

That would be enough

This has been issue 99 of *To Win Just Once*, published 7th October 2009. It incorporates *Les Petites Bêtes Soyeuses*, a postal/online 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* to Mike Dommett by Friday 23rd October 2009.

Orders for *Les Petites Bêtes Soyeuses*, Pick-a-Low entries and any other contributions to Pevans by Friday 30th October 2009.

(Remaining 2009 deadlines: 27th Nov/4th Dec. First in 2010: 8th/15th January.)

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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 Yorkshire game under way—who's interested in the next game?

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

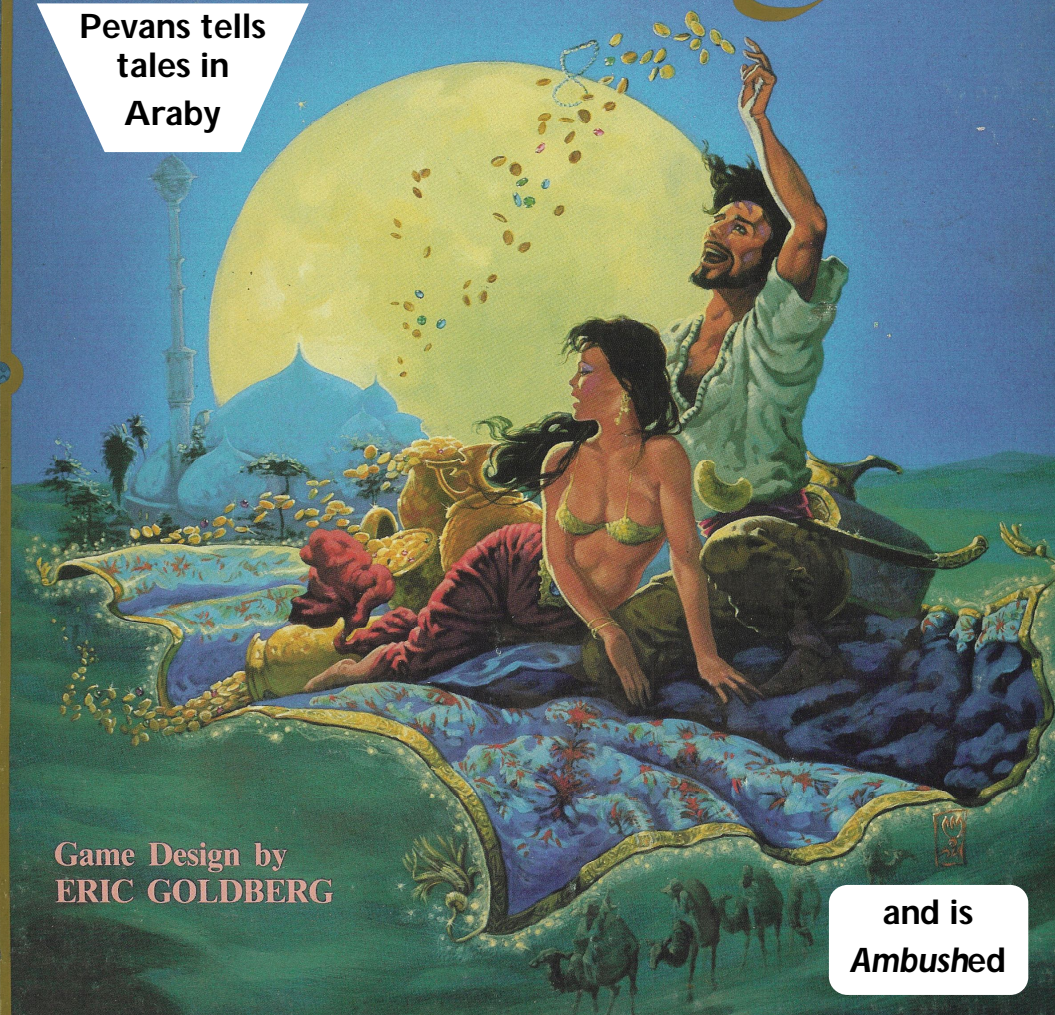
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Arabian Nights

Pevans tells
tales in
Araby



Game Design by
ERIC GOLDBERG

and is
Ambushed

A FANTASY ADVENTURE GAME

Issue 99: October 2009
(LPBS 225: October 1662)

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ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
MR	Mouton Rothschild	10+	32	Comfy	Captain	DG	1	Anne	Hunt	4	Keith Bristow
CJ	Coeur Jette	9	17	OK	B.Bdr-General	RM	6	Sue	BG	2	Mike Weston
RM	Roland Moulin	9	16	Poor	Captain	GDMD	5	Mary	Hunt	4	Roland Lee
CPB	Chris P Bacon	9+	49	Comfy	B.Bdr-General	GDMD	1	Mary	BG	3	Rob Lee
LA	Luc Around	8	22	Poor	Captain	QOC	4		HGds	5	Colin Parfitt
X4		8	F	Poor			5			1	Aaron Sibley
WP	Warren Peece	7-	11	OK	B.Bdr-General	27M	5		BG	2	Pam Udowiczenko
GE	Giles Etraseur	7	RIP								Nik Luker
TIM	Tomas le Matelot	7+	43	OK	B.Bdr-General	4A	7	Ava	F&P	4	Tim Skinner
AIDn	Alexander Denton	6	13	Comfy	Captain	GDMD	6		F&P	4	Paul Wilson
JLT	Jacques La Touret	6	F	Poor	Subaltern		3			2	Charles Popp
RdL	Rex de Leon	6+	31	OK	Lt.Colonel	27M	11			3	Robert Carter
PLF	Pierre Lefart	6+	19	OK	Lt.Colonel	13F	5			3	Olaf Schmidt
JB	Jacques Blanc	5-	2	OK	Major	RM	2		F&P	4	Dominic Howlett
AV	Ali Vouzon	5+	27	Poor	Major	13F	4		RP	1	Graeme Morris
VdDB	Willem de Bliest	5+	27	OK	Subaltern	GDMD/Bdr's Aide (CPB)	3	Josephine	RP	6	Tim Macaire
EV	Enterrer Vivant	5+	18	OK			2		RP	4	Geoff Bowers
JLDp	Jean-Luc de Picardy	4+	34	Poor	Captain	PM	6	Thomasina	RP	3	Bill Howell
BLT	Bruce Locarno Thomas	4+	13	Poor	Major	53F	2		RP	3	Graeme Wilson
PTIB	Pierre Theroux le Brouillard	3-	3	Poor			5		RP	2	Barry Townsend
JAdE	Jacques Alattes d'Esjefif	3	3	Poor	Private	GDMD	4			3	Pete Card
IM	Ilkley Moor	3	0	Poor			4			4	Mike Dommett
AdL	Armand de Luce	3+	16	Poor	Private	GDMD	3			2	Francesca Weal
BD	Bragen Declan	2	F	Poor	Private	53F	2			1	Mark Booth
PD	Patrick Declan	1-	4	Poor			2			4	Nathan Richards

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, Wilthy = 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+

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
ZTMG	Count Zachary The Money Goes	26	71	Rich	Colonel KM		14		Flr	4	Gerald Udowiczenko
CIG	Count Charlemagne le Gosse	26	71	Comfy	General/State Min.		14	Lois	Flr	2	Neil Packer
SS	Marquis Sean Sordamour	23	62	Comfy	General/Min w/o Port		5	Ella	Flr	2	Pete Holland
DC	Baron Devlin Carnate	23	52	Withy	B.Lt-General/Cav Div Commandr			Angelina	Flr	2	Bruno Giordan
SDL	Count Stan Dandy Liver	23	27	Flthy	Lt-General		11		Flr	4	Guy Arnold
RdO	Count Revaulvin d'Or	23+	82	Comfy	General/War Minister		13	Katy	Flr	4	Jerry Spencer
JS	Earl Jacques Shitacks	22	67	Comfy	Fld Marshal/Chancellor		3		Flr	4	David Olliver
EH	Earl Euria Humble	21	57	OK	B.Lt-General/City Mil.Gov		15		Flr	5	Matthew Wale
GdLi	Marquis Gar de Lieu	21	47	OK	General		3		Flr	4	Bill Hay
GI	Baron Gustav Ind	20	52	Comfy	Lt-General/Insp.Gen.Inf		17		Flr	5	Ashley Casey
BdM	Viscount Beppe de Marko	19	44	Flthy	Bdr-General		16	Kathy	Flr	2	Mark Moores
AdA	Sir Averell d'Alton	18	52	OK	B.Bdr-General RFG/2nd Army QMG		5	Guinevere	Flr	4	Martin Jennings
RdS	Baron Roget de Saurus	17	26	Comfy	Major RFG		10		Both	2	Gerry Sutcliff
BdO	Benedict d'Over	15	37	Comfy	Lt.Colonel KM/1st Div Adjutant		9	Ophelia	Both	4	Mark Stretch
SdJ	Sir Swender de Jewel	15	37	Withy	B.Bdr-General DG/HGds Brigadier		5		Both	1	Ray Vahey
JLF	Baron Jean Laissez Faire	15+	46	Comfy	B.Bdr-General CG		2		Both	3	Filipe Silva
IS	Baron Indie Spencible	14+	62	Withy	Major RFG/Min w/o Port		6		Hunt	1	Charles Burrows
HdC	Baron Herve d'Conde	14+	56	Comfy	B.Lt-General/1st Div Commandr		11	Fifi	Both	4	Simon Burling
JSP	Baron Johnny Sais-Pas	13	35	Comfy	B.Bdr-General 13F/2 F Brigadier		9	Bess	Both	4	Mike Bird
EM2	Baron Egon Mad 2	13+	69	OK	Lt.Colonel RFG		6		Both	2	Tym Norris
YVB	Sir Yves Vrai Bretheauteque	13+	56	Comfy	Lt-General/Min w/o Port		4	Leia	Flr	1	Chris Boote
JdJB	Jacques de la Boite	12	23	Poor	Colonel PM		1	Helen	Hunt	5	Justin Key
JdG	Sir Jacques de Gain	12+	36	Comfy	Major KM/Gen's Aide (SS)		7	Vera	Hunt	4	Ben Brown
AD	Sir Antoine Dubeque	11	33	Comfy	Lt.Colonel QOC		9		Hunt	2	Andrew Burgess
QLB	Quasi Le Bossu	11	29	OK	Colonel PLLD/1st Army Adjutant		6	Alison	Hunt	6	Mark Cowper
TF	Thierry Fitoux	11	25	OK	Major QOC		7	Madelaine	Hunt	1	Timothy Hunt
PC	Pierre Cardigan	11+	37	Comfy	B.Bdr-General ALC/Hvy Brigadier		7		BG	4	Matt Shepherd
ILB	Sir Ilk Lamore Bartat	10	18	OK	Lt.Colonel RM		6		Hunt	6	Andrew Kendall

