

That would be enough

This has been issue 103 of *To Win Just Once*, published 8th March 2010. 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 2010

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike Dommett by 19th March.

Orders for *Les Petites Bêtes Soyeuses*, *Easy Money* bids and any other contributions to Pevans by Friday 26th March 2010.

(Remaining deadlines for 2010: 23rd/30th April, 28th May/4th June, 2nd/9th July, 6th/13th August, 10th/17th Sept, 22nd/29th Oct, 26th Nov/3rd Dec)

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Subscription (11 issues)	£27.00	£35.00	£40.00

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Games only	
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11-turn subscription	£6.50

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 Mark Cowper and Emrys Hopkins are interested in the next game—anyone else?

Star Trader new game just started—more players welcome! Rules provided.

Printed and published by Margam Evans Limited, 180 Aylsham Drive, Uxbridge UB10 8UF
Tel: 05601 480486 E-mail: TWJO@pevans.co.uk Web: www.pevans.co.uk/TWJO

To Win Just Once

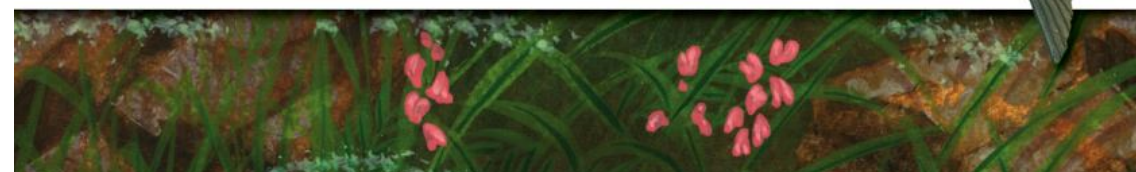
(incorporating Les Petites Bêtes Soyeuses)

LAST TRAIN TO ENSLEYDA

London Toy
Fair 2010



Last Train to
Wensleydale
reviewed



Issue 103: March 2010
(LPBS 229: February 1663)

£2.70 (Europe £3.50, Elsewhere £4.00)
Also available on-line at www.pevans.co.uk/TWJO

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ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
LA	Luc Around	10	F	OK	Captain QOC	4		Hunt	5	Colin Parfitt
EnS	Elf 'n' Safety	9-	7	Poor		5		Hunt	4	Barry Townsend
RM	Roland Moulin	9	28	Poor	Captain GDMD	5	Sue	Hunt	4	Roland Lee
CJ	Coeur Jette	9	F	Comfy	B.Bdr-General RM	6		BG	2	Mike Weston
EV	Enterrer Vivant	8	12	Poor	Major PM	2	Marie	BG	4	Geoff Bowers
WdB	Willem de Biest	8	F	Poor	Major DG/Bdr's Aide (Drgn Bde)	4		HGds	6	Tim Macaire
AIDn	Alexander Denton	8	F	OK	Captain GDMD/GDMD Regt. Adjt.	6		F&P	4	Paul Wilson
JLdP	Jean-Luc de Picardy	7	F	Comfy	Lt.Colonel PM/PM Regt. Adjt.	6		F&P	3	Bill Howell
JB	Jacques Blanc	6	10	OK	Major RM	2		F&P	4	Dominic Howlett
PLF	Pierre Lefart	6	F	OK	B.Bdr-General 13F	6		F&P	3	Olaf Schmidt
RdL	Rex de Leon	6	F	Comfy	Lt.Colonel 27M	14		F&P	3	Robert Carter
JLT	Jacques La Touret	6	RIP							Charles Popp
AdL	Armand de Luce	6	F	Poor	Captain GDMD	3		RP	2	Francesca Weal
BGdF	Bas Gras de Luce	6	F	Poor	Colonel Gscn	4		F&P	4	Austin Hayward
AV	Ali Vouzon	6	F	OK	Major 13F/2 F Brigade Maj.	4		F&P	1	Graeme Morris
PdFG	Pate de Foie Gras	5	9	Poor	Subaltern RM	3		RP	5	Mike Dyer
YH	Yves Heaux	5+	16	Poor	Captain PM	1		RP	1	Emrys Hopkins
AS	Arnaud Surfinmaise	4-	3	Poor		5		RP	5	Nik Luker
JMJ	James Montgomery Jesse	4	5	OK	Captain PLLD	5		RP	2	Graeme Wilson
X1		4	0	Poor		5		RP	2	Martin Jennings
IM	Ilkley Moor	4	F	Comfy	Major 13F	5		RP	4	Mike Dommett
X5		4	RIP							Guy Arnold
UXB	Uther Xavier-Beauregard	4+	12	OK		3	Mary	RP	3	Pete Card
PD	Patrick Declan	3-	2	Poor		2			4	Nathan Richards
TDP	Toulouse D'Plot	3	F	Poor	Major 53F	2			3	Sean Kavanagh
BD	Bragen Declan	1	RIP							Mark Booth

An F under SPs means that the character was at the Front, RIP means that he died.

+ against SL means it went up this month, - means it went down.

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, 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	64	Rich	Colonel KM		14	Anna	Flr	4	Gerald Udowiczenko
CIG	Count Charlemagne le Gosse	25	73	Comfy	General/State Min.		14	Lois	Flr	2	Neil Packer
JS	Earl Jacques Shitacks	24	68	Comfy	Fld Marshal/Chancellor		3	Madelaine	Flr	4	David Olliver
RdO	Count Revaulvin d'Or	24	62	OK	General/War Minister		13	Katy	Flr	4	Jerry Spencer
SS	Marquis Sean Sondamour	23	59	OK	General/1st Army Commndr		5	Ella	Flr	2	Pete Holland
DC	Baron Devlin Camate	23	48	Comfy	B.Lt-General/Cav Div Commandr		6	Angelina	Flr	2	Bruno Gordan
GI	Baron Gustav Ind	21	45	OK	Lt-General/Adjutant Gen		6	Kathy	Flr	5	Ashley Casey
EH	Earl Euria Humble	21	F	OK	B.Lt-General/City Mil. Gov		15		Flr	5	Matthew Wale
GdLi	Marquis Gar de Lieu	21	F	Comfy	General		4		Flr	4	Bill Hay
BdM	Viscount Beppe de Marko	19	39	Filthy	Bdr-General		17		Flr	2	Mark Moores
RdS	Baron Roget de Saurus	17	30	OK	Major RFG		10		Both	2	Gerry Sutcliffe
IS	Benedict d'Over	17	F	Wlthy	Lt.Colonel RFG/Min w/o Port		6		Both	1	Charles Burrows
BdO	Baron Herve d'Conde	16	39	Comfy	Lt.Colonel KM/1st Div Adjutant		9	Ophelia	Both	4	Mark Stretch
HdC	Sir Swender de Jewel	16	37	Comfy	B.Lt-General/1st Div Commandr		11		Both	4	Simon Burling
SdJ	Sir Swender de Jewel	15	15	Wlthy	B.Bdr-General DG/HGds Brigadier		5		Both	1	Ray Vahey
JLF	Baron Jean Laissez Faire	14	33	Comfy	B.Bdr-General CG		2	Frances	Both	3	Filipe Silva
EM2	Baron Egon Mad 2	14	28	OK	Colonel RFG		6		Both	2	Tym Norris
JdG	Sir Jacques de Gain	14	F	Comfy	Major KM/Gen's Aide (1st Army)		8		Both	4	Ben Brown
JSP	Baron Johnny Sais-Pas	14	F	Comfy	Bdr-General/2 F Brigadier		9		Both	4	Mike Bird
QLB	Quasi Le Bossu	13	31	OK	Colonel PLLD/1st Army Adjutant		6		Both	6	Mark Cowper
JdIB	Jacques de la Boite	13	15	Poor	Colonel PM		1		Hunt	5	Justin Key
YVB	Sir Yves Vrai Bretheauteque	13	F	Comfy	Lt-General/Min w/o Port		4		Flr	1	Chris Boote
ILB	Sir Ilk Lamore Bartat	12	21	OK	Lt.Colonel RM		6	Lucy	Both	6	Andrew Kendall
AD	Sir Antoine Dubeque	12	21	Comfy	Colonel QOC		9	Laura	Hunt	2	Andrew Burgess
PC	Sir Pierre Cardigan	12	F	Comfy	B.Lt-General/Hvy Brigadier		7		Hunt	4	Matt Shepherd
CPB	Chris P Bacon	11	30	Comfy	B.Bdr-General GDM/D/Drngn Brigadier1		1		Hunt	3	Rob Lee
MR	Mouton Rothschild	11	25	Comfy	Lt.Colonel DG		1	Guinevere	Hunt	4	Keith Bristow
TF	Thierry Fitoux	11	F	OK	Lt.Colonel QOC/HGds Brigade Maj.		7		Hunt	1	Timothy Hunt
TIM	Tomas le Matelot	10	F	OK	Bdr-General/3 F Brigadier		7		Hunt	4	Tim Skinner
WP	Warren Peece	10	F	OK	B.Bdr-General 27M		5		Hunt	2	Pam Udowiczenko

Chatter

Now that we've had some snow—as I mentioned in last issue—I feel that winter should be over. I want spring! Now! However, it is only February. There's time for more frosts and plenty of cold weather before spring finally appears.

