

That would be enough

This has been issue 93 of *To Win Just Once*, published 26th February 2009. 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 2009

Deadlines

Orders for *Star Trader* and *Railway Rivals* sign-ups to Mike Dommett by Friday 13th March 2009.

Orders for *Les Petites Bêtes Soyeuses*, Fictionary Dictionary entries and any other contributions to Pevans by Friday 20th March 2009.

(Next deadlines: 17th/24th April, 22nd/29th May, 26th June/3rd July, 31st July/7th August.)

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Games only	
Per game turn	£0.50
11-turn subscription	£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.engage.co.uk

Railway Rivals Jonathan Palfrey, Pevans, Ben Brown for the next (on the Yorkshire map – working copy provided).

Star Trader Mark Robinson, Steve Lyder are in the queue for the next one. Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

**Kris Gould's
Jet Set
reviewed**

**Report from
the London
Toy Fair**

The flight destination game

Issue 93: March 2009

(LPBS 219: March 1662)

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Chatter

Wow: proper snow! Living as I do in Greater London, it was unusual to have an inch of snow last year. To have 4 inches, as we did at the start of February, is remarkable. And a good time was had by all. I shovelled snow off the driveway, but our road was pretty treacherous. So that was a day at home!

It didn't last long, though. The sunshine and traffic had pretty much cleared the road the following day. There were still patches of snow (and the odd, half-melted snowman) for the rest of the week, but it loses its charm when it gets grubby. And now, of course, it's looking like spring. Good old British weather!

I haven't really commented in *TWJO* on replacing my computer. Regular subscribers had a note when the old one went phut, but I haven't said any more about it. As the old box was six years old, the new one is much faster. It runs Windows Vista, of course, which hasn't given me any specific problems. Except that it's the 64-bit version of Vista and there aren't 64-bit drivers for some of my hardware. Mainly the Canon kit. And specifically, the colour laser printer. The one I use to print *TWJO*. D'oh!

Fortunately, my laptop runs the 32-bit version of Vista and the printer driver works fine on this. As I print from a PDF anyway, having the computers networked makes this straightforward. The question is, will Canon provide 64-bit drivers for older hardware?

The only other issue is that the software I use for analysing my website logs won't run on Vista. Time for some new software, methinks...

Letters

Tim Macaire adds a snippet to his *LPBS* orders.

Good to have *TWJO* to keep spirits up at the moment. Bank failures, blizzards, floods; is somebody about to walk up Downing Street and say "Gordon Brown, Let My People Go"?

Tee hee. But just who is Gordon Brown enslaving? The Scots? The English?! Suggestions on a postcard please...

Jet Set reviewed

Jet Set is the fourth game from Kris Gould and the Wattsalpoag team and I think it's the best so far (though I'm still a big fan of *Nomads of Arabia* and its moving board). It comes in the chunky square box that has become a trademark of

Wattsalpoag. The board is square, too, and shows a map of Europe with major cities and airline links between them. Each link can be short (London-Paris) or long (Madrid-Rome), but it connects two cities. It also has a price: between 4 and 7, but usually 5.

Players have a set of neat little airliner pawns (okay, the proportions aren't quite right for a jumbo, but they're cute) and markers in their chosen colour. One use of the latter is to mark links when players buy control of them. When they do this, players also place their aircraft on the link – at a price. These are needed to claim the routes (one or more links) that are worth victory points at the end of the game and income during it.

This brings us to the other major component of the game: the route cards. Like links, routes are between two cities, but can be made up of any number of links. Short routes are either a single link (worth 1 point) or two in sequence (for 3 points). Long routes are worth 5 or 7 points. Note that this is only the shortest way to achieve a route. Players can go from London to Paris via Madrid if they want; it's just much more expensive to set up.

To claim a route, players trace a connection across links from one city to the other and remove one of their planes from each link. Players don't have to control the links, just have planes on them. When they claim a route, they also take the card and place some markers on it to show it's worth additional income. Each route card (regardless of its points value) is worth 2 income – 5 while it has markers on it, but a marker comes off every time you claim the income.

While players start the game with some cash, the only way they get more is to by using their route cards to generate income. Hence, in the early stages of the game, players want to claim lots of routes to ramp up their income. The easiest way of doing this is with 1-point routes, of course. At the end of the game, though, it's the value of their route cards that counts. There is thus a balance to be struck between increasing your income and getting victory points. One of the keys to the game is knowing when to shift from income to points.

Each turn is usually very quick as you can only do one action and you have generally planned several ahead. There can be pauses, though, as players work out what they're going to do in the next few turns. Initially at least, the most important action is buying a link and placing a plane on it. The set-up for the game means that each player will be able to buy the links for two 1-point routes at the start. Then they will want to use a turn to claim each route. And then take their income – also an action/turn.

Later on, players will want to re-stock their links with planes. You can add as many planes as you like in one action, at a cost per plane plus a 'service' charge,

depending on how many links you're re-stocking. The final possible action is to add planes to one link belonging to an opponent. This is expensive and the other player gets half the money. Sometimes it's necessary, though.

The final component of the game is the set of 'Final Flight' cards. These are, in effect, 10-point routes for a sequence of three cities that crosses Europe: London-Belgrade-Stockholm, for example. Each player draws two of these at the start of the game and keeps them secret. They provide a strategic element to the game. As well as grabbing short routes for income and points, you need to build your network with your final flights in mind. Having two gives you a choice, but you will only play one.

The Final Flights also trigger the end of the game. It ends either when all players have completed their final flights or five rounds after the first player claims theirs. However, players can only go for their final flight once two 'Vacation' cards have been played. These are shuffled into the carefully organised decks of route cards: two in each deck. As route cards are drawn to replace those taken by players, the Vacation cards will appear. This is the other key moment of the game: anticipating when the second Vacation card will arrive. Get this right and be the first to claim your final flight and you're well placed to win.

Once you've played your final flight, you take no further part in the game. Each time your turn comes round, you place one of your planes on your final flight



card, adding 2 points to your total. Get to five planes and the game's over, though it will end sooner if everybody completes their final flight. Everybody tots up the value of their routes (plus final flight and any planes on it) and the player with the most points wins.

Jet Set is a deceptively simple game as each turn is so quick. There is plenty of subtlety, though. I've already mentioned two key parts of the game. The other thing to look out for is synergy between routes. For example, London-Amsterdam and London-Hamburg, which connects via Amsterdam (or Copenhagen). You should also bear your final flights in mind and look for opportunities to build towards these. (Completing your final flight is often where you have to pay someone else for the use of their link.)

The one thing *Jet Set* doesn't have is much interaction between the players. There is some competition for links and routes, but this isn't a large part of the game. Even if someone else buys the link you want, you can still put planes on it. It's just more expensive. For me, this is not an issue, I like this kind of game. You have to look for patterns, plan ahead and get your timing right. It plays briskly and completes in good time. This is excellent stuff and worth a definite 9/10 on my highly subjective scale.

Jet Set was designed by Kris Gould and is published by Wattsalpoag. It is a strategy board game for 2-6 players, aged 12+, and takes about 90 mins to play.

A version of this review was first published in Gamers Alliance Report, Winter 2009 (www.gamersalliance.com).

Toy Fair 2009

I used to reckon that I could just about get round the London Toy Fair and see all the new games in one day's visit. This year I was pushed to keep myself occupied for an afternoon! And this after getting a circular from the organisers boasting that the show was occupying even more of the South Hall of ExCeL than before. What it doesn't mention is that the show used to be in both halls (in recent years the London Motorcycle Show has been in the North Hall, which provides an interesting contrast in the people milling about between the halls – leather and heavy metal tee shirts tend to be bikers, suits are mainly toy people).

As always, games are only a small part of the show and I tend to spend most of my time in the 'greenhouse' area for new and small companies – this year split into two. This is where I'm more likely to find something that's of interest to gamers. The big companies tend to stick to anodyne children's games and variations on a theme (umpteenth versions of *Monopoly*, for example). Anyway, here are my notes on what I saw.

1745 Trading Company is the Scottish publisher of a series of trivia games – “Quests of the World” – each set in a different country. They started, naturally, with *Scottish Quest* and have expanded into *Irish Quest*, *English Quest* and *Welsh Quest* so far. The games come in plain boxes with the title in gold, looking like a set of hardback books. Each is played over a map of the country concerned. Players take a tour, answering questions at the locations they visit. They gain gold sovereigns, which they need to travel round, and the letters Q, U, E, S and T. First to get the full word and return to their starting point wins. The questions are in four categories, History, Nature, Culture and Modern, colour-coded to the points on the board. However, players get their choice of category when answering letter questions, allowing them to play to their strengths. There's nothing particularly innovative here, but the focus of the games sets them apart from run of the mill trivia games. They are well-produced and excellent examples of the genre. See www.questsoftheworld.com for more information.



