

That would be enough

This has been issue 104 of *To Win Just Once*, published 16th April 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 23rd April.

Orders for *Les Petites Bêtes Soyeuses*, *Easy Money* bids and any other contributions to Pevans by Friday 30th April 2010.

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

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Games only	
Per game turn	£0.65
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

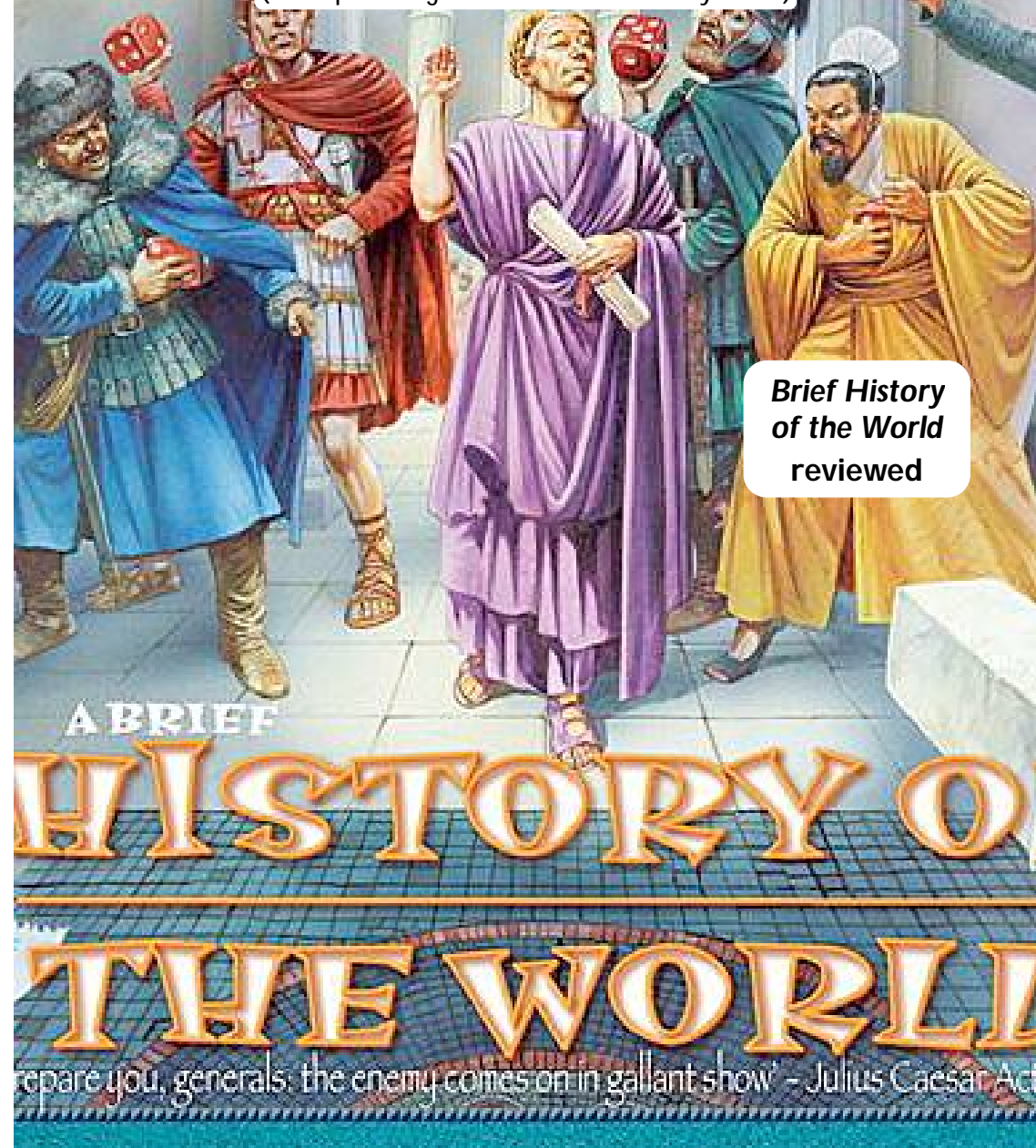
Railway Rivals Mark Cowper and Emrys Hopkins are interested in the next game—anyone else?

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

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



**Brief History
of the World
reviewed**

Issue 104: April 2010

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ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
RS	Richard Shapmes	10	17	Poor	Major RFG	5		Hunt	4	Charles Popp
WP	Warren Peece	10	17	Comfy	B.Bdr-General 27M	5		Hunt	2	Pam Udowiczenko
LA	Luc Around	10	RIP							Colin Parfitt
RM	Roland Moulin	9	23	Poor	Captain GDMD	5	Fifi	Hunt	4	Roland Lee
EnS	Elf 'n' Safety	9	9	Poor		5		Hunt	4	Barry Townsend
CJ	Coeur Jette	9	RIP							Mike Weston
WdB	Willem de Bliest	9+	31	OK	Major DG/Bdr's Aide (Drgn Bde)	4	Henrietta	HGds	6	Tim Macaire
EV	Enterrer Vivant	8	24	Poor	Major PM	2	Marie	BG	4	Geoff Bowers
AIDn	Alexander Denton	8	4	OK	Captain GDMD/GDMD Regt. Adj.	6		F&P	4	Paul Wilson
JLDP	Jean-Luc de Picardy	8+	39	OK	Lt.Colonel PM/PM Regt. Adj.	6	Leia	BG	3	Bill Howell
AV	Ali Vouzon	7+	49	OK	Major 13F/2 F Brigade Maj.	4	Emma	F&P	1	Graeme Morris
PLF	Pierre Lefart	6	10	OK	B.Bdr-General 13F	6			3	Olaf Schmidt
JB	Jacques Blanc	6	8	OK	Major RM	2		F&P	4	Dominic Howlett
BGdF	Bas Gras de Fusion	6	8	Poor	Colonel Gscn	4	Ulla	F&P	4	Austin Hayward
AdL	Armand de Luce	6	6	Poor	Captain GDMD	3		RP	2	Francesca Weal
RdL	Rex de Leon	6	F	Comfy	Lt.Colonel 27M	14		F&P	3	Robert Carter
YH	Yves Heaux	5	12	Poor	Captain PM	1		F&P	1	Emrys Hopkins
PdFG	Pate de Foie Gras	5	9	Poor	Subaltern RM	3		RP	5	Mike Dyer
IM	Ilkley Moor	5+	24	OK	Major 13F	5	Ava	RP	4	Mike Dommett
UXB	Uther Xavier-Beauregard	4	11	OK	Captain PLLD	3		RP	3	Pete Card
PdP	Phil de Pher	4	9	Poor		5		RP	2	Martin Jennings
JMI	James Montgomery Jesse	4	4	OK	Captain PLLD	5		RP	2	Graeme Wilson
AS	Arnaud Surfinmalse	4	0	Poor		5			5	Nik Luker
X3		4	0	Poor		2			2	Mark Booth
TDP	Toulouse D'Plot	4+	25	Poor	Major 53F	2	Ava	RP	3	Sean Kavanagh
PD	Patrick Declan	3	10	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, Withy = 5000-10000, Rich = 10000-25000, Fithy = 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	63	Rich	Colonel KM		14		Flr	4	Gerald Udowiczzenko
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	61	OK	General/War Minister		13		Flr	4	Jerry Spencer
SS	Marquis Sean Sandomour	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 Giordan
EH	Earl Eurila Humble	21	61	OK	B.Lt-General/City Mil. Gov		15	Edna	Flr	5	Matthew Wale
GdLi	Marquis Gar de Lieu	21	56	Comfy	General		4		Flr	4	Bill Hay
GI	Baron Gustav Ind	21	42	OK	Lt-General/Adjutant Gen		6		Flr	5	Ashley Casey
BdM	Viscount Beppe de Marko	19	41	Filthy	Bdr-General		17		Flr	2	Mark Moores
RdS	Baron Roget de Saurus	17	30	Poor	Major RFG		10		Both	2	Gerry Sutcliffe
IS	Baron Indie Spencible	17	F	Wlthy	Lt.Colonel RFG/Min w/o Port		6		Both	1	Charles Burrows
HdC	Baron Herve d'Conde	16	38	Comfy	B.Lt-General/1st Div Commandr		11		Both	4	Simon Burling
BdO	Benedict d'O'Over	16	34	Comfy	Lt.Colonel KM/1st Div Adjutant		9	Ophelia	Both	4	Mark Stretch
SdJ	Sir Swender de Jewel	15	36	Wlthy	B.Bdr-General DG/HGds Brigadier		5	Jacky	Both	1	Ray Vahey
EM2	Baron Egon Mad 2	14	28	OK	Colonel RFG		6			2	Tym Norris
JSP	Baron Johnny Sais-Pas	14	25	Comfy	Bdr-General/2 F Brigadier		9	Bess	Both	4	Mike Bird
JLF	Baron Jean Laissez Faire	14	15	Comfy	B.Bdr-General CG		2		Both	3	Filipe Silva
JdG	Baron Jacques de Gain	14	F	Comfy	Major KM/Gen's Aide (1st Army)		9		Both	4	Ben Brown
YVB	Sir Yves Vrai Bretheauteque	13	33	Comfy	Lt-General/Min w/o Port		4		Flr	1	Chris Boote
QLB	Quasi Le Bossu	13	25	Poor	Colonel PLLD/1st Army Adjutant		6	Alison	Both	6	Mark Cowper
JdIB	Jacques de la Boite	13	F	Comfy	Colonel PM		1		Hunt	5	Justin Key
PC	Sir Pierre Cardigan	13+	52	Comfy	B.Lt-General/Hvy Brigadier		7	Maggie	Hunt	4	Matt Shepherd
ILB	Sir Ilk Lamore Bartat	12	22	OK	Lt.Colonel RM		6	Lucy	Both	6	Andrew Kendall
AD	Sir Antoine Dubeque	12	F	Comfy	B.Bdr-General OOC		9		Hunt	2	Andrew Burgess
CPB	Chris P Bacon	12+	44	Comfy	B.Bdr-General GDM/D/Drgn Brigadier		1		Hunt	3	Rob Lee
MR	Mouton Rothschild	11	31	Comfy	Lt.Colonel DG		1	Guinevere	Hunt	4	Keith Bristow
TF	Thierry Fitoux	11	RIP								Timothy Hunt
TIM	Tomas le Matelot	11+	33	OK	Bdr-General/3 F Brigadier		7	Deb	Hunt	4	Tim Skinner
RS	Richard Shapmes	10	17	Poor	Major RFG		5		Hunt	4	Charles Popp

