

That would be enough

This has been issue 124 of To Win Just Once, published 7th May 2012. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2012

Deadlines

Orders for *Star Trader* to Mike Dommett by Friday, 18th May

Orders for *LPBS* and *Great White Hunter* and any other contributions to Pevans by Monday 28th May 2012.

(Next deadlines: 22nd/29th June, 3rd/10th August, 7th/14th September)

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Per game turn	£0.65
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Games played

En Garde! new players are always welcome in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: www.engarde.co.uk

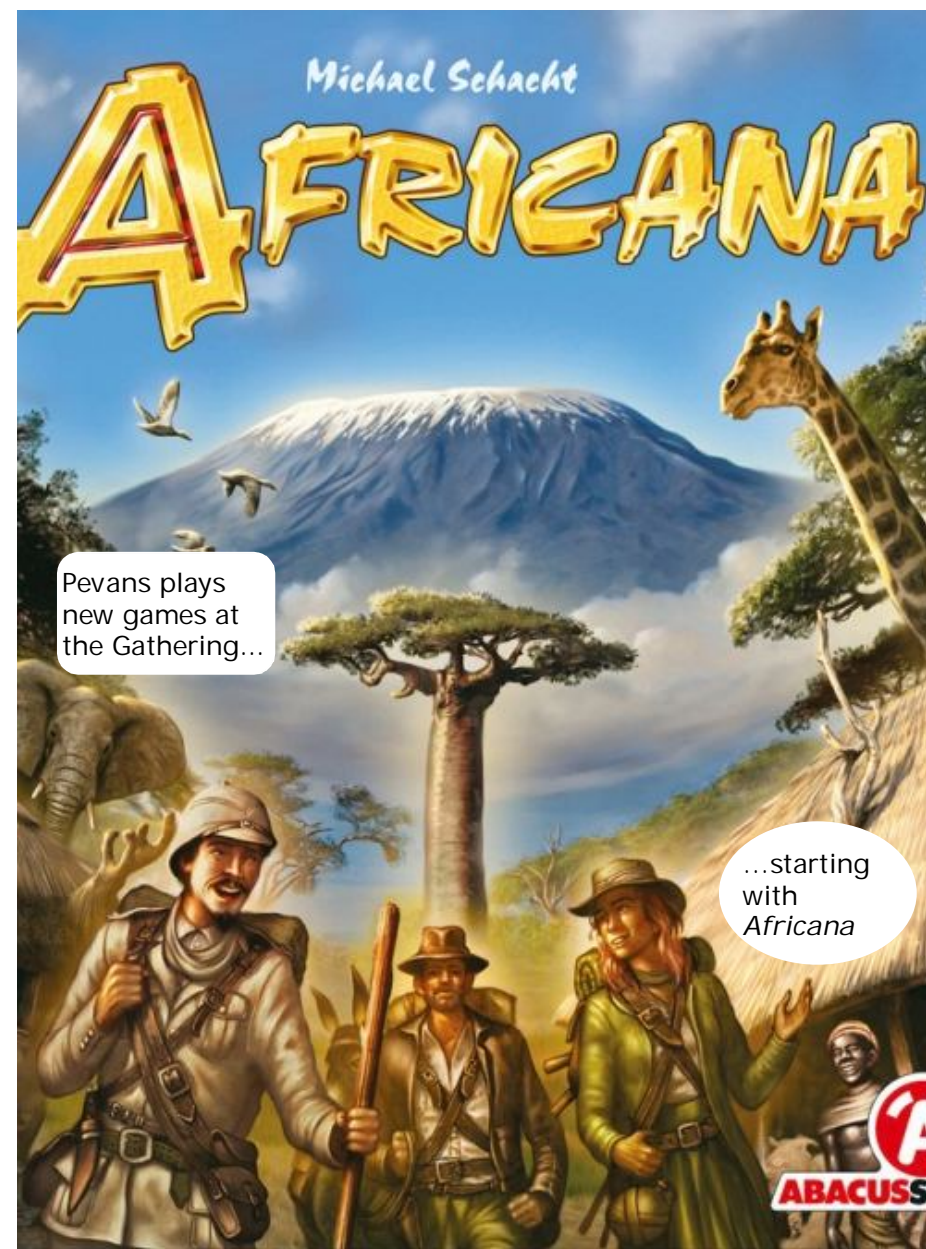
Railway Rivals A new game is just starting. Working map provided.

Star Trader Howard Bishop, Andrew Burgess, Mark Cowper, Mike Dyer, Martin Jennings, Przemek Orwat, Bob Parkins and Pevans are up for the new game, anyone else? Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

I had a great time at this year's Gathering of Friends and my notes on the event and, in particular, the games I played follow. There won't be room for all of it in this issue, so expect more next time. I'll put the full article on my website in due course (www.pevans.co.uk/Reviews).

The only drawback to going to America for a week is that, inevitably, I come down with a bug of some sort a few days after I get back. Geraldine attributes it to sitting in a metal tube with several hundred other people for several hours breathing the same air that's just recycled umpteen times. It's a guaranteed way of inhaling somebody's germs.

So the Wednesday night after I got back, I was suddenly running a high temperature, wheezing and coughing and sleeping fitfully. An 'emergency' appointment (a normal one means waiting a week) with the doctor got a response along the lines I was expecting: wrap up warm, drink plenty of fluid and take painkillers sort of thing. He did give me a prescription for an antibiotic "in case things don't improve in a couple of days."

I felt much better by Saturday (without recourse to antibiotics), but still have a chesty cough a week later. Those of you getting the paper edition of *To Win Just Once* may want to fumigate it.

Postage increases

I can't ignore a 40% hike in the cost of postage (in the UK), so *TWJO*'s cover price and subscription rate go up as of this issue – the "games only" subscription is not affected, of course.

For those (two of you) who get the paper edition sent to foreign parts, there's a double whammy. First, the price of postage has gone up. Secondly, without any warning, the Royal Mail has discontinued the special rate for sending "printed papers" abroad. This used to be significantly cheaper than the letter rate, but it's simply disappeared. The effect is that the price rise is well over 50%.

So, the subscription rate (and cover price) for the paper edition to Europe and the rest of the world has to go up even more: £40 for 11 issues to Europe, £50 for everywhere else. The difference between these and the UK rate remains pretty much the additional cost of postage; it's just that this is higher than it was.

I suspect this means I won't be getting any more paper subscriptions from the rest of the world, so the Royal Mail will lose a bit of business. And my apologies to the two guys who have been getting *TWJO* posted out to Australasia, but that's what it will cost to renew your subscription.

TWJO online

Issue 123 was downloaded 130 times in April, which is a good start. *TWJO* 122 racked up 125 downloads in March and a further 42 in April. March and April added 112 downloads to take *TWJO* 121 to a total of 297 since publication.

Letters

Jonathan Palfrey sympathises.

I read of your printer woes with a faint feeling of familiarity, having had printer woes myself in the past, and also because I am (God help me) professionally involved with printers, writing much of the documentation for HP's range of large-format Designjet printers. The irony is that I have neither the money nor the floor space at home to buy a Designjet myself, although fortunately I have little need of it as I do little printing at home these days, and almost all of the printing I do is well suited to A4 size.

Regarding *Sid Meier's Civilization*, I still play version 4 sometimes (I didn't take to version 5). I've always regarded it as a seriously imperfect game, but it has an addictive quality. I much prefer the beginning to the end, so I tend to play short games and give up if I haven't won by the Middle Ages. I think I'd find it too complicated as a board game; in fact, it's too complicated as a computer game, even with the computer managing a lot of stuff.

On the subject of board games versus computer games, I might well prefer board games if I had a bunch of gamers living in the same house who were ready to play whenever I wanted to play and equally willing to pause or abandon the game whenever I wanted to do so. And a large uncluttered table on which to play. Playing against the computer is extremely convenient. The main problem is the complete absence of good computer games; I have yet to find one that I really like. Sean O'Connor's *Slay* game is a good small-and-quick game worth mentioning, though I preferred version 3 to the current version. These days the typical computer game is not even what I think of as a game; some of them are more like participatory cinema, which is not intended as a compliment.

Convenience is certainly an advantage, but I much prefer having (imperfect) human opponents to play off.

For once, I've read a modern sf novel before you have: my review of *House of Suns* is at www.thurb.com/reviews/houseofsuns.htm. In general, I agreed with you about it, although I remember liking Purslane as a character. Overall, I'm not sure whether I'll ever get around to rereading it, although I reread books a lot.

Mark Cowper chips in.

1) My local games group like *Ora et Labora* – the only real problem is the size of the text on the cards.

2) The George R R Martin 'A Song of Ice and Fire' cycle has now reached 5 volumes – all epics. In fact Book 4 deals almost exclusively with Westeros around King's Landing and Dorne, Book 5 with the Wall and The Queen of Dragons overseas. The pace can be slow, but he deals with so many characters and their subplots within subplots – I'm still guessing in the end that it will come down to the Winter Wights vs the Dragons, and as any *D and D* veteran know, the Dragons gonna make it 'alwight on the night'.

I've had a feeling from the beginning that the onset of Winter will give the humans something serious to worry about, but this threat is taking an awfully long time to materialise. The wights vs dragons confrontation hadn't occurred to me, though.

3) Congratulations on winning Ice Henge.

Aw, gosh, shucks.

Games at the Falls

Pevans was at the Gathering of Friends

My trip to America was going smoothly right up until the plane taxied away from the terminal at Heathrow. The pilot came on the intercom: "We seem to have a problem..." Back to the gate to await an engineer. Half an hour later, the engineer had diagnosed a faulty pitot tube (used to measure airspeed) – an hour would be needed to replace it. Oh, and then another hour to test it... Three hours late we had another go at setting off and, this time, made it into the air.

