

That would be enough

This has been issue 106 of *To Win Just Once*, published 18th June 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 2nd July.

Orders for *Les Petites Bêtes Soyeuses*, *Easy Money* bids and any other contributions to Pevans by Friday 9th July 2010.

(Remaining deadlines for 2010: 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.engarde.co.uk

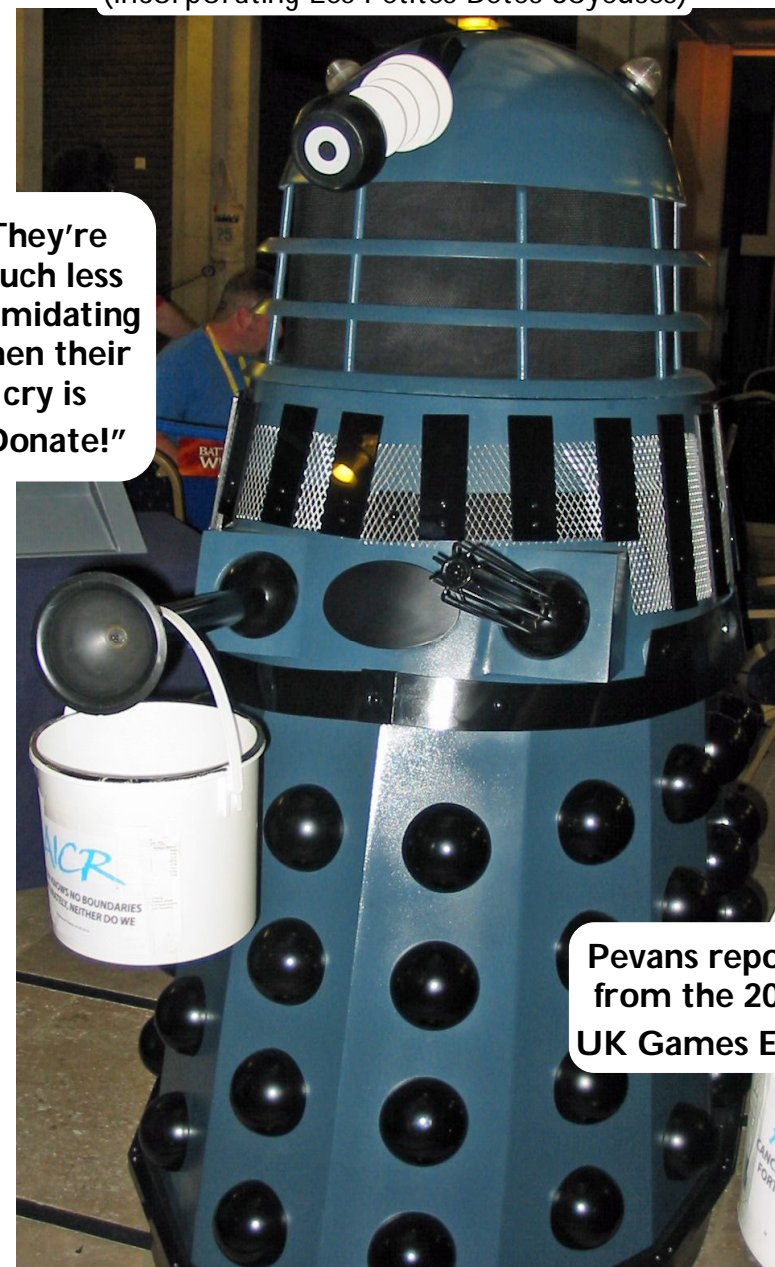
Railway Rivals Mark Cowper, Emrys Hopkins and Jonathan Palfrey are interested in the next game—anyone else?

Star Trader new game under way, but another player or two can be fitted in. Rules provided.

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

To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



They're
much less
intimidating
when their
cry is
"Donate!"

Pevans reports
from the 2010
UK Games Expo

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ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
JWP	Sir Warren Peece	10	F	Comfy	B.Bdr	General 27M	6		Hunt	2	Pam Udowiczenko
LdP	Jean-Luc de Picardy	10+	39	Poor	Lt.Colonel	PM	6	Leia	Hunt	3	Bill Howell
WdDB	Sir Willem de Blest	10+	F	Comfy	Lt.Colonel	DG	5		HGds	6	Tim Macaire
RM	Roland Moulin	9	F	Poor	Major	GDMD	5	Belle	Hunt	4	Roland Lee
EnS	Elf 'n' Safety	8	15	Poor			5		BG	4	Barry Townsend
AIDn	Alexander Denton	8	F	Comfy			6		F&P	4	Paul Wilson
EV	Enterrer Vivant	8	F	Comfy	Major	PM	2		BG	4	Geoff Bowers
AV	Ali Vouzon	8+	37	OK	Major	13F/2 F Brigade Maj.	4	Emma	F&P	1	Graeme Morris
IM	Ilkley Moor	7+	34	OK	Major	13F	5	Sue	F&P	4	Mike Dommert
JB	Jacques Blanc	6	7	Comfy	Major	RM	2		F&P	4	Dominic Howlett
AdL	Armand de Luce	6	F	Poor	Lt.Colonel	GDMD	4		RP	2	Francesca Weal
PLF	Pierre LeFart	6	F	Comfy	B.Bdr	General 13F	6		RP	3	Olaf Schmidt
JMJ	James Montgomery Jesse	6+	33	OK	Captain	PLLD	5		RP	2	Graeme Wilson
UXB	Uther Xavier-Beauregard	6+	29	Poor	Major	PLLD	3	Mary	F&P	3	Pete Card
PdFG	Pate de Foie Gras	5	9	Poor	Subaltern	RM	3		RP	5	Mike Dyer
YH	Yves Heaux	5	RIP								Emrys Hopkins
TDP	Toulouse D'Plot	5+	34	Poor	Lt.Colonel	53F	2	Ava	RP	3	Sean Kavanagh
YN	Yves Ningall	5+	26	Poor			2		RP	4	David Williams
LB	Luc Bacquards	5+	24	OK			2		RP	2	Colin Parfitt
X4		4	0	Poor			1			4	Martin Jennings
AS	Arnaud Surfinmaise	4	0	Poor			5			5	Nik Luker
X1		3-	2	OK			5			3	Timothy Hunt
X3		3-	2	Poor			2			2	Mark Booth
PD	Patrick Declan	3	4	Poor			2		RP	4	Nathan Richards
X5		3	RIP								Robert Carter
X2		2	0	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, 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	61	Rich	Colonel	KM	14	Anna	Flr	4	Gerald Udowiczzenko
CIG	Count Charlemagne le Gosse	25	69	Comfy	General/State	Min.	14	Lois	Flr	4	Neil Packer
JS	Earl Jacques Shitacks	24	69	Comfy	Fld Marshal/Chancellor		3	Madelaine	Flr	4	David Olliver
RdO	Count Revaluin d'Or	24	57	OK	General/Justice	Min.	13	Lotte	Flr	4	Jerry Spencer
SS	Marquis Sean Sondamour	23	53	OK	General/1st Army	Commandr	5		Flr	2	Pete Holland
DC	Baron Devlin Carmate	23	48	Comfy	B.Lt-General/Cav Div	Commandr	6	Angelina	Flr	2	Bruno Giordan
EH	Earl Euria Humble	21	59	Poor	B.Lt-General/City Mil.	Gov	15	Edna	Flr	5	Matthew Wale
GI	Baron Gustav Ind	21	42	OK	Lt-General/Adjutant	Gen	6		Flr	5	Ashley Casey
GdLi	Marquis Gar de Lieu	21	F	Comfy	General		4		Flr	4	Bill Hay
BdM	Viscount Beppe de Marko	19	41	Fthly	Bdr-General		17		Flr	2	Mark Moores
IS	Marquis Indie Spencible	17	F	Wthly	Lt.Colonel RFG/Min	w/o Port	7		Both	1	Charles Burrows
RdS	Baron Roget de Saurus	17	F	Comfy	Major RFG/Gds	Brigade Maj.	11		Both	2	Gerry Sutcliff
HdC	Baron Hervé d'Conde	16	33	Comfy	B.Lt-General/1st Div	Commandr	11		Both	4	Simon Burling
BdO	Benedict d'Over	15	32	Comfy	Lt.Colonel KM/1st Div	Adjutant	9	Ophelia	Both	4	Mark Stretch
SdJ	Sir Swender de Jewel	14	43	Comfy	Bdr-General/HGds	Brigadier	5		Both	1	Ray Vahey
PC	Sir Pierre Cardigan	14	19	Comfy	B.Lt-General/Hvy	Brigadier	7	Maggie	Hunt	4	Matt Shepherd
JSP	Baron Johnny Sais-Pas	14	19	Comfy	Bdr-General/2 F	Brigadier	9	Bess	Both	4	Mike Bird
EM2	Baron Egon Mad 2	14	F	Comfy	B.Bdr-General	RFG	6		Both	2	Tym Norris
JLF	Baron Jean Laissez Faire	14	F	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)	10		Both	4	Ben Brown
OLB	Quasi Le Bossu	13	24	Poor	Colonel PLLD/1st Army	Adjutant	6	Alison	Both	4	Mark Cowper
YVB	Sir Yves Vrai Bretheauteque	13	F	Comfy	Lt-General/Min	w/o Port	4		Flr	1	Chris Boote
JdIB	Jacques de la Boite	13	RIP								Justin Key
ILB	Sir Ilk Lamore Barfat	12	23	Poor	Colonel	RM	6	Lucy	Both	6	Andrew Kendall
AD	Sir Antoine Dubeque	12	F	Wthly	B.Bdr-General	OOC	9		Hunt	2	Andrew Burgess
CPB	Chris P Bacon	11	F	Comfy	Bdr-General/Drgn	Brigadier	1		Hunt	3	Rob Lee
MR	Mouton Rothschild	11	F	Comfy	Colonel	DG	1		Hunt	4	Keith Bristow
TIM	Sir Tomas le Matelot	11	F	Wthly	Bdr-General/3 F	Brigadier	7		Hunt	4	Tim Skinner
RS	Richard Shapmes	10	F	Comfy	Major	RFG	6		Hunt	4	Charles Popp