One of the things that I often wonder about is why certain things prompt certain songs. Why, for example, do I find myself humming “Chattanooga Choo-Choo” when loading the groceries from the supermarket trolley into the back of the car? We'll probably never know. However, for one glorious instant the last time I was queuing at the checkout in Sainsbury's, the pings and tweets of the cash registers formed the introduction to “Singin' in the Rain”! I half expected a Gene Kelly lookalike to burst out of an aisle and soft-shoe his way along the line of checkouts. No such luck, but it was a wonderful moment.

Talking of wonderful moments, I had huge fun last weekend—one reason this issue of *TWJO* is a bit late. It was the latest weekend-long freeform role-play, entitled “Sharpe and Sensibility”. Yes, a wonderful combination of Hornblower, Sharp, the Misses Bennett, Mr Darcy, Becky Sharp and, of course, the Prince Regent. It was huge fun and I may tell you more about it next issue. Sadly, I forgot to take my camera with me, so I'll have to rely on other people's photos.

In the meantime, this issue has my report from the London Toy Fair and my review of *Last Train to Wensleydale*. And on the website, February saw a sudden upsurge of searches on “Viking” leading people to my review of *Viking Fury*. The PDF version of *TWJO* 102 was downloaded 164 times in February. Issue 101 clocked up 27, but nobody wanted number 100 any more. There was unexpected interest in my *Pillars of the Earth* review, too.

Letters

Tim Macaire has been investigating the weather.

The weather being what it is, I recently checked the Met Office's long-range forecast. Half the website is taken up with a disclaimer which boils down to 'long-range weather forecasts are very difficult'. Apart from being reminiscent of the Goldwynism “Prophecy is very hard, especially when it's about the future”, am I the only one to think they should either have faith in their own forecasts, or just not publish them? Anyway, thanks for the continued hard work.

As I write this, the news tells me that the Met Office is taking Tim's advice: seasonal forecasts have been dropped. This, of course, is after the Met Office attracted a lot of criticism for predicting a fine, hot summer last year.

London Toy Fair 2010

This year's London Toy Fair returned to its former home at Olympia. This felt more comfortable than the echoing caverns of ExCeL. It's certainly more convenient for me than trekking across London to the eastern end of Docklands—though I do like the odd journey on the Docklands Light Railway. There's something slightly exotic about their trains, they just don't feel like real trains—more like continental trams. Anyway, none of that at Olympia.

For anybody more used to consumer shows, a trade fair like the Toy Fair is an odd beast. Ostensibly, the aim is the same—to show off your products, current and future, with a view to persuading people to buy them. However, it doesn't always feel like this. Many stands are closed—often literally, as they are surrounded by blank walls—with admission controlled by receptionists and even security guards.



Reception and security at the Hasbro stand

Nor is there any money changing hands. Things aren't available for sale, it's all about orders for later in the year. In some cases, things may not actually appear if there isn't enough demand. The atmosphere is thus very different from a consumer show. It's much quieter, for a start, and the visitors are mostly dressed for business. It always amuses me that Toy Fair is a place where middle-aged men in suits discuss what Barbie will be wearing this year!

There's a lot of interesting stuff to see at the Toy Fair. Games are only a small part of what's covered, though, so there aren't many new games to see—and few that are of interest to hobby gamers. I do make a point of covering the whole show, but usually the most interesting things are in the 'greenhouse' section. This is an area of smaller stands "for the small, innovative companies", particularly new businesses, and this where to find games inventors.

I was pleased to see Lynne Cadenhead and the 1745 Trading Company back again. They publish the Quests of the World games: currently *Scottish*, *Irish*, *English* and *Welsh Quest*. These are a series of trivia games with a geographical slant and a race mechanic. They are particularly well-produced games that look very good on the shelf and on the table. They play well, though there's nothing

Femmes Fatales

Regiments Organisation									
RFG	EM2	IS	RdS	N6	N6	N2	N4*	N2	Capt
Col	LCol	Maj	Maj	Capt	Capt	Capt	Capt	Capt	Capt
CG	JLF	N2+	N6	N6	N6	N5	N6*	N2	
KM	ZTMG	BdO	N4	N3	N3	N3	N1*	N5	
DG	SdJ+	MR	N4	N3	N3	N3	N6	N2	
QOC	AD	TF+	LA	N2	N2	N5	N4		
ALC	N6	N1	N2*	N3	N1	N3	N3	N4	
CPC	N5	N6	N3	N2	N4	N2	N3		
RM	CJ	ILB	JB	N2	N3	N5	N1*		
GDMD	PM	CPB+	N3	N4+	N2	N5	RM	N5	AdL
PLD	QLB	N6	AV+	IM	N2	N2	N1	N2	
13F	PLF	N6			N2	N1	N1	N2	
53F	N8	N2	TDP	N2*	N4	N6	N1		
27M	WP	RdL	N4	N3	N5	N6	N5		
4A	N4	N5	N2	N5	N2	N5	N1		
69A	N4+	N3	N6	N1	N1	N1*			
Gscn	BGdF	N5	N3	N1	N4*	N2			

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	GI
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	RdO
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	MR
10	Frances Forrin	14	B	JLF
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		AD
16	Ophelia Derriere	13		BdO
26	Ella Fant	13	B	SS
27	Lucy Fur	13	B	ILB
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	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
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	ZTMG
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	
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	EV
49	Mary Huana	8	B/I/W	UXB
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	
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

Battle Results

Heavy Brigade: 2

Archduke Leopold Cuirassiers: 4

Crown Prince Cuirassiers: 5

2nd Foot Brigade: 3

13th Fusiliers: 3

53rd Fusiliers: 1

3rd Foot Brigade: 4

27th Musketeers: 4

4th Arquebusiers: 5

The Gascon Regiment: 4

Frontier regiment 1: 2

Frontier regiment 2: 6

Frontier regiment 3: 6

Frontier regiment 4: 3

RNHB regiment: 2

Army Organisation and Summer Deployment

First Army (Defence) SS/JdG/QLB/N

Cavalry Division (Defence) DC/CPC/N5

Heavy Brigade (Defence) – ALC CPC

Dragoon Brigade (Defence) – GDMD PLLD

Frontier Division (Defence) N5/N/N4

Frontier Regiments (Defence)

Second Army (Siege) N3/N/N3/___

First Division (Assault) HdC/N/BdO

Guards Brigade (Assault) – RFG CG KM

1st Foot Brigade (Assault) – RM PM

RNHB Regiment (Assault)

Second Division (Siege) ___/___/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

Brigade Positions

Guards Brigade	N4/N/N2
Horse Guards Brigade	SdJ/N/TF
Heavy Brigade	PC/___/___
Dragoon Brigade	CPB/WdB/N4
First Foot Brigade	N4/N/N6
Second Foot Brigade	JSP/N/AV
Third Foot Brigade	TIM/N/___
Fourth Foot Brigade	N5/N/N4

Entries as Army Organisation Table

Frontier Regiments

(Assault for Mar-May)

	F1	F2	F3	F4	RNHB
Colonel	N4	N6	N3	N3	N7

Attached

Also at the Front

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

too special in them as games—*Irish Quest*, in particular, has gone down well with my Irish relatives.

New for this year is what I think of Corrie Quest, which is based around the *Coronation Street* soap opera. The questions have been set by the TV series' production team, so they are absolutely canonical and cover the show's fifty-year history. The game will be available later this year as part of the fiftieth anniversary celebrations. For more see www.questsoftheworld.com



Kibodo

Also returning was the Art Meets Matter team, who published *Bookchase* two years ago. Their latest is *Kibodo*, a word game where the letter tiles are keys from a keyboard. Continuing the computer theme, the game's subtitle is "control, shift, delete." The idea is that players can shift and delete letters around the grid of words formed from earlier plays.

Players can earn bonuses by connecting to the number keys placed around the board. It's a neat twist on traditional word games and looks good as well. See kibodo.info, but watch out for the soundtrack!

Circa Circa are the publishers of *About Time*, the trivia game about historical dates. Having expanded with a German version of the game, this year sees the launch of a travel edition of the game. There's more at timegame.co.uk

My favourites of the Toy Fair were the two games from Dice Maestro. Both of these are dice and card games in chunky mid-size boxes and the brainchild of Antony Brown. The first game is *Jurassic Wars*, which is bound to be popular just because it has a T Rex on the cover! It's a combat game with players pitting the dinosaurs from their hand of cards against other players' critters. Both players also play combat cards and then use dice to resolve the fight. Generally, the predators have the upper hand, but a determined herbivore can still see off its attacker. The first expansion set for the game will be available soon. This is *Raptor Attack*, an additional set of cards that introduces the option of a pack attacking together.

