

That would be enough

This has been issue 83 of *To Win Just Once*, published 5th March 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 *Railway Rivals* to Mike Dommett by Friday 14th March.

Orders for *Les Petites Bêtes Soyeuses* and any other contributions to Pevans by Thursday 20th March 2008.

(Deadlines for 2008 are 18th/25th April, 23rd/30th May, 27th June/4th July, 1st/8th August, 5th/12th September, 10th/17th October, 14th/21st November)

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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, Michael Martinkat, Martin Jennings and Pevans are waiting for the next game. Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Pevans visits the
London Toy Fair



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Chatter

My apologies again for the late appearance of this issue. Not only have I been busy during the week working, but also over the weekend I would otherwise have got everything done. I was Sherlock Holmes at a weekend-long freeform role-play – the second UK run of *1897: Queen Victoria's Diamond Jubilee* (the first one was in 1997). I shall write a bit more about my experiences in next issue as I really need to get this one out to you. ☺

We have eight people on the list for the next *Star Trader* game and have room for several more. If you'd like to take part (no experience necessary – but it helps!), e-mail Mike (mike_dommett@yahoo.co.uk) or me (LPBS@pevans.co.uk) before the next deadline. The game will start in *TWJO* 84 with however many people we have signed up at that point. If you'd like to get a better idea about the game, there's a PDF of the rules on my website www.pevans.co.uk/StarTrader44.pdf

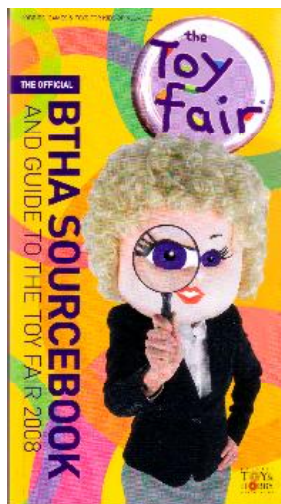
Talking of websites, I've just had a look at the stats for February and *TWJO* 82 was downloaded 111 times. Not all of those can have been me. ☺ My review of *Viking Fury* remains the most popular page for no apparent reason.

Toy Fair 2008

I don't expect much from the Toy Fair in terms of interesting games, but this year's show was particularly disappointing. As usual, the bigger companies concentrate on the family market and licensed products. However, the 'Greenhouse' area, which showcases new companies, typically has lots of people each showing the game what they have invented. This year, there were only a few – and most of these were familiar faces. This is good news for them, as it shows they are still operating after another year, but less good for me as I'm looking for new games.

As I'm sure most of you will be aware, the London Toy Fair, run by the British Toy and Hobby Association, is the annual showcase for the UK toy industry. It is an opportunity for manufacturers and distributors to show buyers what they are planning for the year – and, particularly, the next Christmas season. It takes place at the end of January (yes, just after Christmas!) at the ExCeL centre in London's Docklands and is the first in a sequence of fairs around the world (the big Nuremberg show is a week later and the New York fair the week after that).

Games are, of course, only a small part of the toy industry and thus a small part of the Toy Fair. As the games are my sole interest in the show, it doesn't take me long to do the rounds. However, I had a distinct shock on entering this year's fair: there was no sign of Gibsons. Gibsons has been a fixture in British games for over seventy years, though in recent years jigsaw puzzles have taken over as the



company's main business. I discovered later that the company was at the Spring Fair in the NEC, which started the day after the Toy Fair. A number of games companies no longer take space at the Toy Fair, preferring to be at the larger, but wider scope, Spring Fair.

Another well-known name that wasn't there was Upstarts!. The company has been around since 1988 and is probably best known in gaming circles as the publisher of *The Really Nasty Horse Racing Game* (and more widely for the *Who Wants to be a Millionaire Board Game*). This year, the stand in Upstarts' usual spot was labelled "University Games". It was still showing games (and other products) with the Upstarts! logo, though. Apparently, Upstarts ran into cash flow problems, went into administration in April 2007 and was bought by University Games in June. This is interesting, not just because it preserves the Upstarts range, but because it immediately makes University Games a bigger player in the UK.

I spotted two new games on the stand, both from University Games. The idea of *Cro-Magnon* is to evolve into Homo Sapiens by 're-discovering' the skills of your Cro-Magnon tribe. One player has to communicate to the rest of their team in various different ways: sketching in charcoal, miming, primitive language and modelling. In other words, it's a combination of forms of Charades, *Pictionary* and *Rapidough* – not unlike *Cranium*. The second game was *Smart Ass*, billed as the ultimate trivia game and also under the University Games label. The game has a series of clues for each question, progressively getting easier until someone gets the answer and wins the round. Each round won moves you closer to the 'Smart Ass' and winning the game. It sounds like good fun, but still a fairly standard trivia game.

Distributor David Westnedge was back at the Toy Fair after a few years' absence in favour of the Spring Fair. The company had its usual selection of high quality generic games (Chess sets, Backgammon, playing cards and so on). Alongside this were the ranges of games from US publishers Playroom Entertainment and Out of the Box – including *Apples to Apples*. Playroom has *Ilium*, a new game from Reiner Knizia on the way, but there was no sign of it on the Westnedge stand. Similarly, the new titles from Out of the Box were not yet with Westnedge.

Hasbro were the biggest presence at the show, of course, but Hasbro UK doesn't bother with the parent company's 'hobby' brands – Avalon Hill, TSR, Wizards of the Coast. These are handled in the UK by Esdevium Games. So I spent my time at the Esdevium stand rather than Hasbro. However, Esdevium know their



audience and play down the hobby games at the Toy Fair. Pride of place this year went to a Subbuteo-branded version of *PitchCar* (or *Carabande* for those who've been around a bit longer). If you don't know it, this is the car racing game where you flick pucks along the track. It's great fun and should do well on the High Street – particularly with the Subbuteo name on it.

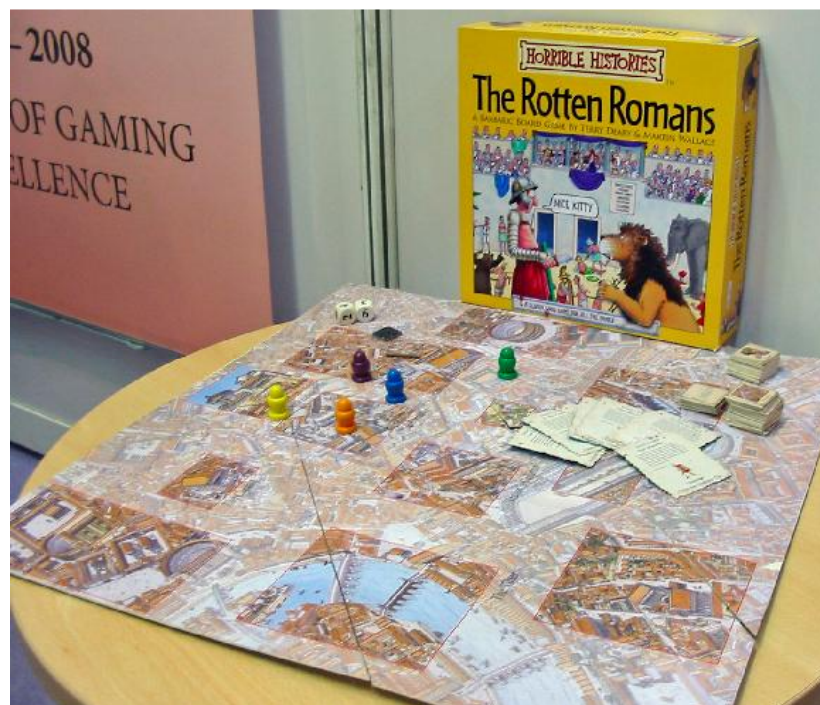
My old friends at Britannia Games were in their usual place and had several new games to show off in pre-production form. First off was *Concludo*, the word game that's been in gestation for a while. This is a card game where the object is to get rid of your cards by making words. You can use the cards already played, within some restrictions, so there's plenty of opportunity to do this and the game moves pretty quickly. Next up was *The Songs of Lennon and McCartney*. This uses dominoes inscribed with verses and choruses of the songs. They are divided between the players, who then play one domino at a time and re-construct the songs with the lyrics in the right order. Challenges are dealt with by turning over the pieces to check their place in the sequence, with appropriate penalties for

whichever player is in the wrong. There doesn't seem to be much of a game there, but it's certainly a challenge getting the songs right. The final game is a board game of TV series *Hell's Kitchen*. This is at an early stage yet, but involves playing the correct ingredients to make one of the various recipes in the box.