So I was three hours late arriving at Chicago airport. Now there was four hours between the scheduled arrival of my trans-Atlantic flight and the departure of my connecting flight to Buffalo. Being three hours late was just too late once you factor in collecting luggage, queuing for US Immigration and transferring to another terminal. American Airlines impressed me, though. By the time we landed in Chicago, they'd re-booked everybody who'd missed their connections onto later flights. As we disembarked, two of their staff were waiting with replacement boarding passes and meal vouchers for us.

I was able to re-book my airport shuttle for the later flight and got to the hotel in Niagara Falls a mere 4½ hours late – a major improvement on last year's 23 hours late! ☺

After that it was time for five days of playing games and chatting to friends, old and new, with a bit of eating and drinking thrown in. However, my topic here is the new (to me, at least) games I played. I'll cover these in chronological order, so there should be no discernible pattern to what follows.

About the Gathering

This year's event was the 23rd Gathering of Friends, which started out as a weekend get-together by a bunch of gamers, led by Alan Moon (now well known as the designer of *Airlines*, *Elfenland*, *Ticket to Ride* et al). The following year they did it again, bringing some friends with them. This is the abiding principle of the Gathering of Friends: everybody who comes is a friend (and is invited by Alan). This makes for a very convivial, relaxed atmosphere in which anyone can walk up to anyone and ask to join or start a game. Never mind six degrees of separation; at the Gathering it's hard to find someone more than two degrees away.

Over the years, the Gathering has expanded in time and space: the 2012 event had some 300 attendees over nine full days (though not everybody was there for the whole time). It has moved, too, arriving in Niagara Falls in 2011 after several years in Columbus, Ohio. There is an increasing business element to the Gathering, as well. Games designers bring prototypes to test and show to the publishers who attend. However, the emphasis remains on playing games and having fun. The event would be recognisable to anyone who's attended any gamer-organised convention in the UK. It consists of people playing games – most of which they've brought with them and made available to everyone else. I always have a good time.



My first game was *Africana*, a Michael Schacht design just published by Abacus (with the English language edition coming from Z-Man Games). I find Mr Schacht's games a bit hit and miss – some I like, some I don't – so I was interested to see what this one was like. The game is set during the European exploration of Africa with players adding their 'explorers' to 'expeditions' and collecting artefacts from across the continent – possibly with the aid of native guides.

All of this is done through playing cards. Each player has a hand of movement cards and can play a sequence of these to move from location to location across the map of Africa on the board (the native guides are cards you can pick up again after using them, so they help you move faster, but score minus points at the end of the game). On display at the bottom of the board are a number of expeditions: cards that show two locations. Entering the starting location lets players place a token on the card and gain a bonus (in movement cards or coins). They get the card when they reach the destination shown – provided no-one else beat them to it. The cards provide an immediate payout and points at the end of the game.

On top of this, there are sets of artefact cards which players can buy. To then claim the artefact, however, they must visit the location shown on the card. Clearly, it's useful if you can collect artefacts and start/complete expeditions in the same place. However, you score points for having sets of the same artefact at the end of the game, so you have to weigh up the value of artefacts and expeditions if they're taking you in different directions.

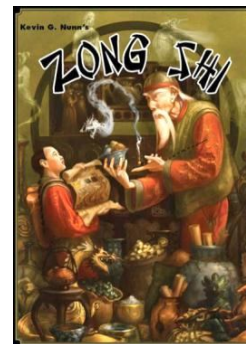
You can only do one thing each turn: move your pawn, collect movement cards or buy artefacts. The game ends when the expeditions run out, players tot up their points and whoever has the most wins. *Africana* is, in effect, a pick-up-and-deliver game with a few wrinkles – and none the worse for that as I like pick-up-and-

deliver games. One wrinkle is that it's worth 'joining expeditions' you have no intention of completing just to get the bonus.

I found *Africana* less challenging than many of Michael Schacht's designs, but it is an attractive and entertaining game. I thoroughly enjoyed it, though I was ready for it to end fifteen minutes before it did. I give it a provisional 7/10 on my highly subjective scale. *Africana* is for 2-4 players, aged 8+ and takes about 60 minutes to play.

My first game started with an 'A', my second was a 'Z'. *Zong Shi* is designed by Kevin G Nunn (the man who gave us *Nobody but us Chickens*) and just published by Gryphon Games. As the name suggests, this has a Chinese setting. Players have two 'artisan' pawns – a master and an apprentice – and are competing to become Grand Master. They do this by completing projects: ordinary ones that give some bonus towards later projects or masterworks that help them win. However, players can also curry favour with influential townsfolk by giving them presents – in other words, it's not enough to be good at what you do, you need a bit of politicking too!

The main mechanism of the game is placing your pawns on actions each turn: buying raw materials, visiting townsfolk, picking up scrolls (which provide bonuses) from the temple or working on a project. The master can do more of each of these than the apprentice and only the master can work on a project. Another neat mechanism is that projects take several turns to complete. Hence you need to think about starting projects, as you know you'll be deprived of your master for a while.



The game ends when (at least) one player has completed six projects. Players add up their points from projects, visits and leftover materials and whoever has the most wins. The obvious strategy is to work up through the projects, completing easy ones initially to make the masterworks cheaper and/or faster. An alternative



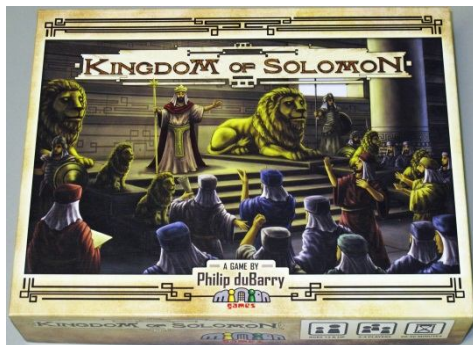


Part of the *Zong Shi* board during play

strategy would be to concentrate on cheap projects, looking to finish the game quickly before anyone can get a masterwork done. However, on first play the masterworks look too valuable for this to work – unless the other players don't spot what you're up to.

The other thing to note is that there are plenty of points available on other ways – such as the visits – as well as completing masterworks. This gives players several strategies and variations on these, which should mean there's plenty of replay value in *Zong Shi*. The game is gorgeously produced with great artwork and some lovely playing pieces – notably the translucent green Buddha that denotes the first player. I enjoyed the game on my first acquaintance, but it didn't really grab me. One to try again, I think, and I give it a provisional 7/10 on my highly subjective scale. *Zong Shi* is for 3-5 players, aged 13+ and takes about 75 minutes to play.

Next up was *Kingdom of Solomon*, which looked intriguing. Designed by Philip duBarry, it's one of last year's crop from Minion Games, a relatively new US publisher. As the name suggests, the game is set in ancient Israel. This is depicted on the board, divided into areas and showing the



'all in' – that is, place all their remaining pawns on that space. This adds to the interesting decisions facing players – not just the cost of the action, but getting it before anyone else.

Once all the pawns are down, players get to take their actions and resources. Then they can buy and sell materials at the market. After this, players get the chance to build things. Materials can be used to buy buildings (cards). These provide extra resources and benefits during the game and are a major source of victory points at the end. Players can also add to the Temple or build roads to connect areas, allowing them to gain multiple resources with one placement in the future. The player who's contributed most to the Temple is High Priest, which gets them an advantage during the game and a big pile of points at the end – though not necessarily enough to win.

The game ends when one of several things runs out. Players add any final bonus points and the winner is whoever has the most points, of course. Okay, there's nothing revolutionary in *Kingdom of Solomon*, but it is nicely done and has some clever touches – as well as an interesting theme. I found it rather appealing, despite the rather basic production. It's a provisional 8/10 on my highly subjective scale. *Kingdom of Solomon* is for 2-4 players, aged 12+ and takes about 60 minutes to play.

It was time for something lighter and that was *Flash Point: Fire Rescue*, from Indie Boards and Cards. This is a departure from Indie's usual fare of card games and a game I didn't get to try at Spiel last year. Designed by Kevin Lanzing, this is

material that each area produces. The board also shows the various roles/actions available to players each turn, the market where materials can be bought or sold and a schematic of the temple, whose construction players can contribute to.

In time-honoured fashion, players take it in turns to place one of their pawns to take the corresponding action. They go on the map to get the resources from an area or on an action to get that action. One neat touch is that the most useful actions require a player to go

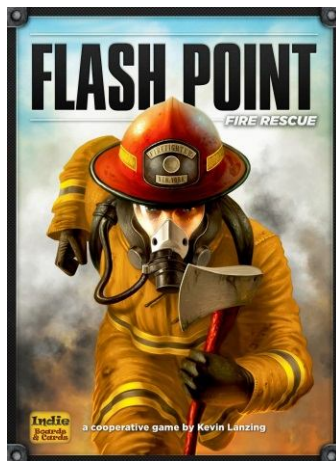


a co-operative game: the players are a team of fire-fighters trying to rescue people from a burning building. Each of them has different abilities, so it makes sense for the players to specialise in their particular role. What's more, you can swap roles to bring in other specialists when the team needs them.

You start with a building (board) that's already on fire and containing people – markers that can be dummies. Players move their pieces, manoeuvring through doors or even chopping through walls, to get to the fire and/or people. The former they try to put out, the latter they carry out of the building. However, each turn they also roll dice to see if the fire spreads. Roll a square that's already got fire in and you get an explosion that spreads the fire even further.