Chatter

Having just had a very relaxing couple of weeks doing nothing, I'm feeling very ... umm ... relaxed. Mind you, I did try to keep up with my e-mail using a 'mobile broadband' dongle on my laptop. I found two limitations on this. The first was that there wasn't much of a mobile signal in rural France—and none at all inside the house!

The second was that, even when I did get a decent connection, everything was so slow! Losing the signal every so often didn't help either—it often meant re-starting a download. The result was that checking my e-mail took several hours and looking at websites was definitely hit and miss. I didn't do it every day.

The funny thing is that even this service is better than what I was used to before broadband. Okay, a dial-up connection didn't drop out very often, but it was so much slower than anything we have nowadays. It brings home to me just how much I've come to rely on having the Internet on tap.

The other parallel that occurs to me is cost. It used to be the case that I was very aware, when using a dial-up connection, that each minute online was increasing the call charges. That goes away with a broadband connection costing a set amount each month. However, using my mobile service in France meant the cost was going up with each megabyte downloaded. Suddenly I really appreciate text e-mails without attachments.

I'm off to Essen in a couple of weeks for this year's Spiel games fair. These days this is mostly a business trip, but I shall be looking at as many new games as I can manage and may even have the start of a report for the next issue of *TWJO*.

All-reader game

This issue finishes off the Pick-a-Low game, so we have a new all-reader game starting up. I thought it would be fun to have another go at Chris Boote's simple share trading game, *Easy Money*. It really is very simple, so take a look at page 6 and let me have your first turn's bid.

Website

September and August's statistics from the website show that my review of *Pillars of the Earth* remains popular: the PDF version was downloaded 89 times in August and a further 123 times in September. There was nothing in the search terms for this, so I guess it must have been referenced on another website.

TWJO 98 was downloaded 58 times in August and 106 times in September (peaking on 10th Sept, the day before my deadline). Issue 97 picked up a further

92 downloads (all in August) for a grand total of 177. There were 39 more for issue 96, taking its three-month total to 255.

Next issue

It occurs to me that the next issue of *To Win Just Once* is something of a landmark: 100 issues and 10 years of publication. I haven't really thought about this, but I guess I ought to do something special. Suggestions—and contributions—are welcome.

Letters

Pete Holland expands on his Pick-a-Low entry.

I reckon... Following wins for 4 and now 1, more players are going to think the winning number is likely to be lower than they have picked before. Chances are that should fill up 1 to 5, but 6 has been very popular twice, so it will be avoided.

So... I will pick... 6 ... just like everyone else?

Skip forward a few pages and you'll find out. Barry Townsend has noticed something disturbing.

I see the devil has been at work with the number 6 being picked 6 times twice to bring up 6 6 6 on the table.

Good job there's no-one superstitious around here.

Science Fiction

I caught up with a number of books from my reading pile while I was on holiday. The first of these was Dan Simmons' *Olympos*, the sequel to *Ilium*, which I was rather taken with when I read it (see *TWJO* 95). It's more the second volume of the same story as the action takes up pretty much where we left it at the end of *Ilium*. The Trojans and Greeks have joined forces against the Gods, with the technology of the moravecs (machine intelligences) to counter the 'supernatural' powers of the Gods. The truce doesn't last long. Nor are the Gods particularly harmonious. Their home of Olympus Mons on the Mars of the far future becomes a battleground.

So, too, does the Earth of the far future as the Utopian society of the protected remnant of 'normal' humanity comes under attack from their former servants. The final straw is the arrival of the evil Setebos creature/God (thus continuing the Shakespeare's *Tempest* theme that runs through the story—for reasons we discover in this book). We are treated to more of Simmons's fantastic invention as

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	Sdl+	N7	PC+		CJ	CPB	JdlB	JSP+	QLB		WP	TIM				
LCol	EM2		BdO	N2	AD	N3		ILB	N3		PLF		N7	RdL					
Maj	RdS	N2+	N4	N6+	TF	N6	N3	JB	N4+	N6+	AV	N6	BLT			N4+			
Maj	IS		JdG	N4				N2	N2	N4	N6	N4							
Capt	N6	N6	N2	N3	LA	N2	N4	N3	N5	N2	N2	N1	N5	N3	N4	N3	N3		
Capt	N6	N6	N3	N3	N2	N1		N5	N2	N1	N6	N4	N2	N4	N2	N6	N1		
Capt	N2	N5	N1*	N6	N5	N3		N1	N3	N1	N4	N3	N5	N4	N2	N1	N5		
Capt	N4*	N6*		N1*	N1*	N2		N1*	N2*	N5		N4	N2*	N4*	N4*	N1*	N4*		
Capt				MR					RM	JLdP									
Capt									AIDn										
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
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	BdM
54	Madelaide de Proust	17		TF
35	Katy Did	16	I	RdO
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	AdA
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	JdIB
48	Fifi	14	B/W	HdC
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	
30	Leia Orgasma	13	B	YVB
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		JdG
31	Bess Ottede	12	I/W	JSP
1	Sue Briquet	11	B	RM
4	Anne Tique	11	W	MR
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
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	TIM
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	
49	Mary Huana	8	B/I/W	CPB
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	JLdP
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	WdB
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

Army Organisation and Summer Deployment

First Army (Defence) ___/___/QLB/N
 Cavalry Division (Defence) DC/CPC/___
 Heavy Brigade (Defence) – ALC CPC
 Dragoon Brigade (Defence) – GDMD PLLD
 Frontier Division (Defence) N5/N/N4
 Frontier Regiments (Defence)
 Second Army (Siege) ___/___/N3/AdA
 First Division (Assault) HdC/N/BdO
 Guards Brigade (Assault) – RFG CG KM
 1st Foot Brigade (Assault) – RM PM
 RNHB Regiment (Assault)
 Second Division (Siege) N3/N/N2
 2nd Foot Brigade (Siege) – 13F 53F
 3rd Foot Brigade (Siege) – 27M 4A
 4th Foot Brigade (Siege) – 69A Gscn
 Horse Guards Brigade (Field Ops) – DG QOC
 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

Crown Prince Cuirassiers: 6
 Frontier regiment 1: 3
 Frontier regiment 2: 2
 Frontier regiment 3: 3
 Frontier regiment 4: 3
 RNHB regiment: 2

Brigade Positions

Guards Brigade ___/___/N2
 Horse Guards Brigade SdJ/N/N6
 Heavy Brigade PC/___/___
 Dragoon Brigade N1/___/N4
 First Foot Brigade ___/___/N6
 Second Foot Brigade JSP/___/___
 Third Foot Brigade ___/___/___
 Fourth Foot Brigade ___/___/N4

Entries as Army Organisation Table

Frontier Regiments

(Defence for Sept-Nov)

	F1	F2	F3	F4	RNHB
Colonel	N4	N2	N6	N3	N8
Attached	X4		BD	JLT	

Also at the Front

Crown Prince Cuirassiers

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

we discover more about how our world became the world of the book. My favourite is the planet-spanning cable car network using replicas of the Eiffel Tower—utterly wonderful!