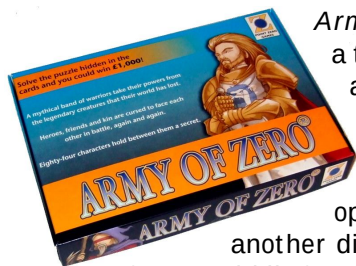
The name says it all: Ace Murder Mystery Games produces, as you'd expect, murder mystery games. The company has a set of five good-looking dinner party games, each with a different theme/period. They provide a set (8-10) of guests/suspects (with costume tips), a plot, with some scripting to aid players, and a narrative CD to fill in the gaps. The writers stress that their emphasis is on the plot and the characters, providing role-playing opportunities as well as deduction. It's up to the players to work out whodunit, of course. Again, there's nothing very original in this, but each game is a good, well thought through package. You can find out more at www.acemurdermystery.com.

Eezee Cricket comes all the way from the Barbados and is a cricket trivia game. The batting player (or team) rolls a die six times (to simulate an over being bowled) and moves around the board. Depending on the square they land on, they will score runs or may lose their wicket. Landing on a square that involves losing a wicket brings the batsman a question and the wicket only falls if they answer it wrongly. The initial edition of the game is based on cricket in the West Indies, but an international edition is due out this spring. As you can see, the game is pretty basic, but it should have some appeal for cricket fans. See www.eezeekricket.com for more information.

JC Games was showing *Qb*, their dice-based word game that launched at the end of last year. While it only got into a limited range of retailers, it has been selling well in all of them. The game itself is straightforward: roll the lettered dice and

make words from the letters available, adding them to the grid that the players build up on the table. The dice come in a drawstring bag, which makes the game readily playable while travelling. It's a neat variation on the word game and you can find more at www.qbgame.co.uk.

Kamtronic Games had *Football Legend*, a football (soccer) trivia game. Players answer questions and use cards for defence, attack and midfield, aiming to get into position for a shot on goal against their opponent's goalkeeper. There's a football game like this at the Toy Fair every couple of years and they all seem much the same. I can't see anything special about this one that will help it stand out. There's more information at www.football-legend.co.uk.



Army of Zero is the first game from Point Zero games. It's a two-player fantasy combat game aimed at youngsters aged 7-12. Players use their hand (squad) of hero cards to attack or defend, aiming to beat their opponent's squad. As the age range suggests, this is a relatively simple game, but you do need to out-guess your opponent's moves to win the game. However, there is another dimension to the game. The entire deck of characters forms a riddle for older players – the publisher is offering a cash prize for the best solution. For more information see www.pointzerogames.com.

Tailten Games was at the Toy Fair showing *Pluck the Peacock*, which I saw at last year's Spiel games fair. Once I'd got over my amusement at the name, this is quite a neat set-collecting game. Central to it is a spinner and the fan of peacock's tail feathers. Players are trying to complete their own peacock tails using the cardboard feathers and the actions that the spinner gives them. Okay, it's not the deepest game, but it does give players decisions to make and tactical options. It's an entertaining and highly colourful family game. The Tailten website is at www.tailtengames.com.

This was far from being a vintage year at the Toy Fair and there was really nothing there to interest the hobby games player. In fact there wasn't much to interest any sort of games player. It was also noticeable that a lot of names were missing. I suspect many of the companies are concentrating their energies on the Spring Fair, which takes place at the National Exhibition Centre. I thought it was later in the year, but it was actually the week after the Toy Fair, which is one reason companies won't want to do both. Next year I shall have to remember to book in for it as well.

The London Toy Fair is run by the British Toy & Hobby Association (www.btha.co.uk). It is held at the end of January each year and is moving back to Olympia for 2010. For more information, see www.toyfair.co.uk.

Science Fiction

I haven't had much time for reading in recent weeks. However, I decided to replace the copy of *Watchmen* that I used to have. (It disappeared years ago – I think I lent it to someone...) This was partly prompted by hearing of the imminent film version. And also by its inclusion in *Time* magazine's list of the 100 best novels (in English, since 1923). That's quite an achievement for a graphic novel.

I re-read it, of course, and was impressed all over again by the depth and intricacy of the story. It really is a stunning piece of work. If you haven't read it (and I want to know why!), it's set in an alternate late 20th century America where there really are superheroes. Or masked vigilantes, if you prefer (one of the issues the book addresses all the way through from the title itself).

Except, as we discover through flashbacks, the heroes have been suppressed by the government (after police strikes and general unrest). The story starts with the death of one of the best-known heroes (he works for the government as a kind of cross between the Joker and Captain America). This triggers the suspicions of the most problematic hero, Rorschach, who sees a conspiracy.

Rorschach is the catalyst that stirs things up amongst the remaining heroes (whose stories we get in flashback), bringing some of them out of retirement. It ends with a revelation that is, at the first time of reading at least, quite unexpected, yet wholly in keeping. We are left with the original question: Who will watch the watchmen?

The book is utterly brilliant and I just hope the film manages to capture some of that. From the TV trailer, it's certainly reproducing some of the iconic images from the book.

Talking of films, I've just caught up with *Vanilla Sky*. This is a film that I always wanted to take a look at, but not enough to go out of my way to actually see it. Hey, it's Tom Cruise. I can take him or leave him – usually the latter. It turned out to be one of those films that I immediately wanted to see again as soon as it finished (cf *Donnie Darko*, *Fight Club*).

It's a film that plays around with identity, messes up the time sequence and finishes with a real science fiction twist. With its paranoia and questions of identity, I was half expecting to be told that it was "based on a story by Philip K Dick" at the end. It wasn't, but is none the worse for that. Unexpectedly good. Now excuse me while I go and watch it again...



Games Events

Last call for SoRCon (Son of Ramsdencon), which is this weekend (27th Feb – 1st March) at the Ramada Hotel in Colchester. Like its progenitor, this is mainly an informal board games event with some role-playing (usually a freeform or two). Accommodation is, of course, available at the hotel and you can find full details on the website: www.sorcon.co.uk.

March seems to be bereft of games events, but April brings Baycon. 16th-19th April at the Exeter Court Hotel, Kennford (south of the city of Exeter). It's a long-running board games event and features an overall "Victor Ludorum". Accommodation is available at the hotel, of course, and you can find out more 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.

Manorcon: July at Stamford Hall, University of Leicester. The biggest board game event in the UK and host to numerous tournaments, including SpielChamps, the UK Board and Card Games Championship (and qualifier for the European Championships). More information from the website: www.manorcon.org.uk

Spiel: the board games event of the year. 23rd-26th October, 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. 14th-16th 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 93 was written and edited by Pevans. The *LPBS* masthead (page 19) is by Lee Brimmicombe-Wood, as is the drawing on page 15. The illustration on page 20 is by Tim Wiseman, the one on page 22 by Bryan Lea and the drawing on page 23 is by Nik Luker. Pevans took the photos and played with his scanner and Photoshop.
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Fictionary Dictionary

This game is open to all readers and I guess most of you will know it. Each issue I will put up a couple of obscure words. Any of you who want to participate then write in with (fictional) definitions for the words. I publish these, anonymously. All readers can then vote for their favourite definition (but not their own!).

Players score points according to how many people choose their definition. (Usually the definitions include the correct one and players get points for spotting it. However, it's too easy to look words up in a dictionary, so I've left that out for this game.) We'll run this for 10 issues. The winner is the player with the most points at the end.

Players' Scores

Name	This round	Total
Al Tabor	0	7
Andy Kendall	1	11
Charles Burrows	0	6
Chris Boote	0	10
Colin Parfitt	3	16
David Olliver	0	3
Gina Teh	0	0
Graeme Morris	2	10
Guy Arnold	0	0
Jonathan Palfrey	1	13
Michael Martinkat	0	2
Mike Bird	0	0
Mike Dommett	2	7
Nik Luker	6	18
Pete Holland	0	18
Ray Vahey	0	1
Tim Macaire	5	16

Scores from Turn 7

Here are the real meanings of Turn 7's words.

nablab: (n) a beer containing little or no alcohol.

powan: (n) a freshwater food fish (*Coregonus lavaretus*) related to the salmon and trout that occurs in some Scottish lochs.

So now you know. The table on the right gives the scores from last turn and to date.

An excellent round for Nik Luker, moving him into joint lead with Pete Holland. A strong showing from Tim Macaire puts him in joint 3rd alongside Colin Parfitt. Several others are still in contention, though.

Turn 8 Definitions

Roorback

1 A catastrophic failure of a kitchen range (similar to 'flame-out' for a jet).

2 Victim of a conjugal partner with sharp nails.

3 A roor is a special offer you don't want or need, while a roorback is a

special offer you don't want or need after you've completed certain requirements (e.g. bought 24 boxes of cereal).

4 Descriptive term used to refer to someone with pale skin who has recently spent too long in the sun with little or no protection.

