

That would be enough

This has been issue 111 of *To Win Just Once*, published 20th December 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 Cambourne and Icehenge to Mike Dommett by Friday, 31st Dec.

Orders for *Les Petites Bêtes Soyeuses*, and any other contributions to Pevans by Friday 7th January 2011.

(First deadlines for 2011: 4th/11th Feb, 11th/18th March, 15th/22nd April, 20th/27th May, 24th June/1st July, 29th July/5th Aug)

Subscriptions

TWJO is published on paper and online (as a PDF) at www.pevans.co.uk/TWJO. How to buy or subscribe to the paper edition is detailed below. The PDF edition is free.

If you want to play in any (or all) of the games in TWJO, you have two options. You can subscribe to the paper edition, the cost of which includes playing the games. Or you can take the PDF edition and pay the "games only" subscription.

Here are the subscription rates for the paper edition, including postage (and VAT), depending on where you live. To subscribe, send a cheque or postal order (payable to Margam Evans Limited) in pounds sterling to TWJO, 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK.

Paper edition	UK	Europe	World
Single issue	£2.70	£3.50	£4.00
Subscription (11 issues)	£27.00	£35.00	£40.00

I also accept payment via PayPal: send your payment to TWJO@pevans.co.uk (this will be shown as Games from Pevans). Don't forget to include your address.

For the games only subscription (including VAT) send a UK cheque, a postal order or pay via Paypal, as above.

Games only	
Per game turn	£0.65
11-turn subscription	£6.50

Games played

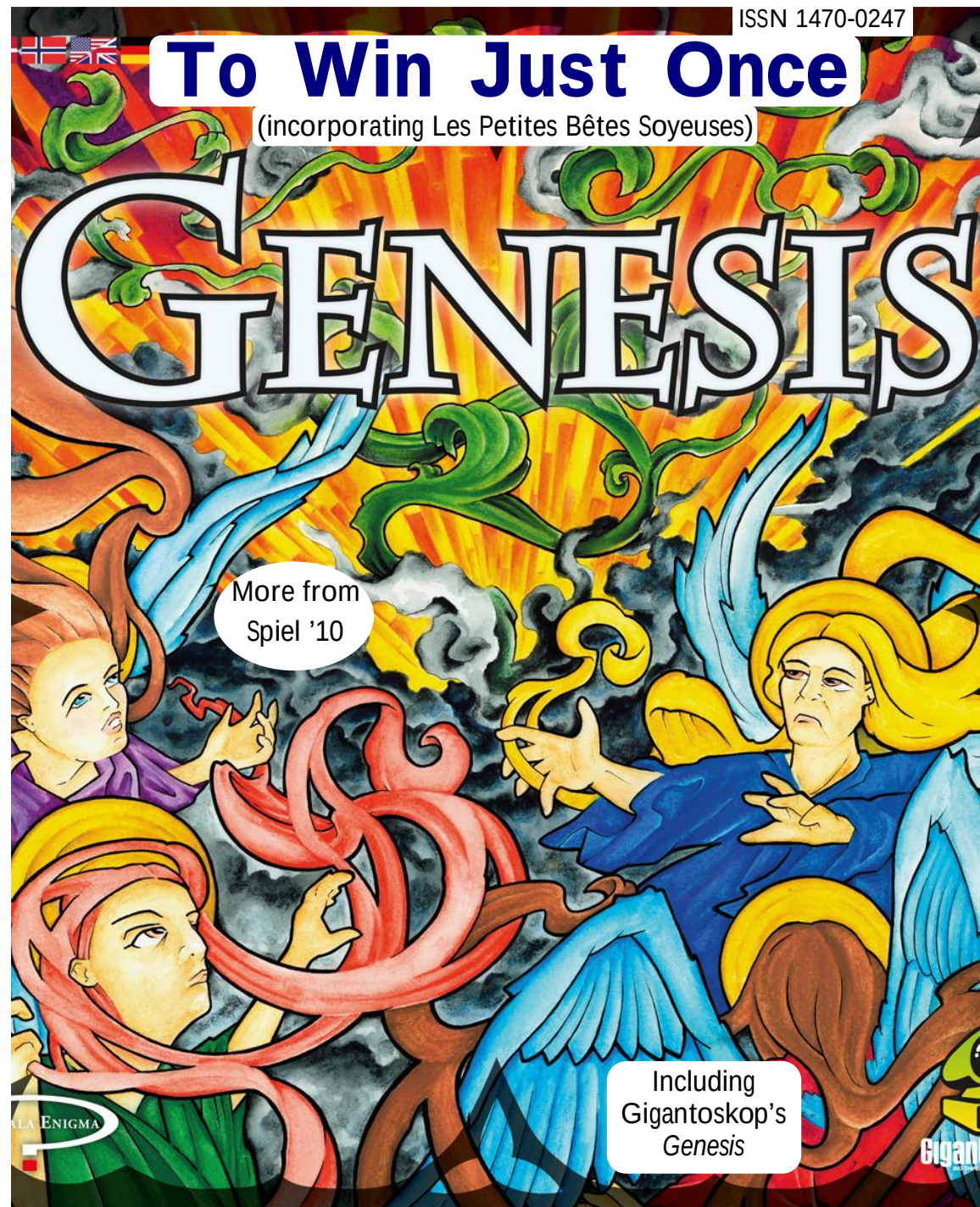
If you are interested in playing any game, please let Pevans know.

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 A game has just started, anyone interested in the next one?

Star Trader game under way and nobody waiting yet. 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



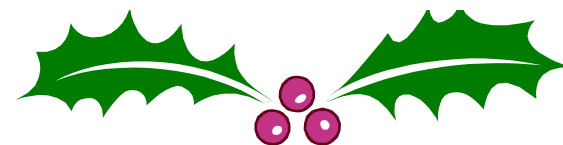
Issue 111: December 2010/January 2011 £2.70 (Europe £3.50, Elsewhere £4.00)
(LPBS 237: November 1663)

Also available on-line at www.pevans.co.uk/TWJO

Contents

	Page
Contents	2
Chatter	3
Let's Spiel Again!	3
Pevans continues his report from Essen	3
Games Events	13
Credits	13
Easy Money	14
Turn 12	14
Cambourne*	15
<i>Railway Rivals</i> game 8—Turn 2	15
Icehenge	16
Star Trader game 5—Turn 6	16
Corporation Table	18
Press	18
GM Notes	18
Star System Map	19
Les Petites Bêtes Soyeuses 237	20
November 1663	20
Press	26
Announcements	26
Social	26
Regimental Letters	27
Personal	27
Poetry Corner	29
Points Arising	29
Announcements	30
New Characters	31
Duels	31
Tables	32
Other Appointments	32
Battle Results	32
Army Organisation and Summer Deployment	32
Brigade Positions	32
Frontier Regiments	32
Regiments Organisation	33
Femmes Fatales	33
The Greasy Pole	34
That would be enough	36

Chatter



First of all, let me wish all my readers a very merry Christmas and a happy New Year for 2011. There, that saves a lot on cards. ☺

It has been quite surreal in recent weeks to watch news reports of people all around the country struggling with deep snow while looking out of the window at green grass. Okay, I exaggerate a little—we had a sprinkling of snow and it lasted a couple of days in the icy temperatures. However, the dire warnings on the telly (“Police are advising people not to travel unless absolutely necessary”) seemed quite bizarre.

I mentioned this to someone else, who responded “Yes, the snow starts at Nottingham—there's almost a line across the countryside”. Evidently the north-west corner of London was just far enough north to escape the snow that hit the southern counties. And we're well clear of the north, too.

Half full or half empty?

It seems to have become quite common to describe someone as a “glass half empty kind of person” or “he's a glass half full man”. I don't get it. This is clearly meant to demonstrate that one is a pessimist and the other an optimist. But which is which? Both phrases describe the same situation. Surely it's how you respond to the situation that tells whether you are optimistic or pessimistic?

The pessimist might say “my glass is only half full, I don't have much left”. The optimist thinks “my glass is still half full, I've got plenty.” Conversely, the optimist reckons “my glass is only half empty, a while to go yet.” While the pessimist groans “half empty—it's almost all gone!” It's the approach, not the words, that tell you what kind of person you're dealing with. And simply describing someone as a “glass half empty/full person” actually tells you nothing.

Let's Spiel Again!

Pevans continues his report from Essen

In the first part of my report from Spiel '10, I took you on a tour of Hall 5—though you may not have noticed this was what I was doing. That this is only a fraction of the show becomes clear when you know that the show takes up eight halls at the Essen Messe—plus the Galleria, which houses the bouncy castles, bouncy table football, climbing walls and other attractions for children. The

Galleria is great fun for a visit, but the shrieking of excited children drives me out pretty quickly. What I'll do here is go through the other halls and feature the new games that I have played so far.

The main entrance brings the visitor into Hall 12, so this is a premium location and most of the companies in here are long-term exhibitors. The big stand immediately facing arrivals always used to be Hasbro's. However, this year visitors were confronted by the Repos team extolling the virtues of their new game, *7 Wonders*. Loudly. The stand was actually occupied by French publisher and distributor Asmodée (who are gradually spreading across Europe as they acquire other businesses—such as Esdevium in the UK) and Repos is just one of the publishers represented.

A lot of good things have been said about *7 Wonders* (and it's high up on the BGG list), but I haven't played it yet. It's a development game with the players running city-states in the Ancient World. The game is essentially a card game with players selecting one card each turn. They construct buildings, produce goods, trade with their neighbours and build a Wonder—in stages. After three 'Ages', the player who's amassed the most points wins. It certainly sounds like my kind of game and I look forward to trying it.