Drumond Park has an interesting selection of family games. Their big title for 2008 is *Britain's Got Talent: the game*, which will be released alongside the second series of the TV show. As you'd expect, this will be a performance game and the box will contain lots of "fun-packed props". A second TV tie-in is *Play Your Cards Right*, which makes a point of reproducing as much as possible of the television show.

Several old Spear's titles made a re-appearance with Paul Lamond Games: *Scrabble* (in its classic format with wooden tiles), *Game of the Year* and *Perudo*. It's good to see these available again, but they're not really new. However, I didn't see anything else of interest on the Paul Lamond stand.

Re:creation is a marketing umbrella for many different manufacturers and usually includes several board games publishers. However, apart from *Cranium*, there was no sign of any board games on their stand this year.



Rotten Romans from Sophisticated Games



The new, smaller box and the original version of *Where is Moldova?*

RTL Games returned with the latest versions of the *Destination...* game – driving your taxi to deliver passengers to their destinations and collect the fare (and the tips). One of these is the *Destination Hogwarts* that was touted at last year's show. As the name suggests, this is a Harry Potter-themed version of the game. The other is a Pixar tie-in, *Destination Animation*, featuring artwork from *Toy Story*, *Finding Nemo* and other Pixar films. The game, however, remains essentially the same. An interesting feature of RTL's stand was the screen showing the footage of Rachel Lowe (the game's inventor and boss at RTL) being rejected on the BBC's *Dragon's Den*. An enterprising use of a very public rejection! Not that it seems to have done the game or the company any harm.

KC Games has graduated from the Greenhouse area to the main floor of the show. They were showing off the second edition of their game, *Wheeler Dealer*. This is a game of buying and selling with the aim of making a profit by guessing correctly what the dice are going to do. The new edition has re-vamped artwork and new rules and has been selling well in independent stores.

Other games companies around the show were Ravensburger UK, who concentrate on jigsaw puzzles, and Tactic Games UK, whose new games all seemed to be for children this year. This leaves the Greenhouse area and I was surprised how many here were returning companies rather than first-timers.

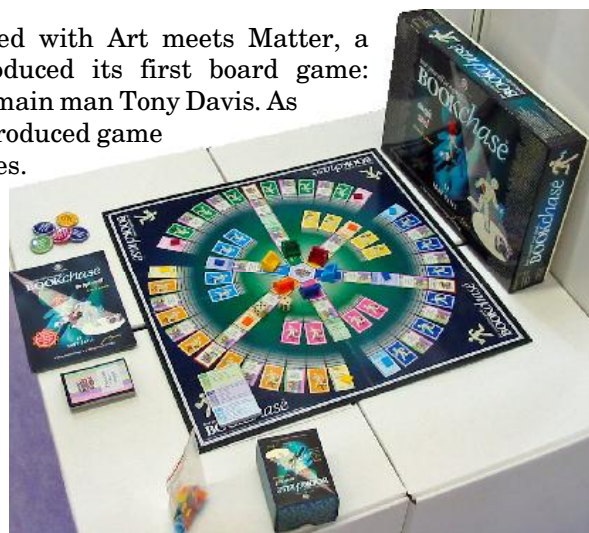
Rasib Khan was back with *Alphabet Runner*, the educational word game that I saw first at last year's show. Circa Circa is the publisher of *About Time*, a trivia game that was launched at Spiel last year. All the answers in this are dates, allowing people to be closest rather than having to be right. Special powers liven things up a bit. Seager Games returned after two years with the second edition of *Where is Moldova?*. This is rather smaller than the original version of the game, making it much more manageable.

Coiled Spring is a distributor and handles Gamewright's fine range of children's games in the UK. They are now UK distributor for Gigamic's abstract games as well. The latest from them are *Marrakech* and *Tortuga*, the first with little carpets to lay on the board to score points and the latter featuring little turtles racing across an island. As usual, these games are both interesting and attractive – coffee table games as I call them.

This is the first time I've seen Sophisticated Games at the Toy Fair, though the company has been around for quite a while with games like Reiner Knizia's *Lord of the Rings* and *Ingenious*, not to mention *Shakespeare: the Bard Game*. Their new game for this year is *The Rotten Romans*, based on the *Horrible Histories* series of books. I didn't get any details of the game.

The brand new people started with Art meets Matter, a design agency that has produced its first board game: *Bookchase* – the brainchild of main man Tony Davis. As you'd expect, this is a nicely produced game with attractive playing pieces.

Players gain books by visiting the bookshop or the library or answering questions correctly, but may lose them again (dropping them in the bath, for example). Not a deep game, but entertaining enough. And the book theme means it's reaching parts other games don't (Waterstone's, for one).



Game Ideas was back with *Cuberty*, the 3-D word game that has been around for several years now. Designer Nigel Newberry has added to his with a 3-D 'card' game, *Ordered*. Like *Cuberty*, this uses cubes with some blank sides. However, this time the printed sides show suits and ranks (like playing cards), rather than letters. This provides different approaches to conventional card games as well as the opportunity for something different. Lots of potential here.

JC Games is the publisher of *Blackhole*, designed by John Chambers. This is a board-based word game using tiles of single letters and combinations (like 'sh' or 'ing'). Players move on the board to collect tiles and use them to make words. The combinations make it easier for players to make longer words and provide phonics to help youngsters play the game. It was produced in a limited initial print run and has been selling well since its launch last autumn.

Last on this list, but my favourite of the games I saw at the show is *Ruk-shuk* from Canadian company Zabazoo. This is dexterity game that uses artificial rocks in various colours. Players have to match the construction on the card they draw without it falling over. Incorporating the coloured rocks, which are more unstable, scores more points. This is a cracking little game and I hope it gets a much bigger audience. Capitalising on this game, Zabazoo also produces *Stonees*, a box of the artificial rocks used in *Ruk-shuk*. Just what every small child wants – and a few big ones too!

Zabazoo's new game for this year is *Jakbo*. This is a two-player abstract where players try to build their pieces across the board to their opponent's side. The pieces are 3-D shapes made up of four, five or six cubes. A simple premise, but a complex and good-looking game.



Overall, this was a disappointing show with very few interesting new games. I do hope that next year's fair will be better: 28th – 31st January 2009 at ExCeL. For more information, see the website at www.toyfair.co.uk.

Science Fiction

I seem to be on an Alastair Reynolds kick at the moment. *Pushing Ice* (2005) and *Galactic North* (2006) on my reading pile. The one I've just finished is *Century Rain* (2004) and very intriguing it was. It starts in Paris in what I initially thought to be the 1930s. It is a dark, suspicious place with dodgy Germans and over-bearing, fascistic officials. We are introduced to Custine and Floyd, a couple of seedy private eyes in the best noir traditions. One is French, the other American, and both are jazz musicians as well as investigators.

No sooner has Reynolds introduced these two intriguing characters and their world than the book switches gear. Chapter 2 introduces Verity Auger: an

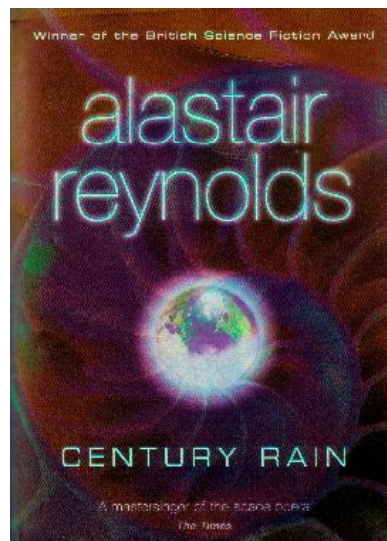
archaeologist investigating the remains of Paris in the future. A future where Earth has been abandoned and what's left of Humanity lives in space. Humans being humans, of course, they are split into warring factions. Verity Auger gets into trouble as a field expedition goes wrong, putting a youngster in danger. This leaves her with an offer she can't refuse: prison or a visit to a living Paris. As a reader, you just know that these two stories are going to meet up. The question is how.

Meanwhile Custine and Floyd have a case: the mysterious death of a young woman. Intriguingly, they are called in by the dead woman's landlord, who isn't satisfied with the official police account. Our two private eyes begin to find oddities in her life. Why is she collecting records and magazines and what does she do with them? However, readers know that Verity Auger has been hooked with pristine records and magazines from a Paris that is long dead.

As the story goes on, it becomes clear that Custine and Floyd's Paris is not ours. This is a parallel world where World War 2 did not happen, technology has not advanced so quickly and it's actually the late 1950s. Yet this world is somehow contemporary with the future world of Verity Auger. She arrives there through, as the book's blurb puts it, "a back door into an unstable alien transit system." Her investigation brings her into contact with Custine and Floyd, but they remain at cross purposes for some time. Not least because the technology involved is well beyond the PIs' comprehension (not that Auger understands it much either!).