Chatter

Last issue I was wishing for Spring and it seems to be with us now. Mind you, I'm not digging out the shorts just yet!

One of the things that signals the end of Winter for me is the Six Nations Tournament. I'm not a big fan of Rugby, but I do feel I owe it to my Welsh heritage to support my countrymen. I was a bit perturbed to see just how many Joneses and Williamses were playing for Wales. "Where are the Evanses?" I wondered. Then I spotted them: playing for Scotland!

As this issue is rather late, I'll leave it there.

Letters

Tim Macaire writes on a seasonal theme.

I think the weather is just about good enough to repeat an old joke:

"Hello, old man: spring in the air!"

"Must I?"

Don't give up the day job, Tim.

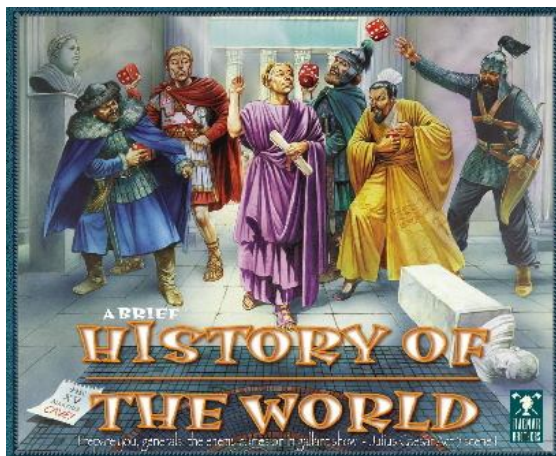
Look out, Caesar!

A Brief History of the World reviewed by Pevans

Calling this latest version of the Ragnar Brothers' terrific game "A Brief History" is both a neat piece of marketing and quite appropriate. The Ragnars' explicit aim in developing this edition was to produce a game that plays more quickly and smoothly than the earlier versions. It is very much a development of the original, so if you know *History of the World*, you will know the basics of this game. I'll approach this as a new game, but I'll add a bit at the end comparing it to the previous versions. Old hands may want to skip to that.

If you haven't come across *History of the World*, it was designed and published by the Ragnar Brothers some 20 years ago (Boardgamegeek has the publication year as 1991 and I'm not going to argue). This first version had the Ragnars famous printed "tea towel" as the 'board' and cardboard pieces. It was a big hit with gamers and was taken on by Gibson's Games, who produced the first commercial version—with a few tweaks. Avalon Hill then produced their own edition, also with a few changes. A big box version with lots of plastic figures was published by Hasbro (under the Avalon Hill brand) in 2001. (This is the one version I've never played.) And now we have a completely new edition.

As with the Ragnars' other recent games, production is highly professional. *A Brief History of the World* comes in a sturdy box, illustrated with a picture of Julius Caesar about to be assassinated by other historical figures, all wielding red dice! Inside are a solid board, plastic pieces, cardboard counters, two decks of cards, half a dozen dice and a couple of other boards. The map shows the world from the north, slightly distorting things so that the



areas where players will play most are larger. The continents are divided into differently coloured areas (such as Northern Europe, China and India), each made up of a number of 'lands'. The lands are named and some are illustrated with forests or mountains—these are harder to conquer—or have a 'resource' symbol. There are also barren lands, where nobody lives, and seas and oceans.

A small board is used to lay out the 'Event' and 'Empire' cards for the six epochs the game is divided into (from 2500 BC to AD 1942). Another small board helps the current player to organise what they're doing in their turn. Each player has a set of playing pieces in their colour—miniature busts of Caesar. As well as these, there are generic cardboard pieces for everyone to use: cities/capitals, fleets, forts and monuments. There are also player aids that show which empires appear in what order in each epoch, their strength and where they start on the map.

The game is all about the rise and fall of empires, from the earliest civilizations to the British Empire. In each epoch empires appear around the world and then decline, though remnants can sometimes hang on into much later epochs. Players get a new empire in every epoch and try to maximise the points they score from this by building it up. However, they score points from all their pieces on the board, whether they arrived in the current epoch or are leftovers from earlier times. Hence, players do better by having empires in different areas from epoch to epoch, as they are then not competing with themselves. Even better is being last in one epoch and first in the next so that no-one has attacked your older empire before you score it again.

