Once the position is vacant, he appoints Captain Renauld Culvert d'Eau to fill it. As commander of the Dragoon Guards, Major Swender de Jewel keeps his regiment's Adjutancy vacant. Not least because neither of his new recruits becomes a Captain. De Jewel admits Herve d'Conde and Jean Paul Amiss to the regiment and lends Amiss some cash. Despite this, Amiss remains a simple trooper in Squadron 1. D'Conde buys his way to Major with the donation he receives from his new CO. This gives d'Conde command of first Squadron and he orders his men, including Amiss of course, into action.



THE NEW RECRUITS

Corporation Table

Corporation letter & name	Conn'n Levels			Init Turn		Cash Rep		Player
	Bus	Crim	Pol	Bid	Order			
A Alsafi-Toliman Acquisitions	10	4	4	0	6th	630	40	Rob Shirai
B Solar Winds Trading Co	10	0	8	0	9th	664	40	Steve Bunce
C Caesar Wholesale	10	9	2	0	10th	564	40	Simon Burling
D Trans Solar Trading, Inc	10	2	8	42	3rd	2956	40	Jerry Elsmore
E SSL&M	10	3	5	0+1	12th	2140	40	Paul Evans
G Omicron-Mira Funding	10	2	3	N	13th	880	27	Thomas Frost
H Trade Wind	10	0	8	0+9	5th	1049	40	Colin Parfitt
J ISNOTISTOO	10	0	3	30	4th	1250	40	William Hay
K Swiss Mercenary Fleet	10	0	9	0	7th	1007	20	Martin Jennings
L Zwillinge	10	2	7	50	1st	41	34	Michael Martinkat
M Transuranic Trade Corp	10	0	3	6	8th	1090	40	Bob Parkins
N Vogon Industries	10	7	0	0	11th	29	32	Nathan Richards
P Iskander Fire and Accident	10	8	5	40	2nd	566	32	Przemysław Orwat
'N' under Initiative Bid indicates No Move Received; 'F' indicates the Corp was floated								

GM Notes

After a much longer game than usual we have a winner: congratulations to Jerry Elsmore. Commiserations to Paul Evans who also met the victory condition (2000 HTs) in cash, but was beaten by Jerry.

I have kept a chart of approximate Corporation value each turn (below). This is based on the assumption of selling everything at that point and values ships at 100% of value and goods at the value in the system they are at. Some Corporation's values will fluctuate as their Factories and Goods values are inflated in another Corporation's pump and dump scheme, of course, and very few Corporations could always dispose of all of their goods in the current system. But with those qualifiers, it's a reasonable tool to see how the Corporations fared.

The first attempt to be a pure pirate failed when the Inquiry eliminated Alex Everard's Corporation. ZWILLINGE was doing well until it became the target of

the saboteur. Various Corporations were not doing badly until their owners stopped sending in orders; to those players who stepped in and took over Corporations, my thanks. I hope that you enjoyed the experience.

I would like to see some sort of comment on the game from as many players as possible. If it isn't for publication, please make that clear. If you feel that there are things than can be done better, you wish to know or say who you thought the saboteur was, why you were robbed...

Pump and dump – the buying of Factories, then buying the commodity to raise the price of the factories before selling the factories back, leaving you with a profit on the factories and commodities to sell for further profit is best met by selling the relevant goods, making yourself a profit, and reducing or removing the profit from the factories. This happened at least twice this game.

The activities of the Saboteur had a lot of influence in pegging back players but, apart from one Quarter when every Warehouse on Sigma Draconis was sabotaged, TSTI didn't suffer from his activities; whether there was collusion or the Saboteur didn't realize the strength of TSTI's position is not clear.

There was a lot of Passenger carrying, but few attempts to disrupt this by pirating passenger ships. Perhaps ships jumping between the high port class systems, which usually had good Patrol values, is a reason for this.

I shall comment more with the Game End Statements next issue.

News

ZWILLINGE took OP7 from Turn 26.

Remaining News chits:

Turn 27 P6 – EV 5

EV 13 – special tax – took place this turn.