As always with Alastair Reynolds' books, the setting, the technology and the plot are fascinating, but the story is about the people. Auger explores this version of Paris and Custine and Floyd learn that there's much more to their world than they dreamed. The mystery – and its resolution – turns on the conflict between the different factions in the future world. As our heroes get close to solving the puzzle, the action hots up and the story becomes a different sort of thriller than its *noir* start.

This allows Reynolds to explore both this particular version of the future and this strange version of historical Paris. Not to mention the cosmological phenomenon that lies behind the puzzle of Paris preserved. Though Reynolds never gives us any reasons for this. We know what, but not why.



This is a stunning vision of the future, drawn on a broad canvas, yet full of very real human beings. It is a dense and intriguing book, full of intricate detail around a complex plot that turns on those details. Reynolds brings the whole thing to a definite conclusion, both in terms of the individuals and the wider universe. Despite this, the lack of a reason nags at me. Perhaps I should be expecting a sequel. I shall certainly read it if there is. In the meantime, read this.

Games Events

Maycon happens at the end of March: 27th-30th at the Exeter Court Hotel, Kennford (just south of Exeter) in Devon. This is a long running board games event that is mostly about playing games. It features a 'Victor Ludorum' competition, recording the results of all the games played over the weekend to find the best player. I've never been, but by all reports it's a good weekend of games playing in comfortable surroundings. For more information, see the website at www.baycon.co.uk

This box concentrates on events I expect to attend.

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

Games Games Games Days: from noon(-ish) on the second Saturday of every month at the 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 83 was written and edited by Pevans. The *LPBS* masthead (page 20) is by Lee Brimmicombe-Wood. The picture on page 23 is by Nik Luker and the illustration on page 25 is a composite of two by Tim Wiseman. Pevans took the photos and played with Photoshop. © Paul Evans, 2008

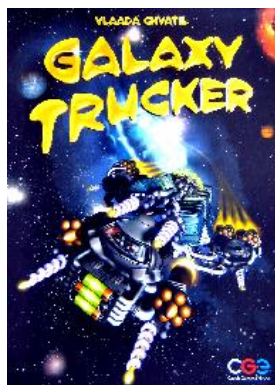
Games from Pevans

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*

Bridgenorth Cliff Railway

Railway Rivals game 6 – Turn 2

While CHUFFIN' RAILWAYS continues to build south along the Severn, popping back to connect some Black Country towns, all the other companies head into the borders, and the area between Ludlow and Leominster in particular. VROOM is just a bit slower off the mark and pays BILL accordingly.

Player A

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

Buils: (H47) – WOLVERHAMPTON; (Kidderminster) – E52 – D51 (+6, -2)

(D51) – C52 (-1)

(C52) – B52 – A52 – N12 – N13 – TENBURY; (Birmingham) – N49 (-9)

Score: 24 + 6 -12 = 18

Player B

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

Buils: (C65) – B64 – LEDBURY (+6) (Ledbury) – A61 – N20 – N19

(Ledbury) – C61; (N19) – BROMYARD – M17 – L17 – K17 (+3)

Score: 26 + 9 = 35

Player C

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

Buils: (Hereford) – L20

(Hereford) – J18

(L20) – A62 – LEBURY; (J18) – LEO-MINSTER (+6)

Score: 26 + 6 = 32

Player D

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

Buils: (Kidderminster) – D52

(D52) – C52 – B52 – A52

(A52) – N12 – N13 – TENBURY – L14 – K14 – K134 (+6, +12)

Score: 26 + 6 +12 = 44

Player E

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

Buils: (G54) – H54 – DROITWICH – G56 – G57 (+6)

(H54) – I54; G57 – WORCESTER – G59 (+6)

(J48) – J47 – WEST BROMWICH – I46 – WOLVERHAMPTON; (J47) – K47 – WALSALL

SCORE: 34 + 12 = 46

Player F

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

Buils: (Much Wenlock) – M7; (G4) – F4

(M7) – DITTON PRIORS (+3)

(Ditton Priors) – I10 – I12

Score: 26 + 3 = 29

Building rolls for the next turn: 5, 4, 6

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 14th March 2008.

Mission of Gravity

Star Trader game 3 – Game End

Rob Fuller – ALSAFI-TOLIMAN (A)

I had a pretty good time, though I had difficulty getting a foothold early on since I was taking over for an inactive corp. [*Thank you for stepping in.*] From what I can tell, early game investment into factories is pretty important, since unless you pull the whole 'pump and dump' tactic and sell the factories themselves, the only way to profit off the high initial cost of production is to keep the factories running for a long time.

Which is sensible. But if you buy a factory when the price is 2 or 3, paying 25 HT, and sell at 8 to 10, in 3 turns the factory has paid for itself, and anything afterwards is pure profit. Get a Contractorship and you can sell 5 units every turn at the Market Price.

To beat pump and dump, someone has to sell the commodity on the same turn that the Pumper buys; This hopefully leaves him with no profit at all, and a lot of overpriced goods.

At the very least, I think I was doing a pretty good job up until I lost a ship to piracy. I essentially lost at that point, but the game still continued for a number of turns. I don't know if that's a problem with most/all postal games, but it was a bit discouraging playing for ninth place or whatever for a long while.

I'd be interested in playing again, though a lot of the game's rules still seem unnecessarily arcane. I guess that's what we get for trying to play a board game that was released in a magazine via mail. ;p

It was an SPI game, and SPI always had dense rules; very legalistic.

Steve Bunce – TRADEWINDS (B)

This was the first PBM game I ever joined. I had no idea what it was about and certainly no idea how to play it. The rules were sent to me and I was none the wiser. Two and half years later, I don't think I know that much more. Two and a half years – if I had been told how long this would take I don't think I would have ever considered playing. I've doubled my offspring within the life of this game! Half way through I kind of begged Mike to find another player to take over. [*Oops, Steve, I'm sorry I didn't realise you wanted out*] but he just ignored me, and so I soldiered on. I found a set of orders I could repeat and get some sort of result from and, without too much deviation, I submitted these turn upon turn.

Having said that, he was trading goods from factories and running passengers along routes that no one else was and was making a small steady profit.

I got accused of scuppering a player's "pump and dump" – sorry mate, completely lost on me – just following orders. I had warehouses blown up – err, I think I'll just ignore

that and continue in my usual way, I gave up trying to understand opportunities and I had no idea what my Contractorship was or how to use it. And do you know what – I didn't come last! Not only that, I enjoyed it within my sphere of participation. I wouldn't play again though – no point really, but I did enjoy it. And so, with a sigh of relief I express my thanks to Mike for running this marathon and the other players for making it so. Well done everyone!

Jerry Elsmore – TRANS SOLAR TRADING INC (D)

I'd like to start by thanking Mike for his patience in dealing with my rule queries and challenges to his interpretations during which I had several "I was robbed" moments when my "Rules Lawyer – look at the small print" badge was trumped by his all powerful "Gamesmaster" one.

The "Hot Shot Navigators" determined the game plan. Build a fleet of passenger ships financed by loans secured by the ships, increase business connections, invest in cheap factories to pump and dump, repay the loans, sell the ships, retire.

After a promising start and successfully building six ships, a NMR on Turn 5 cost two ships and the first "I was robbed" as one of them was the only one carrying cargo... Insult was added to injury as TSTI was blamed for sabotage. All I can say is, "It wasn't me guv!" And there was no collusion. I've no idea who the Saboteur was: please stand up so I can shake your hand and thank you for leaving me alone.

I was surprised by the lack of competition for Passengers and was very worried by the Piracy even after arming a couple of ships. I can only assume that the re-investment of the income from the fleet into factories and ships in the latter part of the game went unnoticed.

My Corporation Tracker ignores cargo and therefore results in lower values than Mike's whilst leading to the same conclusion: for two-thirds of the game TSTI was way behind and wouldn't have been anywhere near the finishing post in a normal length game. It was the NMRs and change of owners that extended the game that allowed TSTI to recover from the NMR and carry enough Passengers to pay off the loans.

Looking forward to the next game: if everyone already signed up persuades one friend to join in we can start next issue!

Pevans – SOLAR SPICE, LIQUORS & MONOPOLES (E)

Part of my strategy was obvious from the name of my Corporation: Solar Spice, Liquors and Monopoles. These are the three commodities that don't need cargo pods to ship and only minimal warehouse space to store. This allowed me to cover my ships with (legal!) Light Weapons pods, rather than Cargo pods, so that any pirate who tried it on would, hopefully, be blown away. This part worked well when someone finally attacked one of my ships!