Chatter

I had a good time at the UK Games Expo over the first weekend of June. I may have been demoing games all day, but they were games I enjoy. I had enough time to take a look around and my report is in this issue of *TWJO*. I also picked up some new games, so expect some reviews when I've had time to play them a few times. It looks like the first week in June will be the standard date for the Expo, so book up next year now!

Bruce Whitehill—aka The Big Game Hunter—is a major collector of board games and someone I've known for many years. He recently had a bit of news that I thought I should pass on (edited slightly).

6,000 of my games are with the Ludothèque Boulogne-Billancourt, near Paris. With their large holding of European games (especially French, naturally), their intent was to create a National Centre for Games. Now the municipality of Boulogne-Billancourt has abandoned the project, which means that funding and building space will be reduced considerably, forcing the games library to be in limited quarters, with limited staff and limited access. French gamers, authors, and publishers have created a Facebook group and launched a petition on Facebook to keep this project afloat.

I know this does not affect you or me directly, but an international presence on the petition may be of great help in getting the municipality to continue with its original plans for what would be, for the most part, a European centre and archive for games and game research. So I am asking all of you, as game lovers, to please sign this petition:

www.mesopinions.com/detail-signature.php?ID_PETITION=a8cf553331a1c188e5af982a06e9bdb1

The petition is in French, but the required fields should be obvious: identifying name (I used my first initial and last name), password, password repeated, last name, nationality, profession and email address.

You can find additional information, or join the Facebook group, at: <http://www.facebook.com/group.php?gid=117939348246081>

I thought I should warn you that the next issue will be published a bit later than usual. I'm on holiday after the next deadline, so *TWJO* 107 won't appear until I'm back. I should get all the writing done while I'm away, so it won't take too long to get it out once I've returned.

My holiday also means I won't be at Manorcon this year. This is a shame, but something has to give when things clash. I expect to make it next year.

However, just before I go away there's the Ealing Beer Festival: 7th-10th July in Walpole Park, Mattock Lane, Ealing, LONDON W5 5BG. I shall try to get along for an afternoon, say Thursday? If you want more information, see the Festival's website: www.ealingbeerfestival.org.uk

I have no website statistics to report this month. Every so often, the logs from my website just disappear. This gremlin has struck again, leaving me only five days data for May, which doesn't tell me very much.

Letters

Charles Burrows opens a can of worms in his response to last issue's mention of *Through the Ages*.

The civilisation game sounds very similar to Sid Meier's, no?

Oh dear, where do I start?! First off, I don't play computer games, so I have no direct experience of *Sid Meier's Civilization*. However, I am told that it is very clearly based on the best game in the whole space-time continuum: Francis Tresham's *Civilization*, published in 1980 (? that's what Boardgamegeek has, but I thought it was a couple of years earlier) by Hartland Trefoil. So I can certainly compare *Through the Ages* with *Civilization*.

Where the two games are similar is in portraying the development of civilizations through the players' separate cultures and using cards to embody different aspects of a civilization. However, they do it very differently and the look and feel is completely different.

Civilization is set in antiquity, ending in about 300 BC. It is very definitely locked into geography, as it is played on a map of the lands surrounding the Mediterranean. However, at its heart, *Civilization* is a trading game. Players acquire commodities from their position on the board and trade these to make sets that will 'buy' aspects of civilization, such as Pottery, Clothmaking or Democracy. 'Warfare' is generally caused by population pressure and is about position on the map.

In *Through the Ages*, antiquity is just the set-up phase of the game and you play for three (in the Full game) Ages that take players through the twentieth century (for example, one of the 'leaders' in the third age is Bill Gates—yep, he's comparable with Socrates or Shakespeare). There is no geographical aspect to the game, each player's culture being just a collection of cards. At its heart, this is an action point game, with players using their limited actions each turn to acquire and play cards. These are more specific than the cards in *Civilization*: for example, 'Wonders' such as the Pyramids, individual leaders and different types

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		
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		QLB
11	Laura de Land	13		
16	Ophelia Derriere	13		BdO
26	Ella Fant	13	B	
27	Lucy Fur	13	B	ILB
30	Leia Orgasma	13	B	JLdP
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	RdO
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	JSP
1	Sue Briquet	11	B	IM
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	AV
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	DC
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	TDP
59	May Banquot l'Idée	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	UXB
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	EnS
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

Regiments Organisation

Col	RFG	CG	KM	DG	DG	QOC	ALC	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gsch
LCol	EM2	JLF	ZTMG	MR	MR	AD	AD	N5	ILB	N4+	N4+	PLF	QLB	TDP	WVP	N7	N4+	N3
Maj	IS	N2+	N4	N4+	N4	N4	N1	N6+	JB	AdL	EV	N6	N6	N2	N4	N2	N4+	N3
Maj	RdS+	N2	JdG	N4	N4	N6	N2*	N3	N2	RM	N2	IM	UXB	N2	N3	N3	N4+	N3
Capt	N5	N6	N2	N2	N2	N6	N3	N2	N3	N2	N2	N2	N1	N2*	N5	N5	N3	N1
Capt	N3	N6	N3	N6	N6	N1	N1	N4	N5	N3	N1	N2	N4	N4	N6	N1	N6	N5
Capt	N3	N5	N1*	N3	N3	N1	N3	N2	N5	N5	N1	N1	N3	N6	N4	N3	N1	N2
Capt	N3	N6*	N5	N4	N4	N4	N4	N3*	N1*	N6	N5	N2*	N4	N1	N1	N3	N1*	N6
Capt			N5								N2		IMJ					

Entries are Character abbreviations, N (+ Military Ability) for NPC, blank for vacant, * shows the regiment adjutant. + shows ranks held by characters with a brevet rank or an appointment elsewhere.

Battle Results

Horse Guards Brigade: 2
 Dragoon Guards: 6
 Queen's Own Carabiniers: 2

Dragoon Brigade: 5
 Grand Duke Max's Dragoons: 6
 3rd Foot Brigade: 2

Army Organisation and Summer Deployment

First Army (Defence) SS/JdG/QLB/N
 Cavalry Division (Defence) DC/CPC/N5
 Heavy Brigade (Defence) – ALC CPC
 Dragoon Brigade (Defence) – GDMD PLLD
 Frontier Division (Defence) N5/N/N4
 Frontier Regiments (Defence)
 Second Army (Siege) ___/___/N3/N
 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 OOC
 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

27th Musketeers: 1
 4th Arquebusiers: 4
 Royal Foot Guards: 5
 The Gascon Regiment: 2
 Frontier regiment 1: 3
 Frontier regiment 2: 4
 Frontier regiment 3: 5
 Frontier regiment 4: 5
 RNHB regiment: 1

Brigade Positions

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

Entries as Army Organisation Table

Frontier Regiments

(On Campaign for June-Aug)

	F1	F2	F3	F4	RNHB
Colonel	N5	N4	N6	N3	N8

Attached

Also at the Front

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

of military unit. 'Warfare' is a game mechanic that allows players to pick on those who've neglected their military development. (Often me!)