As the scoring system is crucial to the game, let me start there. Each area on the board is worth a number of points. Players get the points simply by occupying at least one land in the area. They get double points for having at least two lands and more than anyone else in the area. And triple points if they are the only

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	PC
55	Jacky Tinne	16		SdJ
52	Guinevere d'Arthur	15	B/W	MR
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	RM
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	ILB
30	Leia Orgasma	13	B	JLdP
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	WdB
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	JSP
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	TIM
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	AV
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	TDP
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	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	BGdF
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

Army Organisation and Summer Deployment

First Army (Defence)	SS/JdG/QLB/N5
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/N
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

Battle Results

Queen's Own Carabiniers: 2
Frontier regiment 1: 4
Frontier regiment 2: 2
Frontier regiment 3: 4
Frontier regiment 4: 2
RNHB regiment: 2

Brigade Positions

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

Entries as Army Organisation Table

Frontier Regiments

(Assault for Mar-May)

Colonel	F1 N4	F2 N6	F3 N3	F4 N3	RNHB N7
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Attached	3 Bn KM RdL	1 Bn RFG JdIB
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Also at the Front

Queen's Own Carabiniers

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

player in the area and occupy at least three lands. This last can be done relatively easily in the first epoch, when the board is empty, but is much harder to do as the board fills up. Much of the tactics in the game is how best to expand your empire to gain points. Hence, empires are encouraged to expand areas.

The values of the areas change during the game. Initially, the most valuable area is the Middle East and it stays that way almost to the end. India and China are important and become more so in the middle epochs, along with Europe. Other areas, such as the Americas, come into play in later epochs—with North America ending up as the most valuable area, along with northern Europe, at the end. This, of course, reflects the historical rise of European powers and their exploration of the New World. However, the game does not ignore the eastern world—India and China remain important right the way through.

Hence what I wrote earlier. If you have an empire in China in one epoch, having the next one in India or Europe means you should score something for both. However, this is not the only way to score points. Most empires start with a capital, which is worth points. So are cities and monuments. An empire can build a monument for every two resource areas under its control. An empire that doesn't start with a capital is considered barbarian and scores points for capturing (and trashing!) other empires' cities and capitals.

So that's the way you score points, what I haven't talked through are the mechanics of the epochs—and how you get to score these points. There are seven empire cards for each epoch, but not all of them are available. At the start of the game, each epoch's cards are shuffled and one for each player dealt out. To begin the epoch, the player in last place takes the cards and chooses one. They pass the other cards to the next to last player, who chooses one and passes the rest on. And so it goes. It's very useful to be in last place and know precisely which empires will appear when.

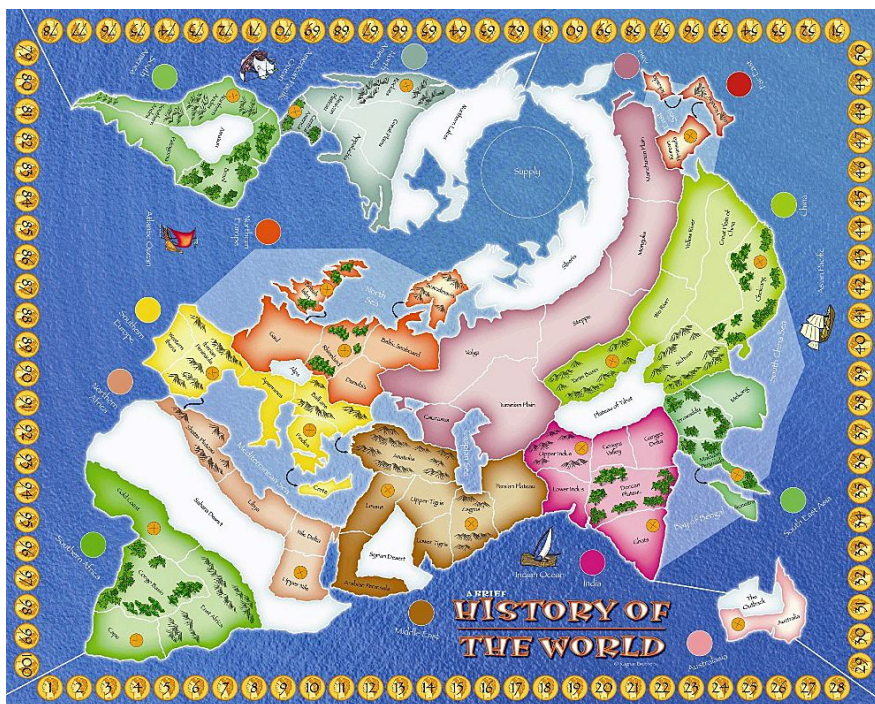
Conversely, the player in first place will have no choice about which empire they get. And the other players generally make sure it is disadvantageous for them. In this way the game has a built-in balancing mechanism: take the lead and you're handicapped. The best place to be in this game is a close second (or even third) through the mid-game and hope to leapfrog to a win in the last couple of epochs. Of course this can go horrible wrong. In particular, you can't guarantee what is good or bad for a player—it depends on their position on the board. And which empires are available for the epoch.

As well as empire cards, each player chooses an event card, starting with the first player. Most of these can be used in that epoch or retained for a later one. They generally cost victory points to use and give the player's empire an advantage of some sort—taking a land without a fight or having an extra fleet, for example.

There are also some 'minor empires'. These are just like the main empire cards, but much less powerful, and must be played before the player's main empire. They allow the player to get an extra piece or two on the board.

The order of play for the empires is set, so it's then a question of who has the first empire in the list. The card shows how many pieces they get for this empire, where it starts and whether it has a capital, fleets and any special ability. You start by placing the first piece in the starting land, along with a capital if there is one. Any pieces already in the land are removed, so it's worth checking where empires may start in the next epoch and not leaving anything too valuable there. You expand the empire by placing another piece adjacent to one already on the board. Easy when the land is empty, but an occupied land must be conquered.

The invading player rolls two dice and takes the higher number, the defending player just rolls one. If the invader's score is higher than the defender's, they gain 'invasion points' equal to the difference in those scores. One point is needed to successfully invade a normal land, two points if it's wooded or mountainous. The defender's piece is removed and the invader is now in control. What's more, any invasion points left over can be used to 'overrun' more lands of the same empire. Hence rolling a 6 as an invader against the defender's 1 could let you take five lands in one attack!



Seconds ZTMG, adv.) as he's not Noble but higher SL.
Roland Moulin (Rapier) has cause with Quasi Le Bossu (Sabre, Seconds ZTMG) as he's not Noble but higher SL.

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

Duels held over to June:

Gar de Lieu versus Indie Spencible.
Indie Spencible versus Pierre Cardigan.

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

Timothy Hunt gets the Second son of a wealthy Gentleman: Init SL 4; Cash 500; MA 5; EC 3 (X1).

Mike Weston gets the Bastard son of an Impoverished Viscount: Init SL 9; Cash 36; MA 1; EC 4 (X2).

Colin Parfitt gets the Bastard son of a wealthy Gentleman: Init SL 3; Cash 450; MA 2; EC 2 (X4).

David Williams gets the First son of a small Merchant: Init SL 4; Cash 28; MA 2; EC 4 (X5).

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	

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.

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

Indie Spencible applies for Minister without Portfllo

Jacques Shitacks asks NPC Army Commander of Second Army to resign

Pierre Cardigan asks NPC Province Mil. Governor to resign

Pierre Cardigan asks NPC Division Commander of Frontier Division to resign

Pierre Cardigan applies for Province Mil. Governor

Pierre Cardigan applies for Division Commander of Second Division

Pierre Cardigan applies for Division Commander of Frontier Division

Uther Xavier-Beauregard asks NPC Major 2 of Princess Louisa Lt Dragoons to resign

Duels

Results of last month's duels:

Mouton Rothschild (gains 1 Exp) beat his enemy Thierry Fitoux (with AD & LA).

Indie Spencible didn't turn up to fight Gar de Lieu and lost SPs.

Pierre Cardigan didn't turn up to fight Willem de Biest and lost SPs.

Antoine Dubeque (with LA & TF, gains 1 Exp) beat his enemy Mouton Rothschild.