Take a bow Mr Zwillinge!

However, the main thrust of my strategy was to buy and sell heavily to gain Market Positions at the various markets for my commodities. The aim was to get to a position where I could use the Contractors' powers to buy and sell at market prices. This would give me a bigger margin than having to bid low to sell and high to buy. The cash this generated would be invested in factories, giving me an even bigger margin from the zero cost goods produced there.

This worked, too, but very slowly. Once I'd got the Market Positions established, I was able to trade regularly and build up cash, pay off my loans and buy some factories. However, even at the end, I was only making 160-odd HTs each turn. Other players' efforts to jack up the price of Monopoles at Mu Herculis increased the value of my factories there. As the price subsided gently, my increase in cash from trading only equalled the loss in value of my factories...

Eventually, I gambled on making a bit over cost on my ships and sold up. It was just enough to put me over the 2,000 HTs, but a turn too late. Jerry cashed up on the same turn and his Corporation was worth a lot more than mine! Congratulations, Jerry.

Going back to the start of the game, I hired a couple of Agents, as I usually do. Unfortunately, I got Poum, whose skill is sabotage. Now I regard sabotage as a purely negative tactic and not something I'm going to do. Particularly as my Corporation was not set up for this – I had no Criminal Connections to speak of. So I offered Poum's contract for sale, provided he was not used against me. It was snapped up by Nathan with one proviso: that I didn't make the sale public. I saw no problem and agreed. Once the sabotage started, I realised my ownership of Poum made me prime suspect! The moral of the story is: don't trust Nathan. Ever!

Mike has mentioned that the game went on a lot longer than previous games. I think this is due to the number of players. With 14 of us scrabbling to buy and sell the same commodities, margins were very slim and profits even slimmer. Hence it has taken longer to amass the winning total. In previous games, drop-outs have taken the numbers down to 9 or 10. Our expanded version of the game seems to cope with this number, but struggled with 14 players all trading.

Any road up, it was good fun, as always, and you can count me in for the next game.

Colin Parfitt – TRADEWINDS (H)

Many congratulations to Jerry. For the first time in one of Mike's games things actually went as I planned (aside from winning). This is my best finishing position, which is ironic as I joined a couple of months into the game. Presumably I usually make all my mistakes in the first couple of turns and never recover. I couldn't work out for sure who was to blame for the sabotage, but that didn't stop me handing out punishments. Many thanks to Mike for adjudicating.

Martin Jennings – SWISS MERCENARY FLEET (K)

I was doing quite well, until the Saboteur started knocking my reputation down and making me endure enquiries with the financial and connection loss. Oh, well next time. Well done, Jerry, and thanks to Mike for running it.

Michael Martinkat – ZWILLINGE (L)

Well I thought I started out strong now that I had the game mechanics down. Unfortunately, there was this nagging agent (Poum) that pummelled me. Over 800 credits lost in fines, massive political connection rebuilding and significant commerce losses threw my position behind.

Yes, you seemed certain to win early on.

I wasted lots of money buying agents (I had a nice pool by the end of the game but too late to use most of them), but at least I got Poum off my back.

Agents can be very useful but an agent who doesn't fit in with your play is wasted money. Perhaps I should consider putting agents up for hire – 1 or 2 a turn with the highest bidder taking the agent perhaps– and also giving them an 8 turn life perhaps?

I thought I was close at one point, but then gave up on the game after the multiple fines and just played for fun thereafter. I should have hit more TSTI ships (oh darn, that contract). It was a long game but it was a fun one.

BTW I started the three series because we were expecting our third but we lost the child during the pregnancy. :(

Did you know it was VOGONS who were sabotaging you?

No, I did not. I thought it was Pevans, based on the original purchase and the turn of everyone being hit except for Pevans' Company.

Bob Parkins – TRANSURANIC (M)

I want to thank you for running *Star Trader* and giving me the opportunity to play it after all this time.

My strategy to play was to diversify my corporation. To this end I intended to own good ships and was able to start the game with a Monarch Hull. Unfortunately, I lost this ship in combat quite early in the game and so I lost that advantage. I had some satisfaction that the player that caused the grief did not survive the encounter. Anyway, I continued to build ships whenever I could to accommodate both passengers and cargo. However, it all takes time. As soon as I made some money I had to spend it to try and get to a position where I no longer had to spend money to make money. I avoided taking out a loan in case I could not afford to pay it back. I believe I played a respectable game and gave the other players a run for their money.

Congratulations to Jerry and my thanks to all for an enjoyable game.

Bob ran Star Trader himself many years ago, including one game that Paul Evans played in. I got hooked on the game myself from following that game. When you take out a loan you get the capital but you do need to make at least as much money to cover the interest payments or you end up worse off.

Nathan Richards – VOGON INDUSTRIES (N)

So who was the saboteur? All right, it was me. I wonder how many of you guessed? Certainly two players protested to Mike Dommett that Pevans was carrying out successful sabotage that the rules did not permit. Jerry Elsmore also told me he had narrowed it down to three Corporations (none of which were me from his gist) so although I did not win I did have a laugh at some players' expense.

Unfortunately for Pevans, I had persuaded him to sell me Poum under a written agreement which contained a confidentiality clause and, thus, if he accused me he would have suffered a significant reputation loss.

Fortunately for him, no-one seemed to take active revenge on him for the saboteur's actions. [A great pity in my opinion!] To further throw people off the track, I sabotaged a few of my own empty warehouses and blamed it on someone else. Why did I do it all? I feel compelled to justify my thinking since some players have protested. I like to try new strategies and in this game decided to try a strategy based around blackmailing other players for protection money and/or inviting them to pay me to sabotage their rivals. Unfortunately, Mike Dommett decided I could not do this and still remain anonymous.

In face to face play you would have had to announce you were carrying out the sabotage and letting a Corporation claim blackmail money anonymously would have taken it too far.

However, I was committed by the time I found out this fact. I therefore decided to continue to sabotage the players I thought were winning the game and take a few risks on smuggling missions to catch up with the wealth of the leading corporations. I think the wealth chart Mike published shows I was targeting the right people and my decisions were within both the letter and the spirit of the rules. In order to maximise my chances of getting back into the game, I tried to blame all the sabotage on the leading corporation until they were knocked out of the game but they did too well in their enquiry rolls.

I should have persevered when it became obvious they were trying to hire Clint but by that stage I had switched targets. I think the only player I did not sabotage was Pevans (whom I had promised not to in the written agreement but did blame). I admit that I should have sabotaged Jerry Elsmore more but he was trading me information about all the game chits and I did not realise he had quite so much in assets. Of course, all this sabotage cost me good money - by my reckoning, I spent at least 1,100 HTs on sabotage which meant that I finished miserably in the rankings. But since I was resigned to losing from a relatively early stage I was just enjoying causing trouble and prolonging the game as long as I could. I am entirely unrepentant and it was

memorable if nothing else! Many thanks to Mike Dommett for running the game, congratulations to Jerry and apologies to Pevans for stitching him up.

Przemyslaw Orwat – ISKANDER FIRE & ACCIDENT (P)

Congratulations to Jerry Elsmore! Many thanks to Michael Dommett for running such a complex game and to all of you guys for a hard and long competition!

When about two years ago (of real time) I inherited in Turn 4 a corporation with a strange name (IFA) and nothing but four (!) crappy Corco Zeta hulls. I didn't know what it really meant playing postal *Star Trader*. When in Turn 8 (or something like this), just before a loan repayment term all my pilots decided not to hyperjump (since I sent the turn orders without hyperjump details!), I thought the game for me was over. This stupid mistake left IFA struggling for the following several turns (and possibly out of final competition).

Now I see that playing the board version of *Star Trader* (which I did some 17-18 years ago), although complex, is a piece of cake in comparison to the careful planning required in a postal game.

I have one comment relating to the game mechanics: The "pump and dump" scheme - although I used the opportunity of selling factories at high price once, probably following another player's "p&d" scheme, in my opinion it is a kind of exploit and a kind of unrealistic transaction. In real world strategic investors do not sell factories in such short term (less than a year). Yes, yes I know that in real world no one manufactures magnetic monopoles... But my suggestion for future ST versions is to increase the base premium in factory building costs from [(price*5)+10] to something like [(price*5)+20] or more, to significantly lower the scheme profitability.

Second comment, more "scientific" - have you known that Epsilon Eridani really has its own planetary system? There is at least one planet known, Epsilon Eridani b, see: <http://vo.obspm.fr/exoplanetes/encyclo/planet.php?p1=Epsilon+Eridani&p2=b> and a second planet (Eps Eri c) is suspected but not confirmed. I was surprised when I found it out some two or three months ago in program "Celestia" (a free space simulation - if you like astronomy, see: <http://www.shatters.net/celestia/>).