Both games take a substantial amount of time to play, but *Civilization* really needs 6-7 players while *Through the Ages* is limited to four. There's also more arithmetic in *Civilization*. I like both games and will happily play either—though *Through the Ages* is more accessible for new players.

UK Games Expo 2010

My journey to Birmingham for the UK Games Expo is usually very relaxed. I pop round the corner to the station and sit on a train until it gets to Snow Hill. This year, though, Chiltern Railways were not their usual reliable selves. The train I intended to catch was cancelled and the one I did get broke down at Banbury! In contrast, engineering works on the way back meant a section of the trip was by coach, but Chiltern Railways handled this very slickly.

Despite the transport issues, I arrived at the Clarendon Suites on Birmingham's Hagley Road—the Expo's usual venue—on Friday afternoon. At this stage things were still being set up. After a quick look round, I repaired to the Strathallan Hotel next door to find the games playing already in progress. The Strathallan is the 'after hours' venue for the Expo and also where lots of the visitors stay—though there are plenty of hotels nearby.

The UK Games Expo is a terrific mixture of traders, demonstrations, displays and tournaments and covers every sort of game. The organisers' explicit aim is to emulate the accessibility and appeal of Essen's Spiel and they do a good job. The 2010 event was, as usual, great fun.

Saturday morning saw a long queue outside, comprised of both people with tickets and those who wanted one. This is where it's really useful to have a trade pass, allowing you to bypass the crush at the main door and sneak in at the back. On the other hand, having a trade pass means you're there to work. Ah well, you can't have everything. And I was able to take enough time to have a look round, though I didn't get to play too many of the games. As always, I concentrated on the board games, but there was a lot of other stuff going on.



A stack of Tactics

The labyrinth of the Clarendon Suites has rooms all over the place. The tournaments are mainly tucked out of the way in the many meeting rooms with the main halls used for the traders and demonstration/participation tables. The two big rooms on the ground floor are exactly this mixture. In the first of these, Shaun Derrick (Games for the World) was showing off his *World Cup Card Game 2010*. This is an adaptation of Shaun's board game, *The World Cup Game*, using the same basic mechanics to let players fight out this year's World Cup. The players each have a selection of teams and try to get one of theirs to the final—and to the cup, of course. Players use the cards they draw to win matches as they progress through the stages of the World Cup finals. *The World Cup Card Game 2010* was voted Best Card Game of 2010 at the Expo—see more about the games at www.gamesfortheworld.co.uk

Alongside this was the Mynd Games team and their 2008 card game of battling wizards, *Solairis*.

In the corner of the hall was Mark O'Callaghan and his football game, *Tactico*. His stand was dominated by the mean and moody picture of a football manager from the game's box. Mark is quite clear that he wanted his game to embody the fun and excitement of football, rather than requiring players to know obscure trivia or detailed statistics. The result is a relatively simple, fun game of building a football team to beat your opponents' teams. It rather reminded me of Waddington's *Totopoly*, one of my childhood favourites. *Tactico* will be the first in a sequence of games using the same system to replicate other high profile sports. To find out more, see www.tacticofootball.co.uk

Further back on the ground floor was a second room of traders and tables, where I spent most of my time. I was demonstrating the JKLM edition of Martin Wallace's *Tinners' Trail* and the almost-finished *Great Fire*. Designed by Richard Denning, one of the guys behind the Expo, *Great Fire* was shown at last year's show in prototype form and was well received. Four copies of the almost-complete game were on the tables this year and were in play most of the time. The game has changed since I played an early prototype, but the basic mechanics remain the same.



The almost-finished *Great Fire*

Roget de Saurus asks NPC Aide to Lt. General of First Division to resign
 Roget de Saurus asks NPC Army Adjutant of Second Army to resign

Roget de Saurus asks NPC Army Quarter Master Gen. of Second Army to resign
 Roget de Saurus asks NPC Aide to Brigadier of Guards Brigade to resign

Duels

Results of last month's duels:

None

Grudges to be settled next month:

Indie Spencible (Rapier, Seconds EM2) has cause with Pierre Cardigan (Sabre, Seconds SdJ) for pinching Maggie.

Arnaud Surfinmaise (Rapier, adv.) and Yves Ningall (Foil) have mutual cause over Belle.

Elf 'n' Safety (Foil, 1 rests) and Yves Ningall (Foil, adv.) have mutual cause over Belle.

Elf 'n' Safety (Foil, 3 rests) has cause with Quasi Le Bossu (Sabre, Seconds ZTMG, adv.) 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.

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

Justin Key gets the Second son of a small Merchant: Init SL 3; Cash 25; MA 2; EC 4 (X5).

Emrys Hopkins gets the Second son of a wealthy Gentleman: Init SL 4; Cash 500; MA 3; EC 6 (X6).

Neil Packer gets the First son of a small Merchant: Init SL 4; Cash 28; MA 1; EC 1 (X7).

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 RdO	
Minister of War ___	Minister of State CIG	

BdM (Mark Moores) has been floated as Mark is "lost in deal hell here (due diligence and a million other things)".

Austin Hayward got the benefit of the doubt and X2 was floated.

X3 (Mark Booth) was floated as Mark's at a conference in Switzerland.

X4 (Martin Jennings) has been floated as Martin's "up to my neck doing a musical show at the moment and really have not had time to think of what to do."

Robert Carter's character was removed as I haven't had orders from Robert for some time and his subscription ran out a while ago.

Nathan Richards is leaving that game as "at the moment the pressures of work and family are just too great!" Sorry to see you go, Nathan, and many thanks for your contribution to the game over the years. Patrick Declan will leave Paris next month.

Apologies that I missed Gustav Ind's use of influence for the resignation of the Frontier Division commander last month. I re-rolled it, but it made no difference.

The *En Garde!* rules are available to LPBS players at a reduced rate: see any

Announcements

Gustav Ind applies for Division Commander of Second Division

Ilkley Moor asks NPC Lt.Colonel of 13th Fusiliers to resign

Pierre Cardigan asks NPC Province Mil. Governor to resign

Pierre Cardigan asks NPC Frontier Division Commander to resign

month's Points Arising web page at www.pevans.co.uk/LPBS; or send a cheque (payable to Margam Evans Limited) for £7 (inc postage to UK addresses) to LPBS, 180 Aylsham Drive, Uxbridge UB10 8UF.

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

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

You are welcome to submit orders and press by e-mail. Getting your press this way is particularly helpful. Send your orders to lpbsorders@pevans.co.uk and you'll get an automated reply when your message arrives in my mailbox. Please give your name and your character's name and specify actions in full (since it's without your character sheet). Attached files should have your character ID and the month in the name. If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk. ◇ P



The board and some cards from *Age of Industry*

The board is a map of 1660s London with the fire already started in Pudding Lane. The players are landowners seeking to protect their own property from the fire—they're not so bothered about the other players' buildings! Each player also has three secret objectives that are worth points if still standing at the end of the game. And they can gain points by using the 'trained bands' to put out fires. Players act both to spread the fire and fight it in their turn, so the game offers many tactical opportunities. It's also great fun. Expect the game to be available later this summer.

JKLM's tables also included Prime Games's *Chelsea*—a simple-seeming game with some neat tactical twists—and the prototype of *Alien Ascendancy*. This is a complex game of developing your civilisation to dominate the galaxy, complete with space fleets, technological advances, interstellar exploration and warfare. The artwork looks terrific and the game is fascinating, but learning the rules will take me a while.

Martin Wallace was on hand to show off his new game, *Age of Industry*. This is the first game from Treefrog Games, rather than the Treefrog line from Warfrog. This reflects two things: a change of name for the business and a change in philosophy, allowing the initial limited edition of the game to be reprinted. The first game under the new name is a development of Martin's excellent, but tricky

Brass. Whereas *Brass* was specifically set in Lancashire in the Industrial Revolution, *Age of Industry* has two maps, one on each side of the board: Germany and New England. In both cases, players aim to construct industries, improve the technology in use and sell to the several markets about the board. Removing a lot of the dichotomies in *Brass* has produced a game that should prove easier to grasp, while remaining subtle and challenging. I look forward to giving it a go. There's more information at the new Treefrog website: www.treefroggames.com



Workshop of the World

Just across the way from Treefrog, the Ragnar Brothers were in 19th century dress to launch their new game. *Workshop of the World* is also set in the Industrial Revolution and is also inspired by *Brass*—and the Ragnars' earlier *Canal Mania*. This game applies the theme to Britain as a whole as players invest in the developing industries, building canals to transport goods to market. As technology develops, railways replace canals and players strengthen their industrial base, linking everything together. It's another game I'm looking forward to trying, especially given its pedigree. What's more, *Workshop of the World* was voted Best New Board Game at the Expo. The game is available from the Ragnars' website (where you can also find their interesting Design Notes):

www.ragnarbrothers.co.uk

Next to the Ragnars was *Retsami*, the two-player abstract game that's been around for a few years now. It's played on a 9 x 9 grid with playing pieces spiralling towards the centre. However, this doesn't necessarily limit where they can move, giving players some interesting options.