Flash Point is both atmospheric and challenging. You really feel that you're under pressure as fire springs up in areas you thought were cleared. Even more disconcertingly, so do people (and pets!). The players win if they get a certain number of people out, but lose if too many are lost to the fire – or the building collapses! The Advanced rules, which we were playing, provide more features, including the fire truck, which can be used to douse a whole quadrant of the building.

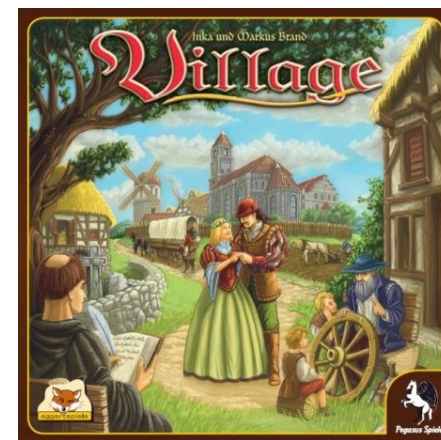
It's all too easy to lose this game, but you also don't want to spend too long debating who's going to do what each turn – it's an emergency! We enjoyed it so much that we played three games on the trot, using the different boards and playing different roles. The box contained an expansion that provides different buildings, such as the



apartment block where there's no access from the outside (it's several floors up), and additional roles.

Flash Point: Fire Rescue is good fun and a great topic for co-operative play since fire-fighters must work as a team. I'll give it 8/10 on first acquaintance, though co-operative games are a rather different kettle of fish from my usual fare. I think gamers will want to play the advanced game as it isn't too complex to pick up from scratch and it seems to provide more depth to the experience. *Flash Point: Fire Rescue* is for 1-6 players, aged 10+ and takes about 45 minutes to play.

My second day opened with *Village*, which is published by Eggertspiele – the latest of their games designed by Inka and Markus Brand. It was launched at Spiel last year, but this was my first opportunity to play it. The board shows a medieval village with different actions illustrated at each building. Players have their own 'farmyard' board and several generations of worker pawns. The individual boards also have a time track. Most actions use up time and each circuit of the board kills off a pawn – generation by generation.



As you'd expect, players place workers on buildings to get the use of the actions available, taking an 'influence' cube when they do so. In this game, players also have to pay to use the actions, spending time or resources. Thus, placing a worker gets you access to the action for some time. Placing a worker is significant in other ways. First is the question of which cube you take: sometimes getting the cube is more important than the action(s) available to the worker you've just placed.

The second thing is that it matters where your workers are when they die. They go into the relevant section of the 'village chronicle' and players get additional points at the end of the game for their pieces in the chronicle. If there's no space in the right part of the chronicle, dead workers go into the general graveyard and the game ends when either this or the chronicle fills up. So, in this game, death is not only inevitable but part and parcel of the game play.

The aim of the game is to have the most points at the end, of course. Players can pursue this by travelling, joining the village council or the church, working at the various crafts or trading at the market. You will probably do all of these through the game, but I suspect that it's specialising that will bring in the big points.

My initial reaction to *Village* was that, while challenging, it was dry and uninspiring. Hence I give it 6/10 on my highly subjective scale. However, the mistake I made in my first game was thinking that I should try to avoid killing off my workers. Spending to get my first generation into good positions (in the council and church) was counter-productive as they were always bound to die. I clearly



need to give it another go with a proper understanding of how the game works. *Village* is for 2-4 players, aged 12+ and takes about 75 minutes to play.

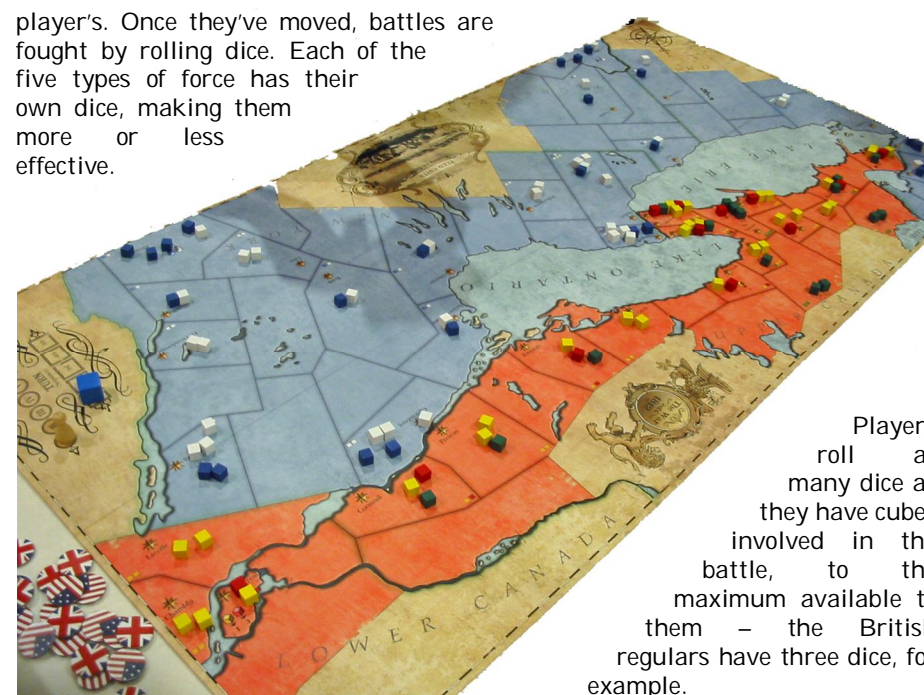
A change of pace was Academy Games's *1812 – the Invasion of Canada*, a wargame of the War of 1812 – when the USA took advantage of the British being busy fighting Napoleon to invade Canada. We played the five-player version: two players on the US side – regular army and militia – and three on the other – British army, Canadian militia and Native Americans. The forces are represented rather abstractly with wooden cubes of different colours.

In contrast, the board is, of course, a map of the territory the war was fought over, the land divided by the Great Lakes and the rivers. It is divided into areas, with icons to show those of particular significance. These are marked with British or American flags when they are held by the opposition. Whichever side has more markers on the board at the end of the game wins the war.

Turn order is decided randomly each round with each player playing a card that allows them to move a number of armies over land (a maximum number of spaces) or by sea. An army is any collection of cubes that contains at least one of the



player's. Once they've moved, battles are fought by rolling dice. Each of the five types of force has their own dice, making them more or less effective.



1812 about to start

Players roll as many dice as they have cubes involved in the battle, to the maximum available to them – the British regulars have three dice, for example.

The dice will show a hit, removing a cube from the opposition, a 'flee' symbol, removing one of your own cubes for re-deployment next turn, or a blank. The blank isn't all bad news as each of them does allow a cube to make a strategic withdrawal – very useful if you're an outnumbered defender. The Native Americans also have the useful tactical advantage of being able to withdraw to enemy territory, in effect capturing it!

Each set of cards includes one 'truce' card. The game ends when all the truce cards of one side have been played. Our game ended quite quickly with us Brits trouncing the damn' Yankees – helped by the inability of the American militia player to roll hits! *1812* proved an entertaining game that worked well as a multi-player wargame. I suspect the conferences between each team slowed things down a bit, though. I give it 7/10 on my highly subjective scale. Designed by Beau Beckett and Jeph Stahl, *1812* is for 2-5 players, aged 10+ and takes about 90 minutes to play.

After which, I was recruited to try *Helvetia*, a Kosmos game designed by Matthias Cramer. Each player starts with a village square and three buildings, staffed with villagers, that



The *Helvetia* main board

produce different goods – more villagers are married into other players' villages. Players can use their own villagers to produce goods, wherever they are, but only married couples in your village produce more villagers (babies, initially, who must then go to school before they can be deployed – though you can marry them off straight from school!).

There are no goods pieces in the game, players simply lay down the appropriate villagers to show they've used what those workers produce. And there is a chain of production, too, so producing a cow bell (a good Swiss staple) requires metal, which in turn requires ore. A chart on the central board shows all the different goods. Players can use up a good to place a marker on the appropriate space on the chart. Each marker is worth a point and there's a bonus for the first to place a marker on the more complex goods. There are substantial bonuses, too, for the first to place specific sets of markers – such as the ore-metal-cow bell sequence.

The central board shows the five actions available to players each turn. They take actions by placing discs on them – as many discs as the number of times they want to do the action – and then carry them out. Constructing buildings is, of course, an action. So is placing markers for goods produced. Standing workers back up again is the third. Conducting marriages is the fourth and producing babies is the last. Players continue taking actions until only one of them has any discs left. They don't get to use those discs (a tactical point to be aware of), but do get the first player marker for next time (it's worth a point, too).

Rather than scoring points for actions, players assess their current points at the end of each round – and points can go down as well as up! The game ends when at least one person reaches 20 points and whoever has the most points wins. While there are quite a few points available in bonuses, expect to get most of your points from markers on the production spaces.

I found *Helvetia* great fun, belying the initial impression of the very dull artwork on the box – it's one of the few games I played more than once at the Gathering. In particular, it plays quickly and reaches a conclusion almost before you're ready for it. "Leave 'em wanting

My *Helvetia* village*Lords of Waterdeep* board

more" is a good principle for games design and I think this is the difference between *Helvetia* and the superficially similar *Village*. I give *Helvetia* an initial 9/10 on my highly subjective scale. It is for 2-4 players, aged 12+ and takes 90 minutes to play.