5 A kind of gazelle native to southern Africa.

6 The Botswanan name for the hyena.

7 A complex and difficult to master riposte in the art of fencing, the Rotating Overhand Offside Rip back.

8 Informal title for an Australian cowboy who manages to ride a kangaroo for 100 yards without dying a horrible death

9 South African word equivalent in English for country bumpkin.

Slubberdegullion

1 18th-century naval slang term of mild abuse for a useless or slovenly sailor.

2 What the average, mild-mannered ordinary human being turns into after several pints of Old Throckmorton's Knee Knobbler (or similar).

3 Name of a mediaeval devil, with special responsibility for what we now call gastro-enteritis.

4 An idle, clumsy person.

5 Trick played by the ghosts of Hogwarts on unsuspecting first years when they dribble soup on their heads in the dining hall.

6 A type of soup or stew made from meat, potatoes and an assortment of unidentifiable root vegetables.

7 Archaic word for a messy eater, from which derives the more commonly used "slob".

8 Person incapable of concocting even the most feeble of imaginary definitions, despite being presented with an archaic utterance whose very onomatopoeic exuberance would bring forth visions of glutinous effluvia to the least polished of dullards.

9 Surely one of the finest words ever found – heraldic terminology for a deep red silk used as a shield cover.

All readers (not just those who submitted definitions) are invited to vote for their favourite definition of each word.

And send in definitions for our next two words:
tabanid and ugsome

**Get your votes and definitions to TWJO, 180 Aylsham Drive,
UXBRIDGE UB10 8UF or TWJO@pevans.co.uk by 20th March 2009.**

Bridgenorth Cliff Railway

Railway Rivals game 6 – Turn 12

Races

Race	From	To	VROOM	BESTRAIL	SEAWEED	BILL	CR	MLX
36	12	S5	+4	20-9	10+9-4			
37	13	56						20
38	22	34		20			10	
39	25	43			20-8		10	+8
40	31	62		20-1		+4	10+1	0-4
41	46	S4					10	20
42	52	64	+4		10+9-4		20	10-4
Total			8	50	27	4	61	50
JR = Joint Run, ER = Exchange of Running powers								

A very close finish and CHUFFING RAILWAYS can feel aggrieved: 7 points in the end of it. The last set of races weren't good for SEAWEED, who had MLX coming up fast behind him.

Builds and points

A: VELOCITY RAILS OF ODD MOTION (VROOM) – Gina Teh (BLACK) 5th

Builds: None

Score: 95 +8 = **103**

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

Builds: None

Score: 297 +50 = **347**

C: SOUTH EAST & WEST EXPANDING ENTERPRISE DEVELOPMENTS (SEAWEED) – Tim Macaire (BLUE) 3rd

Builds: None

Score: 263 +27 = **290**

D: BILL'S INGENIOUS LEVERAGED LOCOMOTIVES (BILL) – Bill McKinley (GREEN) 6th

Builds: No Moves Received

Score: 80 +4 = **84**

E: CHUFFIN' RAILWAYS (CR) – Nathan Richards (BROWN) 2nd

Builds: None

Score: 279 +61 = **340**

F: MOONS-LENS XPRESS (MLX) – Gerald Udowiczenko (ORANGE) 4th

Builds: None

Score: 210 +50 = **260**

Game End Statements

SEAWEED (3rd)

At first I thought this was an odd map, and that the numerous hills would channel the routes too much for 6 people. But it worked well, though perhaps there might have been problems if somebody not starting at Brum had dropped out.

I stuck to my basic strategy, of 'claiming' a quarter of the map, and was quite pleased with the result. I had expected there to be more long-distance runs through Tenbury and felt a bit unlucky with the way the races came out (unless the result is unexpected, in which case it was all due to skill!).

But it was a great game, and I'd happily play the same map again (not a hint, Mike).

Tim Macaire

CHUFFING RAILWAYS (2nd)

In best Kate Winslet style, I would like to thank Ben, Tim and ooh, what's the other one called, oh Gerald, for sticking with the game and seeing it through to the bitter end. It's been the closest-fought game I can recall. Of course, I believe that my network is actually the best and should have trounced the lot of you except for my own incompetence on turn 3 which meant I missed out on ten points for a race I could have come second in but hadn't marked up the map properly and then points on a race because my turn was late or something.

Thanks, of course, go to our sterling GM without whom I would not be where I am now (yes, it's a reference to Mike's appalling dice rolling – well, you asked for it, Mike, so you got it!) and I look forward to the next game.

Nathan Richards

Moon-Lens Xpress (4th)

Congratulations to either Ben, Nathan or Tim.

Yet again this was a map I had never played before (had anyone else?), but even so I think my route wasn't too bad. I didn't get as far South as Nathan, whose route I think was probably the best of everyone's. But I had good connections to the top half of the board and did get some way South, which I thought would have been good enough to give me a chance... But I guess not.

It was a real shame that Bill dropped out, as it would have made building in the centre of the map even more interesting.

The real problem this game I think was communication, or lack of it. I am really surprised how few Joint Runs I was able to run. I'm not sure whether this was down to bad timing (someone else had already asked), if I was perceived as a threat and people didn't want to give me points, or maybe there just weren't that many Joint Runs that could be run. Which really would surprise me as the map seemed suited for this.

And lastly I think Mike would be disappointed if I didn't mention the "special" dice he "only" uses for me, so as not to disappoint him. In the races I was able to run the dice robbed me!!

Many thanks to Mike for running a very enjoyable game and I look forward to the next one.

Gerald Udowiczenko

GM Notes

Thank you all for taking part.

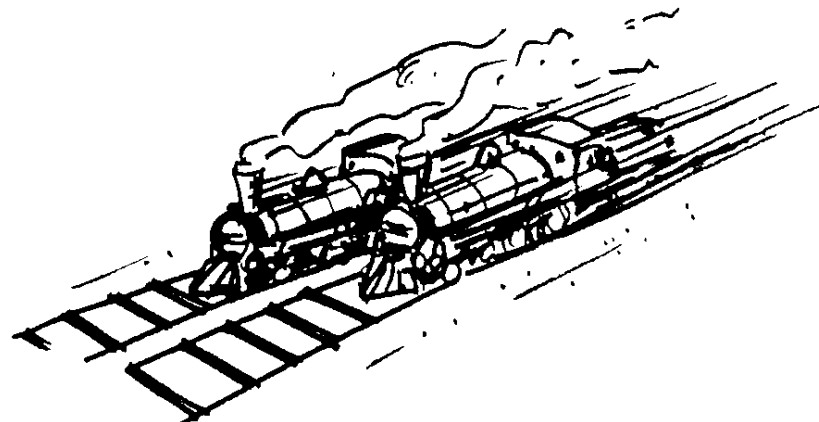
Bill McKinley (BILL) dropped out early without explanation, but Gina (VROOM) had computer problems and was too far behind to compete. She built the interesting line directly south from Birmingham instead of competing for the narrow gap through the hills to the west won by CR. SEAWEED had a network centred in the south west which barely crossed the Severn, yet did quite well. MLX's northern stronghold was penetrated by CR and VROOM, though he did

have links into a lot of the map. CHUFFIN' RAILWAYS had a good network on the east of the Severn, penetrated the north, linked a lot of towns and was very close, but in the end was pipped by BESTRAIL whose network linked roughly the same number of towns. More joint runs would have helped those with the more regional networks, it is true, but communication between players sometimes flagged.

So Congratulations to Ben for winning and holding off Nathan at the finish.

The next game will be on the Yorkshire map with a maximum of six players. We have three players signed up so far, so get in touch quickly if you want to join in.

**Sign up with Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 13th March 2009**



The Cold Equations

Star Trader game 4 – Turn 9

"What's going on?"

Behind the fixed grin, the controller of ARCHANGEL LINES, commonly known as GOD behind his back, was fuming.

"It's the ships, sir."

"An abnormal amount have failed their Hyperjumps, sir."

They were aware of his rages, the 'Wrath of God'.

"That's another wipe out of our profits for a Quarter – it's almost like there was a demon out there."

His staff politely remained silent, leaving the thought hanging in the air.

The main event this Quarter was the disruption of the ether, with the attendant problems in Hyperjumping that affected many Corporations' plans.

At Beta Hydri MONOGRAM sold 5 Monopoles on Contract and a further 6 using Agent Crip. HOUSTON FEARLESS sold 4 Isotopes for 7 HTs each.

HOUSTON FEARLESS tried to sell Monopoles at Sigma Draconis, but its ship failed its jump. MONOGRAM did buy one Alloy, but its warehouse was full and there was no ship in the Spaceport, so it was junked.

MONOGRAM brought 20 Monopoles for 14 HTs each at Mu Herculis and was made a Dealer.

Tau Ceti saw HOUSTON FEARLESS selling 3 Alloys for 11 HTs each.