Distributor Coiled Spring Games showed off a number of games from publishers such as Gigamic, in France, and Gamewright in the US. The big hit, though, was *Forbidden Island*. This is a card/tile game in an attractive tin with equally attractive artwork throughout. The game is a co-operative one, with the players a team of adventurers seeking the four treasures of the eponymous island before it

Primus: It seems odd.

Secundus: What seems odd?

Primus: Referring to the Fleur de Lys as the place where the big knobs hang out.

Secundus: Fair point

Toulouse de Plot, I rather feel that you did. I did try to minimise the damage, but you can't go and steal a fellow's girl and expect my blessings. No hard feelings, and let's share a bottle after the summer campaign.

Points Arising

**Next deadline is
Friday 9th July 2010**

IMPORTANT

As most characters will be at the front for the next three turns, **I've decided to run June and July together** (to speed things up a bit). Your next set of orders should be for both months – July orders can be conditional on what happens in June. (Any replacements for characters who die in June will be floated for July; any duels due at the start of July will be held over to August.)

June 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 a rank that allows you to appoint other characters to posts, don't forget to appoint people).

June is the start of the campaign season. **All units listed on the "Army Organisation" table will be in action** (any volunteers will serve with the Frontier regiments).

Characters who are part of one of these units can only avoid active service by resigning from their regiment and/or appointment.

Next turn is the last month characters can make investments. The return on investments is paid in September.

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

AD Antoine Dubeque (Andrew Burgess) has NMR'd. Total now 1

GdLi Gar de Lieu (Bill Hay) has NMR'd. Total now 2 and is sent to a Frontier regiment

JB Jacques Blanc (Dominic Howlett) 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

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

SS Sean Sondamour (Pete Holland) has NMR'd. Total now 1

X1 (Timothy Hunt) has NMR'd. Total now 1

AS (Nik Luker) has been floated as Nik forgot to send his orders due to the excitement of the Expo!

victory march/defeated trudge of our soldiers. Weeks 1-4 in September at my expense, your mistresses welcome. Despite M.Le Bossu's disappointing announcement, the bells of the city will be rung in joy in the first case and in dolour in the second, but a good time is promised to all who attend.

† COUNT D'OR, SOLDIER OF
FRANCE

Personal

Dear Count d'Or,
I had thought my motives were well guarded, but I had not counted on your razor sharp mind. I have been caught and stand guilty as charged. It is my intention to lead 2nd Army in the coming campaign and to serve France as I know best—with sword, not pen, in hand. My thanks for your help in this matter and I hope to toast our success on my return.

Yourst† Field Marshal Shitacks

Let's party like it's 1663.

The Buck Stops Here. Let's hope the Party doesn't!

These free horses? Are they as attractive as those in the Cardinal's Guard Stables?

To QLB

The Health and Safety manual says the best way to avoid cuts and bruises from an unruly person such as yourself is simply not to associate or be seen with that person.

Regards, † Elf 'n' Safety

My beloved Paris, my beloved Country, I plan to leave for the front soon and so must give up the position of Field Marshal that I hold so dear.

This has been a hard decision for me, but I am better in the smoke of cannon than the comfy chair of the HQ. Think not my friends that I leave to escape the ghosts of Paris, but to create ghosts of our enemies!

Yours, † Field Marshal Shitacks

From: The Office of the Minister of State

Count Charlemagne le Gosse would like to take this opportunity to apologise to His Majesty for any confusion and upset caused by the mistranslation of a grubby note penned at the Fleur 2 months ago.

It is hoped that the transposition of 2 words has not seriously hurt the feelings of King Pevans.

Charlemagne prides himself on his ability to read such scribble and in this case failed to do so.

Lord Percy Percy says, as fashion is tending towards the soft and squishy, Yves Vrai Bretheauteque has a very fashionable backbone.

From the diary of Egon Madd

I hear that a re-animated corpse is stalking Paris, I must send Igor back to check that none of my 'Experiments' have escaped. Although I understand that it's not moaning about 'Brains' like most of mine do, so perhaps I have a rival!

Have you seen THE GHOST OF
THIERRY FITOUX?

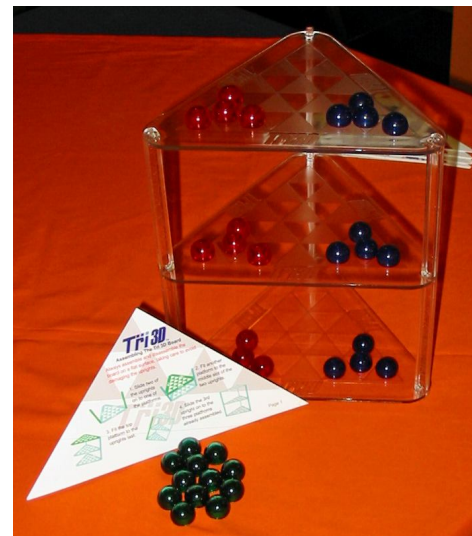
sinks beneath the waves. The game is a development by Matt Leacock of his *Pandemic*, which was well received in gaming circles a couple of years ago. *Forbidden Island* does a good job of giving the players a tough challenge while making the game accessible to families. It was fittingly awarded Best General/Family Game at the Expo. You can find out more at Gamewright's website: www.gamewright.com

Next along was PaNic Games and *Tri 3D*, a simple, but clever abstract game. It's played on three triangular boards, one above another and players simply move their pieces to corral their opponents'. What makes the game is the 3D aspect, which allows players to jump levels as well as move around. It's a good-looking game, too. Find out more at www.tri3d.co.uk

Pete Burley was demonstrating Burley Games's excellent *Kamisado* and *Take it Higher!*, Pete's latest development—with Reiner Knizia—of *Take it Easy!*. This game uses octagonal tiles, but the basic idea—filling your board with tiles drawn at random to make complete lines of the same number—remains the same. *Take it Higher!* includes a number of additional elements that give players other ways of scoring points. The game launched at last year's Spiel, but this was its first appearance at the Expo.

Surprised Stare had prototypes of their new game, *Totemo*, for people to try. This is a quick-playing, tactile and visual game of stacking brightly-coloured wooden cubes. It looked fascinating, but I didn't get the opportunity to try it out. There's more about the game on the Surprised Stare website: www.surprisedstaregames.co.uk

German publisher Eggertspiele was represented by Tobias Stapelfeldt, who was demonstrating their latest game, *Die Speicherstadt*, and their 2009 game of company politics, *Power Struggle*. I didn't get the chance to try either, but both games went down well with gamers, judging by the reports I've had. *The Speicherstadt*, as the game is known in English, is set in the eponymous district of Hamburg. It is a network of canals and streets around warehouses storing goods from all round the world. Players get to bid for cards, allowing them to buy, sell and ship goods and, of course, score points. The game was designed by Stefan



The deceptively simple *Tri 3D*

Feld, who's come up with some interesting games in recent years, and is another one I look forward to trying. For more on this and *Power Struggle*, see the Eggertspiele website: www.eggertspiele.de

Amongst those on the demo tables was Andy Hopwood, showing his set-making card game, *Niche*, and his latest, *Mijnlieff*. Played on a small 4 x 4 grid, the aim is to make the most lines of three: "what noughts and crosses should be" is one description of the game. As well as winning the Best Abstract Game Award at the Expo, *Mijnlieff* sold out of its first edition. You can't get a better recommendation than that! For more, see the Hopwood Games website: www.hopwoodgames.co.uk

The Clarendon Suites have a sort of atrium-like area on the ground floor, which gets some natural light from skylights. This is where various *Doctor Who* and *Star Wars* artefacts (Daleks, Tardis, droids) were on display—we had troupes of look-alikes gambolling round the show, too, including several incarnations of the Doctor. Which tied in nicely to Cubicle 7 and the *Doctor Who* role-playing game.

Up the stairs were lots of RPG publishers, a vast array of dice from Chessex, miniatures wargames and Carol Mulholland, editor of *Flagship* magazine. Leo Marshall was also to be found here, showing his entertaining word game, *LeCardo*, which I first came across at Spiel last year. Here, too, were the Dice Maestro boys with *Jurassic Wars* and *Wildlife Rescue*, the two dice games I saw at this year's Toy Fair. And there was *Monkey Dash*, which I missed last year.