Turn 28 B4 – OP 10

Corporation Values

Turn	Corporation (letter)														
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	P
2	844	674	646	556	645	705	708	664	811	637	648	766	656	413	
3	844	616	505	589	369	536	710	596	750	448	679	718	350	413	
4	844	539	509	621	262	446	652	601	598	472	756	744	322	413	
5	844	657	564	667	433	363	755	632	788	472	694	720	269	417	
6	844	690	539	185	441	321	764	611	776	567	835	787	95	452	
7	518	631	575	216	552	275	749	600	751	523	587	817	136	544	
8	551	651	665	368	530	OUT	913	578	769	746	790	584	158	607	
9	571	699	657	405	515	OUT	992	601	766	710	923	552	256	545	
10	455	802	777	621	502	OUT	1027	522	689	708	980	668	319	501	
11	516	823	852	530	622	OUT	1327	526	731	624	1212	866	535	502	
12	655	894	879	716	722	OUT	1594	828	964	705	1357	852	411	903	
13	1171	693	900	895	949	OUT	1539	924	961	870	1690	958	698	831	
14	768	776	925	767	813	OUT	1451	781	1104	908	1423	987	395	782	
15	752	994	945	939	1058	OUT	1488	800	1384	1038	1583	1155	377	1000	
16	869	1084	1082	1415	1188	OUT	1446	942	1267	1408	1691	1382	418	1251	
17	945	1098	999	1504	1242	OUT	1552	1072	1361	1351	1880	1529	361	1258	
18	1102	1234	899	1749	1564	OUT	1663	1502	1315	1366	1993	1578	506	1049	
19	1120	1261	987	1785	1477	OUT	1670	1530	1114	1563	2096	1733	485	1643	
20	1103	1262	938	1715	1502	OUT	1599	1792	1351	1698	1831	1914	325	1780	
21	1023	1334	891	2319	1971	OUT	1663	1579	1294	2075	1349	1667	284	2040	
22	1323	1510	852	2862	1936	OUT	1792	1664	1529	1940	1576	1890	384	1907	
23	1250	1379	869	2961	1829	OUT	1655	2077	1641	1841	1395	1941	246	1530	
24	1159	1629	1158	3447	2075	OUT	1622	1947	1786	2328	1053	1974	189	1390	
25	1464	1476	1163	4018	1986	OUT	1601	2100	1616	1878	992	2172	348	1605	

Bold border = leading Corporation; Bold number = over 2000 HTs

Les Petites Bêtes Soyeuses 208

Being a postal game of *En Garde!* run by Pevans since April 1986 and now published as part of *To Win Just Once*.

New players are always welcome. If you'd like to play, you'll need to subscribe to *TWJO* (see back page). You will also need a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

Orders for April 1661 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 15th February 2008



March 1661

Dominique L'Etoile and Jean-Pierre le Crow have very little in common. Except an attraction to the same woman. This has led to their appointment at the start of March to settle their differences. As a member of the Picardy Musketeers, L'Etoile carries a rapier against the foil used by his civilian opponent. Neither man has a second, trusting the other's honour to accept a surrender. It's a fairly even fight, except that le Crow does not seem to understand the limitations of his weapon. He scores first blood, which is a good move, but his attack is a furious lunge, which is not so good. L'Etoile comes back with a lunge of his own to even the score before le Crow's cut does ... no damage. The blunt edges of the foil mean that slashes and cuts do no more than bruise. This is doubly good news for L'Etoile as he was closing in when the cut landed and could have been badly wounded. Instead, he is close enough to kick his adversary good and hard. Le Crow is winded and takes several seconds to regain his composure. L'Etoile takes his time regaining his balance. Another lunge from le Crow brings L'Etoile to the brink, but he tries again with a slash. This is too much for le Crow, who surrenders, conceding the fight.

Renaul Baptiste Grenoble and Zeus Aspillais have this in common: they are members of the Crown Prince Cuirassiers and seconds to their colleague, Stewart Senquiry. Senquiry has a duel with Gregory Lessore de Saviour, who is seconded by Armand dan Gerous. Lessore de Saviour is carrying an old injury, making the fight pretty even. Particularly as Senquiry uses a sabre and Lessore de Saviour a

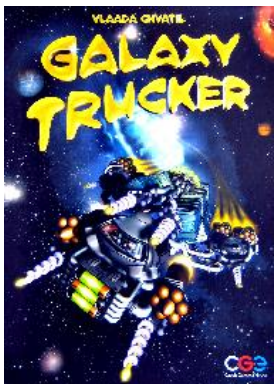
Games from Pevans

Mail order board and card games in the UK



What's new at Games from Pevans (www.pevans.co.uk/Games)

Galaxy Trucker



Galaxy Trucker is a fun game of space trading. First, you build your spaceship, then you fly it. Construction is simple: just take a square tile and add it to the grid in front of you – provided the connectors match. You need engines, of course, lasers, shields, crew quarters and storage space. And you need to fit them together. First to complete their ship starts a timer, limiting the time available to other players.