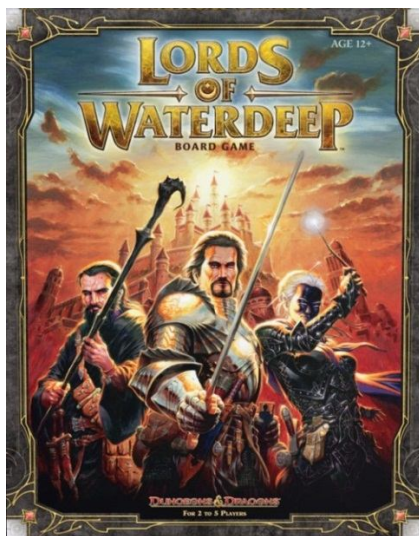
I had been hearing good things about *Lords of Waterdeep* since I arrived, so I jumped at the opportunity to try it. It turned out to be a bit of a masterclass from Hasbro's Mike Gray, who didn't seem to be paying much attention to the game, but ran away with it. Again, this game is about placing workers to get resources and actions. There are buildings to construct, too, but at the heart of *Lords of Waterdeep* are the quests that players seek to fulfil.

First, the culture shock: it's a *Dungeons & Dragons* board game from Wizards of the Coast! Other than the logo, though, there's nothing particularly *D&D* about this game. Okay, the wooden cubes you collect are adventurers of different classes, rather than types of resource, but that's just the labels. I spotted familiar denizens from the *Monster Manual*, too.

The board shows the city of Waterdeep and the specific buildings where players will place their 'agents' to recruit adventurers, find quests and intrigue against

their opponents. As there's only room for one piece at most buildings, turn order is significant – so it's no surprise that one of the buildings makes you first player. Another building lets you draft a 'Quest' card – you can have several on the go at the same time. When you have the right mix of adventurers (cubes) and cash, you can complete the quest and get whatever reward it provides.

Victory points are, of course, one of the things you get from completing quests. However, some also give you more cubes and/or money. A tactical point here is using one quest to provide what you need for another. Some of the quests are identified as a "plot quest". These provide few victory points but instead give you some advantage for the rest of the game. The earlier you can pick these up, the more useful they are.



Lords of Waterdeep player's board

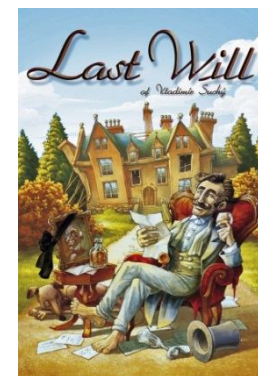
Apart from quests, players can buy more buildings for the town, giving extra options for placing agents and more opportunities to gain things. They can play 'Intrigue' cards, which provide bonuses or interfere with other players. For example, a mandatory quest is played on another player, requiring them to complete it before they can finish any other quest. The agent used to play an Intrigue card (after all agents have been placed) is then re-deployed to an empty building, getting you a second action.

Lords of Waterdeep plays really well. Players are always challenged to finish their quests – both by the game system and their opponents. The game is played over a set number of turns, so getting your quests completed in time adds to the pressure and the game does not outstay its welcome. The whole

thing is good fun and this is another game that I played more than once. *Lords of Waterdeep* gets 8/10 on my highly subjective scale. Designed by Peter Lee and Rodney Thompson, it is for 2-5 players, aged 12+ and takes about 60 mins to play.

Last Will was one of the interesting games that I missed at Spiel '11, so it was one I definitely wanted to play. It's designed by Vladimir Suchy, one of the stalwarts of Czech Games Edition (with the English language edition coming from Rio Grande Games). The idea of the game is *Brewster's Millions*: that is, the players must get rid of all their money to show that they are worthy to inherit a fortune. It's certainly a clever idea.

In game terms, the players try to build up a set of cards that will cost them money each turn – such as the impecunious School Chum. In particular, they can buy property. Properties can be maintained – which costs money, of course – or allowed to decay, which means they lose value. Ideally, you then sell the property at a thumping loss. Players can also manipulate the market to give different types of property a premium (when buying) or a discount (when you want to sell).



For such a light-hearted theme, the game is actually quite intricate and requires a bit of thought. First, each turn players must choose a slot on the 'planning board'. This will give them a certain number of actions, so many cards and put them somewhere in the order of play for the turn. As player order affects who gets what cards, this can be the most important element – provided you then have the actions needed to use the cards you want. Alternatively, you could go for the actions you need only to find someone else nipping ahead of you and grabbing the cards for which you needed the actions. Decisions, decisions.

On top of this, there are several different types of cards, which do different things. Some are used once only, some go in front of you as a permanent feature and some are property. There is quite a bit to think about and, ideally, you want to do this at the start of the turn. There is time pressure as well, as the game ends after a certain number of turns – unless someone wins outright by going bankrupt. (The only trick to going bankrupt is that you have to get rid of your property first!)



Part of the *Last Will* board and cards

Last Will was a great romp. There's enough thinking required to keep you on your toes without damaging any brain cells. The fun theme translates well to the game and it's surprisingly hard to get rid of the pile of cash you start with (though I haven't tried simply 'mislaying' it onto the floor...). I enjoyed the game on first acquaintance and give it 8/10 on my highly subjective scale. *Last Will* is for 2-5 players, aged 12+ and takes about 60 minutes to play.

That's where I'll have to leave it. In next issue, my thoughts on *Eclipse, The Manhattan Project* and others – plus the journey home.

Games Events

Last call for this year's Beer & Pretzels: 12th and 13th May in Burton-on-Trent. It's a fun two days of games playing – all sorts of games, too – hosted by the Spirit Games crew. For details, see: <http://www.spiritgames.co.uk/bnpdetails.php>

Then it's time for the UK Games Expo (slightly early this year to avoid the Jubilee weekend): 26th and 27th May, with some gaming on the Friday (25th) evening. There's plenty to see, plenty to take part in and lots of traders. See the website for all the details and to make bookings: www.ukgamesexpo.co.uk

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 (just along from London Bridge station, past the London Dungeon). Board games and occasional role-playing. No charges, all welcome. For more information, see www.pevans.co.uk/Swiggers.

Games Games Games Days: from noon(-ish) on the second Saturday of every month at the Allsop Arms (137 Gloucester Place, London NW1 5AL). The pub has an extensive menu as well as some good beer and is convenient for Baker Street and Bond Street Tubes as well as Marylebone station. An excellent afternoon.

UK Games Expo: the last weekend in May 2012 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

Spiel: the board games event of the year. 18th-21st October 2012, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

MidCon: November 2012 at the Hallmark Hotel in Derby – the new venue for this long-running event from 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 124 was written and edited by Pevans. The LPBS masthead (page 27) is by Lee Brimmicombe-Wood as are the drawings on pages 24, 30 and 32. The illustration on page 28 is by Nik Luker.. Game artwork is reproduced by courtesy of the publisher. Pevans took the photos and played with Photoshop. © Paul Evans, 2012

Great White Hunter

Turn 12

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
1				g	g	g				X				g						
2	x								x	£				g		X		a		
3					♠		a		†	X			g					a		
4							a		£		s									
5		a	a										s			a				
6						†			x	x	X					a			x	
7	†	†	†			†				x							g			x
8						†					x			♠			g			
9									♠								g			
10			♠																a	a
11								g	g	g		X			♠					
12		X					X					X					x			B
13						B	X		X	X								x	b	
14				a		X							e	e					x	
15		♠		a					s				e	e		a				
16								s			a					a				
17			♠		g						a							e	e	
18					g													e	e	
19					g								g	g	g					
20									x	x						X				

Key

Notes: animals go up and down or left and right, not diagonally, with two exceptions. Elephants are blocks of four squares; each Snake is two diagonal squares and moves by up to three squares a turn.

Animals only touch (if at all) at corners and only Snakes will go next to a Bush.

Board features				
	Symbol	Size (Squares)	Number on grid	Point Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	20
Other symbols				
	X		Missed shot	
Upper case = this turn, lower case = last turn, Strikeout = dead animal				

This turn's shots

The lion is duly finished off, with a musical accompaniment from Russell Harris: "In the jungle, the mighty jungle, the lion sleeps tonight..." Altogether now!

Apart from this, a couple of bushes have their leaves shredded. Mike Dommert's attempt to find a snake gets nowhere.

There are five monkeys, an antelope and some snakes still on the board.

Press

Chris Baylis explains, "I am putting away the shotgun and firing only a catapult with sponge bullets in future as I am fed up with the animals hearing me clicking back the hammers of my double-barrels."

What's this about?

This game is essentially a variation of Battleships and is open to all readers of *TWJO*. Set in the late 19th century, a 20 x 20 grid represents an area of the African bush, while the players are all hunters looking to bag trophies. I have tweaked the rules this time to provide a bigger reward for being the first to hit an animal.

All you have to do each turn is nominate two squares to take pot-shots at: F9 and M17, say (the second is only used if the first misses). Letters (A-T) run across the grid and numbers (1-20) up and down

The first hit on each animal scores points in proportion to its size. For example, a Lion is three squares and worth 15 points, so the first hit scores $15/3 = 5$ points. If several players hit the same square at the same time, they share the points; if several players hit different squares of the same animal at the same time, they get the points for the square they hit.

Once an animal has been identified, subsequent shots share the points of the square they hit (there are no points left for the square(s) hit initially) with a minimum score of 1 point. So if players A and B hit the second square of that lion and C gets the third, C gets 5 points and A and B get $2\frac{1}{2}$ each.