The Dice Maestro stand

Press

Announcements

To France,
My brave officers and soldiers of France, the Second Army needs you!! There are vacancies from top to bottom for those who will serve and face our enemies with a courageous heart and cold steel. Apply now, apply all.

Yours,† Field Marshal Shitacks

My fellow Parisians, I urgently seek members of reputable regiments, to perform duty for one week a month while in Paris.

Your duties will be to form a NIGHT WATCH to ensure that shades, spectres and ghouls and those disreputable persons who summon them from the netherworld are put to rest, or brought before the appropriate authorities. I will personally fund this endeavour by a sum of 50 crowns per person per month. Applications to me by post. Kindly ensure you seek the permission of your regimental commander before attendance.

As we are for the most part attending to military matters in June, we will be undertaking the NIGHT WATCH in the FOURTH WEEK of the September and retiring to my club afterwards for a warm drink.

Apply to Brigadier-General Johnny Sais-Pas

Join the 13th Fusiliers: always brave, always individuals, always serving his Majesty.

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

Any Major seeking a staff appointment and the chance to learn about war from a distance (well Paris actually and, if it gets hot, Biarritz) should apply to General d'Or, distinguished in battle and bedroom, sally and salon as the ladies and the King's enemies will testify.

† GENERAL D'OR

FREE HORSE to all successful applicants to the QOC, Her Majesty's Premier Fighting Force.

Note to the 2nd Foot Brigade.

We will be at the front in June regardless of the circumstances. Pack your wellies and bring some beer boys!

Your Brigadier will be running a series of fun events such as "dig a big hole" and "shoot the Spaniards".

† B.Gen Johnny Sais-Pas

Social

Senior officers of the army (SL 21 or better) are invited to join me on the balcony of the Fleur to observe the

Not so his company commander, Captain Yves Heaux, who is surprised to see his Colonel on the field. He is more surprised to see him fall—so surprised he zigs when he should have zagged and meets a musketball with his name on it. RIP.



The other Frontier regiments hold firm, but don't have much success.

Major Jacques de Gain's Battalion of the King's Musketeers is attached to Frontier regiment 1 and provides covering fire for the Frontier troops. Major de Gain sees his name go into the Despatches twice ("good shooting!"). He even has the opportunity to collect some plunder: 1,300-worth, in fact.

The remaining infantrymen in the fray are in Third Foot Brigade. Well, apart from the Gascons, but we won't mention them. This Brigade has the one success as the 27th Musketeers overrun an outlying bastion. Brigadier-General Warren Peece is Knighted for bucking the trend and being successful. He pockets over a thousand crowns in booty as well. There is also a Knighthood for Third Foot Brigadier Tomas le Matelot, who is Mentioned in Despatches. He makes the most of the plundering opportunities and acquires over 2,500 crowns of loot.

This is not really a battle for cavalry, but the Grand Duke Max Dragoons join the assault. Trooper Alexander Denton sees which way the wind is blowing and refuses to charge the Spanish guns. He is dismissed from the regiment in disgrace. The GDMD duly take casualties, leaving room for promotions. Captain Roland Moulin becomes a Major, while Major Armand de Luce is promoted to Lt-Colonel. Dragoon Brigadier Chris P Bacon has his rank made permanent.

The Horse Guards Brigade finds a more congenial job for horsemen—seeing off the Spanish reinforcements. The Dragon Guards get too close to the fort and take some casualties from the artillery. However, it's an ill wind etc. Horse Guards Brigadier Swender de Jewel has his rank made permanent, leaving a vacancy for a Colonel in the Dragon Guards. Lt-Colonel Mouton Rothschild is promoted into the vacancy, leaving space for Major Willem de Biest to become Lt-Colonel. De Biest is also Mentioned in Despatches and then Knighted.

It's the Queen's Own Carabiniers who do the business, seeing off the Spanish relief column by charging them in the flank. Their commander, Bdr-Gen Antoine Dubeque, takes the credit and two Mentions in Despatches. He makes the most of his opportunity to bring in some cash, plundering well over 1,500 crowns worth of booty. Brigadier de Jewel ensures he gets a share of this, pocketing a hundred crowns more than Dubeque. He is Mentioned in Despatches, too. ❖



Monkey Dash

Designed and demonstrated by Rob Fisher, the game involves some lovely wooden monkey pieces and chunky wooden cubes (representing banana crates!). The two players aim to manoeuvre the crates into a pathway across the board. It looks terrific, but Rob has about sold out of his handmade games. Check out monkeydash.co.uk to find out more.

Up on the first floor proper is an array of rooms which housed tournaments, lots of miniatures wargames—including some terrific scenery—and a whole array of computer games. Oh, and the café! Chris Baylis's Bring 'n' Buy was tucked away up here, too.

Amongst the guests at this year's Expo, I was pleased to see Ian Livingstone and Steve Jackson. They were visiting to promote the new edition of their *Fighting Fantasy* books, but also gave a well-received talk (I'm told—I couldn't get away) about founding Games Workshop and creating *Fighting Fantasy*. It was great to see they can get away from the computer games that keep them busy these days.

And that was the UK Games Expo 2010. While the formal event takes place during the day on Saturday and Sunday, there is plenty of gaming on Friday and Saturday evenings in the hotels around the area. The Expo organisers make a point of bringing a substantial games library with them, augmented by copies of the new games. This makes the evenings just as busy for us diehard gamers!

Next year's Expo is scheduled for 3rd-5th June 2011 at the Clarendon Suites again and I fully expect to be there. To keep an eye on the plans and schedules, watch the website: www.ukgamesexpo.co.uk

A version of this report will also be published in *Flagship*.

Science Fiction

I was quite taken with the new version of *The Prisoner*, which was on the telly over the last couple of months. Thank goodness they avoided trying to reproduce the original and went for a modern take on the idea of a mysterious village from which there is no escape—and everyone is known by a number. There was a wonderful atmosphere of paranoia pervading the whole thing, particularly by the episode where Six becomes one of the watchers and finds that even they are watched. And you're never quite sure just what is going on.

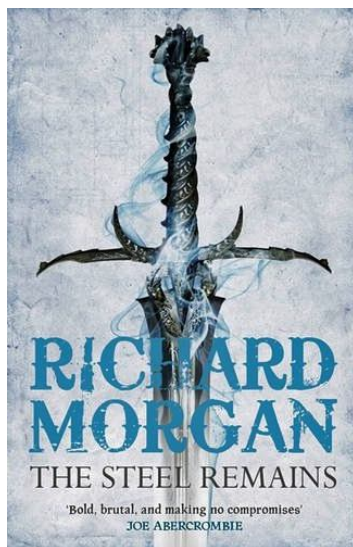
As with the original, it is set in a real place with some wonderfully eccentric architecture. Again I think they did the right thing in not using Portmeirion, the setting of the original. Instead, it was in a resort town in Namibia and the surrounding desert was used to great effect. The cast was great, there were some satisfying nods to the original (was the old man Six encounters escaping from the Village in the first episode meant to be the original Six?!) and I enjoyed it thoroughly. The one thing it has made me realise, though, is that it's time I watched the original again. Be seeing you!

My current TV project, of course, is re-watching *Babylon 5*. At the moment I'm stuck early on in season 4, just as the overall plot begins its crescendo and the pace gets really frantic. It has been great fun so far and I really must take the opportunity to watch some more episodes. Just as soon as I can get some of the other things out of the way!

Gay Alien Sex!

In the meantime, I have been reading quite a bit. The best word I can use for Richard Morgan's *The Steel Remains* is "strange"! And I still don't know which way to read the title. The setting seems initially to be just the sort of thing you'd expect for a fantasy setting: a decadent empire with smaller domains around it, a medieval level of technology and mysterious, eldritch creatures. Except that these creatures are not Elves, but aliens and acknowledged as such.

The book begins quite conventionally by introducing us to the main characters. They, it turns out, know each other, having fought together, defending humanity against the 'Lizard Folk'. Ringil is a drunk, mentally scarred by the war and having to deny his sexuality—he's gay



month—and implores the Cardinal to deploy an exorcist or two. His audience is surprisingly brief. By contrast, Euria Humble has a whole week at the Orphanage, reviewing the establishment's organisation and procedures.

Gustav Ind and Herve d'Conde are not much in evidence this month. Both are tucked away with their favourite sword—a sabre in both cases—for a month's practising. Ilk Lamore Bartat fits three weeks' practice with his cutlass around his partying. Ilkley Moor and Toulouse D'Plot party harder (or longer, anyway), but still practise for two weeks with their rapiers.