Epsilon Eridani saw GATES-LEARJET selling 2 Alloys for 10 HTs apiece, outbidding MONOGRAM, though MONOGRAM did sell 5 Monopoles on Contract. HOUSTON FEARLESS sold 5 Isotopes on Contract as well.

Finally at Gamma Leporis, MONOGRAM brought 2 Alloys for 1 HT each.

ARCHANGEL LINES took another hammering as some of its fleet failed their Hyperjumps, limping back into port and unable to carry out any other tasks this quarter. It was also time to repay their loan, but HOUSTON FEARLESS lent them 72 HTs to allow them to do this. ARCHANGEL immediately took out a 600 HT loan, repaid HOUSTON FEARLESS and starting buying yet more ships. A new Zadkiel, Phoenix Hull with B crew and 4 Passenger pods, was laid down at Epsilon Eridani. Azazel with 2 Passenger Pods was laid down at Beta Hydri. Asmodai was laid down at Tau Ceti, a bare Phoenix Hull, at which point the money ran out!

EON FLASHCORP took OP 3 at Tau Ceti and increased their Criminal Connections.

HOUSTON FEARLESS bought new warehouses at Epsilon Eridani and Beta Hydri and made the loan previously mentioned to ARCHANGEL LINES.

GATES-LEARJET increased their Criminal Connections to 6.

MONOGRAM INDUSTRIES sold all their Monopole Factories and a Warehouse at Mu Herculis and repaid their loan to the Federal Banks.

McRADIE'S CREW sold the Natasha at Mu Herculis for 110% of list price, tried to take OP 3 and increased their Criminal Connections to 10.

And the violent explosion at Sigma Draconis that wrecked GATES-LEARJET's Isotope Factory? No explanation. The works will be closed for 3 Quarters.

Press

Dear McRadie and your Crew,
Congratulations on persuading Houston Fearless to contribute to your protection racket and for the price you achieved for Zadkiel. We do not consider the destruction of Beta Strike to be a fair exchange for the loss of Zadkiel, but it

may be sufficient compensation to allow us to reach a solution to our present predicament. An eye for an eye and all that implies. We have a simple Proposal. Leave Archangel Lines alone and Archangel Lines will leave you alone.

Corporation Table

Corporation letter & name	Conn'n Levels			Init'ive Turn		Cash Rep		Player
	Bus	Crim	Pol	Bid	Order			
A Archangel Lines	4	0	2	0	6th	105	40	Jerry Elsmore
B Eon Flashcorp	6	9	9	21	1st	378	37	Paul Evans
D Gates-Learjet	9	6	4	0	3rd	117	28	Dominic Howlett
E McRadie's Crew	5	10	0	0	5th	369	0	Martin Jennings
F Monogram Industries	10	0	7	1+5	4th	744	40	Michael Martinkat
G Houston Fearless	10	0	5	20	2nd	501	40	Przemyslaw Orwat
H GamLepCo	5	0	4	N	7th	139	26	Gina Teh

'N' under Initiative Bid indicates No Move Received; 'F' indicates the Corp was floated

GM Notes

Event 1 took place, with a reduction in Hyperjump chances.

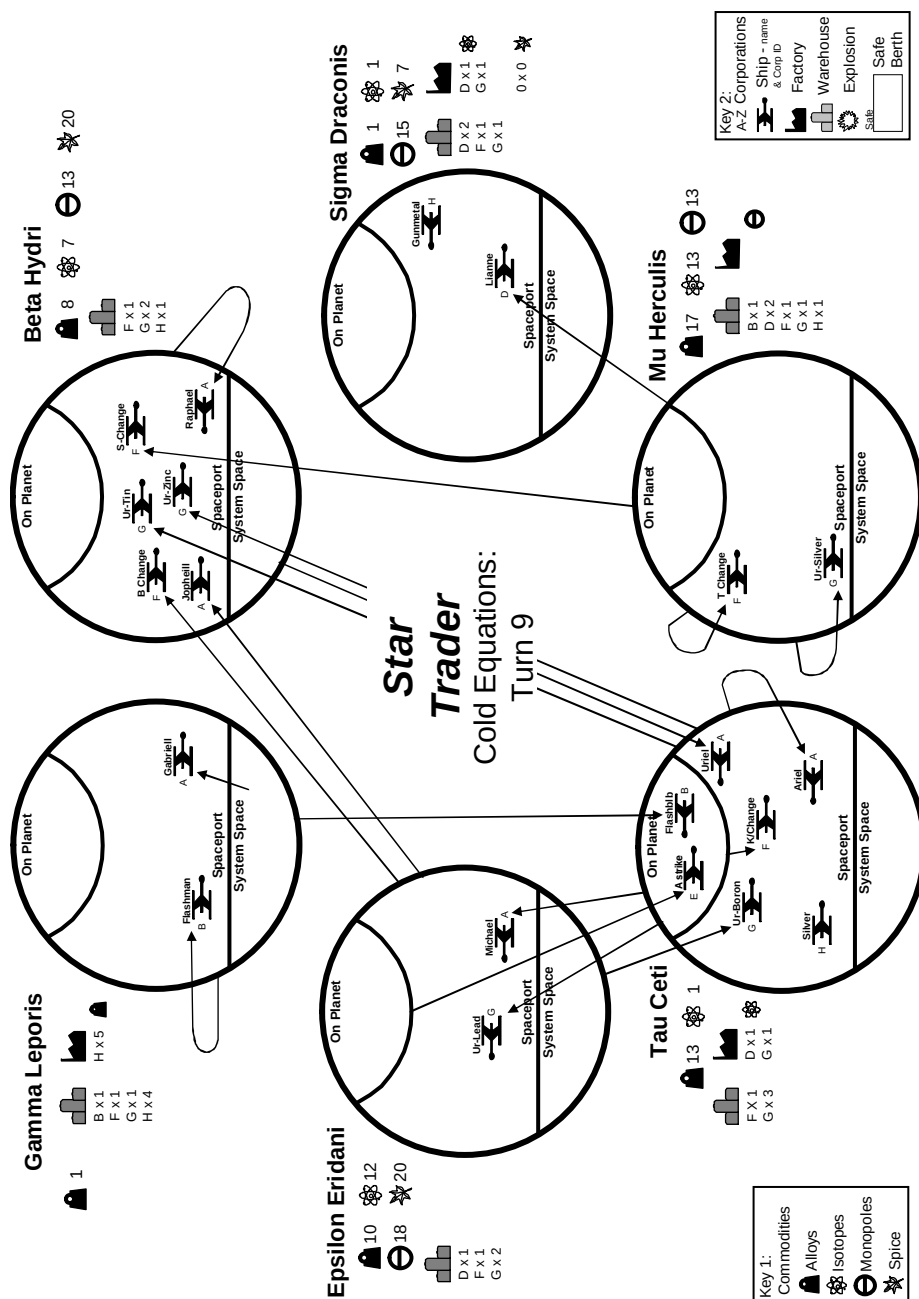
There are no new News chits:

Turn 10 C5, B4

Turn 11 C6

Eon Flashcorp took OP 3.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 13th March 2009



Les Petites Bêtes Soyeuses 219

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 1662 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 20th March 2009

March 1662

Spring should be just round the corner, but Paris remains cold and wet as March begins. It may be the weather, for none of the putative duellists so much as put their noses out of the door. Except for Horatio d'Escargot, but one swordsman does not a duel make.

Meanwhile the new Minister of State, Charlemagne le Gosse, is considering the state of his government. He has inherited Ministers from Gaston de St Marque, the previous Minister of State, and will have to put up with them for a while at least. The Ministry of Justice is conveniently empty, but le Gosse ignores this to give Sean Sondamour a position as Minister without Portfolio. This comes with elevation to Marquis for General Sondamour. And the Justice Ministry gets a nobody at the helm for the season.

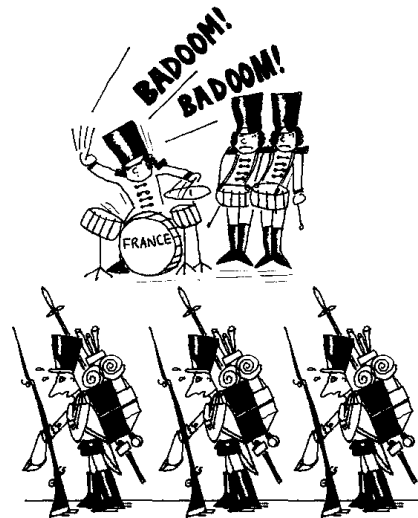
Gustav Ind calls in some favours to remove the commander of Second Division. He has the support of Devlin Carnate, who makes sure that the post is vacated. However, Adjutant-General Horatio d'Escargot refuses to appoint anyone to the position, not even Sir Gustav. Some influence from Aloysius Gnomeclencher makes sure that the Captain of the King's Escort retains his job.