Jean Laissez Faire didn't turn up to fight Benedict d'Over and lost SPs.

Jacques Shitacks (with JSP, gains 1 Exp) killed Thierry Fitoux (with AD & LA).

Chris P Bacon (with WdB & RM, gains 1 Exp) beat Uther Xavier-Beauregard.

Roland Moulin (gains 1 Exp) beat Herve d'Conde.

Grudges to be settled next month:

Pierre Cardigan (Sabre, Seconds SdJ, adv.) has cause with Willem de Biest (2-Hand, Seconds JLdP, 1 rests) for pinching Henrietta.

Ilkley Moor (Rapier) has cause with Toulouse D'Plot (Rapier) for pinching Ava.

Elf 'n' Safety (Foil, 2 rests) has cause with Quasi Le Bossu (Sabre,

Conversely, if the invasion is unsuccessful, the invading piece is removed. However, the invader gets a +1 bonus on their die roll if they immediately try to invade the same land again (using another piece, of course). Successive failures increase this bonus and it's tracked using a pointer on the current player board. This is a simple combat system, but I do find it a bit fiddly. In particular, players who are new to the game have to understand the difference between the die roll modifier for repeating an unsuccessful invasion and the invasion bonus after a successful one.

There are a few wrinkles to expanding an empire. It can take over a land already occupied by one of your pieces (from an earlier epoch) without a fight. If the empire has a fleet in a sea or ocean, they can cross that sea or ocean. However, invading across the sea means the invader only rolls one die. Players can also choose to forego placing a piece and place a fort instead. The defender rolls two dice when a land with a fort is invaded and an invader can't overrun a fort.

When the player has used all the pieces for their empire, they place a monument for each two resource lands the empire controls. Then the player score their points for their pieces on the board (whether they're part of the current empire or not) and capitals, cities and monuments in their lands. This is important: effectively each empire gets points when it's at the height of its power. By the time you get another turn, there may be nothing left of your last empire! Finally, the player lays down the pieces from their current empire: only the current empire's pieces are standing up, which makes it easy to distinguish them.

The epoch ends when all the empires have been played. There is one last thing to do. Three bonus chips are available each epoch. These are worth 1-3 points and are distributed at random at the beginning of the game. The player in the lead takes all three, chooses one and passes the others to the player in second place. This provides a bit of a bonus for the players in the lead to counter-balance the penalty of being the last to choose their next empire. The bonus points are revealed at the end of the last epoch and the player with the most points wins.

A Brief History of the World is a terrific game that I find completely involving from start to finish. Playing each empire is very tactical as you try to get the best out of your current position on the board. The strategic element is in getting the best out of your selection of empires across all the epochs. The ideal is preserving some pieces from epoch to epoch so that you can benefit from them several times over. The remote areas of the board (Japan, southern Africa and, to some extent, the Americas) may not have many points available, but pieces established there can remain in place for the rest of the game. However, the main action of the game is the Middle East, which can change hands several times in a single epoch, along with India, China and, a bit later, Europe.

My one issue is that I find the combat system a bit fiddly and I'm not keen on the overrun rule. One lucky die roll can give a player several lands in one swoop. Not a major issue, though. I also have to say that I don't find the game particularly brief. The rules suggest the game takes 30 minutes per player, but I'm finding it's closer to an hour apiece. Mind you, most of my games have involved a high proportion of beginners and that does slow things down. I recommend keeping beginners' games down to four players for this reason.

For those who know the game of old, the main differences are fairly obvious. To start with, the number of epochs has been reduced from 7 to 6. Apart from shortening the game, this concentrates the action. As the Ragnars' design notes put it: "*A Brief History of the World* sees a powerful rise of civilisations in Epochs 1, 2 & 3, followed by the dissolution of the Dark Ages during Epoch 4, the introduction of the New World in Epoch 5 and ending with the colonial era of Epoch 6." (You'll find the full design notes at http://www.ragnarbrothers.co.uk/html/design_notes_for_brief_history.html)

The board has changed, too, with fewer lands in each area. The number of pieces in the empires has reduced accordingly. This makes things move a bit more quickly, but still allows the empires to achieve what they did historically. Yes, those Romans can get everywhere from Britain to Egypt. The details of the combat system have also changed, the aim being to remove the (almost) endless die-rolling that can happen in earlier versions of *History of the World*. In particular, this game introduces the idea of overruns. Beating the defender's die roll by lots gives the attacker the chance to take over several lands in a single attack. Again, this will speed things up a bit. The overrun attack makes forts more useful.

Other changes are to the way the empires are distributed at the start of the epochs, empires without capitals gaining points for attacking cities and the addition of the bonus chips for the leading players each epoch. This last was introduced in the Hasbro version and the Ragnars have retained it. It re-balances the handicap of choosing your empire last and provides a hidden element to the final points score. The last change is adding a cost for playing (most) event cards. This means that drawing a useless event card is less of a handicap as you keep points by not playing the card.

All in all, this is a terrific version of an excellent game. I have enjoyed all the versions and *A Brief History of the World* is no exception. It gets 9/10 on my highly subjective scale.

A Brief History of the World was designed and published by the Ragnar Brothers. It is a strategy board game for 3-6 players, aged 14+, and takes 30 minutes per player. This review was first published in Gamers Alliance Report: www.gamersalliance.com

Daffodils are Yellow,
Which is the same colour you'd find on
a cowardly Spaniard's flag
and the stripe down Thierry Fitoux's
back.

† Brigadier Sais-Pas; honoured
Second to Earl Shitacks

Points Arising

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

My apologies for the mix-up with the duels last month. As I mentioned in my e-mail, there was a mix-up that meant some duels were duplicated from the previous month. I think the problem has now been resolved, but do let me know if you spot any oddities.

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

AdL Armand de Luce (Francesca Weal) has NMR'd. Total now 1
CJ Coeur Jette (Mike Weston) has NMR'd. Total now 6 and is sent to a Frontier regiment
JLF Jean Laissez Faire (Filipe Silva) has NMR'd. Total now 1
PLF Pierre LeFart (Olaf Schmidt) has NMR'd. Total now 1
RdL Rex de Leon (Robert Carter) has NMR'd. Total now 2 and is sent to a Frontier regiment
YVB Yves Vrai Bretheauteque (Chris Boote) has NMR'd. Total now 1

AIDn (Paul Wilson) and JMJ (Graeme Wilson) were floated as they're ill. Get well soon, guys.

AS (Nik Luker) has been floated as Nik's "completely disorganised this month."

BdM (Mark Moores) has been floated as Mark's otherwise occupied.

WP (Pam Udowiczenko) and ZTMG (Gerald Udowiczenko) were floated as they're "in the middle of building works".

X3 (Mark Booth) was floated as Mark had only just got back from holiday.

This turn we welcome David Williams to the game. Have fun, David!

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/>

Jaques dans les Boite: Does he really exist until you open the box?

To Pierre Cardigan (Brig C/O Heavy) & Tomas le Matelot (Brig C/O 3rd)
I would observe that my party this month was most spectacular this month.

† Brigadier Sais-Pas

Greetings Paris, I would like to introduce myself: Phil de Pher, newly arrived from the French Colonies of Louisiana. As a newcomer to Paris, I am looking for gentlemen of good standing to guide me around this fair city and also provide me with information of places to go, people to see and perhaps a regiment to join. I thank you all, in advance, for any advice you could give me.

Yours, † Phil de Pher

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.

Willem de Biest: having a dark side is surely separate from remembering the memory of Aloysius Gnomeclencher, who redeemed himself in all right thinking eyes by the manner of his death.