I wasn't too surprised that French publisher Ystari was also on the Asmodée stand. As usual, their game has a Y in the title: *Mousquetaires du Roy*. It has a theme close to my heart: d'Artagnan and the Three Musketeers pitted against the machinations of the wicked Milady de Winter—all represented by nice plastic models. The large board shows various areas important to the story. At the top is a space for the cards that show the four stages of the main plot (room for an expansion here!). Taken from *The Three Musketeers*, this is the foursome's mission to retrieve the Queen's missing jewellery so that she is not disgraced at the grand ball.



Some other areas on the board hold minor missions for the Musketeers, which bring rewards or penalties. Some of them can even precipitate a victory for Milady before the usual end of the game. If you're familiar with *Shadows over Camelot* or Reiner Knizia's *Lord of the Rings*, you will see some

similarities. The team playing the Musketeers must cooperate to complete the various missions and thwart Milady. If they fail to do this within the set number of turns and Milady wins. As with *Shadows over Camelot*, the time pressure is almost palpable as new threats keep springing up. However, in this game the team has active opposition as one player gets to be Milady and set the opponents and traps for the Musketeers.

The game is great fun and a stiff challenge for the team of Musketeers. They must concentrate on the main plot as completing this is the only way they can win. The other missions are, essentially, distractions, diverting the Musketeers from their goal. However, Milady can win if these sub-plots go too far, so the Musketeers can't afford to completely ignore them. Initially, the Musketeers have a different priority: tooling up. Equipment and improved abilities will make completing the missions much easier. Gaining these costs precious time, though—and one thing Milady can do is skip turns and hurry on the end of the game and her victory!

As you'd expect, I'm very taken with this game. It's very enjoyable and a tough trial for the Musketeer players. Milady has an easier time of it, but still has to select the right challenges to pressurise the Musketeers and keep them away from the main mission. She can also interfere directly by deploying her minion, Rochefort, to duel the Musketeers. (Sadly, Rochefort is a wimp and runs away as soon he's wounded—you just can't get the henchmen these days.) Great stuff and Rio Grande Games publish the English language version. It gets an initial 8/10 on my highly subjective scale.

The other big company next to Asmodée at the front of hall 12 is Kosmos. They had the usual new expansions for *Settlers of Catan* along with a crop of new games. My favourite is Friedemann Friese's *Schwarzer Freitag* (*Black Friday* in the English language edition from Rio Grande). I played the prototype (then known as "Friedemann's Friday Game") a while back and thought it was excellent. Kosmos has done a first-rate job on the production.

Black Friday is a stock market game. Players buy and sell shares in various companies, making money as share prices climb—and fall! The central mechanism is drawing pieces out of a bag to change the prices of the shares.



Initially, each company has the same number of pieces in the bag. However, the mix changes as players buy and sell shares. What players do influences the share prices ... just not immediately. Black pieces also go into the mix and these will cause prices to crash when enough of them are drawn.

The one thing that does hold its value is, of course, gold. Players can put their cash into gold at any time. However, the price of gold climbs steadily as the game goes on and players buy more, so there is a balance between buying cheap gold and earning more money to buy more expensive gold. At the end it's players' gold that decides the winner. *Black Friday* is a clever, deceptively simple game and one I really enjoy. Another neat touch: players borrow money to pay for their investments and never pay it back! Another 8/10 on my highly subjective scale.

Around the edges of hall 12 are some of the smaller games publishers, many of whom have been going for many years. One of these is franjos, a German publisher with a number of excellent games to their name (such as *Can't Stop*, one of my favourites). Their new release is *Cinco*, a multi-player abstract game. Like the best abstract games, the rules are simple while the play is fiendish. The board is a grid of numbered spaces. Players place pieces to cover the spaces according to the card they play. The piece must go on a space with a number at least as big as the card shows. The aim is to get five pieces in a row. Simple. Or not. The game is a development of *Five Straight* and just as clever.

On the opposite side of Hall 12 are Dutch games designer Corn  van Moorsel and his company, Cwali. I am a big fan of *Powerboats*, van Moorsel's fun game of powerboat racing from 2008, but this is very different from his usual clever, intricate games (I am still baffled by *Titicaca*). His new game, *Sun, Sea & Sand*, is more representative.

The setting is a tropical island that has just opened up to the tourist trade. Each player has their own board—divided into sea, beach, boulevard and grassland—which they will develop to attract tourists and gain income. First off, players must build chalets. Then, when the tourist boat arrives (one each turn), they can entice some of the new arrivals to stay in their resort. Next, they add attractions, building them on the appropriately



coloured part of their resort. These will keep tourists (of that colour) in their resort for another turn. And tourists mean money, enabling the players to build more chalets or attractions.

The tourist boats are visible from the start, so players know exactly what tourists will be available when and can even 'book' them in advance. This means players can (and must!) plan well in advance. The trick is to make sure that you have enough money to do what you want each turn while making sure nobody else grabs the tourists you want.

Sun, Sea & Sand lasts a set number of turns, after which players score up. Attractions are worth points, as are any tourists still in players' resorts, hotel signs and even spaces between attractions (for integrating the natural environment into your resort). It is a clever, clever game that requires a lot more thought than the cheerful theme and colourful components suggest at first. I'll give it 7/10 on my highly subjective scale for the time being.

It's hard to see the join between halls 11 and 10 (look up and you can see that the roof changes) and together they provide the focus of the fair. The high roof allows in lots of light, making this a bright, airy area. It is home to the major German games companies, starting with the venerable Ravensburger. However, Ravensburger is not one of my priorities as most of their games are intended for children. They did have a Kiesling and Kramer game, *Asara*, this year and this is probably worth a look. For now, I shall breeze straight through these halls.

Continuing straight through takes us to Hall 9, a haven for smaller publishers—many of them well established. One such is PD Games, publisher of Mac Gerdts' games. This year's offering is *Navegador*, a game that follows the routes of medieval Portuguese explorers around the world. Though circumnavigating is one thing you can't do in the game. The game is all about trade and colonisation. The nicely illustrated board shows the Atlantic and Indian oceans with the surrounding land.

Players start with a couple of ships and send them out to explore new areas (and score points). Here they can set up colonies (which score points) and establish buildings (which... you get the idea). They sell goods from colonies or factories,



pushing the prices in different directions and providing the funds for other actions. They build more ships and explore further—the game ends when someone gets all the way to Japan.

Players' actions re controlled by the roundel that is a feature of Mac Gerdts' games. This shows the actions available to players and they mark their current action with a pawn. Next turn they move round to their next action. This constrains what players can do, as they have to pay for moving more than three spaces. In *Navegador*, moving extra spaces on the roundel is really expensive, so players usually have to take a few more turns than they'd like to get things done.

I've enjoyed all of Gerdts' games and this is no exception. With the roundel slowing you down, it really pays to keep an eye on what the other players are doing. You want to avoid competing with someone who's ahead of you on the roundel while taking advantage of the opportunities they open up—buying a colony in the area they've just explored, for example. I'm looking forward to playing this some more. Pro tem, it gets 7/10 on my highly subjective scale.

Just across the aisle from PD was a visitor from the USA: Phil Eklund and Sierra Madre Games. Phil's latest is *High Frontier*, a game about the industrialisation of the solar system. Now Phil is a rocket scientist, so this game is very realistic. The complex board shows the inner solar system (the expansion extends out to Saturn) with planets, moons and asteroids connected by lines representing orbits and transitions. It turns out that Mars's moons are closer to us than our moon in terms of the energy needed to get there.

Players are major powers (not necessarily nation states) competing to build viable spaceships, visit other celestial bodies and establish factories in outer space. Central to the game are the three decks of cards. These represent patents and blueprints, enabling the owner to build a 'rocket' using that technology. Then you can try to get your rocket to somewhere useful. Getting back again would be useful too!



Each rocket needs water as reaction mass for its motor. However, adding water increases the mass of the rocket, requiring more water to move it. The calculation can be tricky, balancing the water required against the

power of the rocket. Of course, there are many different propulsive systems, including solar sails, which requires no water, but move very slowly. Hence getting the right technology is a big help.

Once you have built an off-world factory, things begin to hot up. The technology you can build in space (flipping over those cards) is so much better than the earth bound stuff— and worth a lot more! The game ends when a critical number of factories have been built. Players tot up the points for their space ventures and achievements. This is an intricate, complex game with a lot to think about. And even more if you add in the advanced rules: the effects of radiation, slingshots to boost your speed and the possibility of conflict. Brilliant stuff and an initial 9/10 on my highly subjective scale.

At the back of hall 9 is the way through to hall 8. Here is the other part of the fair: Comic Action '10 is all about comics and this takes up hall 8 and part of 9. I turn left into the big hall 6, which immediately has a different atmosphere. This is where the role-players hang out—along with the wargamers. You can tell this because everybody's dressed in black. Those that aren't in costume, anyway. Okay, that's a bit of an exaggeration, but the hall definitely feels darker. It is stuffed with stands selling costumes and equipment for LARP: racks of (latex) swords, suits of armour and medieval costumes. I enjoy just wandering through and soaking up the atmosphere. However, within this there are still some games.

Top of my list is Pilot Games and Friedemann de Pedro, who came up with the excellent *Duel in the Dark*, a game about bombing German cities! In a similar vein, the new game is *Duel of the Giants*, a head-to-head tank battle on the



Eastern Front. The German player has two Tiger tanks plus some concealed anti-tank guns and a tank-busting Stuka with which to defend against the Russian horde. The Russian player has eight T34 tanks. Plus some markers to conceal just what is where until the tanks attack.