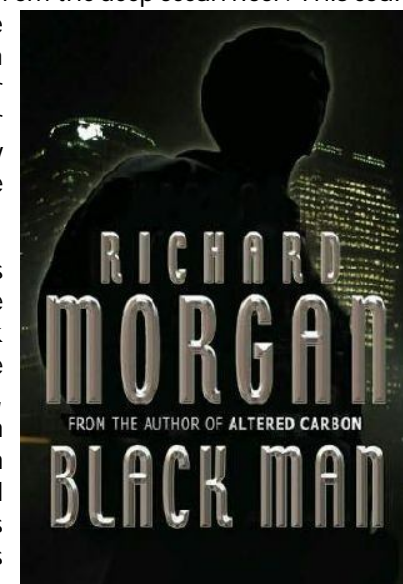
Overall, though, I found *Olympos* a bit disappointing. I can't put my finger on why, it just seemed a bit flat in comparison with the first volume. The book follows—and completes—the stories of the characters we met in *Ilium*, wrapping everything up neatly. The story ends, as it began, with lines from Homer's Iliad.

Second up was Charles Stross's *The Jennifer Morgue*, a sequel to *The Atrocity Archives* (see my review in *TWJO* 96). Once again, Stross pits his hero, Bob Howard, against eldritch horror, petty bureaucracy and, worst of all, Powerpoint! Which one is most chilling? This time Stross makes explicit parallels between Bob's work as an agent of the top secret 'Laundry', fighting dark forces from other dimensions, and an even more famous secret agent, James Bond.

The Bond elements get more obvious and then explicit as we learn that this is, in fact, a key part of the plot. Bob is enmeshed in a magical trap that forces people into pre-determined archetypal roles—all part of the bad guy's scheme. It provides lots of fun as IT man Bob tries to be Bond: shaken vodka Martinis, Baccarat and all. It's not just our hero who provides amusing moments. I was particularly taken with the villain's urge to sit on a swivel chair stroking a fluffy white cat.

The plot has the baddie—a bonkers billionaire businessman in the best Bond tradition—attempting to retrieve something from the deep ocean floor. This could provoke the Great Old Ones who live in the depths of the oceans and with whom humanity has an unequal truce (don't bother us and we won't exterminate you!). Enter Britain's last hope, armed with a Blackberry and C++. Except there's a clever twist at the end and it's great fun.

Next in my reading pile was Richard Morgan's *Black Man*. The black man of the title is one Carl Marsalis, who is more than just a black man: he's also a variant 13. In this future, the planet has been through some upheavals, particularly political. The USA has broken into several pieces, not just north (North Atlantic Union) from south (the Confederate Republic, or Jesusland), but the west coast is now part of the (Pacific) Rim. Humanity is



colonising Mars, though a lot of the colonists are rather reluctant. You can tell this from the way there's a lottery on Mars with the first prize of returning to Earth—and Carl Marsalis has won this.

Another thing that's different in this future is that there are genetically engineered humans around. At the time the novel is set, it's been outlawed, but the results of earlier developments are still around. Like the variant 13s. They are an uber-alpha male, the very distillation of macho maleness, intended to be super-soldiers by both genetics and training. They are now outlawed and either penned up in camps on Earth or shipped off to Mars. Except for a few like Carl Marsalis, who works for the UN catching rogue variant 13s.

The story starts with Marsalis in action. Then he gets himself locked up in a Jesusland jail. Meanwhile, a spaceship returning from Mars has crashlanded in the Pacific. The passengers are not just dead, they're part eaten—and suddenly you realise what was happening in the prologue. Gulp! Now we meet the other main character, Sevgi Ertekin, ex-NYPD, now working for COLIN (the Western Nations Colony Initiative—the organisation managing the colonisation of Mars). She and her partner are sent to investigate the crashed spaceship and find they're looking for a variant 13.

Hence our investigators recruit Marsalis to help them track down their fugitive, who's now murdering people across North America. Their quarry leads them to some surprising places and takes Marsalis back into his past. As you'd expect from Morgan, lots of people die, but there's much less violence than we've seen in his Takeshi Kovacs novels. The other difference is that this book is set in a fairly near future and on Earth, so it's much more recognisable as our world, albeit with some significant changes.

Black Man is a terrific thriller and a fascinating exploration of a possible future—a more fractured society with some technological advances, but the same human frailties. As a 13, Marsalis is something of an outsider in normal human society, and he observes it from the outside. Morgan makes a point of the differences between 13s and normal men—to the extent that Marsalis considers himself an alien. There is nearly as much philosophical musing as there is action in the book and it's a good mixture. Highly recommended.

Blasts from the past

Scheherezade and me

I recently acquired a (secondhand) copy of the vintage game, *Tales of the Arabian Nights*. Designed by Eric Goldberg, it was originally published in 1985 by West End Games. It has long been a favourite of mine, but it's taken me twenty years

Beppe de Marko (Sabre, Seconds ZTMG, adv.) has cause with Gustav Ind (Cutlass, Seconds DC & CIG) for pinching Kathy.

Antoine Dubeque (Sabre, Seconds LA & TF) and Mouton Rothschild (Rapier, Seconds ZTMG) have mutual cause for being in enemy regiments.

Johnny Sais-Pas (Rapier, Seconds JS, adv.) and Rex de Leon (Rapier, 4 rests) have mutual cause for being in enemy regiments.

Luc Around (Sabre, Seconds AD & TF) and Mouton Rothschild (Rapier,

Seconds ZTMG, adv.) have mutual cause for being in enemy regiments.

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

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

New Characters

Geoff Bowers gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 2; EC 4 (EV).

Nik Luker gets the Second son of a wealthy Merchant: Init SL 3; Cash 250; MA 5; EC 5 (X1).

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 N	to Field Marshal ___	
Provincial Military Governors: N/N/N/N/N		
City Military Governor EH	Adjutant-General ___	
Inspectors-General: of Cavalry N	of Infantry GI	
Commissioner of Public Safety ___		
Chancellor of the Exchequer JS	Minister of Justice ___	
Minister of War RdO	Minister of State CIG	

The players are adventurers exploring the world as they seek fame and fortune—in game terms, players gain (or lose!) wealth, treasures and destiny and story points. This being the 1001 Nights, the players start in the centre of the civilised world: the fabled city of Baghdad. The civilised world extends over much of the Middle East—outside this area there are uncouth barbarians and, of course, dragons. The board is a rather distorted map of the world with routes for players to follow by land and sea, cities for them to visit and places of magical power.

Wherever they end up, players will encounter something—decided by the draw of a card and the roll of a die. Depending on what they find—an imprisoned princess, a poor beggar, a house fire—players will have a choice of reaction (and there are several different tables of these). Would you aid them? Pray for them? Rob them? Each reaction directs you to a paragraph, modified by a die roll so that you won't necessarily get the same result should you come across the same encounter again. The next player has the Book of Tales and they read the narrative from the paragraph, giving you the results of your action and any choices now open to you. This can take you through several steps before things are resolved.

The result of an encounter can also grant the player particular skills (which can help them deal with future encounters) or give them a 'status'. There is a wide range of statuses, including such things as 'Imprisoned', 'Wounded', 'On Pilgrimage'. These tend to constrain what a player can do or point them in a particular direction. On Pilgrimage, for example, means a player has to go to a specific place and then visit the holy city of Macca.

The game is won by achieving a personal goal of destiny and story points. Alternatively, you can play to achieve quests, which I prefer as it gives more purpose to your journeying around the board. Then there is a merchant game, which involves buying and selling goods and is a whole game in its own right. And then there is the Story-telling game, where players put the printed paragraphs into their own words, really telling their own tale.

However, I shouldn't be talking about the mechanics as, above all, playing *Tales of the Arabian Nights* is an experience. You really are creating your own story in the style of the original tales. Take my last game. Kiwi Paul was Ali Baba and set off from Baghdad his first quest. He had only journeyed as far as Damascus before he spied a mysterious old man. Ali Baba followed the man out of town into the desert where he revealed himself as a mighty Efreet. Ali paid due respect to the magical being and was rewarded by being transported to the mystical Jewelled Fortress (one of the half dozen Places of Power around the board). Cautiously entering the fortress, Ali was astounded by the many treasures it contained. However, the presence of a mortal caused the building to crumble away and Ali barely escaped with his life—and a couple of magical treasures.

X4 (Aaron Sibley) has NMR'd. Total now 2 and is sent to a Frontier regiment

ZTMG Zachary The Money Goes (Gerald Udowiczenco) has NMR'd. Total now 1

PC (Matt Shepherd) has been floated as Matt's been busy with family celebrations.

SDL (Guy Arnold) was floated as Guy's busy with his course.

IM (Mike Dommett) got the benefit of the doubt and was floated.

Geoff Bowers joined us this turn—all the way from Australia. Welcome to LPBS, Geoff.

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

Gustav Ind applies for Adjutant General

Jean-Luc de Picardy applies for Regiment Adjutant of PM

Mouton Rothschild asks NPC Major 1 of Dragon Guards to resign

Duels

Results of last month's duels:

Willem de Biest (with JLF & JLP, gains 1 Exp) beat Pierre Theroux le Brouillard.

Warren Peece didn't turn up to fight Johnny Sais-Pas and lost SPs. Jacques de la Boite (with JLP, gains 1 Exp) beat Herve d'Conde.

Personal

To Mr hoity-toity Around
Your application to the audition for
the Boozers and Bellringers is refused
after you trying to put one over me in
front of his Highness.
I suggest you take your Hungarian
Nose Flute and shove it up your... (ink
smudged).

† Colonel Quasi Le Bossu

Dear Earl Jacques Shitacks

I hereby apply for the position as
Adjutant General. As an experienced
Regimental, Brigade and Division
commander, I believe that I have the
abilities required to spot the potential
in a fellow commander.