Poetry Corner

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

Poem for 3rd Foot Brigade—with apologies to Flanders and Swann
When it's raining on the Plage,
There is water everywhere.
Can this be the Riviera?
It's more like a rivière.
What we spend on hot potage
We shall save on Ambre Solaire.
But it might have been plus sage
To have found some other Plage
Like Deauville or the Camargue
Or somewhere else like there.

Ode to Bragen Declan in the form of a Limerick by Quasi le Bossu
This is in honour of Bragen Declan,
Goodbye
With his singing voice that made angels cry
Who in the course of a day
Could put so much away
The beer cellars of Paris often ran dry.
If you think you can produce a better effort than mine, please submit your own entry to Monsieur L'Editor for publication in the May 1663 Press. I will allow the Editor to choose the winner and pay that person 100 crowns in June 1663.

Games Events

April seems to be on the way out as soon as it's started and Baycon has been and gone. The next board games event is Beer & Pretzels: 15th and 16th May at the Town Hall in Burton-on-Trent, Staffs. This is the 21st B&P weekend and has the usual mix of board games, role-playing and wargames. There are some specific tournaments, but the event is mostly an opportunity to play games. It's run by the team at Spirit Games and there's more information on their website at: www.spiritgames.co.uk/bnpdetails.php

Bookings are now open for Manorcon XXVIII, which takes place in July (see box). Organised tournaments will include: *Diplomacy*, 18xx, *Dominion*, *Puerto Rico*, *St Petersburg*, *Acquire*, *Race for the Galaxy*, *Midnight Party* and Croquet. However, Manorcon's is mainly about playing whatever games are to hand—and a great opportunity to break out some of those that need plenty of time to play. Accommodation is available on site and full information is on the Manorcon website: www.manorcon.org.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 104 was written and edited by Pevans. The *LPBS* masthead (page 16) is by Lee Brimmicombe-Wood, as are the illustrations on pages 17, 19, 20 and 21. The drawing on page 18 is a compilation of two by Tim Wiseman. The *Brief History of the World* images are courtesy of Ragnar Brothers. Pevans played with Photoshop. © Paul Evans, 2010

Easy Money Turn 5

Turn 5 bids and results

Geoff Bowers tries to buy more Red shares than he can afford and goes out. Out, too, is Timothy Hunt, who didn't send any orders.

Those who do bid are cashing in their Green shares. Unless they're buying Blue or Yellow.

Jerry Elsmore retains his lead by dint of doing nothing. However, this is not a viable long-term strategy.

Player	Bid			Actual			Holding					
	Buy/Sell	No	Colour	Buy/Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Geoff Bowers	B	3	Red	B	1	Black	3	1	1	1	4	OUT
Simon Burling	S	1	Green	S	1	Green	3	0	2	1	1	60
Charles Burrows	S	1	Green	S	1	Green	1	2	0	1	1	77
Robert Carter				B	1	Black	5	1	1	0	3	23
Mark Cowper	B	4	Blue	B	4	Blue	0	1	5	1	2	33
Mike Dommett	B	2	Yellow	B	2	Yellow	1	1	2	2	1	59
Mike Dyer	S	3	Red	S	3	Red	2	1	0	0	1	107
Jerry Elsmore				B	1	Black	1	0	1	0	3	125
Austin Hayward	B	2	Blue	B	2	Blue	1	3	3	0	0	15
Pete Holland	S	1	Red	S	1	Red	3	1	1	0	0	98
Dominic Howlett	S	1	Green	S	1	Green	1	0	4	1	2	50
Timothy Hunt				B	1	Black	1	1	1	2	4	OUT
Andrew Kendall	S	1	Green	S	1	Green	1	0	3	1	0	77
Nik Luker				B	1	Black	2	1	1	0	2	70
Tim Macaire	S	1	Red	S	1	Red	0	0	6	1	0	48
Bill Michell				B	1	Black	1	0	5	1	3	44
Colin Parfitt	S	1	Yellow	S	1	Yellow	1	4	1	0	0	43
Alan Tabor	S	1	Green	S	1	Green	1	3	1	1	1	44
Barry Townsend	B	1	Yellow	B	1	Yellow	1	3	1	1	2	15
Gerald Udowiczenko				B	1	Black	5	0	0	0	1	87
Pam Udowiczenko				B	1	Black	1	0	1	4	2	11
Matthew Wale	S	1	Green	S	1	Green	1	0	6	0	1	53

To The Friends of Bragen Declan
Me brother Declan has only gone and got hisself killed by the flamin' Spanish in a mine. I told him he was no navvy. The daft bugger nearly did the same thing in our mam's herb garden when he was diggin' for the leprechaun's treasure back when we was but babbies. Anyhow, it falls to me to see he's sent off in the proper way. Fortunately, the 53rd brought back the body so we can have a good ole-fashioned wake in the traditional Oirish manner. Since I've never been able to get into any of these poxy clubs in Paris, the body will be laid out in a room I've rented out in the bawdy house in week 1 of April. Anyone who knew Bragen is welcome to turn up and share a glass or two to remember him fondly—don't bring yer wimmin as it's likely to get a bit rowdy. I'll pay all costs and then, if I've no money left, I'll be beggin' one of you to lend me a horse so as I can join up to fight the bastards that did fer 'im.

† Paddy Declan

by Quasi le Bossu. A chorus of Bells will accompany our dear friend on his journey to that better place.

Personal

I hear that ENS works for the Postage De Jour.

THREE CHEERS to His Majesty for, well, for just being wonderful of course. But also for seeing fit to appoint me to oversee the day to day tedious running of his government for another year.

Mmmmmm carousing ... does have such a detrimental effect upon filing. Please make sure you remind me directly if I promised you a post in this year's cabinet. And please apply directly if you have plans that you would like to see put into place.

Thank you for your attention,
† Kid Charlemagne

Yes, three cheers to us!

† Le Roi

Lord Percy Percy says, as fashion is tending towards the empty void, His Eminence seems to have a very fashionable regimental commander.

To Dragoon Brigade Soldiers
Having fought my first duel, I was rather distracted by meeting a suicidal maniac and this led to me doing nothing last month including leading the glorious Dragoon Brigade to the front. I can assure you this will not happen again and apologise for any inconvenience this might have caused.
Brigadier

† Chris P Bacon

the Frontier troops. His name goes into the Despatches as well and he gets slightly more loot than de la Boite.

The Queen's Own Carabiniers are in action as well, but the cavalry have a hard time trying to attack the Spanish fortifications. Nevertheless, Captain Luc Around gallops his horse into the middle of the fight. It promptly pitches him onto the enemy's pikes. RIP. Colonel Antoine Dubeque avoids the same fate and steers his men to where the loot is. He carries 1,500 crowns worth off with him and finds he's been brevetted to Brigadier-General. ❖

Press

Announcements

To Dragoon Brigade Soldiers
The GDMD might be going to the front in April and May, please check with the Brigadier.

† Brigadier Chris P Bacon

The Gascons will exercise at the front soon.

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

Matters of Honour

Di Biest,
I am glad you begin to show your true colours at last. You were always a crushing bore at the Boozer and Bellringers meetings, a lightweight in your cups and had a ripe odour about yourself that suggested washing regularly was not part of your daily routine. You rate yourself a swordsman, so I call you out. I challenge you to a duel of arms in May 1663. If I win, you must surrender your position in the Dragoon Guards.

If I lose, I will withdraw my allegations against your colleague, Rothschild, and issue a public apology in the press. God will decide which of us is correct. The question is "Are you feeling lucky? Well, are you, punk?"

† Colonel Quasi Le Bossu

JdG, As a loyal member of the KM, would you see your way to joining ZTMG as my second against those ruffians from the CG?