The second game is *Wildlife Rescue*. Here the aim is to save endangered species, the winner being whoever has the highest valued set at the end. Players can gain

bonuses by getting particular animals in their collection—according to a card they got at the start of the game. Players gain cards by rolling and re-rolling dice to make sets, *Yahtzee*-style. They can also use action cards to 'transfer' animals from other players' collections. The more valuable cards are harder to get as they match fewer symbols on the dice, so there are some subtleties to the game. Both of these are attractive and appealing games, so I expect to see a lot more of them. You can find out more at www.dicemaestro.com

Edugames is a New Zealand company who were at the Toy Fair with *Brit Quiz*, a general knowledge quiz about Britain—following on from their first game, *Kiwi Quiz*, about New Zealand. The game is simply a box of cards, each with four questions about Britain. Designer David Allis characterised these as being "stuff you should know!" The aim is to provide an entertaining way of learning about the country—educational rather than trivial. There's nothing special here, but it's a decent package at a good retail price. See www.edugames.co.nz



Starplayer

Inspired Games launched the first of their *Starplayer* games at the Toy Fair. Subtitled "The Football Board Game", this is a board game about running a football club. Players roll the dice and move their pawn along the track round the outside of the board. The space they land on may allow them to buy a player (cards) for their team or draw a special card. No doubt they roll again if they roll a double... Once you have your team, you roll the special dice until you have won enough 'cup matches' to make it to the Cup Final. The winner of the game is decided by the penalty shoot-out at the Cup Final. Sadly, I can't see much of a game in this. The second product will be the *Starplayer Football Card Game*, presumably using the cards from the board game in a different format. See more at www.inspiredgames.co.uk

Kamtronic were another publisher to return to the Toy Fair, showing their football trivia game, *Football Legend*. The questions and other cards allow the

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

Jacques de la Boite (Rapier, Seconds JLDp, adv.) and Tomas le Matelot (Sabre, Seconds SdJ, 2 rests) have mutual cause for being in enemy regiments.

Jean-Luc de Picardy (Rapier, Seconds WdB & JdIB, 2 rests) and Tomas le Matelot (Sabre, Seconds SdJ, adv.) 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.

Luc Around (Sabre, Seconds AD & TF) and Willem de Biest (2-Hand, Seconds JLDp & JdIB, adv.) have mutual cause for being in enemy regiments.

Thierry Fitoux (Sabre, Seconds AD & LA, 2 rests) has cause with Jacques Shitacks (Cutlass, Seconds JSP, adv.) for pinching Madelaine.

Chris P Bacon (Sabre, Seconds WdB & RM, adv.) has cause with Uther Xavier-Beauregard (Foil) for pinching Mary.

Herve d'Conde (Sabre) has cause with Roland Moulin (Rapier, adv.) for pinching Fifi.

"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

Charles Popp gets the Second son of an Impoverished Viscount: Init SL 10; Cash 40; MA 5; EC 4 (X2).

Mark Booth gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 2; EC 2 (X3).

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 GI	
Inspectors-General: of Cavalry N	of Infantry N	
Commissioner of Public Safety _		
Chancellor of the Exchequer JS	Minister of Justice _	
Minister of War RdO	Minister of State CIG	

Quasi Le Bossu (with ZTMG, gains 1 Exp) beat his enemy Bas Gras de Fusion.

Tomas le Matelot (gains 1 Exp) beat his enemy Jacques de la Boite (with JLDP).

Jean-Luc de Picardy (with WdB & JdIB, gains 1 Exp) beat his enemy Tomas le Matelot.

Luc Around declined to meet Mouton Rothschild as he was under half Endurance.

Luc Around declined to meet Willem de Biest as he was under half Endurance.

Grudges to be settled next month:

Mouton Rothschild (Rapier, Seconds ZTMG, 2 rests) and Thierry Fitoux (Sabre, Seconds AD & LA, adv.) have mutual cause for being in enemy regiments.

Gar de Lieu (Sabre, 4 rests) has cause with Indie Spencible (Rapier, Seconds EM2, adv.) for pinching Maggie.

Quasi Le Bossu (Sabre, Seconds ZTMG) has cause with Swender de Jewel (Sabre, Seconds RdO & PC) for insults.

Pierre LeFart (Rapier, adv.) and Elf 'n' Safety (Foil) have mutual cause as neither stood down over Lotte.

Pierre Cardigan (Sabre, Seconds SdJ, adv.) has cause with Willem de Biest (2-Hand, Seconds JLDP & JdIB, 2 rests) for pinching Henrietta.

Antoine Dubeque (Sabre, Seconds LA & TF, adv.) and Mouton Rothschild (Rapier, Seconds ZTMG, 1 rests)

have mutual cause for being in enemy regiments.

Ali Vouzon (Rapier) and Warren Peece (Rapier, adv.) have mutual cause for being in enemy regiments.

Jacques La Touret (Rapier, adv.) has cause with Chris P Bacon (Sabre, Seconds WdB & RM, 1 rests) as he's not Noble but higher SL.

Enterrer Vivant (Rapier, Seconds JLDP, 3 rests) and Tomas le Matelot (Sabre, Seconds SdJ, adv.) have mutual cause for being in enemy regiments.

Jacques La Touret (Rapier, 4 rests) has cause with Jacques de la Boite (Rapier, Seconds JLDP, adv.) as he's not Noble but higher SL.

Jean Laissez Faire (Rapier, 5 rests) and Zachary The Money Goes (Rapier, Seconds BdO & QLB, adv.) have mutual cause for being in enemy regiments.

Antoine Dubeque (Sabre, Seconds LA & TF, adv.) and Willem de Biest (2-Hand, Seconds JLDP & JdIB, 1 rests) have mutual cause for being in enemy regiments.

Alexander Denton (Sabre, 5 rests) has cause with Jacques de la Boite (Rapier, Seconds JLDP, adv.) as he's not Noble but higher SL.

Alexander Denton (Sabre, 3 rests) has cause with Quasi Le Bossu (Sabre, Seconds ZTMG, adv.) as he's not Noble but higher SL.

Benedict d'Over (Rapier, Seconds ZTMG, adv.) and Jean Laissez Faire (Rapier, 1 rests) have mutual cause for being in enemy regiments.

Bas Gras de Fusion (Cutlass, adv.) and Quasi Le Bossu (Sabre,

player to progress along the pitch and shoot—scoring a goal if they beat the keeper. Get a question wrong or lose a challenge and the other player gets the ball and has the initiative. You'll find more at www.football-legend.co.uk

In the world of toys, anything that's aimed at girls rather than boys will be coloured pink and probably covered in hearts. Marriage Games's *Complimental* isn't particularly pink, but does use a lot of hearts in its graphics. I suspect it is aimed more at women than men. The idea of the game is that players collect compliment cards in various categories and assign these—secretly—to the other players. Once they have the full set, they have to justify their choices to the group. It's a clever idea, competing through being nice to the other players! I can see it being huge fun in the right circumstances, but I can equally see it being excruciatingly embarrassing. Full marks for trying something different, though. Details at www.complimental.co.uk

Some years ago Seager Games gave us *Where is Moldova?*. This year they were back at the Toy Fair with two new games: *Fiendish Numbers* and *Fiendish Letters*. Both of them feature a board for each player with a grid of numbers or letters. Players make stacks of number or letter tiles on these to create sums or words. Play is simultaneous with players trying to use up their tiles before anyone else. The games strike me as designed to appeal to people who like the puzzles in *Countdown*.

Also on show with Seager was *The Amazing Mammoth Hunt*, from a company in New Zealand. This is a nicely-illustrated board game in which players travel the world tracking down mammoths through their footprints. Players have to guess where they square they land on is on the map of the world, adding to their knowledge. This looks like a fun family game.



Fiendish Numbers

Bananagrams was apparently launched at the Toy Fair in 2006, though I didn't notice it then. It was back this year on the Winning Moves UK stand, where it made a pleasant change from the *Top Trumps* decks and local *Monopoly* games that are their stock in trade. The publisher, a family business based in both the UK and the US, had its own stand at the Spring Fair. *Bananagrams* consists of a set of letter tiles in a banana-shaped (and coloured) bag. Players each take a

bunch of tiles and build their own grid of words, taking or swapping tiles as they go. First to get rid of all their tiles when the stock is exhausted wins: "the anagram game that will drive you bananas."

This year sees two new games from the same team: *Appletters* and *PairsinPears*. The former, in a red, apple-shaped pouch, is a Domino-like game using letter tiles. The latter, in a green, pear-shaped pocket, has players racing to make pairs of words in matching patterns. Both are billed as educational games for children and families, but also have rules for adults to play. I'm always wary of "educational" games—often there's no game, just instruction. In this case, though, both look like real games. See www.bananagrams-intl.com for more.

Next year's Toy Fair will be at Olympia again on 25th-27th January 2011. For more information see the Fair's website: www.toyfair.co.uk

Spring Fair 2010

This year I made the trip to the National Exhibition Centre for the Spring Fair as well. I remember this event taking place in the Spring but it's now held in February—a couple of weeks after Toy Fair this year. It is a much bigger show than Toy Fair, since its remit is much wider. However, it has a Toy section (just part of one hall) and thus includes games in its coverage. A quick check of the exhibitors showed pretty much the same suspects as the Toy Fair. It was noticeable, though, that several had more space at the NEC than they did at Olympia. There is no equivalent of the Toy Fair's greenhouse at the Spring Fair and so no small, start-up companies.