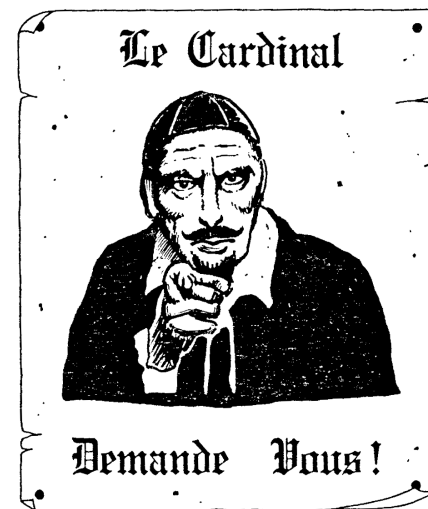
As does Uther Xavier-Beauregard with his sabre. Pate de Foie Gras practises twice with his cutlass (well, he is a Marine) after attending to his duties and his mistress. After his week in the Fleur with Angelina, Devlin Carnate abandons her to work out with his rapier for three weeks. Other Parisians can be found in the gym for the odd week.

Zigging and zagging

May is the last month before the campaign season, so the frontier forces make a final assault on the Spanish fortress that they've been attacking all season. They have additional reinforcements this month to boost the attack. It appears the defenders still have plenty of gunpowder and shot left in their magazines and the attackers come under a heavy bombardment.

The Royal Foot Guards spearhead the attack and take a pasting. The regiment's commander, Egon Mad 2, is Mentioned in Despatches as the regiment retires in relatively good order ("Even retrieved the bodies of the fallen!"). There are Mentions, too, for Lt-Colonel Indie Spencible and Major Richard Shapmes. Spencible is elevated to the rank of Marquis.

Alongside the Guards, Frontier regiments 3 and 4 are pounded as well. They retire rather more hurriedly, leaving a number of bodies on the field. These include Picardy Musketeers' Colonel Jacques de la Boite, who has a close encounter with a cannonball. RIP. Lt-General Yves Vrai Bretheauteque sits out the attack, which seems very sensible. There are Mentions for 13F commander Pierre LeFart ("The Lone Fusilier") and RFG Major Roget de Saurus ("Over there! The rest of your regiment's over there!"). Major Enterrer Vivant's Battalion of the Picardy Musketeers is attached and the Major survives happily.



part of this was well known anyway, as Elf had a very public confrontation with Yves Ningall outside Belle's place at the start of May. That will require a duel. Arriving at Bothwell's, Elf is outraged to find Quasi Le Bossu is a member. The man's not noble so Elf issues him with a challenge for his effrontery. Once things have quietened down, Johnny presents Benedict with a magnificent bouquet for Ophelia, though Ava Crisp is probably the best dressed of the ladies again, wearing another new outfit. Yves insists on buying Johnny a glass of wine.

Quasi's briefings continue into week 4 with Alison alongside him and the same guests: James, Uther and Mary. Benedict and Ophelia are back in Bothwell's, too. Only Euria Humble responds to the anonymous invitation to a party at the Frog & Peach in week 3. He spends the week outside the empty club. It wasn't empty all month as Ali Vouzon and Emma top and tail May with visits to the Frog & Peach, but these are the club's only visitors all month.

Luc Bacquards is the sole member of Red Phillips to visit his club this month (in week 1), finishing off (so to speak) in the Bawdyhouses after he's done partying. A little female company is followed by the attentions of the footpads, but Luc's pockets are empty. Blue Gables' one visitor is Elf, who takes Belle there after they're finished with the parties. Hunter's is a bit busier, with Pierre Cardigan and Maggie Nifisent there for the whole month. Jean-Luc de Picardy takes Leia to Hunter's at the start of May and finishes his month in the gym with his rapier.

Fleur Flurry

This leaves the Fleur de Lys, which is fairly busy this month. Jacques Shitacks and Madelaine de Proust are in residence all month. Charlemagne le Gosse turns up at the start of the month, insisting that he needs to find suitable claret to present to His Majesty. He's only sampled a few cases when a squad of the King's Escort arrives: Count le Gosse's presence is required at the Louvre. Apart from Jacques, Charlemagne's enforced departure is witnessed by Devlin Carnate (and Angelina di Griz), Euria Humble (there with Edna Bucquette), Revaulvin d'Or (plus Lotte Bottle) and Zachary The Money Goes (who has Anna with him).

Euria and Edna return to the Fleur in week 2, before Euria goes hunting parties. Revaulvin and Lotte and Zack and Anna are back in week 3. And Zack and Anna are still there at the end of May. The main topic of conversation is the whereabouts of Charlemagne le Gosse. Rumour has it that he was taken straight from the Louvre to the Bastille and the denizens of the Fleur pass their time inventing amusingly gruesome punishments for the disgraced Minister of State.

Meanwhile Johnny Sais-Pas is to be found in Notre Dame. Such unusual devotion from a party-goer attract the attentions of the priests and he is favoured with an audience with His Eminence. Johnny is still much exercised by the ghostly apparition of Thierry Fitoux—though there were no manifestations this

and we find out later, quite graphically, just what the punishment for homosexuality is in his culture. We meet him in provincial exile using his great sword to deal with the creatures that afflict the villagers. He is then dragged back to his home town to help a relative.

Second up is Egar Dragonbane, leader of a tribe of nomads on the steppes. Like most young men of his culture, he served in the Imperial Army in his younger days. He has returned to lead his people, though it's clear that his style of leadership and lack of respect for religion are putting noses out of joint. His story gets more complicated when the Gods of his people take a hand in things.

Finally we have Archeth, last of the Kiriath, a race that has left the world. Sounds a bit like Tolkien's Elves, but the Kiriath are quite explicitly identified as technologically advanced aliens who left in spaceships, not sailing ships. Archeth is left behind because she's actually half human. However, to the humans, she's Kiriath and regarded with some awe, as well as respect for her scientific knowledge and technological expertise. She's an adviser to the Emperor of the Yhelteth, who sends her (and a military contingent) to investigate a strange attack that has devastated a coastal town.

What Ringil and Archeth both find is that a semi-mythical race, the Aldrain, have returned. Now these are rather more Elf-like. But not Tolkien's tired ancient race, these are vicious and spiteful and they really don't like humans. Again, they are technologically advanced aliens, who move through other dimensions, enabling them to pass unseen and making them hard to fight. But not impossible, as our three heroes aim to demonstrate when they finally meet up 85% of the way through the book!

The Steel Remains is sword 'n' sorcery given the Richard Morgan treatment. It is nasty and brutal. None of the characters is particularly likeable, but the bad guys are much, much worse. The story hurtles along, but still finds time to give the reader some of the back story, so that you understand who these people are. And this applies to people in the collective as well as the individual. I enjoyed the book, but it didn't have the impact of *Altered Carbon*—perhaps because Morgan's style is now more familiar. I also felt that this book was just the start of the story and a sequel, *The Dark Commands* (more ambiguity!), is on the way.

Games Events

July kicks off with the summer Stabcon: 2nd-4th July at the Britannia Hotel in Stockport. I've always enjoyed Stabcon when I've attended as it's a friendly event that encompasses board games, role-playing and CCGs and is in the comfortable surroundings of the Britannia Hotel. For more details, see the Yahoo! Group at: <http://games.groups.yahoo.com/group/stabconinfo/>

Two weeks later and it's time for Manorcon: 16th-19th July 2010 at Stamford Hall, University of Leicester. Manorcon is probably the biggest participation board games event in the country and this is the 28th event. That's quite a history and I've found it good fun the times I've attended. Being a University Hall of Residence, it's more basic than hotel-based cons, but also cheaper—and there's plenty of alternative accommodation in the area. For more information see 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 in central London. The pub used in recent years has just closed, so we're now meeting upstairs at the Angel in the Fields (37 Thayer Street, W1U 2QY) for the time being.

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: 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

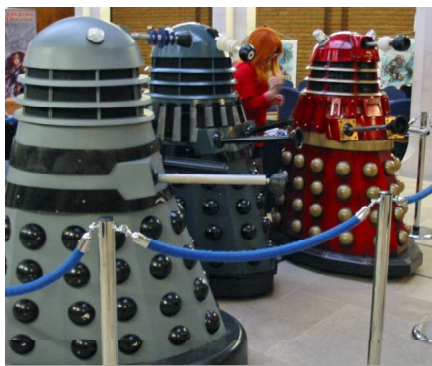
Spiel: the board games event of the year. 23rd-26th October 2010, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

MidCon: 19th-21st November 2010 at the Birmingham City Thistle Hotel. This is a long-running board games event in central Birmingham. **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 106 was written and edited by Pevans. The *LPBS* masthead (page 22) is by Lee Brimmicombe-Wood, as are the pictures on pages 25 and 26. The illustration on page 23 is by Tim Wiseman. Game and book artwork is reproduced courtesy of the publishers. Pevans took the photos and played with Photoshop.