Yours, † BdO

BdO
I would be honoured to act as your second in any duels.

I would also be honoured if you were willing to act as my second, should the need arise.

Yours † JdG

Looking for a second to stand by me in matters of honour: Ilkley Moor.

Social

Chris P Bacon's Party
I raised a toast to the re-appointed Minister of State, wishing him health and prosperity.

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
27	26	28	28
None	Colin Parfitt	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, 30th April 2010**

Eagle Tavern

Railway Rivals game 7—Turn 8

Races

BESTRAIL stays in front, increasing his lead over the others.

Race	From	To	THURB	TRX	GOR	BESTRAIL
8	13	36	20-7	10+7		
9	23	45	9-2		16+1	5+1
10	34	66	9+2	16-2	5-3	+3
11	54	S4			10	20
12	11	61	Not entered			
13	24	S5				30
14	51	42			30	
Total			31	31	59	59

Builds

A—Jonathan Palfrey

THE HEAVILY UNDERFUNDED
RAILWAY BUSINESS (THURB),
Green

Builds: (Leeds) – O12 – O11 – P10 –
Shipley

(157) – J56 – Middleton (+3)

(157) – H56 – H54

Points: 85 -9 +3 +2 +1 +31 = **113**

B—Gerald Udowiczenko

THE RELEGATION XPRESS (TRX),
Black

Builds: (Wakefield) – K12 (1 to GOR)
(H20) – G21 – F21 – E22 – D22 –
Gainsborough

Points: 85 -7 +31 = **109**

C—Paul Evans

GOD'S OWN RAILWAY (GOR),
Orange

Builds: (Z14) – B65 – C65 (2 to
THURB)

Points: 102 +1 -5 +59 = **157**

D—Ben Brown:

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

Builds: (Barnsley) – F12 – Penistone
(+3)

(O15) – O19 – Selby (1 to THURB)

(B52) – Hawes (+3)

Points: 141 -9 +6 -1 +59 = **194**

with his sabre and he finishes March by getting some female company at the Bawdy houses.

Egon Mad 2 starts the month in the Bawdy houses and then practises rapier for the rest of the time. Devlin Carnate, Ilkley Moor and Yves Heaux also spend three weeks with their rapiers after their first week—though their first weeks are different. Roland Moulin fits three weeks' rapier practice around his partying. Gustav Ind spends three weeks with his sabre around his non-partying.

Lots of others put in one or two weeks practice. Several hit the Bawdy houses as well, but only one is a target for the footpads. Toulouse D'Plot ends up with a sore head when he's mugged, but the footpads end up with nothing as Toulouse has spent it all on wine and women.

Attack!

After the winter's desultory siege, the military authorities decide a more active approach is required to take the Spanish fortress. So the Frontier regiments are ordered to attack! The result is moderately successful, but very bloody.

Frontier regiment 1 is held back by the Spanish artillery. KM Major Jacques de Gain is attached to the regiment with his battalion. Returning the cannons' fire with musketry earns Major de Gain a Mention in Despatches. Eager to reward his troops, the King elevates de Gain to the status of Baron. Lieutenant-Colonel Rex de Leon of the 27th Musketeers is also attached to Frontier regiment 1, but fails to distinguish himself.



The fourth Frontier regiment scores a notable success, over-running part of the enemy ramparts and sacking a supply depot. PM Colonel Jacques de la Boite, attached to the regiment, is at the front to escape the attentions of the Shylocks. He dodges pikes and musketballs alike to be first onto

the battlements and is duly Mentioned. He makes hay with the Spanish supplies, too, and adds over two thousand crowns to his treasure chest. Lt-Col Indie Spencible throws his battalion of the Royal Foot Guards into the fray alongside

Sean and Ella return to the Fleur in week 3 while the bunch outside reduces to Gar and Jacques. And so it stays for the final week of March: the same selection both inside and outside the club.

The month starts very quietly at Hunter's, just Elf 'n' Safety paying a visit. He's the one constant through the month. Pierre Cardigan appears in week two to show off his new conquest, Maggie Nifisent. Pierre and Maggie spend the rest of March in the club.

It gets much busier the following week. As well as the regulars, Mouton Rothschild visits with Guinevere d'Arthur, Deb is there with Thomas le Matelot, Roland Moulin brings Fifi and Richard Shapmes rolls up on his own. Mouton entertains them all by wagering some money. He makes three bets and wins



them all. Chris P Bacon is expecting some guests to help him celebrate his appointment as Dragon Brigadier. He gets them too. Enterrer Vivant brings Marie Antoinette with him, while Quasi Le Bossu and Willem de Biest attend on their own. Elf takes huge exception to the presence of Quasi. The man isn't even noble! Elf issues a challenge.

Come the last week and Jean-Luc de Picardy arrives at Hunter's to Toady to Thomas, bringing Leia with him. Still in Hunter's are Elf, Mouton and Guinevere and Pierre and Maggie.

For once someone makes it to the Horse Guards club: Willem de Biest starts March by taking Henrietta Carrotte out for a drink and a flutter. Willem cuts one of his bets when the house rolls a 6, but wins two of the three others. He ends the week a hundred crowns to the good and with his status enhanced.

Blue Gables is where Jean-Luc de Picardy goes to show off his conquest. Leia Orgasma joins him for a drink in week 3. They have a Toady, too: Phil de Fer. Enterrer and Marie hit Blue Gables for the last week.

Bas Gras de Fusion spends a week at the Frog & Peach with Ulla Leight as company. It's her one week out this month, so she makes the most of it. Sal Munella doesn't get a week out, but she does get her man visiting her at home. Mary Huana is visited twice by the man in her life. However, Chris P Bacon is out of luck when he goes courting. At least the object of his attention is at home. Herve d'Conde is unluckier as his target isn't even at home. A week's practice

GM Notes

Next turn's races

Race	From	To
12	11 Hawes/Middleton	61 Huddersfield
15	14 Middlesbrough	43 Goole/Selby
16	S6 NW	15 Redcar/Battersby
17	25 Ilkley/Keighley	35 Hornsea/Withsea
18	26 York	56 Wakefield/Dewsbury
19	33 Bridlington/G Driff	44 Retford/Gainsborough
20	55 Cudworth/Pontefract	62 Halifax
21	65 Leeds	S3 Seaside

Each player can enter up to 5 races. Race 12 can also be entered in addition to these five.

After this round of races players can build 8 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 23rd April 2010**

Icehenge Star Trader game 5—Start-up

Details of the start-up went to players after the last *TWJO* for the next deadline.

A BULGAKOV LINES (BA)

Player: Andrew Burgess

Special Ability: Monarch Hull

B CAESAR WHOLESALE INC (CWI)

Player: Simon Burling

Special Ability: Hot Shot Navigators

**C JUST ANOTHER NEW ENERGY
TRADER (JANET)**

Player: Mark Cowper

Special Ability: 4 Dealerships at start

Dealer in Isotopes TC and EE

Dealer in Petroleum TC and EE

D SUNDG (SDG)

Player: Mike Dyer

Special Ability: Precog

E TEGWIN TRUCKERS (TT)

Player: Jerry Elsmore

Special Ability: Influential Friends

F SOLAR SPICE AND LIQUORS (SSL)

Player: Paul Evans

Special Ability: Agent Crip starts Mu Herculis

**G GREEN ARCHER ENTERPRISES
(GARE)**

Player: Austin Hayward

Special Ability: Piccolo Hull in addition
**H CIGARETTES AND ALCOHOL
(CAA)**

Player: Dominic Howlett

Special Ability: Flute Hull

J SWISS MERCENARY FLEET (SMF) M Mu Herculis Development
 Player: Martin Jennings Corporation (MHDC)
 Special Ability: Charismatic Chairman Player: Przemyslaw Orwat
 Special Ability: Two Ships