Greetings from Mu Herculis, err.... Warsaw to all of you! (And forgive me the Mu Herculean accent...)

I hardly noticed it.

**Last chance to sign up for the next game.
This will start next issue with whoever's on the list -
e-mail Mike (mike_dommett@yahoo.co.uk) or Pevans (LPBS@pevans.co.uk)
if you want to take part**

Les Petites Bêtes Soyeuses 209

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 May 1661 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Thursday, 20th March 2008**

April 1661

Dee Arth Maul may be new to Paris but he already has a duel. His adversary is Johnny Sais-Pas, who hasn't been around that much longer. Long enough to have organised a second, though: his CO, Walter Butts is the man. Sais-Pas wields his regimental rapier while Arth Maul has no preferences and holds a foil that is almost as tall as he is. Sais-Pas is no more than average build, but he dwarfs Arth Maul. They cross swords warily: Arth Maul starts with a block; Sais-Pas with a jump. The first attack is a slash from Arth Maul. The blunt edges of the foil do no damage. Sais-Pas copies the attack, but his blade does far more damage. Arth Maul quickly concedes the fight and limps off to find a doctor.

Emboldened by this victory, Sais-Pas is quick to square up to his second opponent, Renaud Baptiste Grenoble of the CPCs. As a cavalryman, Grenoble carries a sabre, but has far less skill with it than Sais-Pas has with his rapier. Expecting a quick lunge, Grenoble jumps aside. However, Sais-Pas has opted for a furious slash. The slash is not as effective as a lunge would have been, but at least it connects. Grenoble responds with a furious slash of his own. His slash coincides with the cut from Sais-Pas and does less damage than it. However, his cut is the heaviest blow struck so far and leaves Sais-Pas at a distinct disadvantage. Sais-Pas's superior expertise works for him now as he slashes again and then closes in on his off-balance opponent. Sais-Pas plants his boot firmly into Grenoble's groin. The cavalryman collapses to the ground in pain. Unable to continue, Grenoble surrenders.



Indie Spencible is another small man (though not quite as petite as Dee Arth Maul) and has a contest with Pierre de Vin Rouge due to their clash over Frances Forrin. The mis-match in size is less, but de Vin Rouge has the support of a junior officer in his regiment, Jacques de la Boite, as his second. Both men use rapiers and parry against non-existent lunges. De Vin Rouge tries a slash, which would have worked had Spencible not jumped out of its way. However, a lunge hits its target while Spencible is still regaining his balance. Spencible inspects his wound and then offers his surrender, which is accepted immediately.

His injury does not prevent Spencible from meeting his second opponent, the un-noble Stewart Senquiry, but it gives the delicate Senquiry a distinct advantage. Senquiry brings his sabre and his second, Zeus Aspillais, to the fight. However, the lunge is the attack of choice for both duellists. The rapier does more damage, though, and it is Senquiry who gives up. Spencible accepts his surrender with some surprise.

The next match features Dominique L'Etoile versus Jean-Pierre le Crow. Both men have rapiers and L'Etoile is seconded by Michel Entire. They are fairly evenly matched. Both start with a furious lunge, lunging and cutting – and surrendering – at the same time. We'll call that a score-draw, then.

The long-running antagonism between the Dragoon Guards and Queen's Own Carabiniers surfaces for the first time in a while as Swender de Jewel takes on Aloysius Gnomeclencher. Once again, we have two slightly-built men facing each other. De Jewel is the smaller of the two and thus at some disadvantage. Both men are tentative. They block, they dodge. Then both decide to attack and slash at each other. The two sabres strike home, but only de Jewel has had enough. He concedes the duel, leaving the field to the QOCs.

Walter Butts re-appears for his own duel and is backed by his ex-commander, Zachary The Money Goes. His opponent is Alain Hermès, who is much beefier than the slender Butts. The rapier is the weapon of choice and Hermès takes the opportunity to strike quickly. A furious lunge brings him first blood immediately and his adversary's capitulation quickly afterwards.

Not much change

Hermès's next job is helping Pierre de Vin Rouge to get rid of his pesky Regimental Adjutant. Jacques de la Boite joins in as well and the threesome quickly prevails. The Picardy Musketeers remain without an Adjutant as de Vin Rouge doesn't appoint one (he's too busy re-organising his loans). However, Michel Entire makes sure of the second spot in the regiment by buying himself the rank of Lieutenant-Colonel. There are no changes in higher commands as Charlemagne le Gosse keeps the Second Army headquarters empty. The Royal

Foot Guards gain a new recruit: Averell d'Alton signs up Jon de Pull, who buys himself a Captaincy.

Colonel Jean Laissez Faire decides that the Frontier troops need extra support and gives the Cardinal's Guard their marching orders. Roget de Saurus and Stewart Senquiry volunteer their selves for Frontier service, just ahead of the debt collectors.

Gamble and quarrel

The social event of the month is hosted by Gustav Ind. Gustav and Jacky Tinne are 'at home' in the Fleur de Lys for the first half of the month and they are joined by a large proportion of Paris. First to arrive are the ever-keen Aloysius Gnomeclencher and Deb Estaround. They are quickly followed by Alain Hermès and Ava Crisp. Benedict d'Over and Ophelia Derriere arrive next. The Minister of State follows: Gaston de St Marque with Bette Noire on his arm. Indie Spencible arrives on his own. Pet Ulante accompanies Jacques de la Boite. Renauld Culvert d'Eau brings Jenny Russe. Lucy Fur enters on the arm of Swender de Jewel, only for him to abandon her to engage in an exchange of insults with his regimental enemy, Aloysius. Walter Butts takes Eve Ningalle through the gathering to the gaming tables. He wagers 250 Crowns in a single bet and wins. His celebration attracts the attention of Alain, who takes exception to the commander of the 13th Fusiliers. Alain is, of course, leader of the 27th Musketeers and the two regiments have some history. An exchange of challenges is required to settle the matter. Emma Roides and Zeus Aspillais, the last to arrive, are not sorry to have missed these scenes.

The Toadying continues into a second week with a few changes to the guest list. Aloysius heads for Hunter's to host his own do and Gaston is now the guest of Orson de Combat (before practising with his rapier for two weeks). In their place are Pierre de Vin Rouge and Mary Huana and Michel Entire and Freda de Ath. Intriguingly, Alain has left Ava at home this week. Over in Hunter's, Aloysius and Deb welcome Dee Arth Maul, Jean-Pierre le Crow and Johnny Sais-Pas and Marie Antoinette. The chain continues as Johnny is host in week 3. He and Marie are at the Frog & Peach, where they are joined by Michel Entire and Walter Butts and Eve. Michel takes the opportunity to tell Johnny that "calling Musketeers 'dogs of the Spanish' (Chihuahuas, presumably) is downright uncivilised." The Frog & Peach is Johnny and Marie's haunt for the rest of the month, with Johnny winning a few 50 Crown bets to conclude his month.

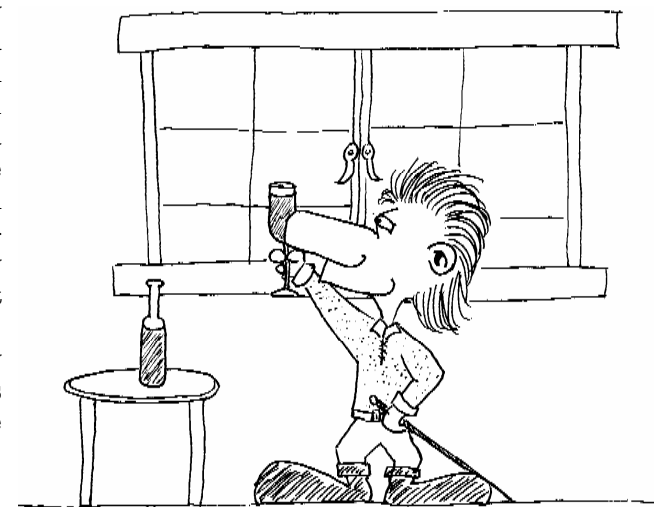
The bigger event in the third week is Renaul Baptiste Grenoble's party at the Blue Gables. His Toadies start with Alain Hermès, Dee Arth Maul and Giles Etraseur. Jacques de la Boite brings Pet along, while Jean-Pierre le Crow is on his own. Mary attends with Pierre de Vin Rouge and Renaul Culvert d'Eau has

Jenny on his arm. This is a much larger turn out than the previous week of Renaul's party: just Giles. The rest of Renaul's month involves a week's practice with his rapier and some female company at the Bawdyhouses.