Scores			
Player	Shots	This turn	Total
Chris Baylis	G13,F13	0	4.33
Mike Bird			5
Andrew Burgess			4
Charles Burrows	T12,J2	1.25	10.92
Ash Casey			2.5
Mark Cowper			1.25
Mike Dommert	B12,F14	0	18.67
Mike Dyer	J2	1.25	13.25
Jerry Elsmore			11.3
Alex Everard			5
Russell Harris	J4	1.67	12.67
Pete Holland	T7,J4	1.67	18.08
Emrys Hopkins			14.33
Dom Howlett			11
Andy Kendall	J2	1.25	9.25
Nik Luker	G13,F14	0	10.5
Tim Macaire	J1,K3	0	8.71
Przemysław Orwat			4
Jonathan Palfrey			2.5
Colin Parfitt			5.25
Matt Shepherd			7.5
Robert Skynner			4
Mark Stretch			11.8
Al Tabor	K6,J4	1.67	23.5
Gerald Udowiczzenko	K3,J13	0	6.13
Pam Udowiczzenko	L12,P20	0	9
Matt Wale	J2	1.25	19.75
David Williams			6
Graeme Wilson	G12,P2	0	6.8
Paul Wilson	L11,I13	0	15

An animal is dead when all its squares have been hit. No more points can be scored for this animal.

After 15 turns or when the board is clear (except for any snakes), the player with the most points wins.

**Send your shots (and comments) to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Monday 28th May 2012**

The Light That Failed

Star Trader game 6 – pre-start

We have eight players for the new game: Howard Bishop, Andrew Burgess, Mark Cowper, Mike Dyer, Martin Jennings, Przemek Orwat, Bob Parkins and Pevans. Let's go for the Corporation scenario – detailed in paragraph [24.4] in the rules.

Players should give me a preference list of Corporations as soon as possible. I will then assign Corporations, trying to make sure everybody gets a similar preference (I'll roll a die if necessary). Once you know your Corporation, you'll need to select which Victory Condition you're going for.

Note that only one of AIA (Corp 2) and McRadie's Crew (Corp 11), at most, will be allowed. If one of these Corporations is assigned, the other one will not be used.

**Preferences to Mike Dommert, 119 Victoria Road, Alton GU34 2DD
or by e-mail to mike_dommert@yahoo.co.uk by 18th May**

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Ora & Labora

The title (loosely translated as Prayer and Work) reflects the game's theme of a medieval monastery. Each player is developing their monastery and building up the trades needed to support it. I was very impressed when I played the game for the first time and am playing it a lot more.

For 1-4 players, aged 13+, playing time 2-3 hours: **£50.00**

Online at www.pevans.co.uk/Games



Icehenge

Star Trader game 5 – Game end

Przemyslaw Orwat: M Mu Herculis Development Corporation

First of all congratulations to Paul! And thanks to Mike for running the game. This time I tried to play a “diversified manufacturer” (and for the first time managed to join from the turn 1).

My house rules & strategy in this game were as follows:

- buy some factories (about 5 units each commodity);
- gain contractor position for the manufactured goods on demand markets;
- ship 10 units every other turn from factory to the demand market and sell 5 on contract each turn;
- trade other legal commodities on occasion;
- no “illegal” action (smuggling, piracy, sabotage and the like);
- no “pump and dump”!

My rough calculations told me that about turn 13 I should be able to finally repay the loans (= no more interest) and about turn 19-20 I should have 2,000 HTs.

Initially everything went well. However, on turn 6 I lost a CG hull worth about 100 HTs to pirates and on turn 12 I lost another ship worth about 200 HTs (CZ hull @ 100 HT and 10 liquors @ 100 HT) to the same pirates. The loss of the second ship with cargo just a turn before the loan repayment was really painful – buying a CI hull armed with LW and shooting down the main pirate was just to make us even (300 HT loss each) and to deter others, not “another pirate try” as some have thought. The result? 1,700 HTs instead of 2,000.

What I did wrong? First, lost two ships to pirates (would conditional Hyperjumps help?); Second, no smuggling; Third, should’ve repaid the loans sooner and not paid the interest (but this was partly the result of point 1).

What I liked? I have not noticed any significant “pump and dump”. I don’t know if there were no occasions or just people played their house rules? [People were looking to do this towards the end of the game, but the only time it was done, it was rather defeated by other players’ actions.]

Other? Frankly speaking, I was almost sure that Jerry Elsmore was going to win this one with his unusual “passenger fleet” tactics, just the turn before he resigned.

[I think I agree with you. If you take a ship with 3 passenger pods, and jump it between the high Law level and Port class worlds, you will receive an income of 30 HTs every turn for that ship. Add in the profits from transporting some goods as well and you are making good money. When you have half a dozen ships doing this, you are making 200 HTs a turn. Obviously, someone competing to move passengers in bulk, or a pirate prepared to risk the Patrols and intercept your ships, will cause problems. But that didn’t happen.]

Bob Parkins: P Transuranic Trade Corporation

Thank you, Mike, for running the *Star Trader* game. It’s always a pleasure for me to be able to join in and play in the game.

I did the things I wanted to do, such as producing monopolies and carrying passengers, while avoiding trouble from the criminal elements in the game. I think if I had taken advantage of the event and opportunity chits, I would have maybe improved my chances, but hey ho, it’s not possible to do everything you want.

Congratulations to Paul for winning. He played a good game.

[You were not that far off at the death yourself.]

Andrew Burgess: A Bulgakov Lines

Thank you for running the game of *Star Trader*; it was my first attempt at playing the game, so I was learning as I went along. With hindsight, I tended to be a little too conservative in what I was doing and I should have started by concentrating more on production rather than how to move my products around the galaxy. In addition, I was having to experiment some of the time, to ensure I had understood the rules correctly, and there are still a few items I would not say I have fully grasped; maybe next time? Congratulations to Pevans on his win.

[Let me know what you had problems with – I want to update the rules. The original game was by SPI and the rules are written in their legalese style.]

Mark Cowper: C Janet

Firstly, congratulations to PEVANS for winning and sad that Jerry Elsmore had to drop out just when Tegwin Truckers were sweeping the universe. I chose to play the game as a resource management game; developing factories in Petroleum, Isotopes and Spice where the price is low, shipping to planets where price is high and selling under contracts. For this reason I choose 4 dealerships option.

[You need to select the Dealerships in commodities and star systems where you expect to get Contractorship positions quickly. Then you can deliver goods and sell at market rates rather than bidding in competition with others.]

I did OK, finishing 4th; but the flaw in this approach were that it was way too slow. My production planet (Delta Toucanis) and selling planet (Epsilon Eridani) were difficult Hyperjumps, so I had to use a third planet (Tau Ceti) as a drop off point and shuttle goods from production planet to here, then ship them on to where the sales were (EE or Alpha Centauri). Too slow. I didn’t understand the loans early enough (a better option would have been to buy Monopole factories) or the fact you could sell ships for profit. I misunderstood the concept of passenger runs until Turn 6 when Jerry kindly explained what was happening. I think a ‘1 page Tips for Rookies’ guide may be in order. Looking forward to next one.

[Hearing what you say. I am working on this; the feedback is appreciated.

As a general point, if you do take a loan, make sure that you are making enough profit every turn to pay the interest on the loan. In the same way, while buying high connection levels may improve your access to chits, going from C6-C8 costs you 150



HT's – you want to get this back in knowledge and profit. If you hire an agent, you need to make use of them, ideally, or sell them to someone else. I have wondered about allowing people to hire specific agents, but have never devised a system I feel happy with introducing.]

Mike Dyer: D Sundog

Hearty congratulation to van Rijn! And a tip of the bonnet to that fine old gentleman, Jerry E, who dominated right out of the gate. But thanks to everyone for a cracking game!

I was struggling to wrap my head around the trading system at the start, and then managed an early score on a moody Battle Comm pod. With that, I happily switched to a strategy which allowed me to indulge my destructive tendencies. I do hope I managed to keep my fellow players on their toes before my little ninja ship got vaporized?

I was trying to keep careful notes of who might have weapons and where those ships were heading. But after some big fat kills I got over-confident, dropped all that guff and just tried to board anything that wasn't military. Now, with an Arsenal and Battle Comm pod, I really thought I'd fitted out the Tomiko to be a deadly killer, but apparently not... Mike was kind enough to point out that I might have chosen different tactics, but wouldn't elaborate mid-game. So c'mon Mike, what trick did I miss? And just what was the kit on that fat Corco Iota from Mu Herc that took her down? Well done Przemyslaw, I really felt that one!

[He had 6 light weapon pods on the Corco Iota Hull: like the Flute it can be described as a semi-military hull, as it has a good protection rating – 2 rather than the 4 of the Phoenix, for example. 6 Light Weapon pods firing missiles gives firepower of 30, together with a dice roll and any agents aboard, and you are in trouble.

When someone has armed a ship like that, you need to make sure you have the Initiative, even if you chose not to move, so you can fire first. Alternatively, keep moving your ship about, so you might intercept someone who isn't expecting you. An appearance in Alpha Centauri System Space might have netted a lot of ships. You stayed in Mu Herculis system space, establishing a blockade, and didn't bid for Initiative. The Flute Hull only has 3 pods and the damage you took from his first fire removed most of your firepower.

We have never had more than one player taking the piracy option and, when they have, a combination of the other players has taken them down. What would happen if two players combined forces, I do not know.]

Ah well, one or two more snatched hulls would have seen me set, and the Tomiko was worth a small fortune. It was looking like a pretty good strategy. Tegwin's huge fleet of unarmed tugs should have been the prime targets but Jerry's negotiating skills saved him for a few turns. At least I had the chance to get more comfortable with the trading system in the last half of the game. Didn't have much player interaction with anyone else so I'm interested to hear what the other strategies were. Final thanks and much appreciation to our hardworking GM. Great game, Mike!