Yours, in honour,

† Lt General Gustav Ind

Colonel le Bossu—I was overwhelmed
by your magnanimous invitation to
such a lowly worm as myself take part
in the Talent show—but I am still
recovering from a long illness and I
need more Private practice.
So, having just joined a new
regiment, I was obliged to attend my
new commanding officer's event...as a
Private.

With humble grovels...

† Armand de Luce

Paddy,
Just heard a rumour that one of the
frontier regiments is fighting the
English, so I'll see you in December
when I get back.

Make sure that Ma gets her food
parcels while I'm gone and if you go to
Colonel Bossu or Brig Bacon's parties,
give them my apologies and have an
extra tippie or two for me.

Watch your back brother,

† Bragen

Points Arising

**Next deadline is
Friday 30th October 2009**

There's an extended deadline this time
so that it's after I get back from Essen
and the Spiel games fair.

It looks like quite a few of those who
generally get their orders in at the last
minute were caught out by last time's
strict deadline (due to my departure
on holiday). I do try to be relaxed
about the deadline, but had no leeway
on this occasion. It's always best to
send your orders in good time.

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

CJ Coeur Jette (Mike Weston) has
NMR'd. Total now 1

GdLi Gar de Lieu (Bill Hay) has
NMR'd. Total now 1

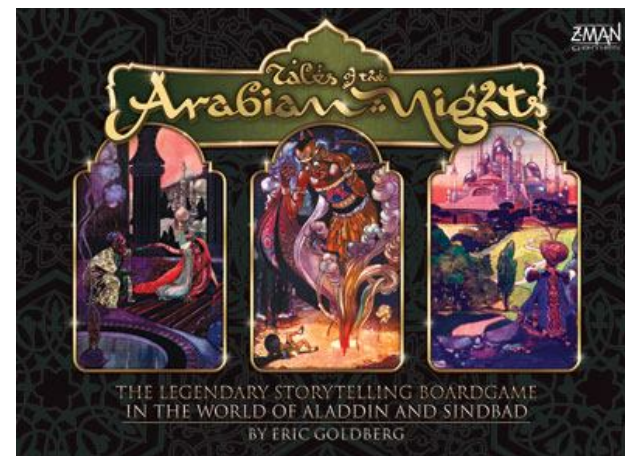
JB Jacques Blanc (Dominic Howlett)
has NMR'd. Total now 1

PD Patrick Declan (Nathan Richards)
has NMR'd. Total now 1

RdS Roget de Saurus (Gerry Sutcliff)
has NMR'd. Total now 1

WP Warren Peece (Pam Udowiczenko)
has NMR'd. Total now 1

Ali Baba found himself in
the North African desert.
From here he travelled
north in pursuit of his
quest. Meanwhile, Sindbad
(me) had made his way to
Alexandra on his own
quest. Here he was able to
assist a damsel in distress,
only to discover that she
was a Princess—the object
of his quest. With joy in his
heart, Sindbad set off to
return to Baghdad, only to
run into Ali Baba. Fearing
his rival's success, Ali used
one of his treasures to cast a spell on Sindbad, changing his sex! (A status that
prevents the player from winning!) So as Ali went in search of his own quest,
Sindbad started looking for a magician to lift the spell.



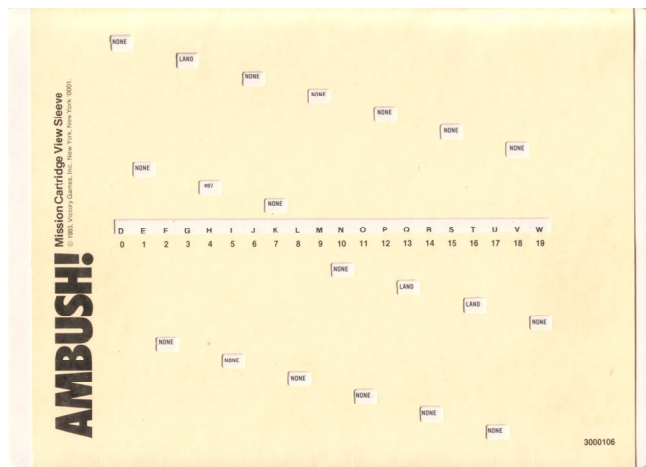
The new edition from Z-Man

Both men succeeded at much the same time and the race was on back to
Baghdad. Not only did the two return at the same time, but Aladdin arrived, too,
having finished his own quest. Yes, the game was a three-way tie (and the fourth
player only missed out because he'd been crippled in his travels around China
and couldn't get back to Baghdad quickly enough!). The important thing, though,
was that all of us had had a brilliant time.

Tales of the Arabian Nights is a terrific game that is a great experience each time
you play. However, it's not a game I would play every week as I think it would
become too much of a game. That is, I think the mechanics of the game would
take over from the atmosphere. Now I have my own copy, though, it will be
coming out every couple of months. The new Z-Man edition means the game is
available once more and I can't recommend it enough. Z-Man say they've added
2,000 extra paragraphs to the game, which will both add variety to the
experience and make it different from the original. Which means I'll have to get
that one as well!

All on my own

Other people take books on holiday with them—I take games. In particular, this
time I took my copy of *Ambush!*—another secondhand acquisition, as my original
game disappeared a long time ago. It was only afterwards that I realised the
parallels with *Tales of the Arabian Nights*. Both games are from the Eighties
(*Ambush!* was published in 1983 by Victory Games), both have a paragraph



The card in this sleeve slides back and forth to identify the paragraph to read system at their heart and both are an experience as much as a game. What's different about *Ambush!* is that it is, by design, a solitaire game. Its subject matter is rather different, too: a squad of US soldiers in France just after D-Day in World War 2.

Ambush! is fairly typical of board wargames—it has lots of cardboard. It has two cardstock maps, lots of cardboard counters, a couple of dice (10-sided in this case), rulebook and paragraph book. There are also cardboard boards that provide the references to the paragraphs. A sleeve with holes hides the boards, making it harder for the player to second-guess the system. This is the really ingenious part of the game as this mechanism is simple to use, but provides the challenge of an ever-changing situation and an enemy with its own objectives. Nowadays, of course, the whole thing would be done on a computer, but this is a triumph for cardboard.

The first thing you do is set up and equip your squad of eight soldiers. A series of tables and die rolls give you the squad's overall strength—carefully balanced so that a weaker squad can have better weaponry. Each soldier has a number of stats that will affect his performance and some are commanders, able to boost the morale of their men. Each also has specific weapons and ammunition, according to how you spend your weapons points. This can be quite important—I still remember the heart-in-mouth feeling I had the first time a Panzer IV rumbled on to the map. Who hadn't given his squad any anti-tank weapons? Luckily they were able to hide while the tank went past (and then run away!).

The rules include a series of missions (scenarios) for the player's squad to undertake. One of the nice touches to the game is that you can build up your

I think it would be a true dishonour to dignify this squabble in front of such a fine gentleman as yourself—the Colonel of our greatest friends, the Dragoon Guards. How you can be a second to this person leaves me speechless, but I am sure you must have your reasons and I must defer to such a fine gentleman as yourself.

Bon Chance,

† Chris P Bacon

Social

All members of Boozers and Bellringers are invited to attend rehearsals in first week of November 1662 in preparation for the annual New Year promenade performance. Chien et Renarde Saloon, drinks provided, mistresses welcome, Bottoms up.

† Quasi Le Bossu

Boozers and Bellringers Membership list 1662

Honorary President: Earl Jacques Shitacks

Honorary Life Members: Baron Devil Incarnate, Count Zachary the Money Goes

Chairman and Treasurer: Quasi Le Bossu

Old Ringers: Sir Ilk Lamore Bartat, Warren Peace

Old Boozers: Tomas La Matelot, Chris P Bacon

New Boozers: Patrick and Bragen Declan, Pierre LeFart, Rex de Leon

Lapsed Ringer: Coeur Jette

I hereby announce the running of the first "Gust of Wind" horse race in the first Week of November at the Prix d'Or. Any member of society can race, but only gentlemen of SL 14 or above can attend the race to toady. The race will be followed by a party at the Fleur de Lys in weeks 2, 3 and 4 for all gentlemen and their ladies (SL 14 or above).

See you there,

† Baron Gustav Ind

Party at my Club Week 3—Celebration of the fine New Chancellor by Chris P Bacon

To show my appreciation for such a fine gentleman, we will raise our glasses to his success. As usual, drinks free for soldiers of the GDMD. All welcome, don't forget it is Chris P Bacon, not Bon Chance.

Gentlemen soldiers of SL 17 or above are invited to join me in the Fleur Week 3 in November to celebrate my appointment as Minister for War. Your ladies are welcome and your costs will be paid. If you are seeking an appointment in the military line and I can do anything to help, your requests will be considered in between the dancing girls and the jugglers.

† Count d'Or, Minister of War

Officers, Gentlemen and Staff of the Regiments

I am seeking applicants for the following posts:

Aide to Bv. Brig Gen (2nd Foot)

Brigade Major (2nd Foot)

Regimental Adjutant (13 Fusiliers)

Kindly submit your details to myself at the 13th Fusiliers RHQ.