Drinking games

Back at the Fleur, Orson de Combat attracts a few people to play Fizz-Buzz. Fifi accompanies Orson, but declines to take part in the drinking games. Euria Humble brings Edna Bucquette along, but they won't drink either, despite being there all month. Averell d'Alton and Guinevere d'Arthur attend for the whole month, too. Averell's grasp of numbers isn't good at the best of times and adding Fizz and Buzz confuses him completely: "un, Fizz, deux, Buzz..." he tries before being shouted down. Jacques Shitacks concentrates furiously and has the game off pat by the second week. Only when he doesn't get much to drink in week 3 does he realise that the point is not to get it ruthlessly right. He has a much more relaxed final week. Zachary The Money Goes and Anna Rexique attend for two weeks. Zack keeps taking notes of people's "concerns", but finds they are either illegible or incomprehensible ("society needs more Fizzes...") after the event. Gaston de St Marque and Bette join the raucous party in week 2, but Gaston soon realises that participation is not compatible with the dignity of his position in society. Not that he can pronounce any of these words after playing Fizz-Buzz... Dominique L'Etoile visits the Fleur in the fourth week, but gets no further than the foyer as he doesn't meet Orson's criteria for guests. He even misses out on Orson's "Fizz-Buzz by proxy" when members' drinks in Paris's clubs are charged to the Chancellor's pocket.

Devlin Carnate and Angelina di Griz take a table at the Fleur for the second half of the month (Devlin spent the first half with his rapier). They are joined by Gustav Ind and Jacky for both weeks. Beau Romir is in the club with Frances Forrin all month: three weeks as a member and one as the guest of the Crown Prince. Aloysius Gnomeclencher tries to Toady to Prinny in week 3, but is rebuffed immediately. This leaves Stan Dandy Liver and Lotte Bottle as the other visitors in the Fleur all month.



There is one other party when Pierre de Vin Rouge sponsors a discussion of how to remove the footpads from Paris's streets. The venue is Hunter's and the debaters are Dominique L'Etoile, Jean-Pierre le Crow and Michel Entire (who insists on singing the regimental song). After two weeks at parties, Pierre returns to Hunter's to complete April, this time with the company of Mary.

After taking Lois de Lowe to the Fleur for a week, Charlemagne le Gosse practises rapier for three. Horatio d'Escargot takes Henrietta to Bothwell's for most of the month, slipping away for the last week to pick up a Two-handed sword. Bess Ottede and Lun a'Tic stop in Bothwell's all month. This is also where Benedict d'Over and Ophelia can be found once they've finished partying. After his visit to the red light district and some female company, Jon de Pull gives the staff at Hunter's something to do. The Horse Guards club has the presence of Swender de Jewel and Lucy Fur after Gustav's party. And Blue Gables is the venue for Michel Entire, Jacques de la Boite and Pet and Renaul Culvert d'Eau and Jenny at the end of the month.

Giles Etraseur makes certain of getting his oats by visiting the Bawdyhouses first thing in April. He isn't too inconvenienced, then, when he meets Jean-Pierre le Crow on Belle Epoque's doorstep at the end of the month. The same can't be said about Jean-Pierre, who's been partying all month. Dominique L'Etoile is another visitor to the Bawdyhouses. In this case, after he's been rejected by a certain lady. The red light district's last visitor is Dee Arth Maul. He's another party-goer, though trying to Toady to Jacen Moulan was not a good way to start the month (given he was already on the frontiers). At least Ilk Lamore Bartat has a mistress to visit, but his attempts to take her for a drink fail: he's not a member of any club and she certainly won't join him at the Bawdyhouses!

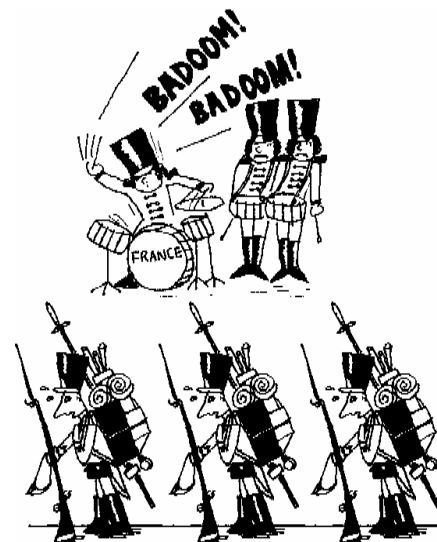
Zeus Aspillais concludes his month with his sabre, practising for two weeks. Several other Parisians join him in the gymnasiums for the last week: Alain Hermès and Walter Butts with rapier and Aloysius Gnomeclencher with sabre. Meanwhile CPS Zachary The Money Goes is in his offices 'consulting' with a swarthy, bearded character, escorted into Paris by the Commission's officers.

Square bashing

Most of the French troops on the frontiers are licking their wounds after last month's calamities. This is not true of the Royal North Highlanders, though, who rest on their laurels. General Revaulvin d'Or takes the opportunity to drill his men thoroughly, bringing him two Mentions in Despatches and a few hundred Crowns in fines from those who don't measure up. RM Lt-Col Beau de Cire is also attached to the RNHB, but welcomes a quiet month. This allows Frontier regiment 1 to show that it can get things right, seeing off a reconnaissance in force from Dutch forces. CPC Colonel Stewart Senquiry, attached to the

regiment, busies himself cleaning up the field of battle. This brings him 700 crowns worth of booty and a small Mention.

Further south, Frontier regiment 2 and the QOCs are attacked by a Spanish force. The Carabiniers do no more than hold their own, but this is enough for Roland Pollee d'Eaulee to be Mentioned ("I see d'Eaulee's holding his own...") and collect a hundred crowns. Captain J'accuse L'amour is brevetted to Major and buys the two horses he needs for his new rank. The Frontier troops win the day with a dashing charge, but this is not without casualties. KM Major Gregory Lessore de Saviour, attached to the regiment, is one of those who fall beneath the enemy pikes. RIP.



Herve d'Conde's squadron of the Dragoon Guards is attached to Frontier regiment 2 and spearheads the attack. Major d'Conde is promoted to Lt-Colonel and Mentioned in Despatches. Jean Paul Amiss is brevetted to Subaltern.

On guard

In the foothills of the Alps, Frontier regiment 3 is bolstered by a battalion of the Royal Foot Guards. The rest of the Cardinal's Guard arrives to join the battalion that was there last month. The CGs want to show the Frontier troops how it's done, so Colonel Jean Laissez Faire leads them off, looking for a fight. Unfortunately, he marches the regiment under the guns of a Spanish fort and they retire in some disarray. Laissez Faire is promoted to (brevet) Brigadier-General despite this. There is a Mention in Despatches for Lt-Colonel Leffe Bier, who is unfazed by his experiences.

The Frontier troops pass a quiet month, but Alan à Ganatcher Alie is disciplined after he is found hiding in his tent to avoid a chance of being marched off with the Cardinal's men. Major Egon Mad 2's battalion of the Royal Foot Guards put on a fine display of drill in an effort to impress any enemy scouts watching. Major Mad gains a Mention in Despatches and a couple of hundred Crowns in prize money. There's just a hundred crowns for Captain Emmanuel Banois, who is also Mentioned in Despatches. Private Jacen Moulan is brevetted a Subaltern.

The Archduke Leopold Cuirassiers try to recover from last month's losses, but the regiment is rather under strength. Frontier regiment 4 is detailed to recover material from last month's flood. This keeps them busy and RFG Major Roget de

Saurus, attached to the Frontier troops, picks up some two hundred crowns of loot for himself. ❖

Press

Despatches from the Front

Overheard at the Front

EM: "Igor, when I said we needed to build a wall with our men, I didn't mean it literally!"

To The Editor

Dear Sir, As an eyewitness to the tragic events last month, I can say that my Battalion of the King's Musketeers was only saved by the heroic actions of the late Bdr-General de Mont-Réal. As he was swept down river, he managed to shout a clear warning to us as he passed, supporting the unconscious figure of Bud d'Wiser under one arm and holding his three horses' heads above the torrent with the other. We tried to throw him a rope, but he refused to let go with either hand, slipping beneath the surface still trying to save all but himself. In honour of his memory, the 3rd Battalion of the King's Musketeers have voted unanimously to be nicknamed 'the DeMontRealers' from this day forward.

† Major Lessore de Saviour

Shame you're commanding 2nd Battalion then. † Le Roi

Announcements

Position wanted:

In view of the recruitment messages from the great of Paris, I wish to join a regiment. Any offers considered.

† ILB

Gentlemen of the CPC,

This is the official announcement that we will be joining the Summer Campaign a month early. That will keep Jean Foreigner on his toes! Please be in foreign climes next month. You will be excused service if you can provide the appropriate doctor's note.