Then the ships fly off, dealing with hazards and opportunities along the way. Players gain credits for goods they pick up plus bonuses. Then they have to pay for any bits that fell off their ship (which happens all too often!). Good fun.

For 2-4 players, aged 10+, playing time 60 minutes: £30.00

League of Six

The theme of *League of Six* is tax collecting in medieval Europe. Luckily the game is rather more interesting than its subject. It's played around the six towns of the title. Each round opens with an auction, *Evo*-style, to claim what's available from each of the towns.

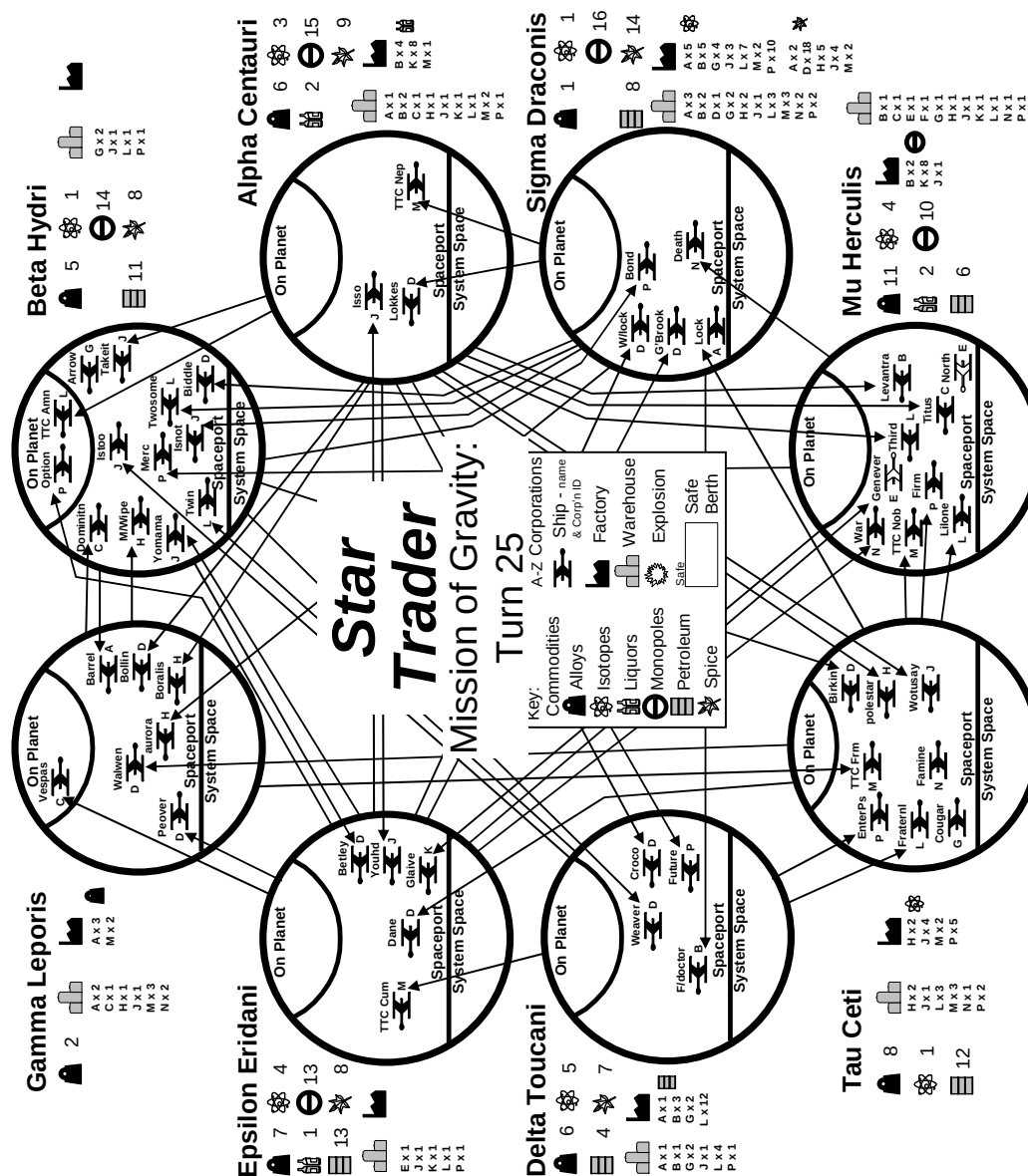


Players use the resources they've gathered for player order, bidding next turn and goods that gain victory points, income and, importantly, "Civic Leader" cards that are worth bonus points. It's a clever game, where players need to think ahead, but also adjust their strategy each turn. Good stuff.