† Brigadier General, J Sais-Pas,
2nd Foot

I am in need of an Aide. Duties to include reminding me to post orders, and organising seasonal parties. And, now that I am a minister, finding out how I arrange a day at the gee-gees.

† YVB

To the mighty and valiant soldiers of France

For some unknown reason my personal lackey informs me that there have been no applications for the very important positions of First and Second Army Commanders, the Adjutant General and, of all things, the position of my Aide! I would have the poor fellow flogged for dereliction of duty, or perhaps steeling cheese from the mousetrap or maybe a slight beating for being taller than myself, but feel I will give him one more chance to prove his worth before selling him for scrap value. Therefore those of you who are seeking positions in the military please apply to my office post haste.

Yours sincerely and rather lonely in my big empty office.

† Field Marshal of France, Shitacks

QLB requires men of courage and good heart for the Princess Louisa Light Dragoons, in particular a new Regimental Adjutant. Applications to PLLD Barracks. Bursaries available to the right applicant.

Congratulations to General Carnate and d'Conde on their appointment as Divisional commanders. We need fighting Generals and I am sure they will do very well indeed. I am now seeking therefore to appoint an Inspector-General of Cavalry. I prefer candidates who know which end of a horse goes first and, if you apply in the usual way, I will be glad to consider your application.

On a personal note, I am also seeking an Aide who knows how to write orders in blood (preferably the enemy's) and ride hell for leather across the battlefield (I must have petits fours and cocoa whenever the need comes over me). Apply in writing (in blood).

To the glory of France and His Majesty,

† Count d'Or, Minister of War

Matters of Honour

Warren—I see you would only duel if you could bring all of your snivelling mob along with you. Such a shame only one of them is capable of duelling with any skill.

† Johnny

Bonjour Sir Swender de Jewel

It is with great sadness that I cannot defend the honour of my regiment against the sad bunch of ruffians that are the Archduke Leopold Cuirassiers.

squad between missions, improving soldiers' abilities and changing their equipment (bazookas are useful!). And you need to, as the missions get tougher and tougher. They introduce new things too—like that Panzer!—and include things like a parachute drop and a mission by boat.

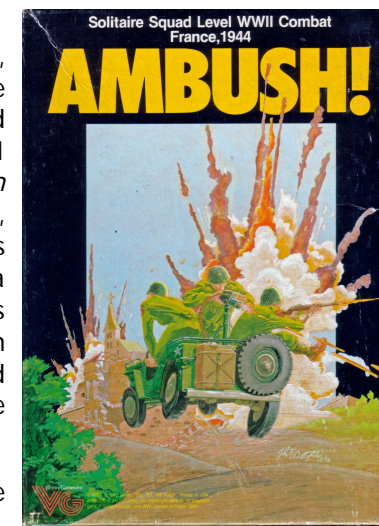
Playing a mission involves moving your soldiers (there's a counter for each one) across the board, checking the paragraph boards for each hexagonal space they enter. You cannot afford to be complacent—the action can start at any moment. However, there are plenty of red herrings scattered about. You catch sunlight glinting of something metal, set up covering fire and approach cautiously only to find a discarded tin. Then the next time you catch a metal glint, a German machine gun opens up on you!

Another clever touch is that each mission has several 'conditions'—different paragraph boards to go into the cardboard sleeve. At some point, you will trigger a change in condition, giving you a different set of paragraphs and a change in enemy activity. Usually this means they get more aggressive, but taking out the German commander, for example, can mean they're heading for the hills. This is another way of adding variety and changing circumstances to the game.

Each mission has its own goal, which will usually involve scoring victory points for achieving various things. You also get points when German soldiers (and tanks!) appear and lose them if any of your soldiers dies. Enough points and you win the mission. However, the missions are tough. You can expect to lose members of the squad each time. I aborted my first mission with one of my squad dead, three incapacitated and one wounded. Not a good result (and there weren't even any tanks involved!).

I spent several happy holiday afternoons (well, the weather was bad) completing three of the missions. I was pleased that *Ambush!* remained as challenging and as enjoyable as it was when I first played it. Just like *Tales of the Arabian Nights*, it is an absorbing experience to play, though it is more of a game. That is, the game's mechanics are more obvious as they take up a large part of your attention. The system does have its limitations—in particular, the German soldiers' movements are inflexible—but it's good enough to offer a real challenge and make success a real achievement.

Now, I wonder if I can get my hands on the expansion sets...



Games Events

October means Essen for the annual Spiel games fair. This huge event is a showcase of this year's new games and is a real multi-national event these days—though there are still more companies from Germany than anywhere else, as you'd expect. This year it's the 23rd-26th October at the Messe (exhibition halls) in Essen as usual. If you've not already made arrangements to go, it's probably a bit late now, but you can find the details on the organiser's website: www.merz-verlag.com/spiel. BoardGame News (<http://boardgamenews.com/>) has a comprehensive guide to the new games for English speakers—though you'll need to subscribe to have access.

First, though, there is Game '09 in Manchester. This is “a fully multi-genre gaming convention”. Board games are thus just one strand of what's going on at the Palace Hotel in Manchester. There's full information on the website: www.gamecon.co.uk.

Then it's November and **MidCon** in Birmingham...

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. 13th-15th November 2009 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 99 was written and edited by Pevans. The *LPBS* masthead (page 19) is by Lee Brimmicombe-Wood, as are the drawings on pages 13 and 15. The illustrations on pages 20 and 21 are by Tim Wiseman and Nik Luker drew the one page 23. Pevans took the photos and played with his scanner and Photoshop.

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Lucy Fur's doorstep is where Ilk Lamore Bartat and Yves Vrai Bretheauteque meet. They enjoy (?) it so much that they come back to do it again. The bad news for Yves is that Leia hears what's going on and chucks him. This is why Yves is on his own hosting his party in the Fleur. Meanwhile Ilk heads for the Bawdyhouses for a drink. Nothing else, just a drink. At least he's there to see Pierre LeFart put 20 crowns on red and lose the lot. Pierre is here to get a drink—he doesn't belong to a club so he can't go drinking anywhere else. The footpads seems to have taken the month off until Jacques Alattes d'Esjestif is rolled on his way back from a good time in the red light district. However, he's spent all his cash, so there's nothing left for the muggers. Pierre Theroux le Brouillard has an uneventful trip to the Bawdyhouses after two weeks' courting comes to naught. A week's practice with rapier concludes his month.

Stick in the mud

It's raining out on France's frontiers. The infantrymen in the Frontier regiments have real trouble keeping their powder dry so that they can fire their guns. Bragen Declan is attached to Frontier regiment 3. Declan keeps sticking his head over the parapet to see if there are any redcoats in the enemy ranks. He survives several near misses from enemy musketballs. There's no reward for him. Subaltern Jacques La Touret is serving with Frontier regiment 4. He takes no risks and shows his men how to cover their powder. He receives a Mention in Despatches.

Lieutenant-Colonel Giles Etraseur leads the Crown Prince Cuirassiers. He decides that his men will take the pressure off the Frontier troops by chasing off the enemy musketeers. The Cuirassiers step out bravely, but quickly look bedraggled in the rain. They get into position and Etraseur leads them in a charge on the enemy positions. It's muddy under hoof, though, and most of the horses slow right down. Those who do keep going find themselves the only targets of the enemy muskets. Sadly, this includes Giles Etraseur. RIP. ❖

Press

Announcements

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?

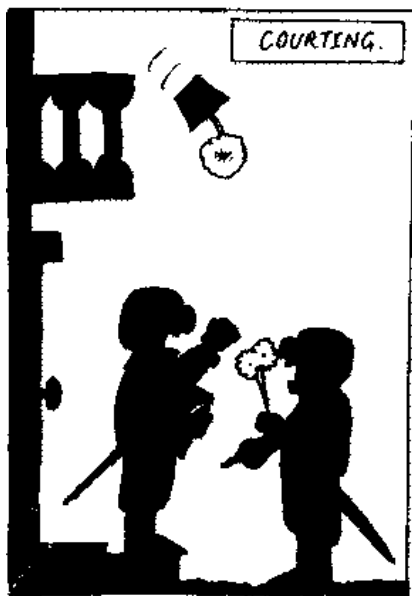
The Cardinal Escort is needing new members! Consider your choices well and apply today! His Eminence will grant you his blessings.

Attention to Orders: 2nd Foot Brigade
The Brigade will be attending the Front during November 1662.

† Brigadier General, J Sais-Pas,
2nd Foot

Revaulvin d'Or is in the Fleur for two weeks with Katy Did on his arm and in the gym for two with a sabre in his hand.

Herve d'Conde spends the time in Bothwell's with Fifi. Hunter's has Jacques de Gain in residence all month. He brings Vera Cruz along for one week, too. The Frog and Peach has one visitor this month: Alexander Denton. He drops in for a couple of weeks. Red Phillips has the presence of Bruce Locarno Thomas for the same two weeks. Jean-Luc de Picardy drops in for a week, as well, with Thomasina in tow. That leaves the Horse Guards as the only club without any visitors—though it does at least have a member.