Distributor Coiled Spring Games was at the Spring Fair with the latest games from French publisher Gigamic and Gamewright in the USA, amongst others. Gigamic's *Kakuzu* is a multi-player Sudoku variant. It uses a 9 x 9 grid of numbers, concealed by stones. Players identify the hidden numbers and gain stones when correct—most stones wins the game when the board is clear. It is expected to be available this April. Also from Gigamic is *RÖK*, a game of pattern matching using 'stones' in several colours engraved with runes. Players take a handful each from the bag and throw them on the table. Then they grab matching pairs. It's fast and frantic and wonderfully tactile.

Gigamic is also producing a new range of games in cube-shaped boxes. The first of these is *Regatta*—no relation to any of the previous games of that name except that, like them, it's about yacht racing. Inside the cube are some great model boats, a couple of model buoys and a deck of cards. Players use the movement cards from their hand to move their boat, following the rules of yacht racing. The idea is, of course, to be first to complete the course around the buoys back to the start. Good fun and with variations for family or adult play.

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

Enterrer Vivant asks NPC Major 1 of Picardy Musketeers to resign

Duels

Results of last month's duels:

Swender de Jewel didn't turn up to fight Quasi Le Bossu and lost SPs. Pierre LeFart (gains 1 Exp) beat Elf 'n' Safety.

Antoine Dubeque declined to meet Mouton Rothschild as he was under half Endurance.

Ali Vouzon didn't turn up to fight Warren Peece and lost SPs.

Chris P Bacon (with WdB & RM, gains 1 Exp) killed Jacques La Touret.

Enterrer Vivant declined to meet Tomas le Matelot as he was under half Endurance.

Jacques La Touret was dead before duelling Jacques de la Boite.

Jean Laissez Faire declined to meet Zachary The Money Goes as he was under half Endurance.

Antoine Dubeque declined to meet Willem de Biest as he was under half Endurance.

Alexander Denton didn't turn up to fight Jacques de la Boite and lost SPs.

Alexander Denton didn't turn up to fight Quasi Le Bossu and lost SPs.

Benedict d'Over (with ZTMG, gains 1 Exp) beat his enemy Jean Laissez Faire.

Kid Charlemagne says: "Let's party like it's 1663."

To all the brave soldiers & officers of France who are at, or leaving for the front,
I wish you every success and good hunting. Know that, in her wisdom, France has equipped you with more cheese, wine and bread than any other army, any nation can range against you! This has obviously taken a great deal of room in the supply wagons and as a result some equipment such as ammunition and tents will be in short

supply. Never mind though, once you encounter the enemy I am sure that the natural tendency for plunder/theft, will ensure these items are stolen/discovered. I will be watching you all, and especially my last aide, Brigadier Chris P Bacon. I expect great things from you and on your return to Paris I will hold a party for all your Brigade & their partners at my club.

Make me proud.

Yours in faith,

† Field Marshal of France, Jacques
Shitacks

Points Arising

**Next deadline is
Friday 26th March 2010**

As a by-product of looking at old copies of LPBS is that I've decided to reinstate the original title (Femmes Fatales) for the list of mistresses. The Furry reference doesn't really make sense any more.

Next turn is the start of a new season.
All characters start the month in Paris and all duels *must* be fought.
Any vacant appointments not taken by player characters will be filled by NPCs—unless appointed by a player character, who may order that they are left vacant (if you have a post or rank that allows you to appoint other characters to vacant posts, don't forget to give some orders for this).

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

BD Bragen Declan (Mark Booth) has NMR'd. Total now 1
BdM Beppe de Marko (Mark Moores) has NMR'd. Total now 1
CJ Coeur Jette (Mike Weston) has NMR'd. Total now 5 and is sent to a Frontier regiment
GdLi Gar de Lieu (Bill Hay) has NMR'd. Total now 1
HdC Herve d'Conde (Simon Burling) has NMR'd. Total now 1
PC Pierre Cardigan (Matt Shepherd) has NMR'd. Total now 1
RdL Rex de Leon (Robert Carter) has NMR'd. Total now 1
SdJ Swender de Jewel (Ray Vahey) has NMR'd. Total now 1

X1 (Martin Jennings) has been floated as he's been kept busy with his new job.

Guy Arnold's new character was removed as he sent no orders after his previous character died of NMRs.

Gamewright produce some great children's games. This year they are publishing *Forbidden Island*, designed by Matt Leacock, it's a cooperative game in the style of his *Pandemic*. The players are a team of adventurers racing to rescue treasures from the eponymous island before it sinks beneath the waves. It's clearly a more family friendly theme and should do well if it's half as much fun as *Pandemic*. You'll find more at coiledspring.co.uk

For more on the Spring Fair see www.springfair.com

Last Train to Wensleydale

There's nothing new about a railway game from Martin Wallace—except that Martin continues to surprise us by coming up with something different. And *Last Train from Wensleydale* is certainly different. The game is about the short-lived railway companies in the Yorkshire Dales that acted as feeder lines for the two major railway companies' routes into the area. However, these railways can't make money long-term. The owners' strategy is thus to grab the immediate profits and sell out to the big companies. You can quickly see that this will make for an interesting game.

As I mentioned in my report from Spiel, the board has a really gaudy colour scheme to represent the landscape. The livid red lobes are the Dales themselves. The bilious yellow bits between are the valleys and the lurid green is the surrounding pasture land. All of these are divided into discrete areas. To set the board, players draw white and orange cubes at random and place them on the mountain and pasture areas. Then any white cubes (representing stone quarried from the mountains) are removed from the pastures and orange ones (Wensleydale cheese produced by dairies on the pastures) from the hills. What's left is available for the railway companies to ship and earn money from. My advice is not to let me do this or you'll end up with a very sparsely-populated board. However, the distribution of resources is part of the game. You need to take account of this when planning what you're going to do.

Next onto the board are the people. These come in three colours and are placed on the towns around the board. The white ones are local people opposed to the railway coming to their town. They have to be removed in order to build a line into that area. The others (red and green) welcome the railway and want to travel to a mainline station (town) of the same colour. As the distribution of these is random again, some will be close to where they want to go while others will be in the far corner. As with the goods cubes, the game will be easier or harder, depending on just where the pieces are.

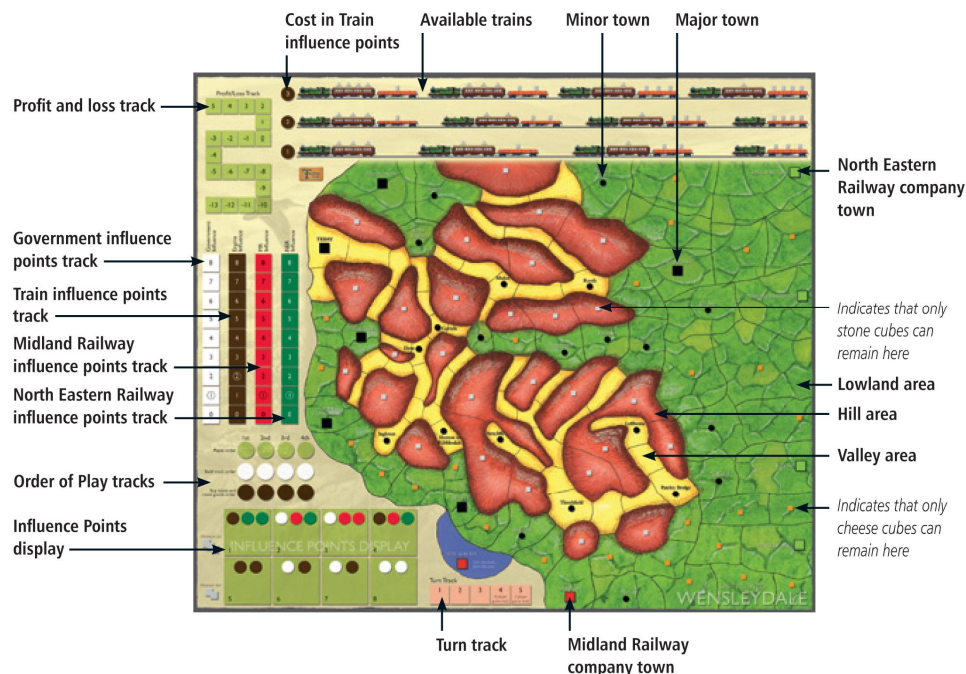
Central to the game are tracks on the board that show how much influence players have in different areas. The white one is influence with the Government,

allowing players to remove objectors from the board. It also governs the order in which players lay railway track on the board. Brown influence points are used to 'hire' trains each turn and to decide the order in which players do this. You need these to transport goods and passengers, gaining income for that turn and victory points at the end of the game. This is the most important track and players are allowed to use other influence to buy brown points—though it costs 3 to buy 1 brown. Players use red and green influence points to persuade the major companies to buy their railway lines.