[Jerry is very skilful in negotiation and assisting players. I admire him for it. It benefits the players, but helps him just that little bit more. Had it not been for personal problems, he would have wrapped this game up a turn or two back.]

Martin Jennings: J Swiss Mercenary Fleet

Well, I was trying a new slant this time to see what would happen. I had decided from the start not to take out a loan. This can be a good tactic if the right events happen, but they did not fall my way.

So really as soon as it became obvious that this was not going to work I just dropped into a holding pattern as far as the game went. Picking up the Black Market chits as much as possible and hoping for good die rolls and that the other players would start to either trip each other up, or maybe hire me to do dirty deeds to others.

[Yes, no one seemed to think of that. Perhaps, as you suggest, with your advantages, you might have advertised yourself.]

Here is a hint: If a player has high criminal connections, high reputation and a Chairman who gives a +2 reputation increase every turn, there is a likelihood that he is open to negotiations to sabotage. Congratulations, actually no, damn you Pevans, I will get you next time, and your little dog too! Muhahahahahahahaha! <cough!><hack!><splutter!>, ow my throat.

[No comment...]

Cheers Mike and all the best for your wedding.

Pevans: F Solar Spice & Liquors

Woohoo! That was a result. It's a bit disappointing that Jerry had to leave the game as he might well [almost certainly] have pipped me to the win – as Mike's figures last time showed. My strategy was the usual: trade in commodities that don't need Cargo pods to transport, particularly Monopoles. As I don't need Cargo space, I can cover my ships in (legal) weapons to deter pirates – as with my initial ship, Safety. Then I buy factories when I have the cash and hire a couple of Agents, refining my strategy to use the Agents' strengths.

In this case, I took Agent Crip as my starting option and thus began with the intention of doing some smuggling – ideally of Tempus since that doesn't need storage space either. I gained Agent Clint, who wasn't much use, but was lurking in case any threatening Agents showed up! Then getting Agent Willy (giving me a bonus when selling on the black market) was a real bonus.

My initial trading is as much about gaining Market Positions as making money. The idea is that having Contractors' positions lets you sell stuff without having to bid below the asking price, so you make your profit later – especially if you're selling what was produced for free in your factories. Gaining positions also boosts your Business connections, providing access to more News.

My second ship, Ladies, was a Piccolo. It can't take any pods, but it's streamlined, which is an advantage when smuggling. The original idea was to put Crip and Willy on this and use it for smuggling. I was then able to pick up a Battle Comm pod, which is also an advantage in smuggling. However, I couldn't fit it on Ladies, so cue a new ship, Cutthroat, a streamlined hull that could have some pods.

[Different ships have advantages and disadvantages. I once had some press talking about ships, I could put it into the tips.]

It actually took me a couple of turns to shuffle things around, but everything looked set once I'd got that done. I was able to pay off my loan by turn 11 as my trading in Monopolies was working well. Then up came the opportunity to buy an (illegal, military) hull. The idea with this was simply to sell it and hope to make a profit. Hence it was the Disposable.

PERF beat me to a nice smuggling opportunity, but then sold the Tempus to me. I was still able to make a decent profit, thanks to Agent Willy. I don't know if any double-cross was intended with this, but nothing materialised, so thanks to PERF.

I then got a bit concerned when I sold Disposable as I obviously had a big pile of cash and was probably making myself a target. Mike's figures suggest that maybe I should have sold everything on turn 18, but my valuation was a bit short of the magic 2,000 HTs. I decided I had to go for it on turn 19, but was hampered by the 'Psychic Jam' event. This stopped me jumping my ships to Mu Herculis and getting as much as I expected for selling them. However, I could then just coast over the line.

As you can see from my account, I play this game without much reference to what other people are up to. This is the complete opposite of Jerry's "talk to everyone" approach, of course. I was still very aware that he was my competition! Anyway, I thoroughly enjoyed the game. Thanks to all for playing and making it fun and big thanks to Mike for GMing.

Oh, and as you've no doubt spotted, my ships were all types of razor. No, I don't know why either, but it seemed like a fun idea at the time. ☺

A good game, and. I appreciated the efforts made to get orders to me on time, and warning when problems were occurring. There is obviously still a problem with explaining some aspects of the game; the mechanisms are simple once you have got your head round them. Several of the Corporations were doing well and it was only in the last few turns that Tegwin and then SSL drew clear. There was some quite serious selling and driving down of prices on the bulk commodities of Alloys, Isotopes and Petroleum, which cut down profits.

In the end the winner and closest rivals had engaged in buying cheap and selling dear and picked up what else they could get – the way to go. ❖

Les Petites Bêtes Soyeuses 251

Being a postal game of *En Garde!* run by Pevans since May 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 the back page). You will also need a copy of the published rules to *En Garde!* (see www.engage.co.uk).

**Orders for February 1665 to
Pevans at 180 Aylsham Drive,
Uxbridge UB10 8UF, UK or
lpbsorders@pevans.co.uk
by 28th May 2012**



January 1665

It's 1665! No more beer references! The New Year does not stop Parisian socialites settling their differences in the usual manner: with a duel. First off, RFG Captain Amant d'Au intends to sort out the outgoing Commissioner of Public Safety, Uther Xavier-Beauregard. Despite his regimental preference for the rapier, d'Au is a knife-fighter. He is also rather bulkier than Dragoon Xavier-Beauregard even before we take into account the latter's injuries. At least the cavalryman has a sabre and a second, Quasi Le Bossu, to aid his cause.

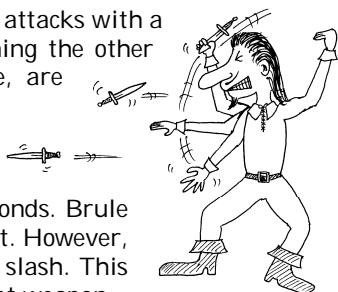
D'Au waits, timing his step back to avoid Xavier-Beauregard's slash. He cocks his arm and hurls his first dagger. The blade buries itself in Xavier-Beauregard's shoulder as he completes the cut that is the second part of his furious slash. Unable to hold onto his sword any longer, Xavier-Beauregard concedes the duel even as d'Au is reaching for a second knife.

The three-way fight between Ali Vouzon, Jean-Luc Beauchamp l'Rojik and Tomas le Matelot is cut short when Vouzon fails to appear. Le Matelot and l'Rojik have to make do with just fighting each other. l'Rojik has brought a young lady from the Bawdyhouse with him. "Gentlemen," he declares, "If we are to fight over a whore, let us at least fight over one that will give us a good time for our troubles. Fresh meat for the victor!" As a King's Musketeer, l'Rojik carries a rapier and brings Zachary The Money Goes as his second. General le Matelot has a sabre and Pierre le Sang. Both men are of medium build, but le Matelot has the greater expertise.

l'Rojik begins with a lunge, easily drawing first blood as le Matelot works up a slash to even the score. The General's superior skill tells immediately as l'Rojik struggles to regain his guard, offering no defence against le Matelot's cut. The Musketeer slashes wildly with his rapier, catching le Matelot, but not doing a

great deal of damage. He pulls himself together and attacks with a more measured lunge, only to meet the sabre coming the other way in a slash. Three injuries, one quite severe, are enough: l'Rojik concedes.

In a remarkably even duel, Etienne Brule of the Picardy Musketeers meets Noel Fornam Idya of the 4th Arquebusiers with rapiers and without seconds. Brule starts with a parry, hoping to catch out his opponent. However, Idya has opted for the less effective (with a rapier) slash. This blow hits Brule just as he is closing in with his secret weapon – his boot. The slash's effect is magnified by Brule's approach and he decides to surrender while he can still walk. The injury is also enough that he is unable to face Glock von Spiel or Vaux de Ville (two more Arquebusiers) this month. He does, however, challenge them to meet him in February.



Egon Mad 2 fails to show up for his appointment with Euria Humble. This leaves Charles Asnomonai, who debates which of the men from the 53rd Fusiliers to meet first. He opts for Tourtière Mangetout as being a more even match – though Asnomonai's old wounds put him at a slight disadvantage. As a cavalryman (he's in the Crown Prince's Cuirassiers), he uses a sabre to infantryman Mangetout's rapier. Pierre Robierre seconds Asnomonai while Mangetout is backed by Arnaud Surfinmaise.

Mangetout starts with a parry, just in case, and then dodges the slash. You'd think he would have spotted that this is just the start of a furious slash, but he stands still long enough for Asnomonai to get him with the cut. A slash and a lunge in quick order from Mangetout go some way to redressing the balance. He, too, has gone for the furious option on his attack and his cut hits Asnomonai just as the Cuirassier slashes again. At three hits to two, Asnomonai has had enough and admits defeat. His injuries give him an excuse to call off his second fight, with Armand Slice.

An early dismissal

The Minister of State has decided to get rid of his Aide. It is a simple matter: call in a couple of favours and the man is gone.

Lt-Colonel Pierre Robierre of the Grand Duke Max Dragoons is after the Second Army Adjutant's job. Luckily, he is friendly with Mademoiselle Di Lemmere, who has quite a bit of influence. Di applies herself and the incumbent quits the post, allowing the Second Army commander, General Tomas le Matelot, to appoint Robierre to the job once he's bought the rank of Colonel. Smug smiles all round.