Euria Humble's horizons this month are limited to the inside of his regimental gymnasium as he spends the time practising with a cutlass. After some exercise in the Bawdyhouses, Swender de Jewel practises sabre for the rest of the month. After a week in the Fleur with Guinevere d'Arthur, Averell d'Alton is in the gym for the rest of the month with his rapier. Josephine Buonoparte gets a week in the Fleur with Devlin Carnate before he spends the rest of the month practising with his rapier. Benedict d'Over is in Bothwell's for a week with Ophelia Derriere before spending three weeks with his rapier. And Roland Moulin takes Sue Briquet to Hunter's at the start of the month and then takes his rapier to the gym for the rest of the time.

There is something of a party outside Kathy Pacific's place this month while she's out on the town with Beppe. Gustav Ind, Indie Spencible and Jacques Shitacks all roll up with bunches of flowers. After a brief discussion, Indie and Jacques give way to Gustav, who knocks on the door to find the lady's not at home. Sadly for him, Jacky Tinne is at home and gives Gustav the heave-ho. Jacques and Gustav keep at it all month, with Gustav finally succeeding when Beppe leaves Kathy at home to spend a week with his sabre. Indie, meanwhile, has moved to Frances Forrin's place. Here he bumps into Jean Laissez-Faire, who has the same goal in mind. Neither man will give way, so a duel will be required. This is Jean's second of the month, having already met Jacques de la Boite outside Fifi's place. While Jean is busy with Indie, Jacques succeeds in wooing Helen Highwater. He takes her out the following week, which means Jean finds no-one at home when he calls... He finishes his month in the Bawdyhouses, of course.

Pick-a-Low

This is a very simple game. All you have to do is send me a number—a whole number greater than zero (aka, a positive integer). The winner of the round is whoever selects the lowest number that no-one else chooses. Think about it...

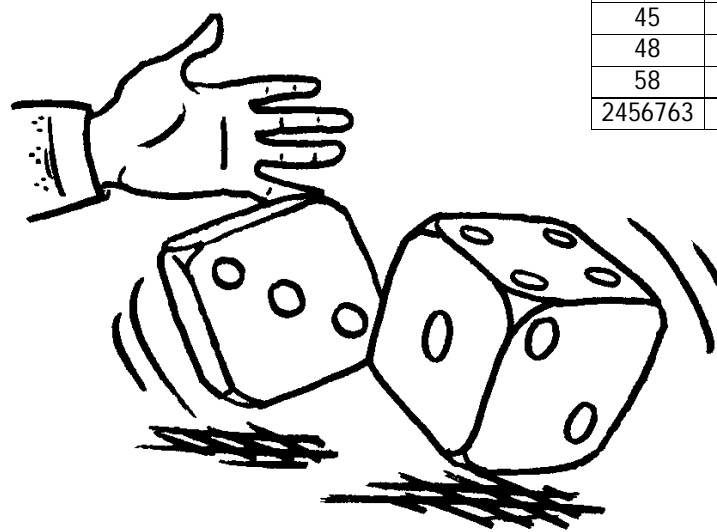
Round 3

We actually had 59 entries this time—I was expecting fewer people to participate in the third round. This included several who didn't choose numbers in the previous rounds. Good to hear from you all.

The result is the same as last time: number 1 wins! However, this time Russell Harris was the man choosing it. Well done, Russell.

Special thanks to Mark Stretch for the biggest number chosen (he's an accountant, you know). Interesting to see how many people went for 3 this time—while 'lucky 8' misses out completely.

Well, that was fun, what shall we do next?



Numbers chosen

Number	Round		
	1	2	3
1	4	1	1
2	2	2	8
3	2	6	15
4	1	2	8
5	2	5	5
6	6	6	4
7	3	5	8
8	7	2	
9	1	3	3
10			2
11	2	1	1
12		1	1
13	3	1	
17	2		
19			2
20	1		
21	1		
22		1	
27	2		
37	1		
43		1	
45	1		
48	1		
58	1		
2456763			1

Easy Money

Devised by Chris Boote, *Easy Money* is a share-trading game for all readers of *To Win Just Once*. The game takes 12 turns, the winner being whoever has the most money (**not** including the value of shares) at the end of the game.

There are four tradable stocks: red, blue, green and yellow. There are also Black shares, which never change price. All stocks start at a price of 10p per share. Players start with 100p money and one of each tradable stock.

Each turn, each player must bid to buy or sell a number of shares in one colour of stock (except Black). A Buy bid is limited to the highest number of shares the player can afford at the current price. The price of the stock rises by 1p for each share in bids to buy and falls by 1p for each share in bids to sell. Players' sales and purchases take place after making these adjustments. The price of a stock cannot fall below 1p.

Here's an example. Green is priced at 12: Chris bids to sell 3 Green, Geraldine bids to buy 2 Green, Julia bids to buy 1 Green and Paul bids to buy 2 Green. The totals are 5 to buy, 3 to sell, making the price $12 + 5 - 3 = 14$. Chris gets 42p for his 3 Green; Geraldine pays 28p for her 2 Green and Julia pays 14p for her Green share. Paul has only 25p and can't afford the 2 Green he bid for (he spends 10p on a Black share).

If a player can't afford to buy their shares at the new price or fails to make any bid or tries to sell shares they don't have (or anything else that invalidates their bid), then they buy a black share. Should a player not be able to afford a black share, they buy one for all their remaining money (even if they have no money, they get a black share). Players are out of the game if they own four black stocks. They are also out if they have no money and no tradable stocks.

When a single player owns more shares of a colour than anyone else, they are Chairman of the company and may buy/sell up to 3 shares in that company at 1p less/more than the final price.

Share prices			
Red	Green	Blue	Yellow
10	10	10	10

You have 1 Red share, 1 Green, 1 Blue and 1 Yellow and 100p. All you need to tell me is "Buy/Sell n shares of Red/Green/Blue/Yellow."

**Orders to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or
TWJO@pevans.co.uk by Friday, 30th October 2009**

and Trooper Armand de Luce. After them comes Bruce Locarno Thomas, followed by Jean-Luc de Picardy and Thomasina. Tomas le Matelot turns up wearing a GDMD uniform and with Ava Crisp on his arm. Neither gets him a free drink and his host is not amused by the 4th Arquebusiers Tomas presents his with. Last in the door are Rex de Leon and Pierre LeFart, enabling Rex to collect another duel with a regimental enemy. And he's just had a week off to recover from this month's duels, too.

October's events end with Yves Vrai Bretheauteque's celebration of Walpurgisnacht at the Fleur de Lys. Entry is limited to those who served in the last campaign—and only unaccompanied. This is bad news for Enterrer Vivant and Jacques Alattes d'Esjestif, who remain outside the club. The problem with bringing so many military men together is that it provokes lots of clashes. Rex de Leon adds Johnny Sais-Pas to his list of enemies to duel and renews his clash with Ali Vouzon. Mouton Rothschild gets to exchange niceties with Antoine Dubeque and Luc Around. Chris P Bacon stays out of the arguments, as do Quasi Le Bossu and Tomas le Matelot. There is only one costume in evidence and the 50-crown prize goes to Quasi's fine imitation of a hunchback. The large question mark on Luc's shirt doesn't count.

Monkey business

Apart from the parties, plenty of other socialites spend time in their clubs this month. In particular, Sean Sondamour and Ella Fant spend all month drinking wine in the Fleur. Sean is trying to work out why there's so little cash in his pockets and, of course, the Burgundy won't drink itself. Beppe de Marko and Kathy Pacific are there nearly as long. So, too, are Charlemagne le Gosse and Lois de Low. First, Charlemagne performs his duties as Keeper of the Royal Spittoon and feels the King appreciates the level of skill he brings to the job. His Majesty, on the other hand, is impressed by the trained monkey holding the spittoon...



down. One man does get a job: Benedict d'Over becomes Adjutant of First Division thanks to Divisional commander Herve d'Conde.

Enterrer Vivant remains unmilitary as Jacques de la Boite rejects his application to the Picardy Musketeers. Armand de Luce joins the Grand Duke Max Dragoons, courtesy of Chris P Bacon. Trooper is sufficient rank for him. There's a Captaincy for Mouton Rothschild after Swender de Jewel signs him up for the Dragoon Guards. De Jewel coughs up the cost of a horse as well.

Hearing that there's the possibility of action against the English, Bragen Declan signs up with a Frontier regiment and heads out of Paris post haste.

Party time

The first social event of October is Quasi Le Bossu's memorial for Aloysius Gnomeclencher and other fallen Bellringers. Joining him and Alison in Hunter's is a select group, hand-picked by Quasi. Ali Vouzon is first to arrive. On his heels are Josephine Buonoparte and Willem de Biest. Rex de Leon pushes past this pair to exchange challenges with his enemy, Ali. Jean-Luc de Picardy is amused by this contretemps, though his companion, Thomasina Tancenjin, finds it less entertaining. Enterrer Vivant rolls up next, followed by Chris P Bacon and Mary Huana. Chris offers to entertain with some poetry (allegedly written by a relative, Francis Bacon, under a pseudonym), but is turned down when the sonnets in question turn out to be English. Last through the door is Tomas le Matelot. He is greeted with enthusiasm—except by Jean-Luc, who realises that Tomas is in his enemy regiment. The two swap challenges with enthusiasm, while Rex and Ali enjoy the schadenfreude. The unluckiest man is Iik Lamore Bartat, who is not on Quasi's guest list and stays outside the club.