Your commanding officer,

† Stewart Senquiry

PS The chief medical officer is a drunk, for a glass of wine he can knock you up a medical certificate. He will even produce proof of your death for a bottle of the good stuff.

Advert

Lessore de Saviour, King's Musketeers, Mentioned in Dispatches (March 1661)

Leffe Bier, Cardinal's Guard, Mentioned in Jokes about Taxidermists (February 1661)

If you had to choose one of these regiments to join, which would you choose?

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

Matters of Honour

Dear Grenoble,

Your skills in on the field of honour are even worse than your reputation with ladies.

My lady Marie asserts your trousers are stuffed with a sock to impress.

Yours

† Major Johnny Sais-Pas

Cher Col Senquiry

Duelling tax payments:

You didn't kill anyone and you did not gang up on one person (i.e. 2 or more of the same regiment challenging one person of an enemy regiment). So you are exempt from the tax – which I revised last year.

† Chancellor Orson de Combat

Social

Dear Fellows of Paris

My dear lady, Marie, has offered to run a flower arranging class for the other ladies of Paris.

I am pleased to sponsor this event at my club this month in the 2nd week.

If you would care to attend with your own paramour, then please do.

I shall, of course, be meeting the costs of the drinks and small nibbles for all. For the lady who composes the most artistic arrangement a small gift will of course be made.

Please note that this is a social event for Ladies to attend with their Gentlemen.

Yours,

† Major Johnny Sais-Pas

GRAND TIDDLYWINKS TOURNAMENT

WIN A CHANCE TO MEET THE CROWN PRINCE!

Following the huge success of the "Meet-the-Prince Darts Tournament" there will be a Grand Tiddlywinks Tournament during weeks 1-3 of May (+ chance to party) at my club. Face your foes in a true test of dexterity! This party-championship is open to all of SL 14+ and is free. There will be three rounds of competition, one per week, and you can have a go EACH WEEK if you want (i.e. the more weeks you come the more chance you have to win!).

The winner will be invited to join me for a special PRIVATE DINNER with the CROWN PRINCE (SL 25) during week 4 (make it a conditional order – "if I win" etc).

So come on lads – lets flick 'em!

† Beau Romir (Aide to the Crown Prince)

Personal

M. de Combat, perhaps I should have said 'served with any distinction'. Rather than 'brown-nosing' in Paris (surely this is a role you are admirably qualified to apply for), I have been Mentioned in Despatches fifteen times and raised through the ranks of the nobility four times at His Majesty's direction. I am sure there are braver men than me in His Majesty's army, just as there are more honourable men than you in Paris. My return – should I survive – will merely serve to emphasise that fact.

† Revaulvin d'Or, General of France

Mr Goldstein Jr, son of the respected moneylender, knocks on the door of a small house in central Paris. He coughs, "Mr Senquiry? It's about your loan." He knocks again, "Mr Senquiry, you've been seen giving large amounts of cash away in town and I was just checking to see if you had remembered your agreement with my company? Mr Senquiry, we were expecting to see you this morning at our offices."

There is a smash of glass, and Mr Goldstein Jr looks up to see a figure jump into the tree opposite and run, frantically pulling on clothes, down the street.

The elderly figure behind Mr Goldstein Jr places his hand on his shoulder, "You should only knock the once, son."

Lord Percy Percy says, as fashion is tending towards payments of state money to people for doing no work whatsoever, he is going to say nothing at all.

Major Entire,
Thoroughly impressed with your tracked-horse idea. I meant to discuss the idea of using them in active service with you, but I had an unexpected appointment.

The lads of the CPC will be coming to the front with additional supplies next month. Could you arrange to load the tracks on board one of the troop ships? To fox the enemy please mark the boxes with 'Vat' to make them think they are containers.

Yours,
† Colonel Senquiry

To Bdr-General The Money Goes and Lt Colonel d'Over, King's Musketeers HQ

Dear Sirs,
I apologise for not keeping my appointment last month, but I thought it safer to go to the front. I did not like the look in Senquiry's eye after making my point on the duelling fields – to be honest, I fear he is a homicidal maniac – hanging about looking for excuses to start duels and with his unhealthy obsession with dead people. I read that he has now resorted to attacking the staff in the Fleur de Lys. Fortunately, my good friend Armand dan Gerous was on hand otherwise I fear he would have arranged an accident for me with his hired thugs on the duelling field.

I wished to raise with you this issue about the plague of footpads. I suspect that these are in the thrall of Senquiry. At a meeting hosted by me in February, I fear I was so inspired by Bdr-General Hermès that I volunteered some of our valiant lads to assist in clearing Paris of these vagabonds. However, I realise that I should have discussed this with you first and I was seeking your advice and guidance on whether such action would be appropriate for members of our regiment. I will abide by your decision either way, as I would never knowingly bring our regiment into disrepute.

Yours Respectfully,
† Gregory Lessore de Saviour

Sirs, What is this mad rumour I hear of some "Duelling Tax"?

Regards, † JSP

To the office of the CPS
Re: Egon Madd's Auction
Sir, you seem to be suggesting that I incriminate myself over the sale of Egon Madd's property. To save myself the curious event of being both defence and prosecutor, I will be taking this no further. Shall we call it a no-score draw?

I can confirm that when we buried him, Egon Madd was dead. I even have the death certificate to prove it.

Yours, † Stewart Senquiry

Primus: have you heard?

Secundus: About the Minister of State?

Primus: The Dettol and the wire brush...

Secundus: Ghastly image.

Primus: I do hope it isn't true.

Secundus: But no smoke without fire, as my granny used to say.

Points Arising

Note that the deadline is a day early to avoid Good Friday. If you're on holiday for the week before Easter, get your orders in early!

Mark Barrowcliffe is going to be "ridiculously busy" for a few months, so FF will be floated for a few turns until Mark is able to take up the reins again. Fingers crossed for the campaign season. ☺

Welcome to Roland Lee who has just joined the game with his first

To Zeus Aspillais,
Sir, I am at a loss altogether as to why lepidopterists were so vexed by this issue. Surely persons so interested in such study would care little about the habits of such foul bats!!

Yours, † General Shitacks
– Gentleman and part time lepidopterist

de Savour,
It was damned icy this last month too.
† Senquiry

Poetry Corner

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

My Uncle brought once to Paris by night.

I was young and in wonder, it gave me a fright.

Now I am back after a woman to be my petal,
Here for revenge and some scores to settle.

character, Roland Toussaint. I'm sure you will all make him welcome.

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

AdG Armand dan Gerous (Barry Townsend) has NMR'd. Total now 1
SS Sean Sondamour (Pete Holland) has NMR'd. Total now 1

X3 (Mark Gilby) has NMR'd. Total now 1

BdM (Mark Moores) was floated as Mark is busy moving house to Manchester.

FF (Mark Barrowcliffe) has been floated.

GdLi (Bill Hay) has been floated.

X1 (Pam Udowiczenko) was floated due to work pressures.

Saje Dowling's new character was removed as she didn't send in any orders and her previous character died of NMRs.

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

Alain Hermès applies for Army Quarter Master Gen. of Second Army
Devlin Carnate asks NPC Brigadier of Dragoon Brigade to resign

Devlin Carnate applies for Brigadier of Dragoon Brigade
Johnny Sais-Pas asks NPC Brigade Major of 2nd Foot Brigade to resign
Johnny Sais-Pas applies for Brigade Major of 2nd Foot Brigade

Duels

Results of this month's duels:

Johnny Sais-Pas (with WB, gains 1 Exp) beat Dee Arth Maul.
Pierre de Vin Rouge (with JdlB, gains 1 Exp) beat Indie Spencible.
Dominique L'Etoile (with ME, no Expertise) drew with Jean-Pierre le Crow (no Expertise).

Aloysius Gnomeclencher (gains 1 Exp) beat his enemy Swender de Jewel.
Johnny Sais-Pas (with WB, gains 1 Exp) beat Renaul Baptiste Grenoble.
Alain Hermès (gains 1 Exp) beat his enemy Walter Butts (with ZTMG).
Indie Spencible (gains 1 Exp) beat Stewart Senquiry (with ZA).

Stewart Senquiry declined to meet Swender de Jewel as he was under half Endurance.

Michel Entire (Rapier, Seconds JdlB, 3 rests) challenges Johnny Sais-Pas (Rapier, Seconds WB, adv.).

Grudges to be settled next month:

Aloysius Gnomeclencher (Sabre) and Swender de Jewel (Sabre, Seconds DAM & BdM) have mutual cause for being in enemy regiments.