As with *Duel in the Dark*, there is an element of out-guessing your opponent. The German player must program the actions of their Tigers at the start of each turn. The Russian player moves openly, possibly running

into fire from the anti-tank guns, and then the Tigers do their stuff. The German player can throw in the Stuka at any time, but it can only fly one sortie in the game, so this needs to be reserved for a crucial (or desperate!) moment.

The best way for the Russian to score points is to get tanks through the German lines and off the board—heading for Berlin. Hence, they don't have to defeat the Tigers, just get past them. This gives the German player a real headache: they must defend across the board, but know that the Russian attack will probably concentrate in one section. Then, when the attack comes, is it the full assault or just a diversion?

The obvious comparison is with *Memoir '44*, another simple WW2 wargame with nice models. In some ways, *Duel of the Giants* is simpler than *Memoir '44*. The rules are less complex and the mission is straightforward. However, the hidden movement and programming of the Tigers make *Duel of the Giants* a very different challenge in play. And it has model Tigers! 7/10 on my subjective scale.

Carrying on through Hall 6 brings us to Hall 4 and back into board games territory again. There was a lot to see here. Almost bang in the middle of the hall was Swedish publisher Gigantoskop. They have produced some wacky games in the past and are always worth a look. This year their new game is *Genesis*—not to be confused with the Reiner Knizia game of the same name published by Face2Face a few years back. Gigantoskop's *Genesis* is brightly coloured and has its tongue firmly in its cheek.

The players are all angels helping God create the world in seven days! Yes, it really is the biblical *Genesis*. However, the game is actually pretty abstract. Players need to collect cubes in three different colours, representing the elements needed for creation. On each 'day' a different combination of cubes is required. Turning in these cubes lets you place a marker to show that you've contributed that day. These are worth points at the end of the game and more points the earlier they are placed in the day. However, grabbing the first spot in a particular day delays you, so you're not likely to get an early spot in the next day. There is thus a definite hare and tortoise element to the game.

Which cubes players can pick up is also governed by where they stand in the sequence for that day, though they can spend cubes to swap places with others as part of their turn. In fact, most turns are pretty quick as you will only be collecting cubes, turning cubes in or moving. What slows things down is thinking about which cubes to collect and what position you will be in next turn. Each day is divided into three so there are just 21 turns in the game. After that, everybody counts their points and the angel with the mostest is the winner.

To complicate things a bit further, there is also a dark angel, a black playing piece. Just like the players' angels, this can contribute to each day, blocking

points that players then can't get. What's more, the dark angel gets in the way of collecting cubes, blocking one of the spaces. The dark angel's moves follow a simple logic, but can still be very annoying. I was quite taken with this game when I first saw it, but was a little disappointed when I played it. It's a relatively simple game of cube and action management, but plays quickly enough not to out-stay its welcome. 6/10 on my highly subjective scale for the time being.

Further along towards the back of the hall was R&R Games with several new games and Frank DiLorenzo and Anthony Rubbo. Anthony was showing off his first published game (by R&R, natch), *Hey Waiter!* In this entertaining card game, players are harassed waiters in a busy restaurant. In front of each of them is a pile of chips in different colours, representing different types of dish that need to be served.

Players also have a hand of cards and play a pair to take an action. The cards are put side by side and the two halves next to each other govern what the player can do. The left card shows the action and the right the colour it affects. The most obvious action is to serve a dish of a particular colour, removing a chip from your stack. However, everybody with that colour on top of their stack serves a dish, so it's best played when you're the only one.

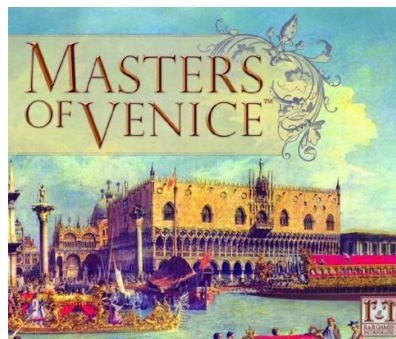
Other actions let you move a chip from one stack to another, which can be very useful. You can put a cover on top of a stack to stop another player serving.

Or remove a cover someone else has placed. Or you can split your stack in two. The more stacks you have, the more likely you are to have the right colour of card to serve a dish. However, you have to place a card under each new stack, so you are also limiting your options by reducing your hand size.

As you can see, there are some tactical subtleties to the game, but it is largely just great fun as players block each other and try to get the upper hand. It has certainly been a hoot at the Swiggers games group whenever it's been played, but hasn't gone down as well in a family setting. I'll give it 6/10 at the moment.



A more serious game from R&R is Frank DiLorenzo's *Masters of Venice*. This is a complex trading game set in the city of the title in the 1400s. The small board shows the docks and shipping offices in the middle, where players buy goods as they arrive in Venice. Around the outside (there's a canal in between) are the shops, which will buy a particular colour good. For each shop there is also a peg-board that shows the current value of the shop's shares, the price of the good it wants and how many orders (which will use up the goods) are waiting.



As well as buying and selling goods, players can buy and sell shares in the shops. Shares give players dividends as the shop does business and holding the majority lets you make an adjustment to the peg board for that shop. Shares are also worth their value at the end of the game, generating victory points for the owners.

Players bid for turn order and choose a character, which they will keep for several turns. Each character provides an advantage when doing a particular action, so players are trying to get the character that will help them most over the next turns. The game ends after 12 turns—marked by a gondola moving along the canal on the board—and players get points for their shares and cash.

That just gives a flavour of the game as there is an awful lot going on. The rules are well explained but take a little while to get your head round. Once you've done that, you've got a multi-faceted strategy game that gives players lots of options and some tough decisions. Nor can you ignore what the others are up to as this can effect what you're doing. *Masters of Venice* is definitely a game I'm going to be playing a few times. It gets an initial 7/10 on my highly subjective scale.

Through hall 4 is the Galleria, which I mentioned earlier, but turning left here takes me through the 4a area (a kind of vestibule with cloakrooms and coffee bars) and back into hall 5 where my exploration of Spiel started in last issue. As always, I've only touched on a small part of the new games in this report. I will expand on it, as time allows, and the full version will be available on my website in due course: www.pevans.co.uk/Reviews/index.html#Articles

My thanks to the organisers of Spiel, Freidhelm Merz Verlag, who do a great job of putting on the fair each year. Spiel '11 is scheduled for 20th-23rd October and I'll be there. For more information, see the website at www.internationalespieltage.de/e000.php4 (the English language version).

Games Events

The first event of the New Year is Winter Stabcon, held at the Britannia Hotel in Stockport over the weekend of 7th-9th January 2011. It is always a fun weekend of games playing: board games, role-playing, CCGs and anything else people fancy. There is, of course, accommodation at the hotel. For details, see the Yahoo! Group: <http://games.groups.yahoo.com/group/stabconinfo/>

Oxcon is due at the end of January (29th and 30th), but I cannot find confirmation of this. The website should be at <http://users.ox.ac.uk/~board/oxcon/> but there's no longer a web page at this address.

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 upstairs at the Angel in the Fields (37 Thayer Street, W1U 2QY). The pub lays on sandwiches, paid for by those who consume them. Otherwise we sit around, play games and drink beer (Sam Smith's). A perfect afternoon. ☺

UK Games Expo: the first weekend in June at the Clarendon Suites on the Hagley Road in Birmingham. This is a two-day public event that showcases games of all sorts with traders, demos and participation games plus guests and events. For gamers there are lots of tournaments and free gaming on the Friday and Saturday evenings. For details see www.ukgamesexpo.co.uk

Manorcon: 15-18th July 2011 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. 20th-23rd October 2011, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

MidCon: November 2011 in Derby. This is a long-running board games event moving to a new venue for 2011. **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 111 was written and edited by Pevans. The *LPBS* masthead (page 20) is by Lee Brimmicombe-Wood, as is the drawing on page 17. The illustrations on pages 22 and 24 are by Nik Luker. Game artwork is reproduced courtesy of the publishers. Pevans took the photos and played with Photoshop. © Paul Evans, 2010

Easy Money Turn 12

Turn 12 bids and results

Player	Bid			Actual			Holding					
	Buy/Sell	No	Colour	Buy/Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Simon Burling				B	1	Black	2	0	2	2	4	OUT
Charles Burrows	S	1	Red	S	1	Red	0	0	0	0	2	103
Mark Cowper	S	1	Red	S	1	Red	0	0	0	0	2	93
Mike Dommett	S	1	Green	S	1	Green	0	0	0	0	3	174
Mike Dyer	S	2	Red	S	2	Red	0	0	0	0	1	90
Pete Holland	B	1	Blue	B	1	Blue	0	0	1	0	1	171
Dominic Howlett				B	1	Black	0	0	1	0	4	OUT
Andrew Kendall	S	1	Yellow	S	1	Yellow	0	0	0	0	0	156
Tim Macaire	B	1	Green	B	1	Green	0	1	0	1	1	90
Colin Parfitt	S	1	Red	S	1	Red	0	0	0	0	0	139
Alan Tabor	B	1	Black	B	1	Black	0	0	0	0	2	161
Gerald Udowiczenko	B	6	Blue	B	6	Blue	0	0	6	4	3	4
Matthew Wale	S	3	Blue	S	3	Blue	0	0	0	0	1	89

Share prices			
Red	Green	Blue	Yellow
7	13	9	21

Well, well: with nothing left to sell, Pete Holland decides to buy a Blue. Gerald Udowiczenko chooses to buy 6 Blue, pushing the price higher than expected.

Mike Dommett, on the other hand is Chairman of Green and has one to sell. This brings him just enough cash to pip Pete at the post!

Al Tabor takes the safer option of deliberately buying a Black and comes in third.

Congratulations to Mike on his victory and thanks to all for taking part. If you have any comments or thoughts on the game, do let me have them.