At the start of each turn, players gain 'investment' cubes (representing small investors in the company) and use these to get extra influence points. There is a grid of eight squares, each showing a number of influence points in different colours. A random extra point is added to each square. Players take turns to bid for a square, overbidding any previous bid, until each player has two undisputed squares. They gain these influence points, adjusting their markers on the tracks and setting the order of play for laying railway track and hiring trains.

Which influence points you bid for will depend on what you want to do that turn. White and brown points are always useful, so everybody wants them. Whether you want red or green points depends on which railway you want to buy your

The Board



My little soirée recently was so successful in developing new ideas for governance (a Pig Tax, a Hovel Impost, a Levée En Galosh—a surefire income-generator in this weather), that I feel another is called for and perhaps with a wider audience, including those who might be entering His Majesty's service soon. I therefore invite all nobles and gentlemen of SL 21 or above to join me at my club in Weeks 2-4 in March, at my expense and your mistresses will be catered to while you carouse, oh yes.

Party at my club in the 1st and 2nd week of March. Everyone is welcome to attend and give a hearty farewell to the lads in the Cardinal's Guard who will be departing for the Front in the next couple of months. His Eminence will be personally supporting the costs of those attending the event up to SL 9.

† Brevet Bdr-General Laissez-Faire—The Cardinal's Guard

Personal

A dingy run down square. A smartly dressed delivery boy holding a parcel knocks on a rickety old door. A slovenly wench answers.

"Does Monsieur Denton reside here?"

"Yes. In which case, Madam, please give him this." The boy unwraps a long bright yellow sash: "Compliments of that fine gentleman, Quasi le Bossu".

"Ooh, how pretty—it will match the yellow streak that runs right through him!"

Dear Count Gosse,
Thank you for hosting such a splendid party last month. Good luck with your application for the Minister of State and hope my assistance is appreciated.

Yours faithfully,

† Brigadier Chris P Bacon

To Regimental Colonels,
I have just finished doing 5 years of studies at the Collège de Sorbonne and I am now in need of a job. I am looking for something that I can use my newly acquired qualifications on, something that could help save lives. My qualification are; Risk Assessment Management, Management of Health & Safety, Controlling Workplace Hazards, Fire Safety Awareness and First Aide at work. If you think you can offer me a job then please come and see me, I'll be in my club for the whole of March.

Kind Regards,

† Elf 'n' Safety

PS Remember never to run in Corridors.

Colonel le Bossu,
You are very free with calling others 'the dark side'. May I remind you that this unseemly squabble arose from your (frankly unsavoury) friendship with one Aloysius Gnomeclencher, who was disgraced forever when he insulted Her Majesty (God Bless Her)? Gnomeclencher at least had the decency to resign his commission, join a frontier regiment and atone for his misdeeds by dying on an enemy spear: go thou and do likewise.

† Willem de Biest

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

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

To 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.

Matters of Honour

Are you a Musketeer, skilled with the rapier and willing to demonstrate these skills in return for my acting as your second in any duels? Would you be kind enough to act as a second for me should I be forced to defend my honour? If so, please contact me, Yves Heaux, care of Red Phillips.

Social

Party at Hunters Week 3
To Celebrate my first Command at the front I welcome all SL 5+ to Hunter's in Week 3—free drinks for all soldiers of the Dragoon Brigade.

To the gentlemen of Paris:

After completing certain engagements of a personal nature at the start of February, I will be departing Paris to command a battalion of the illustrious Royal North Highland Border Regiment for the balance of the month. Upon my return, I would like to invite the SL 4+ gentlemen of Paris and their ladies to be my guests at The Blue Gables in Week 3 of March. I'm afraid that due to my club having certain standards of deportment and hygiene, members of the 4th Arquebusiers will not be admitted.

† Lt. Colonel Jean-Luc de Picardy
Picardy Musketeers

Boozers and Bellringers Next meeting
Dear Old Chris P Bacon seems to be slightly sensitive over my banning of his Aide, WdB, so I will host our next gathering at Bothwell's in Week 1, March 1663, where I will bore you with news of daring deeds from the front. Usual format, members and mistresses welcome, drinks free. All newcomers to Paris last month (TdP, YH, X3 and X4) are welcome to come and have a go at beating the Declan Brothers' Yard of Ale record.

May your Dings never Dong,
† Chairman Quasi le Bossu

Coming Next Month—Mad Mad
March Hare Party!
All month long for the 2nd Foot at my club. All expenses paid. Bring your good lady friends. 500 Crowns paid for the most well dressed couple.

† Johnny Sais Pas

lines. Though there is an argument that any points are good, provided you can choose when to use them—and have enough when you need them. The key is that you need to have a plan for the turn (at least) at this point so that you know what points you want to bid for. How much you bid is more difficult to work out... However, you also want to hang on to some cubes for building railway lines.

Then it's time to build a railway line. Players can build one contiguous line, which can be as long as they like, provided they can pay for it—with investment cubes and any spare influence. They lay track segments, each connecting two areas: a segment costs one cube/point if both are pasture, anything else costs two. Players also have to use white influence points to remove any white pieces from the areas and red or green points to connect to a mainline station. The aim here is to connect to areas that contain cheese, stone or passengers in order to ship them. This is why turn order is important—though other people can build into the same areas (as long as it's not the exact same route) and grab things first.

This makes the player order for hiring and using trains important too. Only nine trains are available, each carrying a different combination of goods (stone or cheese) and passengers. They cost more (in brown influence) the more they carry and each can only be taken by one player. Players take it in turns to either reserve a train or to take a goods cube or passenger piece from the board and place it on one of their trains. This is where you can steal a march on someone who's built into the same areas as you.

There's no actual income in this game. Instead, players add up what they've shipped this turn and subtract the number of track segments they have on the board. The result is used to move their marker on the profit/loss track. There's plenty of room for losses! The positions of players' markers set the order of play for the start of the next turn. Players' final profit/loss position is also victory points at the end of the game. It is perfectly possible to be in profit through the game only to make a stonking loss on the last turn. This can be significant in terms of the final scores.

The final action in each turn is to sell track to the major companies. You can sell one contiguous line of track that starts and ends at a town. It costs an influence point of the appropriate colour for each two track segments sold. After four turns (in a four-player game, five if there are three players), players score points. They get a point for each item they've shipped plus a bonus for each set of four (a passenger of each colour, a cheese cube and a stone cube). To this they add their final profit/loss position and subtract the number of track segments they have on the board. The player with the most points wins, of course.

The most obvious thing here is that having railway lines on the board is bad news. In particular, they are a double whammy at the end of the game, reducing

your profit, which affects your victory points, and then being subtracted from your points as well. My approach is thus to build disposable railways—build them, use them for one turn and sell them. However, the alternative approach of holding on to track until the last turn can pay off.

The key to the game is definitely taking a careful look at what pieces are where on the board at the start of the game. It's simple to spot the easy pickings, but you should also see what else you may be able to reach, perhaps with several turns' effort. The bonus points for sets of pieces can be useful, so it's worth looking for ways to collect sets. However, it's easy to get more points than the bonus by picking up lots of pieces, so you do need to consider your options.

The trickiest thing is getting points in the last turns. If the initial set-up has been sparse, there may not be much left to collect. And if the distribution was awkward, there may not be anything worth collecting. In some cases, the best course in the final turn is to do nothing. I find this rather disappointing. One of the things I expect from a game is that it will involve me all the way through and give me significant decisions to make. Having nothing to do for 25% of the time (in a four-player game) is not what I expect.

That aside, *Last Train from Wensleydale*, is an entertaining game that poses some interesting problems for the players. It is definitely a different sort of railway game, too. It gets 7/10 on my highly subjective scale.

Last Train to Wensleydale was designed by Martin Wallace and published, as a limited edition (each copy numbered and signed) in the Treefrog Line, by Warfrog. It is a strategic board game for 3-4 players, aged 13+, and takes about 2 hours to play.

Science Fiction

I really must check the format of the books I order from Amazon. The copy of Peter Hamilton's *The Temporal Void* I ended up with was one of these brick-sized things. Fine for a doorstep, less convenient when you want something to carry around with you. Hence it has stayed by my bedside and been read a few pages at a time. The only problem with this is losing track of just where the story has got to and having to re-read bits. It can take several days to make progress. When I finished the book, I initially forgot that it was "Part two of the Void trilogy" and that several storylines had been left hanging in previous chapters. I just thought it was a strange ending. D'oh!

Since it is part two of a continuing story, I'd better recap what it's all about. This is tricky to do for a book set in the far future and with a lot of different characters involved in many plotlines. I reviewed the first volume, *The Dreaming Void*, in *TWJO 97*, so that would be a good place to get the full picture. Anyway, central to this story is the strange phenomenon at the centre of the galaxy called the Void.

for his treasure chest. Colonel Bas Gras de Fusion earns himself a Mention in Despatches: "A Colonel in the Gascons. And he's not dead yet!"