New boy Mouton Rothschild joins the King's Musketeers, courtesy of the regiment's commander, Zachary The Money Goes, and buys a Captaincy. Fellow newbie Jacques Blanc is less fortunate when Colonel Coeur Jette turns down his



application to the Royal Marines. The mysterious 'X5' is also unlucky: he tries for the Grand Duke Max Dragoons, but is rejected. There's better news for Chris P Bacon, though. He is accepted by the 53rd Fusiliers, where he is able to buy his way to the rank of Major.

In the Archduke Leopold Cuirassiers, Lieutenant-Colonel Pierre Cardigan buys a promotion and then volunteers the regiment. He is not alone in wanting to spend the spring season on the frontiers. To start with, his boss, Heavy Brigadier Yves Vrai Bretheauteque, decides the whole Brigade should be in action and gives everybody their marching orders. Some of the Horse Guards join in. Herve d'Conde repays his loan and volunteers the Dragoon Guards. Antoine Dubeque adds second squadron of the Queen's Own Carabiniers. Also on the march are two Guards regiments: Averell d'Alton's Royal Foot Guards and Jean Laissez Faire's Cardinal's Guard. Finally, Captain Rex de Leon volunteers third battalion, 27th Musketeers.



Wakey, wakey!

The first social gathering of the month is Michel Entire's wake for Pierre de Vin Rouge at Hunter's. Michel's guests are Chris P Bacon, Jacques de la Boite, Johnny Sais-Pas (in full dress uniform and accompanied by Bess Ottede in black), Mouton Rothschild (accompanied by Anne Tique) and Stan Dandy Liver. Michel is also in dress uniform with a black armband and gives a little speech in honour of the departed. "He was an inspirational commander an' a fine duellist 'n' a great bloke awtogevevver!" Mouton leads the drinking. Jacques leads the singing, which gets rather bawdy. In a bout of intense camaraderie, Michel cancels the loan he provided Jacques some time ago.

The second and last party is also at Hunter's in the last week of March. Quasi Le Bossu and Alison Wunderlandt host a little get-together for the Bellringers. They are joined by Godoffle De Pieux, with his lady, Violet Bott, and Ilk Lamore Bartat. Johnny and Bess are in the club, too, as they have been all month. Michel Entire visits Hunter's that week for only the second time (after two weeks' unsuccessful courting) and provides some entertainment by placing substantial wagers on the gaming tables. He wins three in a row, but calls it a day when he loses his fourth bet. Quasi Le Bossu was at the club earlier in the month, with his new conquest, Allison, whose affections he won at the start of March.

More entertaining is the party that doesn't happen at Hunter's. The second week sees Chris P Bacon, Giles Etraseur, Jacques de la Boite and the second unknown, 'X6', turn up to Toady to Johnny Sais-Pas. Sadly, Johnny has left no instructions about admitting any guests to the club, so they kick their heels outside.

Red Phillips is the least busy club (other than Horse Guards, which could really do with some members). It's where Warren Peece takes Ingrid la Suède for three weeks of March (taking a week out for some quality time with his rapier) after borrowing to the hilt. Then the mysterious 'X5' pops in with Marie Antoinette on his arm for the final week. This has been hard work for 'X5'. His first visit coincided with 'X6' also turning up with a bunch of flowers. Neither man will give way to the other, so a duel will be required. However, 'X5' perseveres. Marie turns him down. 'X5' tries again and, as Marie hasn't heard from Stan Ding on à Chair for a while, she accepts him. Of course, this means another duel for 'X5'.

The Frog & Peach has slightly more visitors. Giles Etraseur visits twice: once with Josephine Buonoparte and once without (after his week without her and without a host). Giles' month concludes in the gym with a rapier. Ilk Lamore Bartat keeps his rapier busy for two weeks before Quasi's bash, but his first week is in his club with Ava Crisp. The final visitors are Jacques Blanc and his new companion, Ada Andabettoir. Then it's two weeks cutlass practice for Jacques.

CPS? What CPS?

After Michel's party, Mouton Rothschild takes Anne to the Blue Gables for the rest of the month. They have missed Jacques de Gain and Vera Cruz, who spent the first week there, but not Roget de Saurus, who's there for two weeks, bemoaning the forcible repayment of his last loan. Jacques passes three weeks practising rapier while Roget spends one with his and then repairs to the Bawdyhouse for a final drink and some female company. Along the way he is accosted by an Irishman offering 'protection' to visitors to the red light district (and disgruntled that he's only had one potential customer all month!).

Horatio d'Escargot spends all month at Bothwell's with Lucy Fur after re-scheduling his debts. The only other visitors are in week 1. Roland Pollee d'Eaulee brings Henrietta Carrotte for a drink before heading for the gyms with his sabre. He spends the rest of the month practising. Ophelia Derriere gets to visit the club with Benedict d'Over before Benedict disappears with his rapier for three weeks.

There are plenty of people in the Fleur de Lys, of course – at the start of the month anyway. Only Charlemagne le Gosse and Lois de Low are there all month. Sean Sondamour alternates weeks in the Fleur with weeks in the gym. The former are spent with Ella Fant, the latter with his sabre. Revaulvin d'Or has a similar month: Katy Did and a sabre being involved. Kathy Pacific and Jacques

Shitacks have the first half of the month in the Fleur before Jacques practises cutlass for the second half.

The first week crew in the Fleur is made up of Aloysius Gnomeclencher and Deb Estaround, Devlin Carnate and Angelina di Griz and Gustav Ind and Jacky Tinne. All three men are then to be found in the gyms for the rest of the month: Aloysius and Devlin with sabres and Gustav with cutlass. Zachary The Money Goes and Anna Rexique hit the Fleur for the middle two weeks so Zachary can spend the other two weeks hunting through the Public Safety records. It doesn't do him much good, though, as he still hasn't found anyone to arrest and so is relieved of his appointment. He is invited to explain himself to the King in person next month.

Kathy Pacific gets a third visit to the Fleur, this time on Stan Dandy Liver's arm! Stan's missing week is spent with a two-handed sword. Godoffle De Pieux's weapon of choice is foil, so he puts in three weeks' practice before the bellringers' bash. Gaston de St Marque is the iron man this month, spending all four weeks working out with his rapier. Chris P Bacon has some success courting (which Giles Etraseur knows all about) and finishes his month with his rapier. Gar de Lieu gets a result with the ladies early on and spends three weeks practising rapier. Jacques de la Boite has no success courting and makes such a mess of his approach to Fifi that Pet gets wind of it and chucks him. And gives Herve d'Conde cause for a duel when he's back in Paris.

Skirmishing on the frontier

The new season sees the Frontier regiments being redeployed around France's borders, but still with their primary mission of defending them. They have plenty of reinforcements this season, including a substantial cavalry presence and two Guards regiments.

Brigadier Yves Vrai Bretheauteque takes the Heavy Brigade on extensive manoeuvres in the foothills of the Pyrenees. Shame he wasn't fast enough to escape the moneylenders' boys. They have the occasional run-in with Spanish patrols, but nothing significant. Until the Crown Prince Cuirassiers, following their usual route, find the woods are full of Spanish musketeers. The first volley knocks much of the regiment off their horses, including Captain Roland Chainat. As the horses rear and mill about, a second volley crashes out and more men fall.



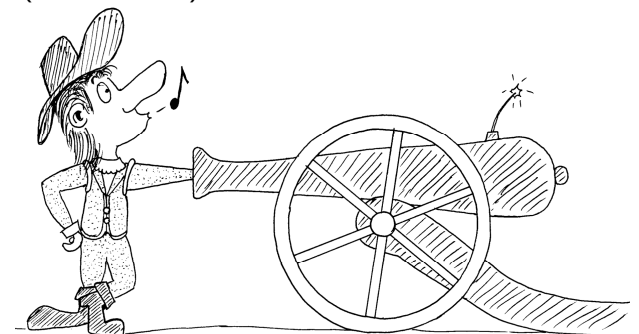
Colonel Renaul Baptiste Grenoble gets his remaining troopers out of the firing line, but it's too late for Captain Chainat. RIP. There's a promotion to (brevet) Brigadier-General for Grenoble to go with his Mention in Despatches.

The Archduke Leopold Cuirassiers arrive on the scene only to find that the Spanish troops have melted back into the woods. Colonel Pierre Cardigan charges into the trees anyway. A few of the troopers following him manage to stay on their horses and they run down some Spanish stragglers. That's enough to get Cardigan brevetted to Bdr-General and he nets a few hundred crowns worth of booty. Brigadier Bretheauteque collects an equal share of the loot and is promoted to (brevet) Lieutenant-General. That's another man who'll be looking for a Divisional command come the summer campaign.

The Dragoon Guards are at the other end of the country, backing up Frontier regiments 1 and 2, who are facing off more Spanish forces. Second Frontier regiment takes a pounding from their field guns and abandons its positions. 27M Private L'Hay Ceede doesn't get a chance to run away as a cannonball catches him first. RIP. Lt-Gen Euria Humble moves faster, since he's on horseback, and escapes without any injury. First Frontier regiment holds firm along with the attached battalion of the 27th Musketeers. Captain Rex de Leon, commanding the battalion, has a narrow escape when a cannonball lands beside him. The mud is soft enough that it doesn't go any further.