For 3-5 players, aged 12+, playing time 60-90 minutes: £28.00

And lots more - including *Brass*

**Game end statements to Mike Dommett, 119 Victoria Road,
ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 8th February 2008.**



Great White Hunter

Turn 15

Here is the last turn of this game, open to all readers of *To Win Just Once*.

	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			x		X						
2	X										x	x	x					e	e	
3	X		a	a					X		x				m			e	e	
4	X						x	x	X			g								
5			A				x	x				g		s	X		g	g	g	
6			A				x	x	x			g		X	s					
7	X								x					x			g	g	g	
8			X			g	g	g				m								
9												x	x	x			a			
10		m												m			a			x
11							X		l	l	l								X	
12				X									M							
13			X				a	a			a				e	e				
14	X	X									a				e	e		m		
15			m		x				A			m								
16	l				X		a	a				x					X			
17	l			X											X	S	X	X		
18	l										x				S	X				a
19			m		l	l	l											x		a
20								a	a			g	g	g			X			

Apologies to Colin Parfitt who scored 4 points last turn, not 2, for his share of the snake, putting him on 7.6 at the end of last turn. Then he wings an Antelope for another point.

“I doubt if I’ll be that lucky again,” writes Jerry Elsmore. And immediately bags himself a monkey. Except that Pete Holland hits the same monkey while complaining about the lucky shots everybody else has made. Gina Teh and Paul Wilson finish off a snake that was wounded earlier.

Player	Shots this turn	Points this turn	Total Score
Guy Arnold	D17, Q17	0	4.89
Ben Brown	Q16, S11	0	6.68
Charles Burrows	I4, O17	0	11.16
Rob Carter			3.00
Mike Dommett	A7, I3	0	9.96
Jerry Elsmore	M12	1	13.18
Bill Hay			4.00
Pete Holland	M12	1	12.61
Francesca Huskinson			3.00
Andrew Kendall			8.00
Nik Luker	D12, C13	0	7.89
Tim Macaire	A14, B14	0	5.93
Michael Martinkat			1.00
Bill Michell			1.00
David Olliver	N1, C13	0	9.94
Neil Packer	C13, E16	0	11.03
Colin Parfitt	I15	1	8.60
Mark Stretch	A2, C1	0	2.07
Al Tabor	P18, Q20	0	11.53
Gina Teh	Q16, O18	1.5	2.00
Barry Townsend			5.00
Gerald Udowiczzenko			3.00
Pam Udowiczzenko			1.33
Matthew Wale	A3, A4	0	8.37
Graeme Wilson	G11, R17	0	2.50
Paul Wilson	P17	1.5	6.33

All you have to do is nominate two squares to take pot-shots at: F9 and M17, say. (the second is only used if the first misses). If you hit something, you score a point – if several players hit the same square they each get a point – which is deducted from the value of the animal. An animal is dead when all its points are gone or all its squares have been hit. In the latter case, the points are shared between the players who hit its last square(s). After 15 turns or when the board is clear (except for any snakes), the player with the most points wins.

And the winner is: Jerry Elsmore

Congratulations to Jerry, who will find his *TWJO* sub increased by a few issues. Thanks to all those who took part – now I just need to decide what the next all-reader game should be...

Key

Animals				
	Symbol	Size (Squares)	Number on grid	Points Value
Monkey	M	1	12	2
Antelope	A	2	9	4
Snake	S	2	?	8
Gorilla	G	3	6	7
Lion	L	3	3	9
Elephant	E	4	2	15
Other symbols				
	X	Missed shot		
Upper case = this turn, lower case = last turn, Strikeout = dead animal				

Notes: animals go up and down or left and right, not diagonally, with two exceptions. Elephants are blocks of four squares; each snake is two diagonal squares and moves by up to three squares a turn. Animals only touch (if at all) at corners.

This game is essentially a variation of Battleships and is open to all readers of *TWJO*. The 20x20 grid represents an area of the African bush, while the players are all hunters looking to bag trophies.