In the meantime, we need a new all-reader game and I think it's time for another game of Great White Hunter. I'll kick this off next issue.

Cambourne* Railway Rivals game 8—Turn 2

Builds

JACOBHAIN and LATGALE build toward and past each other, swapping costs, after which both build North East. The re-named BALTIC RAIL builds along the coast and into Riga. Meanwhile THURB and BLUE MOUNTAIN RAILWAYS continue to connect towns in the corners of the board.

A) Jonathan Palfrey—The Heavily Underfunded Railway Business (THURB), Green

(V56) – U56 – Balvi – U55 (+6)
(U55) – T54 – S54 – R53 – Q54
Score: 35 +6 = **41**

Builds: (R66) – U66

(U68) – Kraslava – W70 (+6)
(W70) – X70; (L60) – I59
Score: 20 +6 = **26**

B) Emrys Hopkins—Locomotive Latgale, Red

Builds: (T21) – Jelgava – R23 (+6)
(R23) – Q24 – Auce; (X17) – Y18
(Y18) – Ogre; (Sigulde) – Cesis (+12)
Score: 26 +18 = **44**

C) Mark Wright—Blue Mountain Railways, Blue

Builds: (Karsava) – W58 – W57 – V56

D) Mark Cowper—Jacobahn, Black
Builds: (N22) – O23 – P23; (Auce) – Q24 (+3)
(Q24) – R23 – S23 – T22 (Jelgava)
(T22) – U22 – V21 – W21 – X20 – Y20 – Z19

Score: 32 +3 = **35**

E) Colin Parfitt—Ventspils, Brown

Builds: (M16) – Tukums (+6)
(Tukums) – Q17 – S18
(S18) – T18 – Jurmala – Riga; (Kuldiga) – G20 (+6)

Score: 32 +12 = **44**

GM Notes

Any orders that do not have at the top the player name, company name and company colour will have a point deducted for each omission.

The 3-point towns are 15, 41, 42, 51 and 55. There seems to be some confusion with at least 2 of you.

My deadline is a week earlier than the LPBS deadline.

Throws for next turn **5, 3, 4**

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 31st December 2010**

* Trains do not stop at Cambourne on Wednesdays

Icehenge

Star Trader game 5—Turn 6

Federation reports indicate that an armed Merchantman is in the Mu Herculis System. The MU HERCULIS DEVELOPMENT CORPORATION ship due has not arrived and is believed lost. Other ships recently arriving have reported disturbances in the flux when arriving into system.

The big event was the Stock Market Crash with all prices dropping and 25% of outstanding loans being called in—and not all Corporations were expecting this.

There was a major attempt to sell Alloys at Gamma Leporis by several Corporations, none of which succeeded.

BULGAKOV lines bought 10 Alloys for 8 HTs each at Epsilon Eridani, gaining a Dealership. TRANSURANIC sold 3 Liquor for 15 HTs each as well.

PUM CORP was busy at Delta Toucanis, selling 5 Alloys for 8 HTs apiece and then 3 Isotopes for 7 HTs each. MU HERCULIS DEVELOPMENT CORPORATION bought 5 Petroleum on Contract.

At Tau Ceti TEGWIN TRUCKERS sold an Alloy for 4 HTs and PUM CORP bought 10 Isotopes at 6 HTs each and gained a Dealership.

LISPING TREE sold 2 Isotopes for 7 HTs each at Mu Herculis. SOLAR SPICE & LIQUORS sold 5 Monopoles on Contract and MU HERCULIS bought 5 at a price of 10 HTs. SUND OG sold 4 Petroleum for 7 HTs each. CAESAR WHOLESALE INC bought 10 for 9 HTs apiece and became a Dealer.

BULGAKOV were active at Sigma Draconis, buying 10 Isotopes for 5 HTs each. SOLAR SPICE sold 6 Monopoles for 13 HTs each and gained a Dealership.

At Alpha Centauri PUM CORP sold 5 isotopes for 6 HTs, CEASAR failing to sell at 8. SWISS MERCENARY, in a rare spot of trading, bid 8 to buy Liquors with no success and JANET sold 6 Alloys for 6 HTs each and got a Dealership as well.

Beta Hydri saw MU HERCULIS CORP selling 4 Isotopes for 6 HTs each, after which TEGWIN sold 3 more at the same price. MU HERCULIS sold 3 Monopoles for 13 HTs each, SOLAR SPICE & LIQUORS sold 5 more for 14 HTs apiece and then LISPING TREE sold 2 for 15 HTs. MU HERCULIS then moved on to Petroleum, selling 9 for 7 HTs each and gaining a Dealership. SUND OG sold 10 more for 10 HTs each and took a Dealership as well. Finally, MU HERCULIS, trading in Spice, sold 4 Units for 16 HTs each and SOLAR SPICE & LIQUORS sold 1 at the same figure to complete trading

SWISS MERCENARY FLEET increased its Criminal Connections.

BULGAKOV raised its Business Connections.

TEGWIN TRUCKERS launched its 4 new Phoenix Hulls, equipping 2 with Passenger pods, and starting to equip a third before the money ran out.

TRANSURANIC TRADE CORPORATION equipped Vland with some pods and loaded passengers elsewhere.

SOLAR SPICE & LIQUORS lost Reputation with their abortive attempt to land On Planet at Beta Hydri, being escorted into the Spaceport by a Star Destroyer. Stock in the Corporation slumped. Pevans van Rijn was unavailable for comment.

JUST ANOTHER NEW ENERGY TRADER loaded passengers at Alpha Centauri, sold its Gamma Leporis Warehouse and then repaid its loan to the banks.

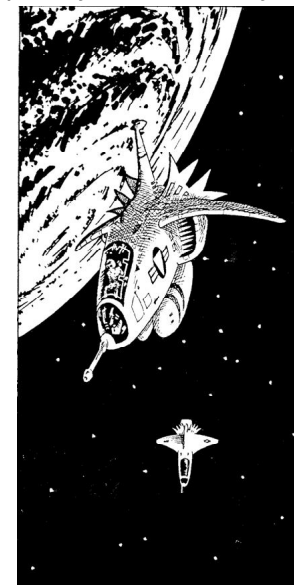
CAESAR WHOLESALE INC thanked their lucky stars that their ship had avoided interception and kept their noses clean.

PUM CORPORATION sold their Alloys Factories and their Warehouses at Gamma Leporis and then repaid their loan, increased their Reputation and took out a new loan of 396 HTs over 4 Quarters at 18 HTs interest a Quarter. This was rapidly spent on 5 Petroleum Factories at Delta Toucanis and 4 more Isotope Factories at Tau Ceti.

MU HERCULIS DEVELOPMENT CORPORATION lost their ship, on the same Quarter as they rolled out a new cargo-carrying Phoenix Hull. The Warehouse at Gamma Leporis was disposed of and Passengers for Gamma Leporis were loaded.

LISPING TREE paid off their loan as well and then took out a new loan of 290 HTs due in 4 Quarters. They had to sell 2 Monopole Factories to repay their existing loan, but then bought more, ending up with 5 of them at Mu Herculis. Political connections were also raised.

And SUND OG: SUND OG has raised the stakes. Now the proud owner of an illegal hull, it needs to remove this away from attempts to re-capture it. Incidentally, the Miko was sold at Mu Herculis for a good profit, their warehouse at Gamma Leporis was sold and one bought at Mu Herculis and the Federation's loan was repaid. But their reputation is a little lower...



Corporation Table

Corporation letter & name	Conn'n Levels			Init've Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Bulgakov Lines	5	1	3	0	10th	28	24	Andrew Burgess
B Caesar Wholesale Inc	9	0	7	0	5th	93	38	Simon Burling
C Just Another New Energy Trader	5	0	7	0	6th	20	30	Mark Cowper
D Sundog	7	1	4	5+6	1st	43	20	Mike Dyer
E Tegwin Truckers	4	0	9	0	9th	28	28	Jerry Elsmore
F Solar Spice & Liquors	6	3	5	0	7th	271	36	Paul Evans
G Green Archer	0	0	7	N		500	20	Austin Hayward
H Cigarettes, Wine and Wild Women	8	2	0	N		415	20	Dominic Howlett
J Swiss Mercenary Fleet	2	5	5	0	11th	134	40	Martin Jennings
K Astradyne Enterprises	1	0	7	N		70	27	'Tethys'
L Lispering Tree	2	7	4	0+4	2nd	40	37	Michael Martinkat
M Mu Herculis Dev't	8	1	7	7	3rd	115	40	Przemyslaw Orwat
N Pum Corp	8	0	4	4	4th	49	40	Paul Holman
P Transuranic Trade Co	4	0	4	0	8th	79	22	Bob Parkins

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

Press

My man Willy is an obliging soul, by damn, so his services are available on hire to any other Corporation.
Pevans van Rijn

GM Notes

You can have as many factories as your Political and Business Connection Levels combined. Your Criminal Level is irrelevant. The ONLY exceptions to this rule are those who have a special starting position of 3 'bonus' factories which do not count against their limits. They can also rebuild these factories should they be lost.

You can equip ships with legal civilian pods in any Spaceport.

You can sell a captured ship back to its original owner, at which point the ship becomes legal again.

EV 28—with immediate repayment of 25% of loans—took place this turn.