The following week it's the turn of Antoine Dubeque to entertain in Hunter's. In this case, the Toadies are his subordinates in the Queen's Own: Luc Around and Thierry Fitoux. Madeline de Proust is on Thierry's arm having fallen for his charms the previous week. The main social event of the week, though, is Johnny Sais-Pas's get-together for 13th Fusiliers—and a few others. Mainly others, as it turns out. Ali Vouzon is the only other Fusilier to take up Johnny's invitation and join him and Bess Ottede at Bothwell's. Egon Mad 2 arrives to represent the Royal Foot Guards. Mouton Rothschild parties for the Dragoon Guards, along with Anne Tique. The Grand Duke Max's Dragoons have Chris P Bacon as their representative. And Chris has Mary on his arm again. Johnny is disappointed that no members of the 27th Musketeers turn up at Bothwell's as he's hired extra doormen specifically to deal with them.

Then it's Chris's turn to act as host. He and Mary welcome a selection of guests, though several of them do come from Chris's regiment, the GDMD. That's Captain Alexander Denton, Subaltern Willem de Biest (who's also Chris's Aide)

The Cold Equations Star Trader game 4—Turn 14

"You have the Weapons?"

"Yes, we have half a light armoured division of hover tanks."

"We only need a company."

"A company?"

The man was silenced as he came in sight of the ship. The hull still had patched holes and voids open to space.

At Gamma Leporis HOUSTON FEARLESS bought 6 Alloys for 3 HTs each, to add to its production.

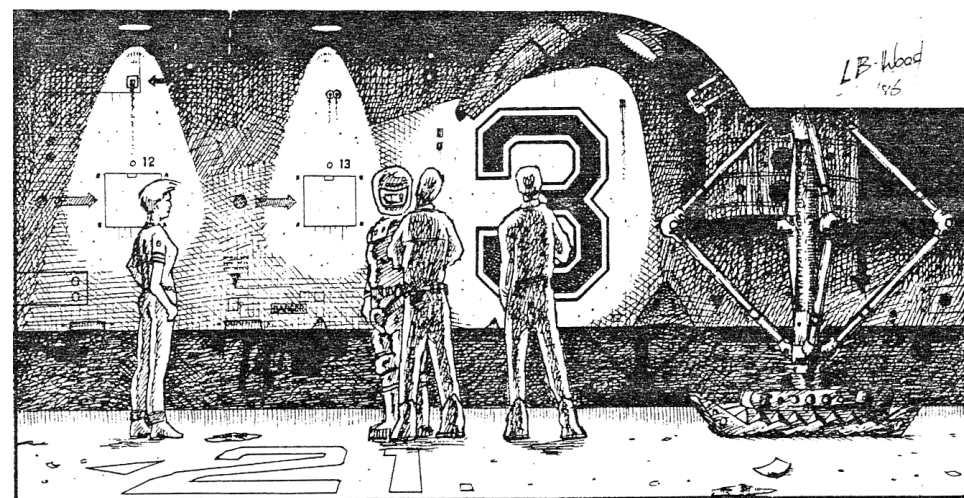
ARCHANGEL sold an Isotope for 1 HT at Epsilon Eridani, as all prices rose.

Tau Ceti saw HOUSTON selling 9 Alloys for 12 HTs each and blocking EON FLASHCORP's attempt to sell at the same price.

Spice rose at Sigma Draconis as HOUSTON bought 9 Spice for 11 HTs apiece and were awarded a Contractorship.

HOUSTON failed to sell Isotopes at Beta Hydri, but did sell 10 Monopoles at 13 HTs to gain a Dealership. MONOGRAM INDUSTRIES used its Contractorship and Agents to sell 11 more at the closing price.

And at Mu Herculis, ARCHANGEL sold 2 Isotopes for 6 HTs each and HOUSTON sold 5 on Contract. EON was pleasantly surprised when he went to sell a Monopole on Contract, as MONOGRAM bought 20 Monopoles for 19 HTs.



MONOGRAM became Market Manager again.

ARCHANGEL sold the Light Weapons pod from their Sigma Draconis warehouse and then laid off all their local storage agents as they closed all their warehouses round the systems. Passengers were loaded this Quarter and their three armed Merchantmen went up for auction, Asmodai realising 110% at Gamma Leporis, Gabriel realising 90% at Mu Herculis while Jophiel raised 160% at Sigma Draconis.

MONOGRAM sold all of their Monopole Factories at Mu Herculis, and sold Trump Change at Beta Hydri for 60% of list price to push their cash holdings.

EON FLASHCORP took OP 25, buying 1 unit of Weapons, then laid down a Piccolo hull, launching the Flute hulls 'Flash in the Pan 1' and 'Flash in the Pan 2'.

HOUSTON sold 3 Isotope Factories at Tau Ceti, paid off their loan with the Federation banks, then took out a further 500 HT loan over 4 Quarters and bought 4 more Alloy Factories at Gamma Leporis.

Corporation Table

Corporation letter & name	Conn'n Levels Bus Crim Pol	Init'ive Bid	Turn Order	Cash	Rep	Player
A Archangel Lines	8 0 2	0	4th	1186	40	Jerry Elsmore
B Eon Flashcorp	7 9 9	0	3rd	42	40	Paul Evans
D Gates-Learjet	9 6 5	0	5th	174	29	Dominic Howlett
E McRadie's Crew	5 10 0	N		39	0	Martin Jennings
F Monogram Industries	10 0 7	0+5	2nd	1759	40	Michael Martinkat
G Houston Fearless	10 0 5	15	1st	464	40	Przemyslaw Orwat
H GamLepCo	5 0 4	N		144	26	Player wanted

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

GM Notes

A replacement player for GamLepCo would be welcome—it's a chance to learn the game.

Eon Flashcorp took OP 25 from Turn 15.

There are two new News chits this turn (in bold):

Turn 15 P8

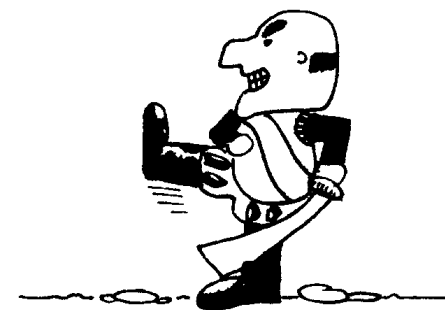
Turn 16 C4, B1, **C5**

Turn 17 **P5**

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 23rd October 2009**

However, the following cut does its damage. LeFart strikes back with a furious lunge of his own. De Leon has no answer to lunge and cut and concedes the duel.

LeFart expects to fight de Leon's colleague, Warren Peece, next, but there's no sign of him. Similarly, de Leon is fruitlessly awaiting the appearance of Ali Vouzon, from LeFart's regiment. The two absentees are supposed to fight each other, too, but there's no chance of that happening. Nor does Peece turn up for his appointment with Johnny Sais-Pas. At least de Leon has his injuries as a reason not to meet Sais-Pas.



This leaves Jean-Luc de Picardy as Sais-Pas's only adversary. De Biest and de la Boite second de Picardy, whose handicap is his inferior expertise in an otherwise well-matched rapier duel. Sais-Pas starts by dodging, presumably in anticipation of a furious lunge. However, de Picardy opts for a standard lunge and runs through his opponent as he recovers his balance. Sais-Pas retaliates with a slash, which doesn't do too much damage as he's using a rapier. Another slash from Sais-Pas is the start of a furious slash, but de Picardy gets in another lunge in between these blows. He follows this with a cut and Sais-Pas surrenders. He's now too battered to fight the recovered Jacques de la Boite.

Meanwhile the diminutive Swender de Jewel has taken his sabre—and Revaulvin d'Or—to fight Antoine Dubeque. Luc Around and Thierry Fitoux attend as Dubeque's seconds. Dubeque's on the small side of medium, but he's nearly twice the size of de Jewel and is using a sabre, too. This looks like being a pretty short contest. For some reason Dubeque starts by jumping to one side. De Jewel follows up and hits him with a slash. Dubeque's second jump is equally badly timed: de Jewel's cut gets him as he recovers his guard. Dubeque finally attacks with a slash of his own. This doesn't injure de Jewel too much, but he still gives up the fight.

Coming and going

Quasi Le Bossu uses some influence in an effort to remove the Second Army Adjutant. His target sneers at his paltry effort and hangs on to his job. Yves Vrai Bretheauteque shows how it's done: he calls in a couple of favours and forces out the First Army Adjutant. The beneficiary is still Le Bossu as he takes over the vacant position.

Both Tomas le Matelot and Warren Peece have applied to be Third Foot Brigadier. Their applications go to Inspector-General Gustav Ind, who turns both

De Picardy is also second for Jacques de la Boite, who chooses to face Herve d'Conde first. This looks an even match. True, d'Conde's sabre is weightier than de la Boite's rapier, but de la Boite is the more skilful swordsman. Expecting a quick attack, d'Conde parries. Then he drops his guard and de la Boite attacks. His lunge takes full effect. Swearing, d'Conde skips back to inspect the damage. De la Boite follows up with a slash. This is not going well for d'Conde, who attacks with a slash only to find de la Boite dodging out of the way. D'Conde tries a block: de la Boite hits him with a lunge. Expecting another attack in response, de la Boite blocks but d'Conde just parries. De la Boite waits for his opponent to drop his guard and lunges again. That's enough for d'Conde: he concedes the duel, having not even touched his opponent.