Bdr-Gen Herve d'Conde keeps the Dragoon Guards threatening the Spanish positions without getting in the line of fire. His reward is a Mention in Despatches, along with a couple of hundred crowns of loot. His number two, Lt-Colonel Swender de Jewel, does slightly better with 300 crowns of plundering along with his Mention in Despatches.

On the south coast, the Royal Foot Guards have their usual cushy billet. Their CO, Averell d'Alton, picks up a few crowns, which makes up for having had the bailiffs retrieve his last loan (with interest) before he left Paris. There's 300 for Lt-Col Egon Mad 2, but Captain Beau Romir (who was expecting a month in with his lady) only gets half as much. He is elevated to Viscount, though. His fellow Captain, Indie Spencible, does best of all: a Mention in Despatches, 200 crowns and the title of Baron.



RECKLESS BRAVERY

The Cardinal's Guard expect the same treatment, but instead get involved in a running firefight with Piedmontese irregulars that gradually forces them back from their initial positions. There are two Mentions for Bdr-Gen Jean Laissez Faire and one apiece for Majors Dan Stallnite and William Liam Lee Yon. The title of Baron comes Yon's way as well, but no cash that would replace the loan that was recovered from him before he left Paris.

Frontier regiment 3 gets the better of the Spanish troops facing its positions. Private 'X3' is promoted to Subaltern as a result. Major Antoine Dubeque's QOC squadron is attached to Frontier regiment 4 and has an active month. Major Dubeque gets a fulsome Mention in Despatches. ❖

Press

Announcements

Applicants sought to the position of Aide to Bvt. Brig-General. Subalterns of suitable social standing apply to Johnny Sais-Pas.

I would like to thank His Majesty King Pevans for his wisdom in appointing me to the State Ministry. † CIG
Oh, just get on with it! † Le Roi

To All Fleur Bond Holders,
I am looking to increase my holdings. If anyone is interested in selling their bonds, please contact me and hopefully we can come to some sort of arrangement. † ZTMG

The QOC will be heading to the front; any recruits wishing to join are suggested to write c/o the barracks, and marked for the attention of the CO. Only brave men may apply, and assistance may well be available. For those whose ambition is to avoid combat, may we recommend civilian dress, topped off with one or more white feathers.

To the Brigadier 2nd Foot.
I suggest you stop dithering and resign for your own good health.

† Bvt. Brig Gen Johnny Sais-Pas

Wanted: a secretary with military knowledge. Apply 27th Musketeers.

To All Loyal Men of Paris,
Come and join the country's premier regiment, the King's Musketeers, and ensure that France's enemies are hunted down and dispatched. Places are still available, but please apply early to avoid any disappointment. Generous bonuses available and help with purchasing your commission.
† B.Bdr-General The Money Goes,
King's Musketeers

Battle Orders – Advance Notice for 13th Fusiliers
Subject to myself still being your CO it is my intention that the regiment will be attending the front in May 1662. Please ensure you have arranged your personal affairs accordingly.
† Bvt. Brig-Gen Johnny Sais-Pas,
CO 13th F

It has come to my attention that the previous administration had at least one Law with which I disagree. The first act of the new administration is therefore to ABOLISH the tax on duelling. Settling matters of Honour should not be taxable. Any other Laws which the general populace of France feel need addressing can be brought to my attention at my temporary office in the bar of the Fleur de Lys. Simply ask for an appointment and I will see if my hectic diary can find a slot for you.

† CIG

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?

The Cardinal's Escort is needing new members!! Consider your choices well and apply today!

His Eminence will grant you his blessings.

To: Commander 3rd Army
From: Minister of War
Sir,

Not meaning to cast aspersions, but weren't you last in your class the year you graduated?

I rather suspect that you'd be better employed marshalling aspidistras in the Royal Gardens.

Why not be a good little chappie and resign your post in favour of another who knows WAR?

† Lt. General Stan Dandy Liver

I need an aide...all applicants considered. † GI

In the spirit of maintaining the level of toadies and lackeys at the appropriate level in the government, I have immediately appointed my Second to be Minister without Portfolio. Anyone who wishes to be a Yes Man, err I mean, Cabinet member, should contact me forthwith. † CIG

And the position of CPS is now available!

† Le Roi

To All Very Loyal Subjects of Le Roi!
Come and join the fun and share our victories at the front. The 13th Fusiliers welcomes you with open arms. Bursaries available – Speak with Regimental Commanding Officer
† Bvt. Brig-Gen Johnny Sais-Pas

Matters of Honour

Dear Vicomte d'Or, Marshal of France,
It is a great pleasure to have you as my second. This is one of the proudest moments of my life and it would be an honour to do the same for you.

† Sir Swender de Jewel

Social

To all Gentlemen of SL 10 or less
To celebrate spring and the bluebells flowering, let's get our bells out and have a good old-fashioned ding-dong at Hunters, Week 3 and 4 April 1662. I'm paying if you are ringing. Mistresses welcome!

† Quasi Le Bossu

All gentlemen of SL16 and above and their mistresses are invited to join me at my club, the exquisite Fleur de Lys, during the weeks of 1-3 next month. Your carousing costs will be paid as we celebrate the arrival of Spring and the imminence of Victory with an 'April Shower' of fine wine, cognac and sweetmeats from the House of Raguenuau The Pastry Cook. I am prepared to discuss commands and military appointments that are in my gift at that time so please join me.

† Vicomte d'Or, General of France

To QLB: Thank you once again for your kind invitation to Hunter's. I hope that we were able to meet this time. It appears there is at least one man in Paris with the honour and foresight to see those most worthy are not always those most obvious. † GDP

My friends, after hosting an impromptu party during March, I have decided to hold a repeat in April. My club, anyone of Social Level 5+ (any of course any 13th F regardless). Carousing Costs paid for anyone SL 11+ who would like to visit me. The place... wherever I'm clubbing... the date... April Week 4.

PARTY TIME!

There will be a party in April at the Fleur. ALL citizens of Paris are welcome to attend (at their own expense). The party will last all month and ideas for new laws as well as applications for Governmental positions will be listened to in an appropriately drunken haze. † CIG

Party ... all month at my club for anyone and everyone SL 12+. † GI

To the men of the 27th and all Regimental Friends

To honour the memory of our brave leader, Colonel Ivor Bean D'One, I will be hosting a wake at my club in the first week of April. Bring your Ladies. Cost paid.

† Lt-Colonel Warren Peece

Personal

He walked into Paris, stringed instrument slung across his back, and headed straight for the dock. There was only one regiment for him to join. It was supposedly in his blood. But why did he feel so sick at the thought of stepping aboard a ship? Perhaps it was the fact he had no sea legs at all and copiously puked every time he even stepped on a bridge spanning water, let alone upon a vessel on it.

The loss of Jean Paul Amiss seems to have led to a black bonneted veiled woman standing on the quay looking out to the horizon. Can anyone throw light on her identity?

Right Gentlemen,
I'm back in the Game...

How may I be of assistance to you?

† SDL, Minister of War

Lord Percy Percy says, as fashion is tending toward ignoring the inconsequential, many members of the CPC have very fashionable handkerchiefs.

To Gustav Ind:

Sir, you may have the heart of a lion and the stomach of an aardvark, but the question of divisional commands is in the purview of my good friend Horatio L'Escargot. Please do not wreck the good working of the army by unduly seeking resignations just as we are preparing for war, but apply in the proper way to him, citing your martial credentials and providing testimonials of your good character.

† General D'Or, Field Marshal of France

That'll be a 'no' then! † Le Roi

To Count de Gosse

I must confess to feeling betrayed by the recent turn of events. We have worked together many times in the past and you have previously supported me for appointment as Minister of State on several occasions. As such, I counted you as one of my strongest allies and was therefore surprised to hear you were seeking the role yourself, although I recognised your frustration in being unable to secure a military appointment. However, our correspondence on the subject was such that you committed in two separate missives to stand aside in my favour and I counted you a true gentleman in so doing. In fact, whilst you wrote one thing, you practiced another and this deceit is unpardonable. If you had declared your intent openly to seek the post and we had agreed to leave it to His Majesty's discretion, then I would have wished you well, but the manner of your success through duplicity ill becomes you. This betrayal is all the

more keenly felt since you accepted the support of Baron d'Or, who denied you the very appointment in the military you had sought and then swayed you with honeyed (but ultimately empty) words promising you the support of others. To add insult to injury, you had the gall to claim in your letter that "Harmony not dissonance is my motto!" Well, sir, I cannot see that we can have anything but dissonance and I believe that I am well within my rights to demand satisfaction in an affair of honour. I demand a duel, preferably to the death of one or other of us. If God favours my cause then I shall prevail. If not and this is the era of the 'new France' that you intend to usher in then I want no part of it and shall go to my rest knowing that I did my duty in my career to turn back the tide of corruption and dishonour in politics and society. I urge Paris to put this matter to the test in this, the year of our Lord sixteen hundred and sixty-two.