Frontier regiment 1 is bolstered with several volunteer battalions, which comes in very handy when they have the chance to exploit the Fusiliers' success. However, RFG Lt-Col Indie Spencible doesn't get his men moving quickly enough and gains nothing, despite his bravery. There's a Mention in Despatches for KM Major Jacques de Gain, who pockets well over 500 crowns of loot. QOC Captain Luc Around, commanding a squadron because of the vacancies in his regiment, gets in on the action. His share of the booty is exactly 500 crowns. Lt-General Yves Vrai Bretheauteque is also attached to Frontier regiment 1 and scoops up over 500 crowns worth of goodies.

Serving with Frontier regiment 2, Lt-Gen Euria Humble keeps his head down (and out of the rain). He still gets a Mention ("Very dry, that General"), which redeems his earlier disgrace. GDMD Captain Alexander Denton parades on the ramparts, thumbing his nose at the Spanish defenders. He ducks very quickly to dodge the musketballs that come in his direction. That has to be worth a Mention in Despatches, but it is rather grudging. There's also a Mention for Major Willem de Biest for commanding his squadron of the Dragoon Guards.

There's some loot for Frontier regiment 4, even though they don't perform well this month. QOC Major Thierry Fitoux is promoted to Lt-Colonel and liberates over 500 crowns worth of booty. RM Bdr-Gen Coeur Jette gets a round thousand. However, there's nothing for GDMD Captain Armand de Luce. PM Lt-Col Jean-Luc de Picardy commands a battalion of the Royal North Highlanders, as does General Gar de Lieu. De Picardy leads his men straight into the breach in the Spanish defences, using his sword to knock enemy pikes aside. He gets a fulsome Mention in Despatches and his personal fortune increases by over 1,500 crowns. General de Lieu is more circumspect, but is equally Mentioned. His portion of the plunder is worth less than a thousand crowns though. ❖

Press

Announcements

FREE HORSE to successful applicants to join the Queen's Own Carabiniers, Her Majesty's finest fighting force in the whole land.

To all members of the RFG

I will be taking the Regiment to the Front for the months of April and May.

Please make sure your diaries are clear. † Col EM

Advance Notice to members of the Queen's Own Carabiniers: we shall be marching to defend the honour of Her Majesty in March 1663.

Gustav Ind follows his week in the Fleur with three weeks practising sabre. And Devlin Carnate follows this example to practise with his rapier. His cutlass occupies Jacques Blanc for a week, after courting successfully at the start of the month. Yves Heaux is unlucky in love this month and so adjourns to the Bawdy houses after a week's rapier practice. It's a bad month for Elf 'n' Safety. Apart from not finding Warren Peece, his wooing does not pay off. And when he hits the red light district, he is mugged. At least the footpads get nothing for his pains.

In the mud

The winter campaign ends as a flurry of reinforcements arrive to end the siege of Spanish fortifications. The elements are against any active military effort this month, so the troops settle in to solidify their blockade. It's dull stuff. The Heavy Brigade trots around, but the soldiers all become a uniform brown after a few minutes, which does nothing for morale. Brigadier Pierre Cardigan is Mentioned in Despatches and collects a few crowns for himself.

The one success of the month falls to Second Foot Brigade. The 53rd Fusiliers undermine part of the Spanish defences and bring down a section. Unfortunately it only comes down because the Fusiliers' tunnel collapses, killing the soldiers inside. RIP Private Bragen Declan. There is no reward for Major Toulouse D'Plot.

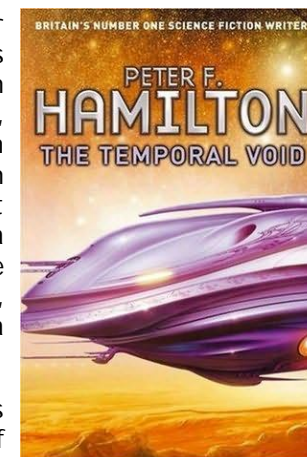
The 13th Fusiliers exploit the opening made by their colleagues, though not as well as they might have. Still, there's a promotion for Pierre LeFart, making him a brevet Brigadier-General. Major Ilkley Moor does rather better, gaining a couple of footnotes in the Despatches and collecting over a thousand crowns worth of Spanish booty. He receives a 'pat on the back' from His Majesty. Brigadier Johnny Sais-Pas picks up some loot, too, but not nearly as much as Major Moor. His Brigade Major, Ali Vouzon, plunders close to a thousand crowns and sees his name go into the Despatches—well, he is writing them.



It's a quiet month for Third Foot Brigade, who sit in their emplacements watching the rain (much like any English summer holiday, really). Bdr-Gen Warren Peece and Lt-Colonel Rex de Leon in the 27th Musketeers get nothing. Brigadier Tomas le Matelot has his rank made permanent and scavenges 500 crowns worth of goodies

This is slowly expanding, destroying whole star systems when it does. Then Inigo, a scientist studying the Void, dreams the life of another human, Edeard, part of a human society inside the Void—something previously believed impossible. Through the 'gaiafield'—an artificial telepathic medium built on nanotechnology—other people share these dreams and some of them start a religion, the Living Dream, based on this. Their goal is to enter the Void themselves, something that alarms the other races in the galaxy who fear this will trigger a rapid expansion of the Void.

The Dreaming Void told us what happens in this far future—some 1,500 years further on from Hamilton's earlier "Commonwealth" series—as the various human factions and alien races react to Living Dream, spurred on by the appearance of a Second Dreamer in place of the long-disappeared Inigo. Interwoven with this is Edeard's story as dreamed by Inigo. In contrast to the science fiction future, the dreams are set in a fantasy world. Inside the Void, the laws of nature are different. Edeard's society may be kind-of-medieval, but it has its own psychic technology and Edeard is a master of psychic power.



The Temporal Void carries on where the previous volume left off. The unknown (except to us readers, of course) Second Dreamer's rejection of the 'Skylords' of the Void has caused a spasmodic expansion of the Void. One human uses this and her advanced spaceship as a chance to get inside the Void and reason with the Skylords. Everybody else is trying to find the Second Dreamer. Meanwhile the various factions of humanity continue their feuds, with their agents manoeuvring without quite knowing what their masters intend.

Alongside this, we get more of Inigo's dreams of Edeard as he discovers the full extent of his powers and learns how to apply them. Over the series of dreams, Inigo finds he must take on bigger and more powerful enemies in his quest to establish the rule of law and order. At the same time we can see him getting more authoritarian and dictatorial. From other references we know just what position he will eventually rise to. What we don't know is just how he achieves this until we see Inigo's dreams—which are the greater part of this book.

In the rest of the story the plot thickens, essentially. The Second Dreamer is pursued by all and sundry and continues to evade them, with a little help from her friends—and from some surprising quarters. The enigmatic Aaron—a Special Ops operative for one of the more extreme factions—is still hunting Inigo. With extreme prejudice. And super-detective Paula Myo is trying to work out just what is happening—on behalf of her faction. Meanwhile an alien fleet is bearing down on human space, intent on stopping Living Dream from launching their fleet of

ships on Pilgrimage to the Void. Will the Navy deploy the Deterrent Fleet? And will it be strong enough to stop them?

The second volume of a trilogy is always a bit of a problem as there's always a sense of marking time between the initiation of the first volume and the resolution of the third. *The Temporal Void* certainly has an element of this, particularly in the story of the future galaxy. However, the story of Edeard, told through Inigo's dreams, reaches what appears to be a climax. And the whole thing is a terrific read, as always. I expect the third volume will focus more on the continuing story of the Commonwealth. There are certainly plenty of plot lines to wrap up. I look forward to it eagerly, but I do have one question. How is Edeard pronounced? Eed-ard? Ed-yard? Eddie-ard, even?

Games Events

Next up is Baycon: April 8th-11th at the Exeter Court Hotel in Kennford (south of Exeter)—one of the premier board games events of the year. For more see 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.

Manorcon: 16-19th July 2010 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 2010, 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. It takes place in mid-November at the Birmingham City Thistle Hotel. **MidCon** is a friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

Credits

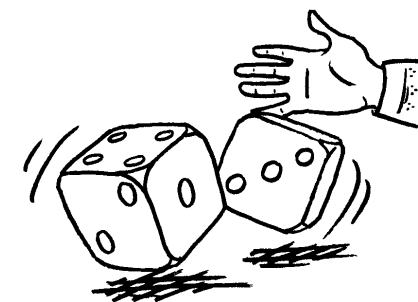
To Win Just Once issue 103 was written and edited by Pevans. The *LPBS* masthead (page 19) is by Lee Brimmicombe-Wood, as are the illustrations on pages 18 and 21-24. *Last Train to Wensleydale* artwork is courtesy of Treefrog. Pevans took the photos (except where noted) and played with his scanner and Photoshop. © Paul Evans, 2010

much of their time alone with a glass of wine. Ilk Lamore Bartat bookends his month with visits to Bothwell's with Lucy Fur. In the middle he practises cutlass energetically. While he's away, Roget de Saurus is in the club. His February starts in the Bawdyhouses with some female company and ends in the gym with a rapier.