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Daleks at the Expo

Field Marshal Jacques Shitacks nominates himself to take over command of Second Army. However, regulations require that this post goes to a General and Shitacks does not hold the rank of General, he's Field Marshal. Hmm, this leaves Second Army still without a commander and the Field Marshal floundering. Perhaps he will resign his rank and work his way back up again.

With both the Dragoon Guards and the Queen's Own Carabiniers already in action, Horse Guards Brigadier Swender de Jewel decides to join them, bringing Brigade HQ with him and uniting the two regiments in one command. Third Foot Brigadier Tomas le Matelot orders the 27th Musketeers to join the other half of the Brigade, the 4th Arquebusiers, on the frontiers. 27M commander Warren Peece marches off at the head of his men.

Revelling in it

The social event of May is quite definitely Johnny Sais-Pas's May Revel at Bothwell's. Only Benedict d'Over and Ophelia Derriere are in the club at the start of the month. Then, in week 2, Johnny arrives with Bess Ottede on his arm and stands ready to welcome his guests, starting with Benedict and Ophelia. Ali Vouzon brings Emma Roides with him, Ilk Lamore Bartat has Lucy Fur on his arm, Ilkley Moor arrives with Sue Briquet, Leia Orgasma accompanies Jean-Luc de Picardy, Quasi Le Bossu escorts Alison Wunderlandt (whose dress portrays a primrose: a green chiffon sheath with a yellow floral headset), Toulouse D'Plot brings Ava Crisp and Zachary The Money Goes has Anna Rexique on his arm. That's quite a party! And it's augmented by a trio of bachelors: James Montgomery Jesse, Luc Bacquards and Yves Ningall. After some consideration, Johnny presents Toulouse D'Plot with a bouquet for Ava, whose new dress is quite magnificent.

Johnny and Bess return the following week for more revels, but not all of their guests do. Quasi has his own party to attend. Or rather, a series of "tactical briefings for officers of the Princess Louisa Light Dragoons". He takes Alison with him—though they only go as far as another room in Bothwell's. James leaves Johnny's do with Quasi, Uther Xavier-Beauregard joins them, bringing Mary Huana on his arm. Ilk and Zack leave Johnny's party as well. However, Elf 'n' Safety joins the revel. He brings Belle Epoque with him, which explains what he's been up to so far this month. In fact, the first



Les Petites Bêtes Soyeuses 232

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 June and July 1663 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or lpbsorders@pevans.co.uk by Friday, 9th July 2010



May 1663

Summer is still around the corner, but Paris feels empty as most of the army is already in action. Minister of State Charlemagne le Gosse decides to do something about the vacancies ... in the Government. First off, he appoints Revaulvin d'Or as Minister of Justice—apparently what he intended to do last month! He just couldn't read the note he scrawled down in the Fleur the month before. Of course, Count d'Or is already a Minister, so this still leaves an empty Ministry. Next, le Gosse makes Indie Spencible a Minister without Portfolio. Baron Spencible is most grateful, particularly as this gains him a new title: Marquis Spencible. To celebrate, he makes a hefty investment in Arms. However, it still leaves empty seats in the Government. And, given the way His Majesty has taken umbrage at le Gosse's lèse majesté, there may well be another one soon...

In military circles, RFG Major Roget de Saurus calls in a favour to remove the Brigade Major of the Guards. His application for the position meets with general approval and de Saurus takes over the post. However, this removes him from the chain of command in his regiment, so he is unable to take a Battalion of the Royal Foot Guards with him when he heads for the frontiers.

53F Major Toulouse D'Plot uses his influence to get rid of his regiment's Lieutenant-Colonel and buys the rank for himself. He would like to have bought Colonel, too, but doesn't have the social standing required for this rank.

Easy Money Turn 7

Turn 7 bids and results

More buying than selling this turn, though both Chairmen use their advantage to sell. No-one goes out, either, not even those who don't send orders. That won't last for long, though.

As a seller Al Tabor takes the lead this turn, just ahead of Pam Udowiczenko, who also sold. Last turn's leaders bought and drop back, but have stock to sell...

Player	Bid			Actual			Holding					
	Buy/Sell	No	Colour	Buy/Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Simon Burling	B	1	Yellow	B	1	Yellow	2	0	2	2	1	55
Charles Burrows	B	2	Green	B	2	Green	1	4	0	0	1	50
Mark Cowper	B	2	Green	B	2	Green	0	3	5	0	2	6
Mike Dommett	S	2	Yellow	S	2	Yellow	1	1	3	0	1	86
Mike Dyer	B	2	Green	B	2	Green	2	5	0	0	1	9
Austin Hayward				B	1	Black	1	3	0	0	1	74
Pete Holland				B	1	Black	3	1	0	0	1	111
Dominic Howlett	B	1	Red	B	1	Red	2	0	4	1	3	17
Andrew Kendall	B	2	Red	B	2	Red	3	0	0	1	0	100
Nik Luker				B	1	Black	3	1	1	0	3	40
Tim Macaire	S	3	Blue	S	3	Blue	0	0	4	1	0	91
Colin Parfitt	B	2	Yellow	B	2	Yellow	1	0	1	2	0	89
Alan Tabor	S	3	Green	S	3	Green	1	0	1	0	1	147
Barry Townsend	S	1	Yellow	S	1	Yellow	1	3	1	0	3	30
Gerald Udowiczenko	B	4	Yellow	B	4	Yellow	0	0	0	4	1	87
Pam Udowiczenko	S	4	Yellow	S	4	Yellow	0	0	1	0	2	135
Matthew Wale	B	1	Blue	B	1	Blue	0	0	7	0	1	52

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.

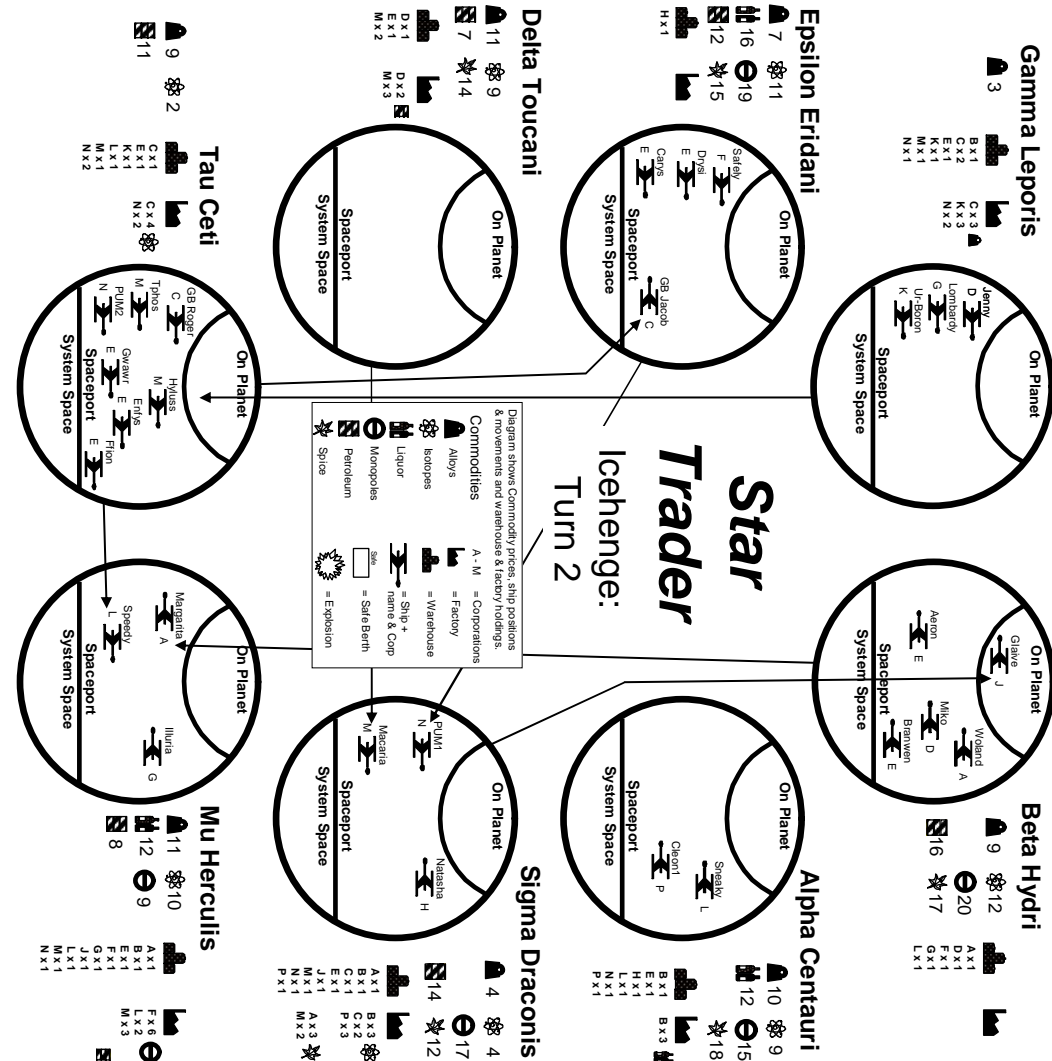
When a single player owns more shares of a colour than anyone else, they are Chairman of the company and may, as their bid for that turn, buy/sell up to 3 shares in that company at 1p less/more than the final price. In the example above, if Chris were Chairman of Green, he would get 45p instead of 42p for selling his 3 shares.