Yours,

† Count Gaston de St Marque
Gentleman of Honour

My dear Vicomte d'Or,

I am glad that such a one as yourself has seen fit to honour Swender de Jewel as his second and I look forward to meeting you should we have cause to cross swords in matters of honour. Rest assured that I have no intention of ever leaving such a stout gentleman as M. Jewel in any manner other than good health as a result of our swordplay.

† Aloysius Gnomeclencher

Gentlemen of Paris, my thought is that Her Majesty is in need of some joyful poetry and odes to brighten her day. I present my first small ode to La Reine this day and commend you all to do the same.

To: The Gallant Officers of Paris
Are we quite unable to organise a better pool of Divisional Commanders than the current incumbents? I truly weep for the fate of the Common Soldier if he must follow this incompetent rabble. Pray join me, all those of influence, in ridding our Armies of these tactically blind blunderers.

† SDL, Minister of War

Cœur Jette, Il a les boobs de homme, n'est-ce pas?

† La Trinnie et la Susannah

Zack
Can skewered Cardinal's Guard troopers truly make a fine Barbie?

† Le Bladder Blanc

Overheard behind the tents in a battlefield camp:

"Quartermaster, I wish to requisition 2000 musket balls and some black-powder."

"Have you completed a Form 11F? You can't requisition anything without an 11F."

"Will the 11F allow me to requisition my weaponry?"

"No. Once you've completed an 11F, you'll need to complete a 64J, a 27R and a 32B. Don't confuse the 32B with a 32C – that will get you gumballs instead of musket balls..."

Obituary to Ivor Bin D'One
Here lies a man whose name could not have been more appropriate.

Your humble Servant,
† Chris P. Bacon

To: Colonel Cœur Jette, RM
From: Lt. General Stan Dandy Liver, Ex-RM

Sir,
May I congratulate you upon your fine taste in women. Clearly, we are men of a similar nature. If you look back a few years in your Regimental Rolls, you will see that I, too, once commanded the Royal Marines. Hence our Cutlass Vs Cutlass duel.

Some would say that you've got to have a "Lotte Bottle" to challenge my prowess – however rusty I may be – with our peculiar blade, but then you quite clearly have or we wouldn't be meeting under such inauspicious circumstances.

Perhaps next month, say Week 4, you would do me the honour of joining me in my club once you have recovered from the sound thrashing I shall be administering to you this month? The social niceties must be observed, and Colonels really shouldn't poach from Lt. Generals.

Yours, irate but cordial,
† SDL

GDP: Can I say how much I look forward to your Sonnet which covers a similar topic.
† AG

Does anybody need a favour? If so, I could drop a word into the right ear for you.
† "The fixer"

(spikethedragon1@hotmail.com)

To da money bloke
I's don't has to sell any. But I's will get some if da money is right.
come on, tells us wots yous willin' to pay and stops wastin' my time.

† da bond snatcha

Poetry Corner

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

POEM – or Haiku for Deb
She smiles so broadly
Her comfort is my best desire
She is my Debbie

You make my heart to soar
On silver Angel's wings;
For sake of who you are
My voice forever sings;
And for your awesome beauty

I shall run in rings;
Oh, Cathy Pacific,
My love for you just stings!

† SDL

Qui est la belle fleur de la France,
Son la reine, oui sa la reine.
Joyeux et élément chauffant et très enchanteur
à la reine nous offrons à notre salut ce jour.

With humble appreciation of Her Majesty's most regal position
† Johnny Sais-Pas

This month's Haiku
A star shines brightly
Keeping the people alive.
Vive Le Roi! Le Roi!

† GDP

Points Arising

**Next deadline is
Friday 20th March 2009**

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

X3 (Aaron Sibley) has NMR'd. Total now 2 and is sent to a Frontier regiment

X7 (Gina Teh) has NMR'd. Total now 1

BdM (Mark Moores) was floated at his request.

CJ (Mike Weston) was floated at his request.

SDC (Barry Townsend) was floated at his request.

X2 (Mark Booth) got the benefit of the doubt and was floated.

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.

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

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

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

Aloysius Gnomeclencher asks NPC Brigadier of Horse Guards Brigade to resign

Euria Humble asks NPC Captain, King's Escort to resign

Euria Humble asks NPC Captain Cardinal's Escort to resign

Gustav Ind asks NPC Division Commander of First Division to resign

Gustav Ind asks NPC Division Commander of Third Division to resign

Gustav Ind asks NPC Division Commander of Cavalry Division to resign

Gustav Ind applies for Division Commander of Second Division

Gustav Ind applies for Division Commander of First Division

Gustav Ind applies for Division Commander of Third Division

Gustav Ind applies for Division Commander of Cavalry Division

Johnny Sais-Pas asks NPC Brigadier of 2nd Foot Brigade to resign

Stan Dandy Liver asks NPC Division Commander of First Division to resign

Stan Dandy Liver asks NPC Division Commander of Second Division to resign

Stan Dandy Liver asks NPC Division Commander of Third Division to resign

Stan Dandy Liver asks NPC Division Commander of Cavalry Division to resign

Stan Dandy Liver asks NPC Division Commander of Frontier Division to resign

Stan Dandy Liver asks NPC Army Commander of Third Army to resign

Duels

Results of last month's duels:

Antoine Dubequé didn't turn up to fight Horatio d'Escargot and lost SPs.

Grudges to be settled next month:

Stan Dandy Liver (Cutlass, Seconds SS, adv.) has cause with Coeur

Jette (Cutlass, 5 rests) for pinching Lotte.

Beppe de Marko (Sabre, Seconds ZTMG, 2 rests) has cause with Revaulvin d'Or (Rapier, adv.) for pinching Katy.

'X5' (Rapier, 2 rests) and 'X6' (Sabre, adv.) have mutual cause as neither stood down over Marie.

Jacques Shitacks (Cutlass, Seconds JSP, 2 rests) has cause with Stan Dandy Liver (Cutlass, Seconds SS, adv.) for pinching Kathy.

Giles Etraseur (Rapier, adv.) has cause with Chris P Bacon (Rapier, 3 rests) for pinching Josephine.

Stan Ding on à Chair (Rapier) has cause with 'X5' (Rapier) for pinching Marie.

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

Renaul Baptiste Grenoble versus Gar de Lieu.

Herve d'Conde versus Jacques de la Boite.

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

Francesca Weal gets the Bastard son of a Merchant: Init SL 2; Cash 135; MA 3; EC 2 (X1).

Roland Lee gets the Bastard son of a very wealthy Count: Init SL 10; Cash 675; MA 5; 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 SdJ	
Provincial Military Governors: N/N/N/N/N		
City Military Governor EH	Adjutant-General HdE of Infantry __	
Inspectors-General: of Cavalry N		
Commissioner of Public Safety __		
Chancellor of the Exchequer AG	Minister of Justice N	
Minister of War SDL	Minister of State CIG	

Battle Results

Army Organisation and Summer Deployment

First Army (Field Ops)	GdLi/N/CJ/N
First Division (Field Ops)	N2/N/BdO
Guards Brigade (Field Ops) – RFG CG KM	
Dragoon Brigade (Field Ops) – GDMD PLLD	
Cavalry Division (Field Ops)	N1/N/QLB
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Second Army (Siege)	J5/N/JSP/N
Frontier Division (Siege)	N4/N/N4
Frontier Regiments (Siege)	
Third Army (Defence)	N2/N/N1/N
Second Division (Defence)	___/_/N4
3rd Foot Brigade (Defence) – 27M 4A	
4th Foot Brigade (Defence) – 69A Gscn	
RNH B Regiment (Defence)	
Third Division (Defence)	N2/N/N1
1st Foot Brigade (Defence) – RM PM	
2nd Foot Brigade (Defence) – 13F 53F	
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

Frontier Regiments

(Defence for Mar-May)

	F1	F2	F3	F4	RNHB
Colonel	N2	N1	N4	N6	N5

Attached	3 Bn 27M	EH	X3	2 Sqn QOC
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Also at the Front

Heavy Brigade (Archduke Leopold Cuirassiers, Crown Prince Cuirassiers)
Royal Foot Guards
Cardinal's Guard
Dragoon Guards

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

Brigade Positions

Guards Brigade	G1/JPA/RdS
Horse Guards Brigade	N6/N/N6
Heavy Brigade	YVB/N/N5
Dragoon Brigade	DC/CPC/N3
First Foot Brigade	N5/N/IdIB
Second Foot Brigade	N4/N/N1
Third Foot Brigade	N5/N/N3
Fourth Foot Brigade	N5/N/

Entries as Army Organisation Table

Heavy Brigade: 4
Archduke Leopold Cuirassiers: 3
Crown Prince Cuirassiers: 5

Royal Foot Guards: 3

Cardinal's Guard: 5

Dragoon Guards: 3

Frontier regiment 1: 3

Frontier regiment 2: 6

Frontier regiment 3: 2

Frontier regiment 4: 4

RNHB regiment: 2

Hell Hath no Furry...