Two new News chits were drawn this turn. Current News chits (new ones in bold) are:

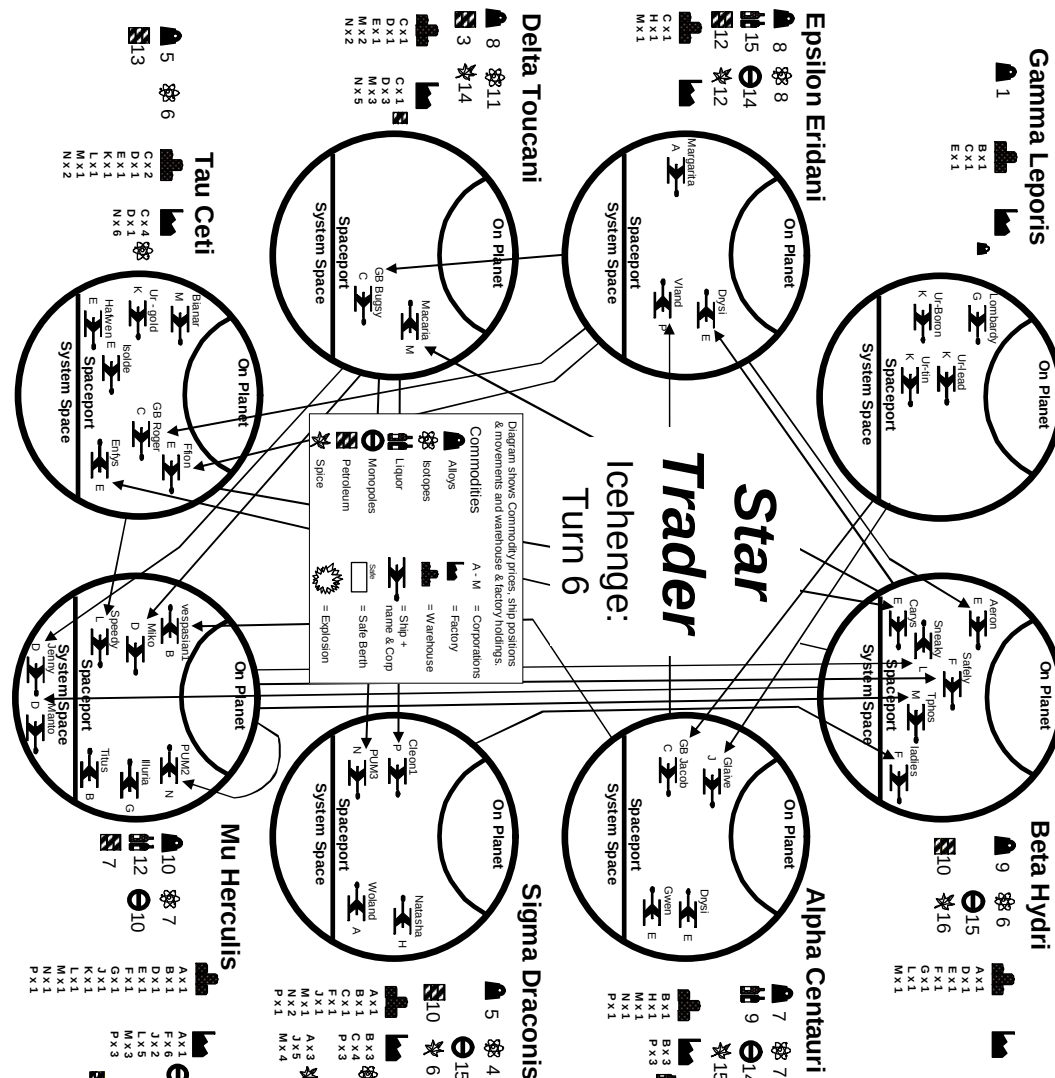
Turn 7 P3, C2, C6

Turn 8 B4, C3, P6, B8

Turn 9 C5, **P1**

Turn 10 **C4**

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 31st December 2010



Les Petites Bêtes Soyeuses 237

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 December 1663 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 7th January 2011**



November 1663

A chill wind is blowing across Paris to make this a cold November. The heat of their anger gets several Parisians out of bed in the early hours to settle affairs of honour. Though they do wrap up warm as well. To start with, the diminutive Ali Vouzon brings his rapier to meet chunky Connor McKnight and his sabre to settle a score over Emma. Vouzon crosses blades with his opponent, but then thinks better of it and surrenders. Technically, it's a win for McKnight, but not landing any blows doesn't increase his skill and Vouzon loses some social status.

It is to be hoped that Gaz Moutarde and Pas de Tout are made of sterner stuff. Their quarrel is caused by de Tout blundering in while Moutarde was at home with Ada. Moutarde's slight build puts him at a disadvantage against average-sized de Tout. However, he has a foil, which gives him much longer reach than de Tout's knife. De Tout brings his commanding officer, Uther Xavier-Beauregard, with him to see fair play. Grinning wildly, de Tout closes in on his adversary and launches a ferocious kick. This is just as Moutarde attacks with his first lunge. The foil scores de Tout's thigh as his boot smacks Moutarde's forearm.

Cursing, de Tout regains his balance only to have Moutarde's second lunge skewer his leg again. He spins round to get out of the way, but Moutarde follows him and lunges again, piercing his shoulder. De Tout flings his arm back and hurls his dagger at Moutarde only to see it fly past him. Quickly drawing another knife, de Tout skips out of the way of the fourth lunge and cocks his arm. His

throw misses, but Moutarde's next lunge doesn't. De Tout concedes the duel and Xavier-Beauregard supports him off the field.

Next is a series of duels between those who met on Fifi's doorstep last month. However, Pierre LeFart doesn't appear, so the first fight is between Indie Spencible and Swender de Jewel. Before the two men can get down to it, though, de Jewel's second, Revaulvin d'Or, tries to talk them out of it. He plies them with fine viands and wines and has a philosopher extol the virtues of pacifism. Finally, d'Or addresses them, "Friends, for so I do call you, no need to fight over a woman, however beautiful or noble, I know a place where even if the ladies are not themselves aristocratic, they are as obscenely decadent as only a true aristocrat can be. Come, make up and I shall show you the true virtues of nobility!"

Spencible and de Jewel pay him no attention. Both small men, they are evenly matched. Except that de Jewel carries a sabre against Spencible's rapier. Pierre Cardigan attends as de Jewel's second second. The adversaries salute and cross swords. With a determined look, Spencible lowers his sword and closes in, cocking his right leg. He was not expecting a furious lunge from his opponent. De Jewel lunges first. Instead of just prodding Spencible with its blunt tip, de Jewel's sabre runs along Spencible's ribs as he moves in, the keen edge inflicting a more severe injury. Spencible surrenders immediately and leaves in search of medical assistance, refusing to meet either Pierre Cardigan or Quasi Le Bossu.

De Jewel has no quarrel with either of these two, so the only duel left is between them. Both Cardigan and Le Bossu are carrying old injuries. Le Bossu's wounds are more serious, cutting him down to Cardigan's size. De Jewel hangs around to be Cardigan's second, while Zachary The Money Goes and Armand de Luce roll up to second Le Bossu. Both men have sabres, which makes Le Bossu's opening defence of parrying rather pointless. He drops his guard just in time for Cardigan to hit him with a slash. Le Bossu responds with a slash of his own. Cardigan starts a furious slash, thumping Le Bossu with the slash part. This is enough: Le Bossu surrenders.

Neither Devlin Carnate nor Yves Vrai Bretheauteque brave the chilly weather for their duels, so Amant d'Au and Tomas le Matelot, respectively, return home cold and disappointed.

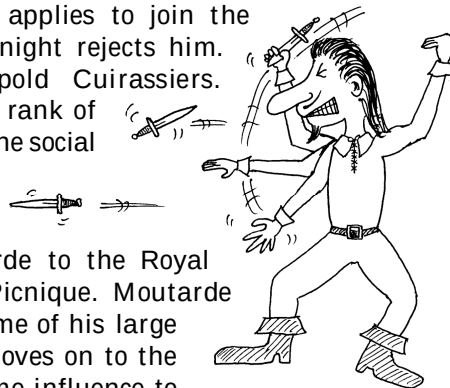
Government: no change

Minister of State Revaulvin d'Or does not fill the vacancy in the Public Safety office this month, so the Government sails on without anyone in charge of security. Pierre LeFart would like a Ministerial post, but d'Or refuses him. He informs LeFart, "My dear Sir LeFart, I am the last to stand in the way of naked ambition, but to serve His Majesty requires a prior record of bravery, integrity and bribery. How else will we know whether you are qualified for high office or

not? Please apply through the proper channels (my office) with the usual donation for the widows of our glorious dead.”

Tomas le Matelot calls in a favour to remove the commander of the Cavalry Division. It doesn't work, but le Matelot will have another go next month.

Newly arrived in Paris, Cardhu Poste applies to join the Queen's Own Carabiniers. Connor McKnight rejects him. Poste then tries the Archduke Leopold Cuirassiers. Successfully enrolled, he tries to buy the rank of Subaltern, but discovers he doesn't have the social standing for this august rank and has to settle for being a Trooper.



Ilk Lamore Bartat admits Gaz Moutarde to the Royal Marines, but turns down Antoine Le Picnique. Moutarde makes himself a Subaltern, spending some of his large loan from Jacques Blanc. Le Picnique moves on to the Grand Duke Max Dragoons and uses some influence to increase his chances of being accepted. He succeeds and buys a Subalterncy.

Johnny Sais-Pas adds Pierre le Sang to his staff in First Division as Adjutant.

Richard Shapmes decides he should take part of the Royal Foot Guards to the frontier. However, as Guards Brigade Major he doesn't command any part of the RFG, so he ends up serving in a Frontier regiment. Dan Gleables decides that the Royal North Highland Border regiment is the place for him and marches off to join them in action. Michel Marteau and Yves Vrai Bretheauteque both volunteer for active service.

X Factor?