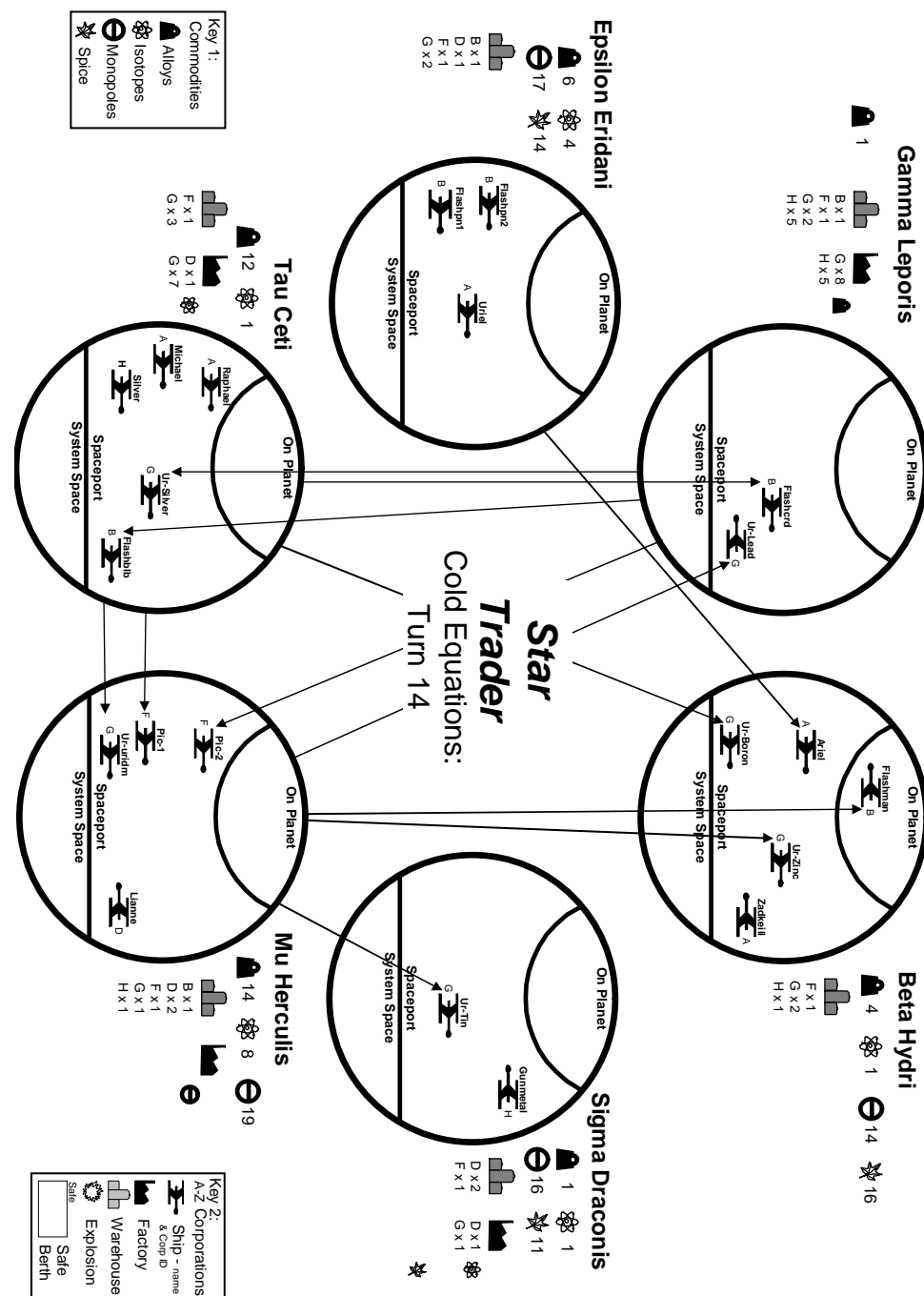


Luc Around's meeting with Pierre Cardigan is postponed, so Around brings Antoine Dubeque and Thierry Fitoux, his seconds, to meet de la Boite (and de Picardy). Again, this is cavalry sabre against infantry rapier with Musketeer de la Boite having the advantage of expertise. Expecting a slash, de la Boite jumps and blocks, but Around surprises him with a

lunge. The blunt end of his sabre just about draws blood, so that's first blood to the Cuirassier. De la Boite performs his own lunge, doing rather more damage, only to have Around scratch him again with another lunge. De la Boite tries a slash, as an example to his opponent, only to receive a third prodding with the sabre's end. The two men exchange a pair of lunges and de la Boite's skill finally makes a difference: he hits Around with a slash and a lunge in quick succession and the cavalryman surrenders. After this defeat, Around declines to meet either Quasi Le Bossu or Swender de Jewel, on medical grounds.

This time de la Boite can feel he's been in a fight, but a few bruises don't put him off meeting Tomas le Matelot. Seconded by Swender de Jewel, Arquebusier le Matelot wields a sabre, for some reason, and is pleased that de la Boite's wounds make them roughly equal. Not that he's taking any chances: as soon as the two men cross swords, he drops his guard, closes in and applies his substantial boot to a tender part of de la Boite's anatomy. He accepts de la Boite's gasped surrender and departs. De la Boite recovers while awaiting Johnny Sais-Pas.

Pierre LeFart versus Rex de Leon is an infantry affair—Fusilier versus Musketeer—and thus fought with rapiers. Neither man has a second in an evenly matched encounter. De Leon starts with a furious lunge, only to find LeFart has anticipated him. LeFart parries the lunge and ripostes to draw first blood.



Eagle Tavern

Railway Rivals game 7—Turn 3

GOR built to the Trent and into the mill towns. BESTRAIL was also building in the mill towns and north towards the Tees. THURB was connecting the towns along the Tees and starting to build into the north York moors, while TRX built into Pickering and started a line down to the south east, just crossing below the confluence with the Don.

A—Jonathan Palfrey

**THE HEAVILY UNDERFUNDED
RAILWAY BUSINESS (THURB),
Green**

Start: THIRSK

Builds: (Malton) – Y24 – Y26; (Y24) –
Pickering; (Northallerton) – C64
(+3)

(C64) – D63; (Y19) – Z19 – Helmsley;
(F66) – G66 (+3)

(G66) – Middlesbrough; (F66) – Batt-
ersby (+6+3)

Points: 36 +15 = 51

B—Gerald Udowiczenko

**THE RELEGATION XPRESS (TRX),
Black**

Start: HULL

Builds: (Market Weighton) – O24 –
N23 – M23 – L22; (Z28) – Z27;
(Z28) – Scarborough (+3)

(L22) – Goole; (Z27) – Z26 (+3)

(Z26) – Pickering; (Scarborough) – B77

Points: 37 +6 = 43

C—Paul Evans

**GOD'S OWN RAILWAY (GOR),
Orange**

Start: SHEFFIELD

Builds: (O20) – York; (G14) – J12

(J12) – K12 – Dewsbury – M10

(D19) – C20 – Gainsborough (+3)

Points: 41 +3 +1 = 45

D—Ben Brown:

**BEN'S ELECTRIC AND STEAM
RAILWAYS, RUN ALONG
INLAND LINES (BESTRAIL), Red**

Start: LEEDS

Builds: (V13) – W14 – Ripon; (Wake-
field) – I14 – Barnsley (1 to GOR)

(Barnsley) – F13 – E13 – D13 – C14

(Ripon) – Y13 – Northallerton

Points: 47 -1 = 46

Next turn's builds are: **5 3 6**

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 23rd October 2009**

Les Petites Bêtes Soyeuses 225

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 November 1662 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 30th October 2009**



October 1662

A month after the troops returned to Paris and it's as if they had never been away. Society is in full swing once again. The lengthening evenings provide the backdrop for candle-lit balls—an excuse for masks—and the concealment for romantic assignations. Other assignations take place in the early light of dawn, of course.

Pierre Theroux le Brouillard has a meeting with Subaltern Willem de Biest. Theroux le Brouillard is not a duellist—and is clearly ill prepared as well. As a non-military gentleman, he has the slenderest of weapons and his skill with any blade is rather less than that of his opponent. The contrast is embarrassing: beefy de Biest dwarfs weedy Theroux le Brouillard. The foil of one is hardly visible against the two-handed sword of the other. And de Biest has Jean Laissez Faire on one shoulder and Jean-Luc de Picardy on the other.

The two seconds exchange a knowing look and step back, not expecting this to last long. Both men open with parries. Theroux le Brouillard tries a block as de Biest gets his heavy blade in motion. Then as it slashes downwards, Theroux le Brouillard skips lightly to one side. Emboldened by this, the small fighter lunges, skewering de Biest through the calf. Theroux le Brouillard tries another ineffectual parry, only for de Biest's second slash to strike home. The big man accepts his adversary's surrender.