Regiments Organisation																	
	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	AdA	JLF	ZTMG	HdC	AG	PC	RBG	CJ	ME	JSP	DC+						
LCol	EM2	N3	BdO	SdJ	N5	N5+	N5+		JdIB+	SDC	QLB	N2	WP	N3+	N1	N6	N5
Maj	RdS+	DS	N4	N4	N6+	N2		ILB	N1	N1+	N3+	N6	N3+				
Maj	N5	WLLY	N5	N5	AD					N1	N4	CPB					
Capt	BR	N2	N2	N2	N2		N4	N5	N4	N6	N6	N1	N1	N2	N6	N1	N1
Capt	IS*	N5	N1*	N6*	N4			N2	N1	N1	N6	N4	N5*	N1	N1	N5	N1
Capt	N2	JdG	N2	N1	N1			N1	N2	N4	N2	N6	N3	RdL	N2	N3	N3
Capt	N1	N1	N1	N1	N4*			N1*	N3*	N4	N3*	N1*	N2	N3*	N2*	N4*	N4*
Capt	N3	MR										N5					
Capt																	

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.

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.

No	Name	SL	Attr	Last
61	Bette Noire	19	W	
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	SDL
54	Madelaine de Proust	17		
35	Katy Did	16	I	RdO
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		GI
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		QLB
11	Laura de Land	13		
16	Ophelia Derriere	13		BdO
26	Ella Fant	13	B	SS
27	Lucy Fur	13	B	HdE
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	RPdE
28	Vera Cruz	12		JdG
31	Bess Ottede	12	I/W	JSP
1	Sue Briquet	11	B	
4	Anne Tique	11	W	MR
9	Deb Onairre	11	I	AG
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	DC
56	Ingrid la Suede	10		WP
6	Viv Ayschus	9		
57	Ava Crisp	9	I	ILB
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	X5
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	GE
24	Violet Bott	6	I/W	GDP
15	Ada Andabettoir	5	B/I	JB
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
CIG	Count Charlemagne le Gosse	27+	92	Comfy	General/State Min.	14	Lois	Flr	2	Neil Packer
GdSM	Count Gaston de St Marque	26	45	Wlthy	General	9		Flr	3	Nathan Richards
ZTMG	Count Zachary The Money Goes	25	63	Rich	B.Bdr-General KM	11	Anna	Flr	4	Gerald Udowiczzenko
SDL	Count Stan Dandy Liver	24	43	Rich	Lt-General/War Minister	11	Kathy	Flr	4	Guy Arnold
SS	Marquis Sean Sondamour	22	60	Comfy	General/Min w/o Port	5	Ella	Flr	2	Pete Holland
RdO	Viscount Revaulvin d'Or	22	54	Wlthy	Fid Marshal	13	Katy	Flr	4	Jerry Spencer
JS	Baron Jacques Shitacks	21	54	Poor	General/2nd Army Commndr	3	Kathy	Flr	4	David Oliver
DC	Sir Devlin Carnate	21	46	OK	B.Bdr-General PLLD/Drgn Brigadier	5	Angelina	Flr	2	Bruno Giordan
EH	Earl Euria Humble	21	F	Poor	B.Lt-General/City Mil Gov	15		Flr	5	Matthew Wale
BR	Viscount Beau Romir	20+	65	Wlthy	Captain RFG/C.Pmce Aide	16		Flr	3	Graeme Morris
GdLi	Marquis Gar de Lieu	19	41	Flthy	Bdr-General	3		Flr	4	Bill Hay
BdM	Viscount Beppe de Marko	18	42	Comfy	B.Lt-General/Gds Brigadier	4	Jacky	Flr	2	Mark Moores
GI	Sir Gustav Ind	17	F	Poor	B.Bdr-General RFG	4		Flr	5	Ashley Casey
AdA	Sir Averell d'Alton	16	46	Comfy	B.Lt-General/Adjutant Gen	5	Lucy	Both	4	Martin Jennings
HdE	Sir Horatio d'Escargot	16	35	Poor	Major RFG/Gds Brigade Maj.	10		Both	3	Graeme Wilson
RdS	Sir Roget de Saurus	14	39	Comfy	Lt.Colonel KM/1st Div Adjutant	9	Ophelia	BG	2	Gerry Sutcliff
BdO	Benedict d'Over	14	35	Comfy	B.Bdr-General QOC/Chancellor	6	Deb	Both	4	Mark Stretch
AG	Aloysius Gnomeclencher	14	F	Comfy	Lt.Colonel DG/FMshl's Aide	4		Flr	2	Mike Dommett
SdJ	Sir Swender de Jewel	13	F	Comfy	B.Bdr-General CG	2		Both	1	Ray Vahey
JLF	Sir Jean Laissez Faire	13	F	Comfy	B.Bdr-General CPC	5		Both	3	Filipe Silva
RBG	Sir Renaul Baptiste Grenoble	12	26	OK	B.Lt-General	7	Henrietta	Hunt	4	Olaf Schmidt
RPdE	Sir Roland Pollee d'Eaulee	12	F	Comfy	Captain RFG/RFG Regt. Adjit.	4		Both	3	Pete Card
IS	Baron Indie Spencible	12	F	Poor	B.Bdr-General DG	9		Hunt	1	Charles Burrows
HdC	Sir Herve d'Conde	12	F	Poor	B.Lt-General/Hvy Brigadier	2		Both	4	Simon Burling
YVB	Yves Vrai Bretheauteque	11	29	Comfy	Colonel PM	7		Hunt	1	Chris Boote
ME	Michel Entire	11	19	Poor	Lt.Colonel PM/1 F Brigade Maj.	1		Hunt	3	Tim Macaire
JdIB	Jacques de la Boite	11	F	OK	Lt.Colonel RFG	5		Hunt	5	Justin Key
EM2	Sir Egon Mad 2	11	F	OK	Lt.Colonel RFG	5		Hunt	2	Tym Norris

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
WLLY	Baron William Liam Lee Yon	11	F	OK	Major CG	6		Hunt	4	Paul Wilson
AD	Antoine Dubeque	11	F	Poor	Major QOC	7		Hunt	2	Andrew Burgess
JSP	Johnny Sals-Pas	11+	33	Comfy	B.Bdr-General 13F/2nd Army Adjutant	6	Bess	Hunt	4	Mike Bird
QLB	Quasi Le Bossu	10	26	OK	Lt.Colonel PLLD/Cav Div Adjutant	7	Alison	Hunt	6	Mark Cowper
DS	Sir Dan Stallnite	10	F	OK	Major CG	7		Hunt	2	Colin Parfitt
CJ	Coeur Jette	9	24	OK	Colonel RM/1st Army Adjutant	6		BG	2	Mike Weston
PC	Pierre Cardigan	9	F	OK	B.Bdr-General ALC	5		BG	4	Matt Shepherd
MR	Mouton Rothschild	8	23	OK	Captain KM	1	Anne	BG	4	Keith Bristow
SDC	Stan Ding on à Chair	8	13	Comfy	Lt.Colonel 13F	2		BG	4	Barry Townsend
X3	Jacques de Gain	8+	F	Poor	Subaltern	4		BG	4	Aaron Sibley
JdG		8+	25	OK	Captain KM	6	Vera	BG	4	Ben Brown
X7		7-	2	OK		1		BG	2	Gina Teh
RC	Roland Chainat	7	RIP							Roland Lee
ILB	Ilk Lamore Bartat	6	19	OK	Major RM	6	Ava	F&P	6	Andrew Kendall
WP	Warren Peece	6	10	OK	Lt.Colonel 27M	4	Ingrid	RP	2	Pam Udowiczzenko
GE	Giles Etraseur	6	6	Poor		1	Josephine	F&P	4	Nik Luker
JB	Jacques Blanc	5	7	OK		2	Ada	F&P	4	Dominic Howlett
CPB	Chris P Bacon	5+	17	Poor	Major 53F	1		RP	3	Rob Lee
RdL	Rex de Leon	4	F	Poor	Captain 27M	6		RP	3	Robert Carter
GDP	Godoffe De Pieux	4+	17	OK		1	Violet	RP	1	Alec Chapman
X6		3-	2	Poor		5		RP	4	Tim Skinner
X5		3	11	Poor		2	Marie	RP	1	Timothy Hunt
BD	Bragen Declan	2	0	Poor		2			1	Mark Booth
LHC	L'Hay Ceede	1	RIP							Francesca Weal

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, F lthy = 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+