Alain Hermès (Rapier, adv.) and Walter Butts (Rapier, Seconds ZTMG & SS, 2 rests) have mutual cause for being in enemy regiments.

Giles Etraseur (Rapier, adv.) and Jean-Pierre le Crow (Rapier, 2 rests) have mutual cause as neither stood down over Belle.

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

Challenges to be voted on:

Michel Entire challenges Johnny Sais-Pas for insulting the 27M.

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

Mark Cowper gets the Second son of a very wealthy Gentleman: Init SL 5; Cash 750; MA 6; EC 6 (X2).

Roland Lee gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 2; EC 2 (RT Roland Toussaint).

Tables

Other Appointments

King's Escort: Ensign N	Captain N
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

Shows who holds appointments outside military units: ID for Characters, N for NPC, — for vacant, CPS for additional posts held by the CPS.

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

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

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	N3	N6	N1	N6
Attached	StSy	1 Sqn DG	1 Bn RFG	3 Bn KM	RdO
			AaGA	RdS	BdC

Also at the Front

Cardinal's Guard
 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.

Hell Hath no Furry...

No	Name	SL	Attr	Last
61	Bette Noire	19	W	GdSM
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		GI
60	Polly Hydronne	16	W	
52	Guinevere d'Arthur	15	B/W	AdA
10	Frances Forrin	14	B	BR
48	Fifi	14	B/W	OdC
16	Ophelia Derriere	13		BdO
26	Ella Fant	13	B	
27	Lucy Fur	13	B	Sdj
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	SDL
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	HdE
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	LaT
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	AG
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	ZA
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	JdIB
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	DC
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	AH
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	RCdE
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	JSP
47	Eve Ningalle	8	I/W	WB
49	Mary Huana	8	B/I/W	PdVR
34	Freda de Ath	7	W	ME
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Low	5	B	CIG

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
GdSM	Count Gaston de St Marque	26	60	Comfy	General/State Min.	9 Bette	Flr	3	Nathan Richards
CIG	Earl Charlemagne le Gosse	26	59	Poor	B.General/2nd Army Commndr	14 Lois	Flr	2	Neil Packer
ZTMG	Count Zachary The Money Goes	24	58	Rich	B.Bdr-General KM/CPS	11 Anna	Flr	4	Gerald Udowiczenko
SDL	Count Stan Dandy Liver	24	47	Rich	Lt-General/War Minister	11 Lotte	Flr	4	Guy Arnold
SS	Baron Sean Sondamour	22	49	Withy	Fld Marshal	5	Flr	2	Pete Holland
OdC	Earl Orson de Combat	22+	79	Withy	Bdr-General/Chancellor	6 Fifi	Flr	5	Francesca Weal
BR	Marquis Beau Romir	20	55	Withy	Captain RFG/C.Prnce Aide	9 Frances	Flr	3	Graeme Morris
JS	Baron Jacques Shitacks	20	51	OK	B.General/3rd Army Commndr	3	Flr	4	David Oliver
EH	Earl Euria Humble	19	58	Comfy	B.Lt-General/Adjutant Gen	15 Edna	Flr	5	Matthew Wale
BdM	Viscount Beppe de Marko	19	43	Fthy	Bdr-General	17	Flr	2	Mark Moores
DC	Sir Devlin Carnate	19	41	Comfy	B.Bdr-General PLLD/1st Army QMG	4 Angelina	Flr	2	Bruno Giordan
RdO	Earl Revaulvin d'Or	19	F	Rich	B.General/1st Army Commndr	12	Flr	4	Jerry Spencer
GdLi	Baron Gar de Lieu	17	17	Poor	Lt-General	3	Flr	4	Bill Hay
AdA	Averell d'Alton	16	39	Poor	Colonel RFG	4 Guinevere	Flr	4	Martin Jennings
HdE	Sir Horatio d'Escargot	16	35	OK	B.Bdr-General ALC/Hvy Brigadier	4 Henrietta	Both	3	Graeme Wilson
LaT	Lun a'Tic	15	29	Comfy	Lt.Colonel RFG/1st Div Adjutant	1 Bess	Both	2	Paul Wilson
GI	Sir Gustav Ind	15+	51	Poor	B.Bdr-General RM/Justice Min.	2 Jacky	Flr	5	Ashley Casey
RdS	Roget de Saurus	14	F	Poor	Major RFG/Gds Brigade Maj.	7	BG	2	Gerry Sutcliffe
JLF	Jean Laissez Faire	13	F	OK	B.Bdr-General CG	2	Both	3	Filipe Silva
StSy	Stewart Senquiry	13	F	OK	Colonel CPC/3rd Army Adjutnt	2	BG	2	Colin Parfitt
BdO	Benedict d'Over	12	32	Comfy	Lt.Colonel KM/KM Regt. Adjc.	6 Ophelia	Both	4	Mark Stretch
AG	Aloysius Gnomeclencher	12+	36	Comfy	Lt.Colonel QOC/HGds Brigade Maj.	6 Deb	Hunt	2	Mike Dommett
WB	Sir Walter Butts	11	30	Withy	Colonel 13F	5 Eve	Hunt	3	Richard Newby
JdP	Jon de Pull	11	19	OK	Captain RFG	2	Hunt	4	Ben Brown
EM2	Egon Mad 2	11	F	OK	Major RFG	2	Flr	2	Tym Norris
HdC	Herve d'Conde	10	F	OK	Lt.Colonel DG	7	Flr	4	Simon Burling
BdC	Sir Beau de Cire	10	F	OK	Lt.Colonel RM	6	F&P	5	Andrew Burgess
EB	Sir Emmanuel Banois	10	F	Comfy	Captain RFG	5	Hunt	3	Chris Martin
IS	Indie Spencible	10+	39	OK	Captain RFG/RFG Regt. Adjc.	4	Hunt	1	Charles Burrows
ZA	Zeus Aspillais	10+	34	Poor	Major CPC/Hvy Brigade Maj.	4 Emma	Hunt	3	Jerry Spencer

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
PdVR	Pierre de Vin Rouge	9	26	Poor	Colonel PM	4 Mary	Hunt	3	Keith Bristow
RPdE	Roland Pollee d'Eaulee	9	F	OK	B.Bdr-General QOC	6	HGds	3	Pete Card
LB	Leffe Bier	9	F	OK	Lt.Colonel CG	6	Hunt	1	Robert Carter
GLdS	Gregory Lessore de Saviour	9	RIP						Mark Cowper
AH	Alain Hermès	9+	36	OK	B.Bdr-General 27M	2 Ava	BG	4	Rob Shirai
SdJ	Swender de Jewel	9+	36	OK	Major DG	3 Lucy	HGds	1	Ray Vahey
JdIB	Jacques de la Boite	9+	28	Poor	Captain PM	1 Pet	BG	5	Justin Key
RCdE	Renauld Culvert d'Eau	8+	33	Poor	Captain RM/RM Regt. Adjc.	2 Jenny	BG	2	Gina Teh
ME	Michel Entire	8+	26	OK	Lt.Colonel PM/Bdr's Aide (Gl)	6 Freda	BG	3	Tim Macaire
RBG	Renaul Baptiste Grenoble	7	20	Comfy	Lt.Colonel CPC	2	BG	4	Olaf Schmidt
JM	Jacen Moulan	7	F	Poor	B.Subaltern RFG	1	BG	6	Aaron Sibley
JaLa	J'accuse L'amour	6	F	Poor	B.Major QOC	6	HGds	2	Mark Booth
JSP	Johnny Sais-Pas	6+	32	Poor	Major 13F	4 Marie	F&P	4	Mike Bird
DAM	Dee Arth Maul	5	14	Poor		2	F&P	1	Michael Blasebalk
FF	Ferdinand Franz	5	13	Poor	Major GDMD	4	RP	3	Mark Barrowcliffe
JpIC	Jean-Pierre le Crow	5	13	Poor	Major Gscn	2	RP	3	Dave Challoner
JpA	Jean Paul Amisss	5	F	Poor	B.Subaltern DG	5	RP	3	Tim Skinner
DLE	Dominique L'Etoile	4	14	Poor	Captain PM	2	RP	2	Dominic Howlett
X1		4	0	Poor		1	RP	2	Pam Udowiczenko
X2		4	RIP						Saje Dowling
GE	Giles Etraseur	4+	13	Poor		1	RP	4	Nik Luker
AdG	Armand dan Gerous	3-	2	Poor		5	RP	3	Barry Townsend
X3		3-	2	Poor		4		2	Mark Gilby
ILB	Ilk Lamore Bartat	2	6	OK		6		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, Withy = 5000-10000, Rich = 10000-25000, Fthy = 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+