The Fleur de Lys is the busiest club this month. The past and current Minister of State, Charlemagne le Gosse, is there for the whole time, celebrating with Lois de Low. In the second week Jacques Shitacks arrives in the Fleur with Madelaine de Proust on his arm. This explains how he started the month. The two of them then remain in the Fleur. Sean Sondamour and Ella Fant make it three couples in the club in week three when they return after Sean's spent a week practising sabre. They have three weeks in the Fleur in total. Katy Did is there for the first and last weeks on the arm of Revaulvin d'Or. Revaulvin's rapier gets his attention for the middle two weeks. The only other visitors are Zachary The Money Goes and Anna Rexique at the start of February. After the disappointment outside Hunter's, Zack complete his month practising rapier.

Blue Gables has the pleasure of the company of Enterrer Vivant and Marie Antoinette when Enterrer is not spending the time outside Hunter's. Arnaud Surfinmaise is another man looking for Warren Peece, but does get into the Frog & Peach for the last week. His first week was spent in the Bawdy houses, but he hasn't taken enough cash to be able to afford any female company. All of which comes home to roost when he can't maintain his social standing and his membership of the Frog & Peach is revoked.

Uther Xavier-Beauregard shows the benefit of perseverance when he wins the affections of Mary Huana from Chris P Bacon at the second attempt. Uther takes Mary to see the bright lights of ... Red Phillips. When they return the following week, Uther livens things up with a flutter on the gaming tables. The house limit is only 50 crowns, so Uther can't wager as much as he'd like to. Six wins and three losses leave him out of pocket, but without any damage to his social standing.



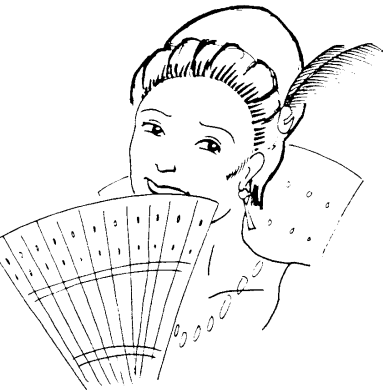
Quasi Le Bossu spends his month with his sabre: four weeks practising without a break. But then, he was expecting the Dragoon Brigade to be in action. Egon Mad 2 follows his example, but with a rapier. The other difference is that he visits the Bawdy houses at the start of the month to see the ladies. The footpads jump him on his way home, but his purse is empty.

King's Musketeers, Willem de Biest activates his squadron of the Dragoon Guards and Luc Around his Queen's Own Carabiniers. Not to be outdone, Jean-Luc de Picardy joins the Royal North Highlanders for the month. Armand de Luce and Alexander Denton set off for the front, expecting the rest of the Grand Duke Max Dragoons to join them. But they're on their own and end up serving with Frontier regiments.

Toadies without a host

Paris feels a little empty this month as several regiments—and some individuals—are away on the frontiers. However, Warren Peece's Valentine's party looks like attracting plenty of Parisians for the middle two weeks. The only problem is that Warren has been taken to the front by his Brigadier. The motley group milling about outside Hunter's comprises Arnaud Surfinmaise, Elf 'n' Safety, Enterrer Vivant, Jacques Blanc, James Montgomery Jesse, Patrick Declan and Pate de Foie Gras. Jacques de la Boite and Zachary The Money Goes join them to start with, but think better of it after one week. Zack cuts a particularly sad figure as he's clutching a dozen red roses...

Jacques de la Boite makes it into Hunter's (he is a member after all) at the beginning of February. Yves Heaux comes along as his guest, doing a bit of Toadying and paying for the drinks. Jacques returns to Hunter's at the end of the month after a week's practice with his rapier. The Toadying two are not alone in the club: Antoine Dubeque and Mouton Rothschild are there as well. They desert their ladies—Laura de Land and Anne Tique, respectively—to insult each other's uniform. After all, Antoine is in the QOCs and Mouton the DGs.



Antoine and Laura have Hunter's to themselves when Warren's party convenes outside. Mouton is back the following week, this time with Guinevere d'Arthur on his arm! This doesn't stop Antoine renewing his challenge. Roland Moulin arrives in the club as well, showing Sue Briquet a good time after he's spent two weeks practising (one with rapier, one with sabre—can't the man make up his mind?). Roland goes courting in the last week, leaving Hunter's to Mouton and Guinevere (and Jacques). Antoine is to be found practising with his sabre.

Bothwell's is the scene of a constant argument this month: Benedict d'Over and Jean Laissez Faire are squabbling over the relative merits of their regiments again. And again. Frances Forrin and Ophelia Derriere are with them, but spend

Easy Money
Turn 4

Turn 4 bids and results

As expected, the fourth turn sees the exit of all those who don't want to participate—a couple of others are on the brink.

There was a real run on Green this turn, making it too expensive for Mike Dyer and depriving Colin Parfitt of his Chairmanship. At this early stage Jerry Elsmore has the lead, but not much stock.

Player	Bid			Actual			Holding					
	Buy/Sell	No	Colour	Buy/Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Geoff Bowers				B	1	Black	3	1	1	1	3	24
Simon Burling	S	1	Blue	S	1	Blue	3	1	2	1	1	28
Charles Burrows	B	1	Green	B	1	Green	1	3	0	1	1	45
Robert Carter				B	1	Black	5	1	1	0	2	33
Mark Cowper	S	3	Red	S	3	Red	0	1	1	1	2	121
Mike Dommett	S	1	Blue	S	1	Blue	1	1	2	0	1	111
Mike Dyer	B	1	Green	B	1	Black	5	1	0	0	1	20
Jerry Elsmore				B	1	Black	1	0	1	0	2	135
Austin Hayward	B	3	Green	B	3	Green	1	3	1	0	0	59
Pete Holland	S	1	Blue	S	1	Blue	4	1	1	0	0	69
Dominic Howlett	B	1	Blue	B	1	Blue	1	1	4	1	2	18
Timothy Hunt				B	1	Black	1	1	1	2	3	42
Andrew Kendall	B	2	Blue	B	2	Blue	1	1	3	1	0	45
Nik Luker	B	2	Red	B	2	Red	2	1	1	0	1	80
Tim Macaire	B	2	Blue	B	2	Blue	1	0	6	1	0	19
Bill Michell				B	1	Black	1	0	5	1	2	54
Colin Parfitt	B	1	Red	B	1	Red	1	4	1	1	0	17
Alan Tabor	B	3	Green	B	3	Green	1	4	1	1	1	12
Barry Townsend	B	2	Green	B	2	Green	1	3	1	0	2	41
Gerald Udowiczenko	S	1	Blue	S	1	Blue	5	0	0	0	0	97
Pam Udowiczenko	B	1	Yellow	B	1	Yellow	1	0	1	4	1	21
Matthew Wale	B	1	Blue	B	1	Blue	1	1	6	0	1	21
Everybody else				B	1	Black	1	1	1	1	4	OUT!

What's this about?

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 bids to buy or sell a number of shares in one colour of stock (except Black). For example: "Buy 3 Red." A Buy bid is limited to the highest number of shares the player can afford at the price at the beginning of the turn. 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 now can't afford the 2 Green he bid for (he spends 10p on a Black share).

If a player makes an invalid bid (such as buying more shares than they have money for or selling shares they don't have), their bid is changed to "Buy 1 Black" (so prices are not affected). If a player can't afford to buy their shares at the new price or fails to make any bid, then they buy 1 Black (however, their bid will affect the price). 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, as their bid for that turn, buy/sell up to 3 shares in that company at 1p less/more than the final price. In the example above, if Chris were Chairman of Green, he would get 45p instead of 42p for selling his 3 shares.

Share prices and Chairmen			
Red	Green	Blue	Yellow
29	32	22	26
None	None	None	Pam Udowiczenko

You have one bid to buy or sell a number of shares in one tradable colour.

Bids to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or
TWJO@pevans.co.uk by Friday, 26th March 2010

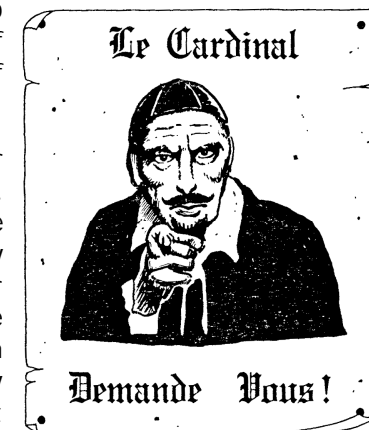
Party Minister

Charlemagne le Gosse has a word with His Majesty about re-appointing him as Minister of State. In case the King is wavering, he brings in Indie Spencible and Revaulvin d'Or to support his application. Chris P Bacon and Jacques Shitacks are also le Gosse partisans, but don't have the clout to reach His Majesty's ear. Even without their contribution, there is enough influence for le Gosse to achieve his goal. He is duly appointed as Minister of State for another year. Le Gosse gives an expansive acceptance speech, promising to "party like it's 1663!" He keeps the positions of Commissioner of Public Safety and Minister of Justice vacant.

Enterrer Vivant tries to remove the senior Major in his regiment, the Picardy Musketeers. However, he doesn't have much influence and the fellow retains his position. Vivant buys his way to Major regardless, taking up his place as junior Major. Mouton Rothschild has rather more influence to remove the Lieutenant-Colonel from the Dragoon Guards. This becomes a certainty when Chris P Bacon and Willem de Biest put their weight behind Rothschild's request. Rothschild buys the rank to leave a vacancy for Major. This is quickly taken by de Biest, spending the money he's just borrowed from the Shylocks.