Removing the Lieutenant-Colonel of the Cardinal's Guard is a more involved task. Not least because King's Musketeer commander Zachary The Money Goes thinks the man is doing a fine job and opposes his departure. CG Major Euria Humble calls in a big favour, but is worried that The Money Goes's influence will defeat him. So he brings in the support of Quasi Le Bossu and Vaux de Ville. CG Captain Arsène Est has his own reasons for removing the Lt-Colonel and adds his authority to the resignation request.

This time it works: the Lt-Colonel resigns, allowing a grateful Humble to purchase the rank and take command of the regiment. Est follows in his wake, buying the now available Major's position.

Yves Vrai Bretheauteque could do with some support in his efforts to remove the senior Major from the Dragoon Guards. As it is, his influence alone is not enough to get the guy out and Bretheauteque must remain a Captain this month.

New boy Voulo Vault gets to be a Captain, albeit in the Royal Foot Guards. His application is accepted with alacrity by regimental commander Richard Shapmes. Vault borrows substantially to buy himself a fancy new uniform and a horse to go with his new rank. Another new arrival in Paris, Chopine Camus, applies to the Grand Duke Max Dragoons. The new Colonel, Pierre Robierre, admits him to the regiment and subs him a couple of hundred crowns on top of his loan as he buys his way to Major and command of the second squadron. Robierre still has enough money left to settle his debts with the Shylocks.

4th Arquebusier Captain Vaux de Ville finally succeeds in making his influence count when he persuades his CO to volunteer the regiment for active service. Of his comrades, Major Noel Fornam Idya seems prepared for action, but Captain Glock von Spiel is quite taken by surprise. Uther Xavier-Beauregard volunteers most of his regiment, the Princess Louisa Light Dragoons, but leaves the first squadron in Paris. Eric de Miabeille resigns as Horse Guards Brigade Major so that he can give his squadron of the Queen's Own Cuirassiers their marching orders, too, and General Gar de Lieu opts for a tour of duty with the Royal North Highlanders.

There is no change in the Government as the only candidate who has put himself forward as the new Commissioner of Public Safety is not qualified for the job. Minister d'Or urges more men to apply for government service.

Parties in the Fleur

It looks like the Fleur de Lys will be busy this month. Minister of State Revaulvin d'Or has invited several people to discuss matters of state in different weeks over the month. General Pierre Cardigan is hosting a party all month. And Chancellor Jacques Shitacks is hosting the Boozers and Bellringers for the New Year. As it happens, only a few Bellringers turn up for Jacques' bash. Quasi Le Bossu is there, of course, and is wearing "the hat of Victualling". Or maybe it's just that several game birds have expired in the fruit bowl on top of his head. Pierre Robierre concentrates on the boozing part of the group's activities. Warren Peece brings Ingrid la Suède and has to explain his bizarre dress. Apparently it's a traditional dance costume in England, named after some fellow called Maurice. Jacques and Madelaine de Proust shrug their shoulders and continue partying.

In another corner of the club, Revaulvin d'Or and Deb Estaround welcome their first guests of the month: Egon Mad 2 and Zachary The Money Goes, who is accompanied by Anna Rexique. Their proceedings are interrupted when Zack spots that another club member is wearing the uniform of the Cardinal's Guard. With his best King's Musketeers' hat on, Zack vaults over benches to exchange challenges with Euria Humble. Edna Bucquette is a bit disconcerted to have her

tête-à-tête with her beau interrupted so rudely, but she'll get used to it if she's going to spend much time hanging around with Euria.

The third corner belongs to Pierre Cardigan, Fifi and their Toadies: Connor McKnight (plus Emma Roides), Charles Rabbit-Vacuum (with Lucy Fur) and Rick O'Shea. Their entertainment is watching Pierre place some hefty bets on the gaming tables. He only wins one out of the four. The fourth, and smallest, corner of the club is occupied by non-partying members – Devlin Carnate and Belle Epoque as well as Euria and Edna.

Week 2 and Pierre and Fifi welcome some more guests. Connor and Rick are back. Joining them are: Ilk Lamore Bartat (with Leia Orgasma on his arm), Quasi Le Bossu (accompanied by Guinevere) and Warren Peece (plus Ingrid). Pierre only makes one wager this time and wins it. Revaulvin and Deb's second week guests start with Egon, Zack and Anna again. To this group are added: Devlin and Belle, Gustav Ind and Kathy Pacific and Jacques Shitacks. Euria and Edna are in the club again and again Edna has to endure the exchanges between Euria and Zack.

The third week of January sees Connor and Rick back again to Toady to Pierre, along with Quasi for the second week running. This time they are joined by Pierre le Sang and Katy Did with Charles and Lucy re-appearing. Pierre bets his winnings from the previous week and loses them. Revaulvin and Deb reduce their Toadies to Devlin, Gustav and Jacques, but they all bring their mistresses along this time. The additional accompaniment is Madelaine, on Jacques' arm. Entering the club warily, Euria and Edna are relieved to see that Zack is no longer with Revaulvin's party. Not to worry: who's this alighting from the carriage just behind? Yes, it's Zack and Anna arriving for a week at Zack's club and another exchange of insults.

Inside the Fleur, week 4 is almost a copy of week 3: Revaulvin and Deb with guests Devlin, Belle, Gustav, Kathy, Jacques and Madelaine; Euria and Zack squaring up to each other and Edna and Anna looking on in despair. Pierre, Fifi, Connor and Emma make it four out of four with Quasi, Guinevere, Emma and Charles returning for their third week. Ilk and Warren are there again, too. There is just one new arrival: Yves Vrai Bretheauteque appears with Frances Forrin on his arm. This causes some problems with Connor as he and Yves are in enemy regiments. The two swap challenges.

In other clubs...

Richard Shapmes takes Ella Fant to Bothwell's for a quiet drink to start January. They have the run of the place and decide to return the following week. Oops! In crashes Charles Rabbit-Vacuum closely followed by Lucy Fur and then a slew of party-goers. Top of the list, alphabetically, is Arsène Est, who brings Lotte Bottle. Mary Huana is on the arm of Armand Slice. Charles Asnomonai (unaccompanied



as his courting has not been successful) is treading on Armand's coat tails. No, really: it's one way of annoying a regimental enemy. Armand and Charles swap challenges. Etienne Brule brings Ada Andabettoir. Gaz Moutarde comes alone (hey, he saw his lady friend in week 1). Angelina di Griz accompanies Jacques le Franc, but Lothario Lovelace is by himself. So is Pierre Robierre. And Tourtière Mangetout, who has misread the invitation as being a pasty at Bothwell's, but manages to bear his disappointment. As Charles's colleague, Tourtière is introduced to the delights of treading on Armand's coat tails. Voulo Vault brings up the rear and brings Laura de Land.

Richard and Ella do not come back to Bothwell's after that. But neither do Charles and his entourage. Instead it's the turn of Yves Vrai Bretheauteque's Micklemas soirée. Yves is delighted to be back in Paris after so long in the frontier mud and even more delighted that he has attracted Frances Forrin to his side. It does mean a duel with Sheikh Yadik Al-Abowt, but that's not too great a price. Oh, and another with Tomas le Matelot, whom he met on Frances's doorstep when he first went courting. Yves doesn't find many people to share his joy. Just Arsène and Lotte and Warren and Ingrid. That will do.

January in Bothwell's ends with mess night for the Second Foot Brigade, hosted by Brigadier-General Pierre le Sang and his other half, Katy Did. They are joined by the Brigade Major, Armand Slice, and Mary. Representing the 53rd Fusiliers, we have Major Tourtière Mangetout. And representing the ... 53rd Fusiliers, we have Valéry Singh-Letonne in his nice, new buff-coat – all the rage in England, apparently. Nope, no sign of anyone from the 13th (both Pierre and Armand are members of the 53rd too). Instead they can all celebrate Valéry's good fortune in winning the affections of Violet Bott. (Despite this, Valéry is the one man to visit the Bawdyhouses this month: he throws a dozen crowns away on the gaming tables and then the footpads relieve him of the small change he has left.) Pierre hands some cash to Armand and Valéry and tries to keep a clear head. Jean-Luc Beauchamp l'Rojik looks on from his own table in the club.

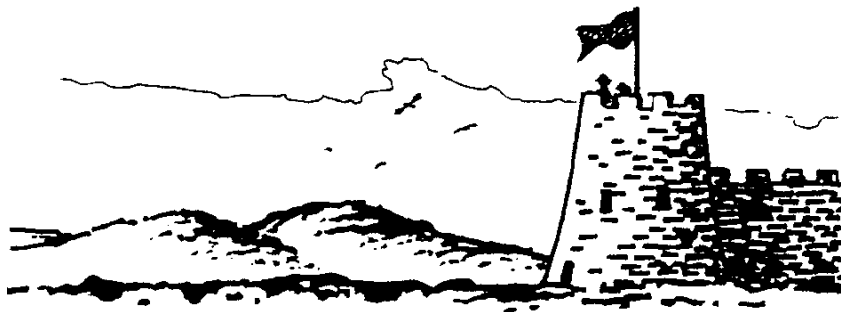
Hunter's has a visit from Jacques Blanc in week 2, keen to show the world that Marie Antoinette is on his arm. In fact, he just shows the club's staff, but it's the thought that counts. Monty Carlo does much the same thing in the last week. However, the woman on his arm is Charlotte de Gaulle and they have an audience – Arsène and Lotte.

Armand Slice and Mary start January in the Frog & Peach, returning a couple of weeks later as the guests of Etienne Brule and Ada (who, luckily for Etienne, doesn't know what he was up to in week 1 – lighting candles at the shrine of St Firmin, patron saint of Picardy and Men Who Should Have Known Better, seems to have worked). Lothario Lovelace Toadies to Etienne, too, still without a lady on his arm (his perseverance is rewarded at the end of the month!).