K GAMLEPCO (GAMLEPCO) N PUM CORP (PC)
 Player: available Player: Paul Holman
 Special Ability: 3 Alloy Factories at Gamma Leporis Special Ability: +70 HTs to starting funds

L LISPING TREE (LT)
 Player: Michael Martinkat
 Special Ability: Hot Shot Pilots

Corporation Table

Corporation letter & name	Conn'n Levels			Init'ive	Turn	Cash	Rep	Player
	Bus	Crim	Pol	Bid	Order			
A Bulgakov Lines	3	1	3	+5		500	20	Andrew Burgess
B Caesar Wholesale Inc	0	0	7			500	20	Simon Burling
C JANET	0	0	7			500	20	Mark Cowper
D Sundog	4	1	2			500	20	Mike Dyer
E Tegwin Truckers	0	0	9			500	20	Jerry Elsmore
F Solar Spice & Liquors	0	2	5			500	20	Paul Evans
G Green Archer	0	0	7			500	20	Austin hayward
H Cigarettes & Alcohol	7	0	0			500	20	Dominic Howlett
J Swiss Mercenary Fleet	0	2	5			500	20	Martin Jennings
K GamLepCo	0	0	7			500	20	Player Wanted
L Lispering Tree	0	7	0			500	20	Michael Martinkat
M Mu Herculis Dev't	0	0	7			500	20	Przemyslaw Orwat
N Pum Corp	4	0	3			570	20	Paul Holman

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

GM Notes

There are no News Chits showing on Turn 1.

Players can make deals between each other, but please ask me if you have any doubts or you intend to use it in some unusual way. I may rule against it, and that may embarrass you.

Please head your orders with your name, your Corporation's name, and your Corporation's letter. It saves me a lot of time.

e.g: "Paul Holman Corporation N PUM CORP"

The crowd outside gets even bigger the following week. Phil and Mouton make a second fruitless attempt to Toady to Jean Laissez-Faire. They are joined by most of the Bellringers, now looking for Jean. Enterrer, Patrick, Quasi and Thomas, Jacques Blanc, Jean-Luc de Picardy and Pate de Foie Gras swell the ranks of the rejected. Most amusing, though is Benedict d'Over. Unable to find Jean the week before, Benedict tries to Toady to Johnny Sais-Pas. But he's not in the Second Foot and stays outside Bothwell's.

Inside Bothwell's, Ali and Emma return as the guests of Johnny and Bess. After a week in the Bawdyhouses, Roget de Saurus hits Bothwell's as well. He's back in week 3, when Benedict finally gets into the club by using his own membership. This means Ophelia Derriere finally gets out of the house this month. Johnny and Bess have Ali and Emma as their guests again, along with Toulouse D'Plot and Ava Crisp this time, flaunting their fabulous frockery. The interesting thing here is that Ava was on the arm of Ilkley Moor two weeks before! Fast work by Toulouse, but he still has Ilkley to deal with. Jacques Blanc is the last man standing outside the club when he attempts to Toady to Johnny.

Ilk Lamore Bartat is back in Bothwell's with Lucy to conclude the month. Benedict and Ophelia are there as well. Johnny and Bess entertain Ali and Emma for one last time.

More rejects

It's not just Bothwell's that has a bunch of people standing around outside—there's a large group outside the Fleur de Lys as well. Things start off okay as Chris P Bacon Toadies to Jacques Shitacks, who has Madelaine de Proust on his arm. Also in the club are Charlemagne le Gosse and Lois de Low, Devlin Carnate and Angelina di Griz, Euria Humble and Edna Bucquette and Sean Sondamour and Ella Fant.

The fun starts the following week. Euria and Edna and Charlemagne and Lois roll up again. Revaulvin d'Or comes in as well. There are more people outside, though. They are all expecting to Toady to Charlemagne le Gosse, though the invitation they're responding to was unsigned. The list of the rejected reads: Gar de Lieu, Gustav Ind, Herve d'Conde, Jacques Shitacks and Swender de Jewel.



Shapmes joins the Royal Foot Guards, courtesy of Egon Mad 2. He has the standing and the cash (after a visit to the Shylocks) to make himself a Major.

Still in the RFG, Lt-Colonel Indie Spencible volunteers first battalion for active service this quarter. Major Jacques de Gain mobilises his battalion of the King's Musketeers as well. Colonel Antoine Dubeque gives the Queen's Own Carabiniers their marching orders, taking Captain Luc Around (among others) away from the social whirl.

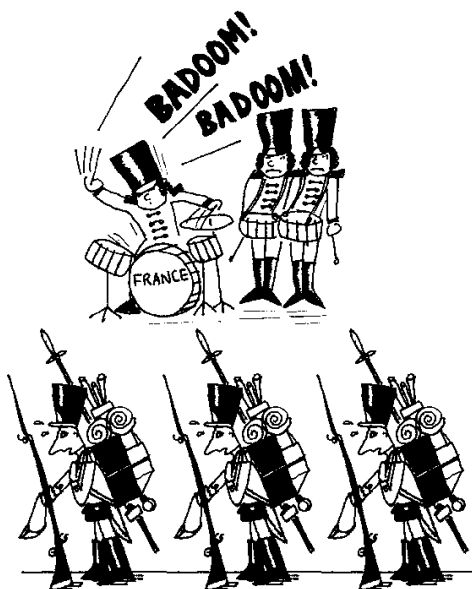
Thierry Fitoux looks around to see what he can volunteer for active service. As he's Brigade Major of the Horse Guards, that would be nobody. He spends the month moping about Paris instead.