There is some progress up the ranks in other regiments too. Bas Gras de Fusion takes the Colonelcy of the Gascons. Toulouse D'Plot becomes a Major in the 53rd Fusiliers, taking command of a Battalion and becoming ineligible for the post of Regimental Adjutant that Johnny Sais-Pas offers him. Egon Mad 2 cements command of the Royal Foot Guards with the rank of Colonel and Indie Spencible takes over as Lt-Col. Quasi Le Bossu recruits James Montgomery Jesse for the PLLD where he buys a Captaincy, the horse coming courtesy of his commanding office. (Though Jesse has borrowed more than enough funds.) Le Bossu asks if he'd like to be Regimental Adjutant, but gets no response. Yves Heaux borrows some cash and uses it to finance the rank of Captain once Jacques de la Boite admits him to the Picardy Musketeers.

The Second and Third Foot Brigades get their marching orders from Brigadiers Johnny Sais-Pas and Tomas le Matelot. That means the 13th and 53rd Fusiliers, 4th Arquebusiers and 27th Musketeers are heading for the frontier. The mobilisation includes, of course, the commander of the 27th, Brigadier-General Warren Peece. Bas Gras de Fusion brings the Gascons into the fray as well. Indie Spencible volunteers his Battalion of the Royal Foot Guards, Jacques de Gain his

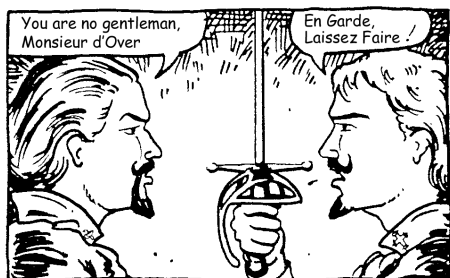


Safety's foil does no damage, while LeFart's rapier inflicts a third wound. Safety surrenders, ceding the field to LeFart.

Willem de Biest is disappointed that neither Antoine Dubeque nor Luc Around meets him—or Mouton Rothschild. De Biest has to make do with seconding Chris P Bacon, along with Roland Moulin. At the pointy end of Bacon's sabre is Jacques La Touret with his rapier. These two are evenly matched, but first blood goes to La Touret as he lunges furiously. Bacon pauses initially, so his slash hits at the same time as La Touret's cut. However, La Touret now has to recover his balance, giving time for Bacon to get in his own cut to even the score. La Touret comes back with a slash, but doesn't do much damage with his rapier. Bacon's slash puts La Touret on his knees. He keeps fighting, though, with another slash. A cut from Bacon finishes off the fight by finishing off La Touret. RIP. De Biest applauds his principal respectfully.

Well, that means La Touret doesn't fight Jacques de la Boite. Neither does Alexander Denton. That leaves Tomas le Matelot taking his sabre to de la Boite and his rapier. Jean-Luc de Picardy is there as de la Boite's second for what looks to be an even match. De la Boite strikes first with a lunge. Le Matelot hits back with a slash. De la Boite surrenders. That was quick.

De Picardy draws his own rapier to take on le Matelot next. The wound caused by de la Boite brings le Matelot to much the same standing as de Picardy. De la Boite returns the favour of seconding de Picardy and Willem de Biest joins him. De Picardy wastes no time, striking quickly with a furious lunge. He only needs the lunge to win a victory as le Matelot concedes the fight as soon as he's injured. "More... oh!" is the strangled exhortation from de Biest.



The last duel of the month is a rapier fight between Cardinal's Guardsman Jean Laissez Faire and King's Musketeer Benedict d'Over. Zachary The Money Goes seconds d'Over, who looks the better bet for the win. The two men cross blades and lunge at each other. Both swords pierce their targets. The two men slash, striking home again. Laissez Faire then jumps aside, having predicted a cut. D'Over blocks, thinking the slash would be later than it was. D'Over gets the drop on his opponent with a slash, only to be run through by another lunge. D'Over's attack is the first part of a furious slash and the cut proves enough for Laissez Faire. He throws in the towel, leaving the field to the Musketeers.

Eagle Tavern

Railway Rivals game 7—Turn 7

Races

BESTRAIL came out on top in the first round of races. Connecting links was the order of the day, Market Weighton and East Retford proving to be popular destinations. THURB and BESTRAIL built into the NW of the map but from different directions.

Race	From	To	THURB	TRX	GOR	BESTRAIL
1	12	22				30
2	16	53	9-9	5+2	+5	16-2+4
3	21	63	10-5			20+5
4	32	52	20-7	10-3	+10	
5	41	S1			30	
6	31	S2	10	20		
7	46	64	5-3	+1	9	16-1+3
Total			30	35	54	91

Builds

A—Jonathan Palfrey

THE HEAVILY UNDERFUNDED RAILWAY BUSINESS (THURB), Green

Builds: (H61) – I61 – Barnard's Castle – I57

(T20) – R21 – R22 – P23 – Market Weighton (2 to GOR, 1 to TRX)

Points: 67 -12 +3 -3 +30 = **85**

B—Gerald Udowiczenko

THE RELEGATION XPRESS (TRX), Black

Builds: (A18) – Worksop

(G75) – Whitby (+3)

(K17) – Pontefract – Wakefield

(S31) – Hornsea (+3)

Points: 49 +1 +1 +6 -8 +35 = **84**

C—Paul Evans

GOD'S OWN RAILWAY (GOR), Orange

Builds: (Worksop) – East Retford (+1)

(P19) – Market Weighton

Points: 61 -9 +1 +2 +54 = **109**

D—Ben Brown:

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

Builds: (Worksop) – East Retford (+1)

(Settle) – W3 – Z1 – B52

Points 56 -12 +1 -1 +91 = **135**

GM Notes

Next turn's races

Race	From	To
8	13 Stockton/B Castle	36 Hull
9	23 Hemsley/N Allerton	45 Swinton/Worksop
10	34 Beverly/M Weighton	66 Leeds
11	54 Barnsley/P'stone	S4 The South
12	11 Hawes/Middleton	61 Huddersfield
13	24 York	S5 Lancashire
14	52 Sheffield	42 Barton/Scunthorpe

As you all pointed out, BESTRAIL owed a point to TRX for a junction in I70 and BESTRAIL built from H67 – Middlesbrough.

For all future turns please put race number, as well as from where to where you intend to run.

"Race 9 Hemsley (23) – Worksop (45)"

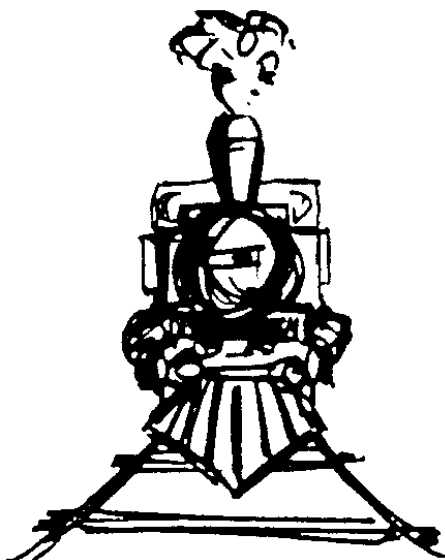
Race 12 will be held over as it's not connected.

Race 11 is strictly speaking too short; however it will be run.

Each player can enter up to 5 races.

After this round of races players can build 10 Build points. All KNOWN costs must come from these points.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 19th March 2010**



Les Petites Bêtes Soyeuses 229

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 March 1663 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 26th March 2010**



February 1663

It's cold and wet in Paris—what's needed is some vigorous exercise to warm one up. A good duel is just the thing! Bas Gras de Fusion brings a cutlass to his meeting with Quasi Le Bossu, who has a cavalry sabre. Perhaps de Fusion hopes the bigger sword will compensate for taking on a heftier opponent—not that Bas is a small man. Zachary The Money Goes comes along as Le Bossu's second, but de Fusion just has his sword for company. He starts with a block—though a slash couldn't hit him this quickly. Le Bossu goes for a furious slash and the slash hits de Fusion as he prepares his own attack. He opts for a furious slash as well and his slash more than evens the score. The two men then trade cuts, spinning round each other. Le Bossu's is a mighty blow. However, the cutlass isn't built for cutting and de Fusion does no more than bruise his opponent. There is a pause as both men recover from their exertions. Le Bossu still has the advantage, so he is first back into the fray with another slash. That's enough for de Fusion and he surrenders. Le Bossu waits for Swender de Jewel and Alexander Denton to meet him, but there's no sign of either of them.

New boy Elf 'n' Safety isn't quite up to speed with this duelling lark and has just a foil in his hand. His opponent, Pierre LeFart, wields a rapier, but is carrying an old injury that gives Safety a bit of an edge. The two men apply the same tactics: lunge and then lunge furiously. First blood is simultaneous as both lunges strike home. Then they both lunge again. And turn ... and cut! The blunt edge of