Share prices and Chairmen			
Red	Green	Blue	Yellow
23	26	21	25
None	Mike Dyer	Matthew Wale	Gerald 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, 9th July 2010

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



TEGWEN TRUCKERS took delivery of their 6 passenger liners this Quarter and each immediately loaded 6 Passengers for transport. Warehouses were bought for Alpha Centauri and Delta Toucanis.

JUST ANOTHER NEW ENERGY TRADER bought an Isotope Factory at Tau Ceti, and laid down a new Phoenix Hull at Tau Ceti Shipyard.

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	2	7th	105	20	Andrew Burgess
B Caesar Wholesale Inc	2	0	7	0	3rd	201	24	Simon Burling
C JANET	3	0	7	0	11th	94	26	Mark Cowper
D Sundog	6	1	3	6	1st	135	29	Mike Dyer
E Tegwin Truckers	0	0	9	0	10th	146	20	Jerry Elsmore
F Solar Spice & Liquors	2	2	5	0	9th	21	30	Paul Evans
G Green Archer	0	0	7	N	12th	500	20	Austin Hayward
H Cigarettes & Alcohol	7	1	0	N	8th	480	19	Dominic Howlett
J Swiss Mercenary Fleet	0	3	5	5	5th	97	21	Martin Jennings
K GamLepCo	0	0	7	0	13th	500	20	'Tethys'
L Lispering Tree	1	7	2	0	4th	160	24	Michael Martinkat
M Mu Herculis Dev't	1	0	7	10	2nd	251	27	Przemyslaw Orwat
N Pum Corp	6	0	4	1	6th	270	33	Paul Holman
P	3	0	4			500	20	Bob Parkins

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

GM Notes

Bob Parkins, the man who introduced Paul to the game and thus me as well, joins as Corporation P.

Here's a list of the Agents currently in play.

- Tender N - PUM CORP
- Amy D - SUNDOG
- Dragon L - LISPING TREE
- Clint F - SSL
- Red Choir J - SWISS MERCENARY FLEET
- Alexis L - LISPING TREE

Two Gun F - SSL

Four News chits were drawn this turn. Current News chits (now ones in bold) are:

- Turn 4 **C2**
- Turn 5 C4, B7, **C6, B6**
- Turn 6 **B10**

Corporation D took OP 39 from turn 3 and Corporation J took OP 18 from Turn 4.

Eagle Tavern

Railway Rivals game 7—Turn 10

Races

Another good round for THURB, who catches GOR, but there's still a gap between both these two and BESTRAIL. TRX has no luck at all this Turn.

Race	From	To	THURB	TRX	GOR	BESTRAIL
22	13	34	9-2+6	16+2	5-6	
23	31	46	9+5	5+2	16-7	
24	23	66	16-3	5-7	9+4	+6
25	54	43	16-3	9-1	+1	5+3
26	63	S4			20-2	10+2
27	S3	56			20-3	10+3
28	11	25	20			10
Total			73	31	57	49

Builds

A—Jonathan Palfrey

THE HEAVILY UNDERFUNDED RAILWAY BUSINESS (THURB), Green

Builds: None

Points: 188 + 73 = **261**

B—Gerald Udowiczenko

THE RELEGATION XPRESS (TRX), Black

Builds: None

Points: 168 + 31 = **199**

C—Paul Evans

GOD'S OWN RAILWAY (GOR), Orange

Builds: None

Points: 200 + 57 = **257**

D—Ben Brown:

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

Builds: None

Points: 254 + 49 = **303**

GM Notes

Next turn's races

Race	From	To
29	12 Darlington	44 Retford/Gainsborough
30	16 Broughton/Whitby	65 Leeds
31	S1 North East	32 Filey/Scarborough
32	S2 Major Port	45 Worksop/Swinton
33	21 Settle/Richmond	35 Hornsea/Withsea
34	22 Lofthouse/Skipton	53 Rotherham
35	51 Sheffield	62 Halifax

Each player can enter up to 5 races.

After this round of races players can build 4 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 2nd July 2010**

Icehenge Star Trader game 5—Turn 2

"I'm afraid that our ship will not be leaving this Quarter." The tannoy voice echoed across the Spaceport sector.

"What is it now?"

"Something about dust clouds." The two creatures grumbled in a low rumble, meanwhile out on the dock the cargo pods were being cleared for a large consignment of Rare Earths for Beta Hydri.

Gamma Leporis had a Dealership for CAESAR WHOLESale as they bought 9 Alloys for 4 HTs each and then saw SUNDog selling 4 Alloys at 3 HTs.

JANET was selling Petroleum at Epsilon Eridani: 6 units for 12 HTs apiece and a Contractorship.

At Tau Ceti JANET used their Contracts to buy 3 Petroleum at the market price.

There was more activity at Mu Herculis, with SSL using Crip to sell 2 Monopoles on contract. LISPING TREE sold 8 Isotopes for 10 HTs each and gained a Dealership, shutting out BULGAKOV who had bid 12 to sell. PUM CORP sold 4 Petroleum for 8 HTs each.

PUM CORP was selling Alloys at Sigma Draconis, 4 for 4 HTs each with a purpose in mind. Mu Herculis Development Corporation sold 5 Petroleum for 14

HTs apiece and then bought 12 Spice at 11 HTs to gain a Dealership. PUM CORP had looked to buy at 9 HTs, but gained nothing.

Finally, CAESAR WHOLESale bought 2 Liquors for 12 HTs each at Alpha Centauri.

Not a great amount of trading, but this should change with the expansion of the Corporations' fleets from next Quarter, nearly a dozen ships being launched this Quarter, with TEGWIN's TRUCKERS fleet of Passenger liners the largest contingent.

SUNDog dropped his booked passengers at Gamma Leporis, paying the fines and loaded with the rare earths, OP 39. With full holds, they went to the Federation bankers and took out a 120 HT loan for 4 Quarters, increased their Reputation slightly, named their new Phoenix Hull "Miko" and equipped it with B crew and Cargo pods, finishing off by increasing their Political Connections.

MU HERCULIS DEVELOPMENT CORPORATION loaded passengers at Tau Ceti and bought Cargo pods for the "Telephos", while laying down a new Corco Gamma hull at Tau Ceti Shipyards. The Corporation bought 3 Monopole Factories at Mu Herculis and 3 Petroleum Factories at Delta Toucanis.

TRANSURANIC TRADE CORPORATION set up shop with its dedicated 3 Isotope Factories at Sigma Draconis.

CAESAR WHOLESale INC bought a Warehouse at Mu Herculis, 3 Liquor Factories at Alpha Centauri and 3 Isotope Factories at Sigma Draconis.

LISPING TREE hired agent Alexis and she assisted Directors in getting a loan for 200 HTs for 4 Quarters and a gain in Political Connections, with a new Warehouse at Sigma Draconis and a Monopole Factory as well.

SWISS MERCENARY FLEET took a lot of risks to land on Planet at Beta Hydri, getting away with the Weapons of OP18.

PUM CORP repaid their loan and immediately expanded their line of credit to 320 HTs over 4 Quarters. This money was put to work with Warehouses at Alpha Centauri and Tau Ceti, an additional Alloy Factory at Gamma Leporis and an Isotope Factory at Sigma Draconis. "PUM2" was launched and the Corporation's Reputation went up a lot.

SOLAR SPICE AND LIQUORS hired agent Two-Gun at Mu Herculis, increased their Business Connections and Reputation and took delivery of their ship. They look low on funds.