Inside and out

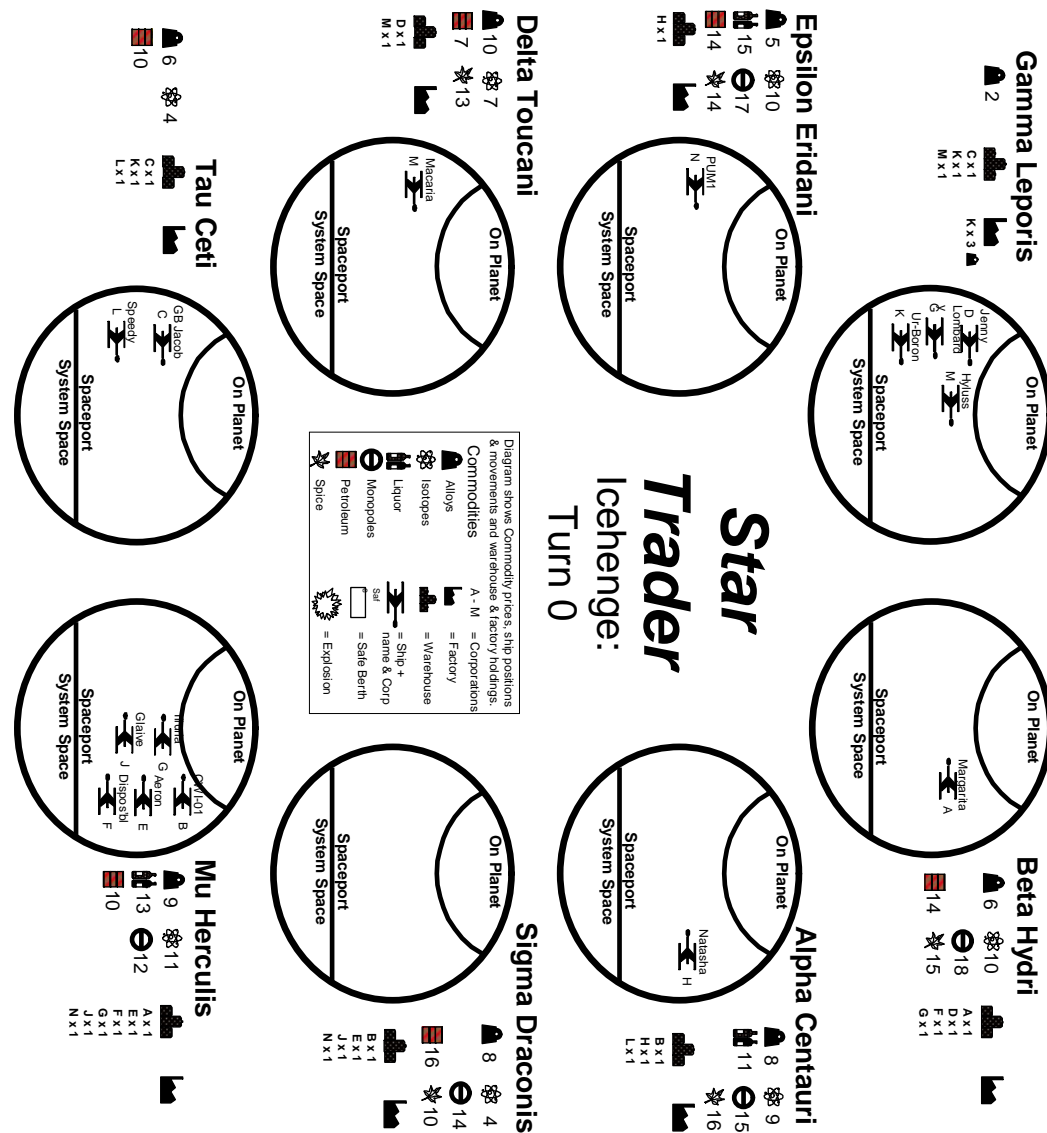
The first social event of March is this month's Boozers and Bellringers get-together, hosted by Quasi Le Bossu at Bothwell's. With Alison Wunderlandt on his arm, Quasi welcomes Enterrer Vivant, accompanied by Marie Antoinette, Ilk Lamore Bartat, who has Lucy Fur on his arm, Patrick Declan and Thomas le Matelot, who brings Deb Estaround with him. Jacques Blanc is not on the guest list, though, and remains outside the club. From here he shouts insults at Patrick, who simply can't hear him from inside the club. Patrick also has a visitor: Swender de Jewel's manservant, who has a clinking purse for Patrick.

This is not the only gathering at Bothwell's. It's the venue for Johnny Sais-Pas's month-long party for Second Foot Brigade. Brigade Major Ali Vouzon attends, along with his colleague in the 13th Fusiliers, Ilkley Moor, who is dressed as a teapot. All three have their womenfolk with them. Bess Ottede joins Johnny, Emma Fant is with Ali and Ava Crisp accompanies Ilkley, wearing a weasel costume. Apparently, Ilkley and Ava like Earl Grey tea, which Ava tests—they call it the Earl Grey Weasel Test. Jacky Tinne gets in to Bothwell's too, accompanying Swender de Jewel.

However, the guests at these functions are counter-balanced by the number of people left outside Bothwell's by the non-appearance of Jean Laissez-Faire. The Toadies in search of a host are: Benedict d'Over, Bas Gras de Fusion, Mouton Rothschild, Phil de Fer and Uther Xavier-Beauregard.



Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 23rd April 2010



Les Petites Bêtes Soyeuses 230

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

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

**Orders for April 1663 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 30th April 2010**



March 1663

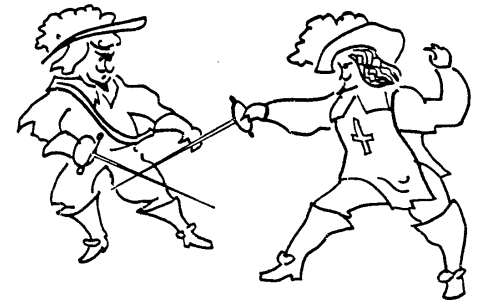
Spring is in the air, but so is unbated steel as Parisians settle affairs of honour. The earliest of these is Mouton Rothschild, defending the honour of the Dragoon Guards against Thierry Fitoux, who's standing up for the Queen's Own Carabiniers. Rothschild's previous injuries make him a less fearsome opponent for the diminutive Fitoux. He brings two comrades with him: Antoine Dubeque and Luc Around are his seconds. Rothschild is alone and carrying a rapier to pit against Fitoux's more usual (for a cavalryman) sabre. Fitoux immediately lunges—the first part of a furious lunge—catching Rothschild off-guard and pinkening him with the blunt tip of his sword. As he gathers himself for the cut, Rothschild strikes back with a slash. Not the most vicious attack with a blunt-edged rapier, but enough to persuade Fitoux to surrender.

Rothschild adds another bandage to his torso and cleans off his rapier as Dubeque takes Fitoux's place. Fitoux remains to second his colleague, as does Around. Dubeque is a bit beefier than Fitoux, but his stamina is reduced by his healing wounds. He attacks more conventionally for a sabre-wielder with a furious slash—the same attack as Rothschild. Both men slash and then cut at the same times, but Rothschild's rapier does far less damage. He concedes this one, to level the score at DG 1, QOC 1.

Field Marshal Jacques Shitacks then arrives to take on the freshly repaired Fitoux, still with his two seconds. Johnny Sais-Pas accompanies the Field

Marshal, takes his jacket and hands him his cutlass. There is as much of a contrast between little Fitoux and beefy Shitacks as there is between Fitoux's sabre and Shitacks's cutlass. Shitacks finds the cutlass harder to swing than he expected, but launches into a slash. However, Fitoux is not in the way of the blow, having jumped aside. As Shitacks recovers his balance, Fitoux bruises him with a lunge. This doesn't even slow down Shitacks, whose next slash finds Fitoux's ribs. And heart. RIP

Uther Xavier-Beauregard is new to this duelling lark, as we can tell from the foil he's wielding. He swishes the flexible blade a few times and looks down at his opponent. He finds Willem de Biest and Roland Moulin looking back at him as Chris P Bacon's seconds. Coughing nervously, Xavier-Beauregard strikes a pose and crosses blades with his opponent. Knowing just what a foil can and can't do, Bacon parries the expected lunge. Xavier-Beauregard slashes instead. This goes straight past the parry and does ... no damage. Neither does his second slash. Realising that he needs to attack, Bacon tries a slash of his own. It strikes home and Xavier-Beauregard surrenders. De Biest is expecting to have a duel with Pierre Cardigan, but the latter refuses to meet him until he "learns the difference between a sword and a club".



Time for Roland Moulin to fight his own duel—without any seconds. His opponent is the beefier Herve d'Conde, who has a sabre against Moulin's rapier. D'Conde parries initially, but drops his guard just in time to be run through by the rapier. Expecting a cut, he jumps aside, only to be pierced by a second lunge as he regains his balance. Time for d'Conde to attack. He slashes, catching Moulin with a hefty blow just as he closes in. Despite the injury, Moulin lands a well-aimed kick and then recoils to recover. D'Conde misses his opportunity as he just blocks and parries. His parry does no good against Moulin's next slash, which does just enough damage to provoke d'Conde's surrender.

Pretty vacant

The start of a new season sees the vacancies remain in the Government. Minister of State Charlemagne le Gosse does not appoint either a Commissioner of Public Safety or a Minister of Justice. Other people follow his example, leaving empty appointments all over the place.

In the regiments, Quasi Le Bossu signs up Uther Xavier-Beauregard for Princess Louisa's Light Dragoons. Xavier-Beauregard buys a Captaincy. New boy Richard