The opening social event of November is the annual “Paris has got Talent” contest, hosted at Bothwell's by the irrepressible Quasi Le Bossu. Sporting a couple of fresh bandages, Le Bossu welcomes a plethora of eager contestants. First up is Armand de Luce, enrobed as François I and accompanied by Jenny Russe as the English King, Henry VIII. Accompanied by minstrels playing “Greensleeves”, they re-enact the Kings' wrestling match at the Field of the Cloth of Gold. Armand puts Jenny into some “interesting positions”, climaxing with a cry of “La France a etouffé l'Angleterre!” This risqué offering elicits whistles and applause from the arriving guests. And a challenge from Cardhu Poste, who recognises Armand as a member of his new enemy regiment. Cardhu's own contribution is a eulogy to the Antoine Dubeque. “Our late, lamented Antoine,/Whose life has now all been done,/Brought Paris free horses/While manipulating bourses/And me, his illegitimate son.”

Charles Rabbit-Vacuum brings his horse and his mistress, Marie Antoinette. He has his horse demonstrate its ability to count, tapping out answers to simple arithmetic questions with its hoof. Marie gets the drinks in—lucky Zachary The Money Goes has lent Charles some cash. Eric de Miabeille sings an odd ditty about felling trees and wearing women's clothes. After that, nobody talks to him. Gaz Moutarde is dressed as Pan and plays a whistle in accompaniment to Ada Andabettoir reciting a poem: “To the god of love, a virgin/Offers one day a candle/Hoping to obtain a lover./The god hears the request/And says to her, ‘Beauty, while waiting/You can always use the candle.’” Oh dear.

Johnny Sais-Pas's offering is also a poem, which he declaims to his mistress, Bess Ottede. “Oh Bess, you are the flower of love/All petals and scent sent from heaven above/And I cannot believe/That you're only twentee/And I'll shoot the first man who takes you from me.” A ripple of amusement accompanies the fourth line and polite applause the end. Luc Bacquards isn't really expecting to perform, but makes a stab at juggling some wine bottles. He has to be hauled out of a pile of broken glass.

Pas de Tout has decided to put on a performance of knife throwing. This is not because he has any particular skill, but because he thinks it looks easy. Having demonstrated his inability get a knife to travel in the direction he's throwing it, he requests a volunteer ... There are no takers and his performance is curtailed. Uther Xavier-Beauregard presents “The Divine Comedy (abridged)”, a whistle-stop tour through Dante's great work in 10 minutes. This takes the form of Uther reciting the juicy bits of each circle of Hell and ends with the appearance of Mary Huana, costumed in silver as the Moon, as a vision of the first circle of Heaven.

After which, Warren Peece's rendition of “Gaudete” with Ingrid la Suède falls a little flat. Until he points out that this is a drinking song, at which point everyone joins in with gusto. Yves Eau also drives people to drink by performing on the bagpipes (French ones, of course) in a Baroque style. As he ponders to whom to award the prize, Quasi is badgered by several non-performers with their own opinions: Ilk Lamore Bartat and Lucy Fur, Jacques Blanc and Josephine Buonoparte and Tomas le Matelot, who wants to know why he's not included in the list of Boozers and Bellringers members, with Alison Wunderlandt.

And the winner is... Armand de Luce!

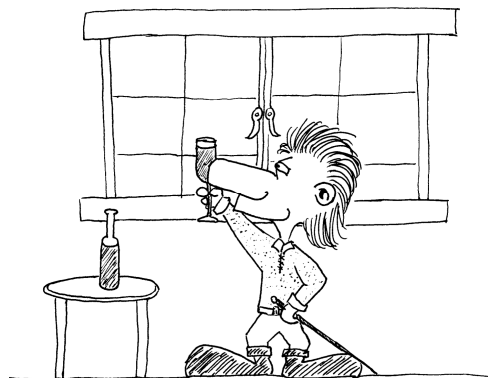
More parties

Quasi's bash is not without competition. At the Fleur de Lys Euria Humble holds court for the whole month. Despite the talent contest Euria and Edna Bucquette have a respectable number of guests to start things off. Amant d'Au brings Angelina di Griz, Connor McKnight has Emma Roides on his arm, Egon Mad 2 comes on his own and so do Gustav Ind and Herve d'Conde. Madelaine de Proust

accompanies Jacques Shitacks, Pet Ulante is on Pierre le Sang's arm and Henrietta Carrotte escorts Willem de Biest. This causes a fracas as Connor spots his enemy's uniform and swaps challenges with Willem. Further amusement is provided by Zachary the Money Goes and Anna Rexique. Zach strolls to the gaming tables and lays a single, large wager. He wins and boosts his popularity.

The second week brings an influx of people from Quasi's bash, including Quasi himself. The others are Charles and Marie, Luc and Belle, Tomas and Alison, Uther and Warren and Ingrid. They join those returning for week two: Connor and Emma, Gustav, Herve, Jacques and Madelaine and Zack and Anna. Two new partygoers arrive to swell the numbers further: Arthur Sleep and Noel Fornam Ida. At the same time, Pierre Cardigan's party begins, also in the Fleur. Pierre and Fifi welcome two from Quasi's shindig: Armand and Ilk. They are joined by Ali Vouzon and his new conquest, Sue Briquet. Ali very proudly introduces Sue to everybody, attracting the attention of those at Euria's bash. In particular, the attention of Warren, who spots the uniform of his enemy regiment on Ali and he rushes over to challenge him. Ali returns the favour.

Week 3 sees Euria's party reduce a bit: Arthur and Charles find other things to occupy them, while Luc Toadies to Pierre instead. Pierre le Sang and Pet arrive to make up the numbers. Ilk doesn't return for Pierre's bash, Luc taking his place and Willem de Biest arriving as well after an unsuccessful courting attempt. Willem and Luc are enemies, though, which sparks an exchange of insults and challenges. Connor comes across from Euria's party to support his colleague, Luc, and challenge Willem as well.



November ends with the last week of Euria's revelry. Only Charles and Emma, Jacques and Madelaine, Noel, Uther and Zack and Anna have the stamina to turn up again. This is also the week when Tomas le Matelot hosts a gathering at Bothwell's. Despite Tomas's plea that regimental differences are left at the door, Ali and Warren turn up (with Sue and Ingrid, respectively) and continue their regimental dispute. When not trading insults, Ali's plea is "Gi's a job, guv" which provokes a serious discussion with his host over the rank required to be Aide to a Lieutenant-General. The other guests are Armand de Luce, Ilk Lamore Bartat and Lucy and Luc Bacquards and Belle.

The Fleur's other occupants are Revaulvin d'Or and Katy Did. They are there all month, watching what happens at the parties with amused detachment. Pierre

and Fifi are in the Fleur for the weeks around their party as well. Bothwell's is the haunt of Benedict d'Over and Ophelia Derriere for the month and of Indie Spencible and Jacky Tinne for most of the month. Jacques de Gain and Vera Cruz pop in for one week, as do Johnny Sais-Pas and Bess Ottede.

Pierre le Sang takes Pet Ulante to the Frog & Peach for a week and accepts Antoine Le Picnique and Di Lemmere as Toadies. Red Phillip's does better. Antoine and Di are there for two weeks, Eric de Miabeille and Freda de Ath for one, Gaz for one, one week for Noel Fornam Idya and Sal Munella and two for Yves Eau and Violet Bott (courting another lady in between).

This leaves Pas de Tout, who spends the second week wandering between clubs trying to find out where the PLLD regimental dinner is being held. As there doesn't seem to be any such dinner, he spends the week in the streets. And Gustav Ind spends the last week sitting on his horse at the Prix d'Or racetrack. He expects to be racing other Parisian horsemen, but nobody shows up and a race with only one entrant is not a race.

Deprived of his allowance by his annoyed father, Binet de Bours borrows some cash from the Shylocks. Then he's off to the Bawdyhouses all month, insisting that he has an infallible system, as long as he can stick with it long enough. Apart from the drinking and the women, this involves gambling. Each week, he places three bets: the first of 25 Crowns, the second of 50 and the third whatever he has left. In the first week he loses the first, wins the second and then loses everything on the third. Week 2 sees him lose the first bet, win the second and cut the third, leaving him out of pocket. In the third week, he wins the first, cuts the second and wins the third to make good his losses of the first week. Come the last week he cuts the first bet, but wins the second and third to leave him well in profit on the month, but without any benefit to his social status.

It looks like Poisson d'Arbre is going to be the hard man of the month as he's the only one in the gym at the start of the month, practising rapier. However, after three weeks' practice he's off to the Bawdyhouses for some female company. Swender de Jewel reverses this by visiting the Bawdyhouses first and then practising sabre for three weeks. Amant d'Au also practises for three weeks, with a dagger in his case. It's three weeks with cutlass for Jacques Blanc and three with rapier for Jacques de Gain. Others practise for one or two weeks.

Cold or warm?

If it's cold in Paris, it's bitter on the northern frontiers where the RNHB stand guard. This month they are joined by a new recruit: Dan Gleables signs on as a private. After a couple of weeks' rigorous training, he stands guard overnight for the first time. His relief finds him frozen to death a few hours later. RIP.

It's warmer further south where Fourth Frontier regiment has desultory skirmishes across the borderline with Spanish troops. Several volunteers are attached. QOC Subaltern Michel Marteau is brevetted to Captain as a result. RFG Major Richard Shapmes captures a Spanish sergeant when on patrol and is rewarded with a three hundred crown ransom.

Lieutenant-General Yves Vrai Bretheauteque is with First Frontier regiment right on the south coast where he can keep an eye on the Savoyards. He grabs three hundred crowns, too, with a well-timed foray across the border. ❖

Press

Announcements

The Dragoon Guards, which can truthfully claim to be France's senior cavalry regiment, is now under new management and accepting young gentlemen of good birth, with an interest in all manly sports. Please note that while gambling is optional, neither cowards nor teetotallers will be accepted.

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

1st Division is NOT going to the front this month.
(Damn and I so wanted to have someone shot at the city gates for turning up late.)

Social

To All of Paris except Amant D'Au
Start of December Holiday Party
Week 1 December 1663

- Drinks on Me
- Raucous Games
- Prizes

† Johnny Sais-Pas

Once again we must convene to discuss affairs of state. So, if you are a member of my government or of SL 19 or above, please join me at my club, the Fleur, Weeks 1 to 4 in December. We shall celebrate a Joyeux Noel and plot the downfall of the King's enemies, foreign and domestic. Mistresses welcome.

† Count Revaulvin d'Or, Minister of State (No, I REALLY like writing that!)

The Annual Boozers and Bellringers New Year's Eve Promenade Performance through the streets of Montmartre is in Week 4 December 1663. All members (as listed in October 1663 press or any who joined in November 1663 (by carousing at the "Paris has got Talent" competition in week 1,

November 1663)) are invited to attend. At the end of the performance, it's back to Bothwell's where Chairman Quasi Le Bossu is buying the drinks. Bonne Noel!

Regimental Letters

Scene: in the 1st Division Command {dust sheets are across the tables and a rather irate Baron Sais-Pas is standing in the middle of the room being accosted by three junior flunkies}

Flunky 1: But, Sir, you just can't do it...

Sais-Pas: What do you mean I can't do it? I'm the Divisional Commander!

Flunky 2: But you're only commanding it during the summer campaign.

Sais-Pas: So I can't send the Division to the front this month?

Flunky 2: No.

Flunky 1: No.

Flunky 3: Have you told His Majesty yet?

Sais-Pas: No ... and if you value staying in Paris this year, you'll be quiet too.

Mon Cher General

May I, albeit belatedly, place before you my humble application for the post of Aide to your good self. I would bring to the post my considerable experience as Brigade Major of the 2nd Foot and my unblemished military record of action in the field in the service of His Majesty. I shall present myself personally to you at your club in week four of November.

Yours humbly,

† Major Ali Vouzon

My Dear Ali,

I would be delighted to offer you the position of my Aide.

However, I believe that you are over qualified for the job and that the Ministry of War would frown upon any attempts by myself to appoint you to a post that they insist should be filled by someone of Captain rank.

I will, however, lobby them on your behalf and look forward to discussing this further in week four over drinks at my expense.

Sincerely,

† Lt-Gen Tomas le Matelot

Personal

Young man,

It seems clear that you are intent on the path of the wastrel. You are no longer welcome in my house and your allowance will be donated to a worthy cause until you have found your way into either a suitable regiment, or into your grave.

Your frustrated father,

† Laiorf De Bours, in a letter to his son Binet De Bours.

Lord Percy Percy says, as man-boobs are becoming fashionable, Roget de Sauras is one of the most fashionable men in Paris.

Lt. General Johnny Sais-Pas,

I am up and coming Captain, so I would like to apply for position as your aide, how I do it?

† Captain Noel Fornam Idya

Mon Frere Antoine,
Work has been hellish and I haven't had the time to keep an eye on you. I've just received the letter from Maman—what have you been up to little brother?

Who is she and how much do we need to pay to buy her off?

Your concerned brother,
† Warren

The true reason for the cessation of the QOC horse giveaway is the outbreak of fetlock odour in the barracks.

From the Diary of Egon Madd

If the Divisional Commander is serious about shooting our troops BEFORE going to war, I had better make sure I can re-animate them in time.

Is Uria Humble going to sell the positions to the most generous? Or shall we have a party hack?

To Amant D'au
Sir,

I see the problem.

You're a thick idiot from the fields who needs to learn that that running off a letter in the press doesn't get you any kind of response other than a SLAP IN THE FACE WITH MY GLOVE!

Yours in the most insulting manner possible,

† Lt General, Marquis Johnny Sais-Pas, Commander 1st Division

If you intend to rustle sheep, you need to make sure that they are dry first.

Dear Count Revaulvin d'Or, Minister of State:

Dear Sir,

Firstly let me offer my most sincere congratulations on your most deserved appointment. King Pevans has once again shown his keen mind and made a most excellent decision—one which I am sure will be of great benefit to France and its citizens. Secondly, I must offer my personal thanks for appointing me your and France's Chancellor: I will serve tirelessly to ensure we build on the strong foundations already in place. I look forward to serving in your government.

Yours in service and friendship,
† Viscount Shitacks

Amant d'An
Sir,

I have always found Johnny Sais-Pas a gentleman and scholar, as well as a loyal and brave soldier. Would you reconsider your words of last month?

† Charles Rabbit-Vacuum

Quasi le Bossu, NO ONE has EVER suggested you are a small man. There has never been any getting round you, except by a long walk...

To the shade of A Gnomeclencher
My dear friend,

Justice has been served in the form of Nemesis masquerading as a Young Subaltern called Luc Bacquards. I hope you can now rest in peace knowing you have been finally avenged!

Poetry Corner

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

The flashing blade
betwixt the sun and God's earth
Leaves death beyond reproach

Michel Marteau
can only stand up to one blow;
But he's less of a wreck
than Antoine Dubeque.

† WdB

"Retreat", the man screamed
The heavy trod of hoof
spoke of approaching death

In Memoriam Baron Antoine
Dubeque
Lines on the Death of a Gallant
Officer

By A.J. Sleep, aged 17½

1 So farewell then,
Baron Antoine Dubeque
2 "Join the QOC and get a free horse"
Yes. That was your catchphrase.
3 In that fatal duel,
all honour was yours.
4 But I think it were better
Had you stayed on that horse.

Brave men rally forth
The armies of the Kingdom call you
Fight for France!

Roses are red, Violets are blue, Come
join up, and see what you can do.

Points Arising

**Next deadline is
Friday 7th January 2011**

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).

As next month is December, Mistresses' influence will be renewed at the end of the month. A good reason to court a new mistress next month and gain twice as much influence. ☺

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

AS Arnaud Surfinmaise (Nik Luker) has NMR'd. Total now 1
BdM Beppe de Marko (Mark Moores) has NMR'd. Total now 3 and is sent to a Frontier regiment
DC Devlin Carnate (Bruno Giordan) has NMR'd. Total now 2 and is sent to a Frontier regiment
GdLi Gar de Lieu (Bill Hay) has NMR'd. Total now 1
JLF Jean Laissez Faire (Filipe Silva) has NMR'd. Total now 3 and is sent to a Frontier regiment
PLF Pierre LeFart (Olaf Schmidt) has NMR'd. Total now 1

X2 (Austin Hayward) has NMR'd. Total now 4 and is sent to a Frontier regiment
 X4 (Timothy Hunt) has NMR'd. Total now 1
 X8 (Geoff Bowers) has NMR'd. Total now 1

ROS (Paul Wilson) has been floated as Paul's not been well.

Keith Bristow has resigned from the game, so his new character (X3) was removed. Thanks for participating, Keith, and you will be welcome back any time.

Gerry Sutcliff's subscription expired some time ago, so I have removed RdS.

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.

Announcements

Antoine Le Picnique applies for Aide to Brigadier
 Ali Vouzon applies for Aide to Lt. General
 Charles Rabbit-Vacuum asks NPC Lt.Colonel of Princess Louisa Lt Dragoons to resign
 Euria Humble asks NPC Inspector General Cavalry to resign
 Euria Humble asks NPC Inspector General Infntry to resign

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

Quasi Le Bossu asks NPC Division Adjutant of Frontier Division to resign
 Tomas le Matelot asks NPC Division Commander of Cavalry Division to resign
 Tomas le Matelot applies for Division Commander of Cavalry Division
 Willem de Biest applies for Army Adjutant of Second Army

New Characters

Rob Lee gets the First son of a small Merchant: Init SL 4; Cash 28; MA 6; EC 5 (X1).
 Filipe Silva gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 3; EC 3 (X3).

Duels

Results of September's duels:

Connor McKnight (no Expertise) beat Ali Vouzon (losing 4 extra SPs).
 Gaz Moutarde (gains 1 Exp) beat Pas de Tout (with UXB).
 Indie Spencible didn't turn up to fight Pierre Cardigan and lost SPs.
 Pierre LeFart didn't turn up to fight Indie Spencible and lost SPs.
 Indie Spencible didn't turn up to fight Quasi Le Bossu and lost SPs.
 Pierre LeFart didn't turn up to fight Pierre Cardigan and lost SPs.
 Pierre Cardigan (with SdJ, gains 1 Exp) beat Quasi Le Bossu (with ZTMG & AdL, under half Endurance).
 Pierre LeFart didn't turn up to fight Quasi Le Bossu and lost SPs.
 Devlin Carnate didn't turn up to fight Amant d'Au and lost SPs.
 Yves Vrai Bretheauteque didn't turn up to fight Tomas le Matelot and lost SPs.
 Arnaud Surfinmaise didn't turn up to fight Luc Bacquards and lost SPs.
 Swender de Jewel (with RdO & PC, gains 1 Exp) beat Indie Spencible.

Grudges to be settled next month:

Armand de Luce (Sabre, Seconds QLB, adv.) and Cardhu Poste (Sabre, 3 rests) have mutual cause for being in enemy regiments.

Connor McKnight (Sabre, Seconds ROS, 2 rests) and Willem de Biest (2-Hand, Seconds PIS, adv.) have mutual cause for enemy regiments.
 Warren Peece (Rapier) has cause with Quasi Le Bossu (Sabre, Seconds ZTMG & AdL) as he's not Noble but higher SL.
 Ali Vouzon (Rapier) and Warren Peece (Rapier, adv.) have mutual cause for being in enemy regiments.
 Luc Bacquards (Sabre, Seconds MM, 2 rests) and Willem de Biest (2-Hand, Seconds PIS, adv.) have mutual cause for being in enemy regiments.
 Johnny Sais-Pas (Rapier, Seconds JS & PIS, adv.) challenges Amant d'Au (Dagger, 4 rests).

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

Challenges to be voted on

Johnny Sais-Pas challenges Amant d'Au for insulting his social superior and a member of the aristocracy.

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.

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal N
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General __
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety __	
Chancellor of the Exchequer JS	Minister of Justice IS
Minister of War EH	Minister of State RdO

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

Army Organisation and next year's Summer Deployment

First Army (Siege)	GI/JdG/ILB/ __
First Division (Assault)	JSP/ __/PIS
Guards Brigade (Assault) – RFG CG KM	
RNHB Regiment (Assault)	
Second Division (Siege)	SdI/N/JB
2nd Foot Brigade (Siege) – 13F 53F	
3rd Foot Brigade (Siege) – 27M 4A	
4th Foot Brigade (Siege) – 69A Gscn	
Second Army (Defence)	__/_/N6/N
Cavalry Division (Defence)	N1/N/N4
Heavy Brigade (Defence) – ALC CPC	
Dragoon Brigade (Defence) – GDMD PLLD	
Frontier Division (Defence)	QLB/N/N3
Frontier Regiments (Defence)	
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

Frontier regiment 1: 3
Frontier regiment 2: 5
Frontier regiment 3: 5
Frontier regiment 4: 3
RNHB regiment: 4

Brigade Positions

Guards Brigade	EM2/N/RS
Horse Guards Brigade	__/_/ __
Heavy Brigade	N6/LB/N4
Dragoon Brigade	N4/N/N2
First Foot Brigade	N1/N/ __
Second Foot Brigade	N1/N/N2
Third Foot Brigade	N5/N/N3
Fourth Foot Brigade	N5/N/N3

Entries as Army Organisation Table

Frontier Regiments

(Defence for Sept-Nov)

	F1	F2	F3	F4	RNHB
Colonel	N3	N4	N6	N6	N9

Attached

Also at the Front

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

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	EH
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		IS
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	PC
62	Alison Wunderlandt	14		TIM
11	Laura de Land	13		
16	Ophelia Derriere	13		BdO
26	Ella Fant	13	B	
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	WdB
28	Vera Cruz	12		JdG
31	Bess Ottede	12	I/W	JSP
1	Sue Briquet	11	B	AV
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	CMK
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	PIS
43	Di Lemmere	10	I	ALP
53	Angelina de Griz	10	B	AdA
56	Ingrid la Suede	10		WP
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	AdL
32	Sal Munella	8	W	NFI
41	Marie Antoinette	8	B/I	CRV
49	Mary Huana	8	B/I/W	UXB
34	Freda de Ath	7	W	EdM
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	LB
13	Josephine Buonoparte	6	I/W	JB
24	Violet Bott	6	I/W	YE
15	Ada Andabettoir	5	B/I	GM
25	Lois de Low	5	B	

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
ZTMG	Count Zachary The Money Goes	26	72	Rich	B.Bdr-General KM	17 Anna	Flr	4	Gerald Udowiczenko
RdO	Count Revaulvin d'Or	25	66	Withy	General/State Min.	13 Katy	Flr	4	Jerry Spencer
JS	Viscount Jacques Shitacks	24	72	Rich	General/Chancellor	3 Madelaine	Flr	4	David Olliver
GdLi	Marquis Gar de Lieu	23	64	Comfy	Fld Marshal	4	Flr	4	Bill Hay
DC	Baron Devlin Carnate	23	F	Withy	B.General	7	Flr	2	Bruno Giordan
Gi	Baron Gustav Ind	21	60	Withy	B.General/1st Army Commndr	9 Kathy	Flr	5	Ashley Casey
EH	Viscount Euria Humble	20-	15	Poor	Bdr-General/War Minister	15 Edna	Flr	5	Matthew Wale
IS	Viscount Indie Spencible	19	45	Rich	B.Bdr-General RFG/Justice Min.	9 Jacky	Both	1	Charles Burrows
BdM	Viscount Beppe de Marko	19	F	Flthy	Bdr-General	17	Flr	2	Mark Moores
RdS	Marquis Roget de Saurus	18	RIP						Gerry Sutcliff
BdO	Sir Benedict d'Over	17	34	Rich	Lt.Colonel KM	9 Ophelia	Both	4	Mark Stretch
EM2	Marquis Egon Mad 2	17+	68	Withy	Bdr-General/Gds Brigadier	6	Both	2	Tym Norris
JdG	Baron Jacques de Gain	17+	59	Withy	Major KM/Gen's Aide (1st Army)	10 Vera	Both	4	Ben Brown
HdC	Marquis Herve d'Conde	16	50	Withy	B.General	14	Both	4	Simon Burling
SdJ	Sir Swender de Jewel	15	45	Withy	B.Lt-General/2nd Div Commandr	7	Both	1	Ray Vahey
JSP	Marquis Johnny Sais-Pas	15	38	Withy	B.Lt-General/1st Div Commandr	10 Bess	Both	4	Mike Bird
QLB	Quasi Le Bossu	15+	48	OK	B.Lt-General/Fntr Div Commandr	7	Both	6	Mark Cowper
PC	Sir Pierre Cardigan	14	36	Withy	B.General	9 Fifi	Flr	4	Matt Shepherd
JLF	Baron Jean Laissez Faire	14	RIP						Filipe Silva
ILB	Sir Ilk Lamore Bartat	13	40	Comfy	Colonel RM/1st Army Adjutant	6 Lucy	Both	6	Andrew Kendall
YVB	Sir Yves Vrai Bretheauteque	13	F	Comfy	Lt-General	4	Hunt	1	Chris Boote
TIM	Baron Tomas le Matelot	13+	45	Withy	B.Lt-General	8 Alison	Both	4	Tim Skinner
WdB	Sir Willem de Biest	13+	41	Comfy	Colonel DG	7 Henrietta	Both	6	Tim Macaire
RS	Richard Shapmes	12	F	Withy	Major RFG/Gds Brigade Maj.	7	Hunt	4	Charles Popp
CMK	Sir Connor McKnight	12+	49	Comfy	Colonel QOC	3 Emma	Hunt	5	Graeme Wilson
PLF	Sir Pierre LeFart	11-	6	Withy	B.Bdr-General 13F	7	Hunt	3	Olaf Schmidt
WP	Sir Warren Peece	11+	37	Withy	Colonel 27M	6 Ingrid	Hunt	2	Pam Udowiczenko
X4	Baron	10-	2	Withy		4		4	Timothy Hunt
JB	Jacques Blanc	9+	36	Comfy	Lt.Colonel RM/2nd Div Adjutant	3 Josephine	F&P	4	Dominic Howlett

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
AV	Ali Vouzon	9+	33	Comfy	Major 13F	4 Sue	BG	1	Graeme Morris
UXB	Uther Xavier-Beauregard	8+	59	OK	Colonel PLLD	5 Mary	BG	3	Pete Card
LB	Luc Baquards	8+	54	OK	Captain QOC/Bdr's Aide (Hwy Bde)	2 Belle	HGds	2	Colin Parfitt
AdL	Armand de Luce	8+	43	Poor	Lt.Colonel GDMD	4 Jenny	BG	2	Francesca Weal
PIS	Pierre le Sang	7+	48	Poor	Lt.Colonel 53F/1st Div Adjutant	5 Pet	F&P	4	Bill Howell
ROS	Rick O'Shea	6	7	OK	Major RM	3	RP	6	Paul Wilson
NFI	Noel Fornam Idya	6+	51	Poor	Captain 4A	1 Sal	RP	4	Martin Jennings
CRV	Charles Rabbit-Vacuum	6+	34	Poor	Major PLLD	3 Marie	RP	5	Mike Dommett
ASlp	Arthur Sleep	6+	27	Poor	Subaltern QOC	2	F&P	3	David Williams
YE	Yves Eau	5	16	Poor		2 Violet	RP	4	Justin Key
PdA	Poisson d'Arbre	5	7	Poor	Captain 53F/53F Regt. Adj.	2	RP	5	Mark Wright
X3		5	RIP						Keith Bristow
MM	Michel Marteau	5	F	OK	B.Captain QOC	1	RP	1	Neil Packer
AdA	Amant d'Au	5+	32	OK	Captain RM	3 Angelina	RP	5	David Brister
EdM	Eric de Miabelle	5+	21	Poor	Private QOC	5 Freda	RP	3	Pete Holland
PdM	Pas de Tout	5+	18	Poor	Captain PLLD/PLLD Regt. Adj.	6	RP	3	Emrys Hopkins
CP	Cardhu Poste	5+	17	Poor	Private ALC	2	RP	3	Andrew Burgess
ALP	Antoine Le Pique	5+	15	OK	Subaltern GDMD	1 Di	RP	2	Sean Kavanagh
X8		4-	2	OK		2		2	Geoff Bowers
GM	Gaz Moutarde	4+	24	OK	Subaltern RM	3 Ada	RP	2	Mike Dyer
AS	Arnaud Surfinmaise	2-	5	OK		5		5	Nik Luker
DG	Dan Gleables	2	RIP						Rob Lee
BdB	Binet de Bours	1	5	Poor		2		2	Mark Booth
X2		1	F	Poor		5		4	Austin Hayward

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+