Having acquired the affections of Sheila Kiwi, Chopine Camus knows just what to do: he takes her to his club. It's only Red Phillips, but it's the thought etc. Sheila enjoys herself and the pair are a fixture in the club for the rest of January. They see Arnaud Surfinmaise, who pops in for week 2, and Tourtière and Lois de Low, who visit for the third week.

Tomas le Matelot is successful in love ... at the second attempt. He then retires to the gym to practice his sabre. Clearly a duel with Uther Xavier-Beauregard requires some preparation. Iron man of January is Amant d'Au, who spends all four weeks practising dagger throwing. If Amant is the iron man, Michel Marteau must be the velvet man. He spends all four weeks practising ... with his mistress.

Jacques le Franc is to be found toting his cutlass for three weeks and a dozen more Parisians spend two weeks in the gym. A further five put in a week's practice.



A fort in winter

Conventional military wisdom says that you do not conduct military operations in the middle of winter. The garrison of a Spanish fort in Franche Comté knows this very well. As the officers settle down for a lavish dinner, their commander ignores the blare of trumpets outside. "It's the middle of winter," he points out, "Nobody would be crazy enough to atta..." The musketfire convinces him otherwise.

Yes, the French troops are on Assault this season. The 4th Arquebusiers lead the attack on the enemy's baggage train, routing the guards in a bloody skirmish and plundering the wagons. The voice exhorting the men to "keep your heads down!" turns out to be Major Noel Fornam Idya, who is Mentioned for his sage advice ("Sage advice, indeed"). Captain Glock von Spiel is conspicuous in the attack and is promoted to Major to fill a sudden vacancy. His share of the loot, two thousand crowns, is more than enough for the horses his rank requires. However, Captain Vaux de Ville learns the hard way that Spanish pikes are very sharp. RIP.

The first Frontier regiment is with the Arquebusiers and bolstered by the presence of Major Eric de Miabeille's squadron of the Queen's Own. The Major comes away with just over two thousand crowns' worth of booty. He is Mentioned in Despatches, too ("That's a lot of swag"). New private, 'X1' is seeking his fortune with the Frontier troops. He scoops up the best part of three thousand crowns' worth of loot, which must go some way to meeting his goal. He is Mentioned as well ("That's a huge amount of swag!"). Now all he has to do is survive another month at the front and he can return to Paris and spend it.

Bdr-General Uther Xavier-Beauregard leads Princess Louisa's Light Dragoons after what's left of the baggage train guards and then gets in on the looting. He comes out with nigh on a thousand crowns in booty and two medium Mentions in Despatches ("Excellent U-turn").

Despite the advice of attached Bdr-General Armand de Luce, Frontier regiment 2 tries attacking up the steep hill towards the fort. They find they can't keep their feet in the treacherous conditions and de Luce watches despairingly as they slide back down. His advice is not rewarded.

Frontier regiment 3 has to make do with what's left after the baggage train has been picked over by the other troops. Major Sheikh Yadik Al-Abowt's attached battalion of King's Musketeers elbows their way to the front, the Sheikh getting a nasty bruise in the process. Still, he now has a thousand crowns to spend on bandages and his name appears in the Despatches ("Mmm ... Sheikh cakes...").

Frontier regiment 4 is pretty much left out of things this month. Not even Lt-Colonel Jacques de Gain's Musketeer battalion gets recognition. De Gain does get a familiar Mention ("Mmm ... Sheikh cakes..."), but he's not sure he's earned it. Captain Patrice d'Romilly doesn't even get that.

Elsewhere in the forest, the Royal North Highland Borderers are doing their own thing. Or maybe they're just lost. General Gar de Lieu leads a battalion of the tough Northerners and collects a brief Mention of his own ("He's got a map!"). ❖

Press

Announcements

Have you ever wanted to use the two-handed sword but were too scared to try?

Get 4 weeks' free two handed-sword lessons with every successful application to join the Archduke Leopold Cuirassiers. What are you waiting for? Apply today.

Applications are invited for the position of Commissioner of Public Safety. Though we are in a Golden Age of Peace & Prosperity (or so it says here), there are still malicious and discontented persons who must be hunted down like dogs, err, brought before the bar of justice and given summary justice, ermm, the benefit of His Majesty's well-known clemency. Applications please in blood, sorry, in good green ink to the office of the Minister of State.

† Count d'Or, His Majesty's Most Loyal
Servant

Aide required by Bdr-General, 27th M. Please contact WP.

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

Officers and Men of the 2nd Brigade of Foot:

This is a warning order. The Brigade will be departing for a winter campaign. Officers and enlisted should expect to spend the month of February, 1665, on the frontier, defending France from her many foreign enemies. Plan your schedules accordingly.

Long live the King,
† Sir Pierre le Sang, Brigadier

Matters of Honour

Dear Earl Madd,

It has come to my attention that you are looking for a second to watch you demonstrate your fighting prowess. I have myself not lost a duel in a very, very long time and would be honoured to hold your coat and drink of your vintages while you teach your inferiors some manners. I would in return be honoured if you would reciprocate the arrangement.

Yours in arms, † Count Shitacks

Social

To Boozers and Bellringers

Due to the generosity of our Honorary Life President and Chancellor, Jacques Shitacks, the future of our little club is now secure even in this age of austerity and savage Government cuts. To celebrate, all members old and new are invited to a party at Bothwell's in February Week 4 where we shall ding our dongs and sing as loud as we can from the Club rafters 'For he (Count Shitacks) is a jolly Good Fellow' until all Paris recognises him for the great man that he is.

Mistresses welcome, all 'refreshments' paid for. Chairman Quasi Le Bossu will also pay 100 crowns in March 1665 to the authors of all poetry written in honour of our kind benefactor (Terms and conditions apply: limited to 1 entry per member, must rhyme, limericks preferred) that is published in the Press in February 1665. Catering provided by the good Sheikh.

† Chairman Quasi Le Bossu, B & B.
PS The scurrilous allegations from some quarters that such a charitable donation is just a way of avoiding paying taxes is strongly denied and potentially libellous!

The Picardy Prom

I invite anyone of SL 5 or less to join me in my club during the third week of February for dancing and as much refreshment as you can afford. Members of the Picardy Musketeers and guests within 1 SL of myself carouse at my expense. Understandably, the gentlemen of the 4th Arquebusiers are not invited, as we do not wish to distract them from their Regimental Combat Training, which we understand this week consists of wind-sprints, rapid sword disposal, firing exercises (gunsmoke makes an effective smokescreen and can prevent immediate detection of one's abject running away) and the fearsome regimental battle-cry which has been heard every time these brave men turn away from the King's misguided enemies: "MOMMMMMEEEEEE!!!"

† Major Etienne Brule

PC will host a party all month at the Fleur: SL 13+ and mistresses welcome.

New Year's Ball

It has come to my attention that some of the fine gentlemen of Paris feel my recent performance at the front does not reflect well on the martial tradition of His Majesty's glorious troops. I completely accept your opprobrium and am most earnestly sorry for my mistakes. I promise to work harder for France in the future and hope that my demotion from Minister of War to Private was sufficient punishment for my errors. I wish to make it up to all of Paris by staging the annual New Year's ball in support of the Paris Orphanage during the first week of January at the Fleur de Lys, all are invited, and I shall pay all costs. Yours Sincerely,

† Euriah (Ever so) Humble

All,
As RM Colonel, I will be holding a gathering in week 3 of February at my club. I invite Count Shitacks to attend as Guest of Honour, in respect of his prior service in the regiment. All 1st Foot Brigade officers, and those above SL 10+ and their better halves are welcome. That should give my officers a week to recover prior to going to the front in March.
† ILB

Valentine's Day Party

February Week 2

Gentlemen, bring your ladies to a romantic party in celebration of St Valentine to be held at my club in the second week of February. Prizes awarded for the most beautiful Lady and the most dashing Gentleman. Costs paid. Regimental enemies will not be admitted.

Yours etc,

† WP

Regimental Letters

To the foul and cowardly 69A

I have laid low for a while but now I am back and I hope to be joined by some friends. I look forward to putting you all to the sword very soon; if any of you can rise from your bellies.

† Sir Jacques Blanc Lt Col Royal
Marines

Personal

To the Cheeky Sheikh,

Ugly, sir? You must be drunk!

Please see me tomorrow when you're sober... If you can see through that fug of shisha.

† Major GM, RM

Lord Percy Percy says, as fashion is tending towards the anonymous party, then the most fashionable person is Paris is...

Having trouble affording a new horse? Don't have enough money to go courting that influential mistress? Need a new Sabre?

Ocean Shylocks is here to help, listen to what our customers have to say.

"I consolidated my loans with Ocean Shylocks, now I only have one lump sum payment and a promising career at the front"

† Subaltern, Gascons

"I was turned down by all the high street Shylocks, but Ocean Shylocks said yes. Now I can afford my own room in a high class establishment"

† Ms Wanda Matressback,
bawdy house 5

*smallprint: Failure to repay loans may result in disgrace and being sent to the front until payment can be made or the loan recipient suffers from a mild case of death at which point the loan will be transferred to your family members.

Lilies are blooming in Picardy, tra-la.

† VdV

In January?

† Le Roi

To Captain Sheikh Yadik Al-Abowt Sir, You were very sorely missed at our little Christmas celebration. Thank you very much for the delightful cakes, which went down a treat. Please come and dine with me in the first week of March (and do bring your lady).

Yours etc,

† WP

Primus: You have heard...?

Secundus: About the unfortunate incident of the QOC and 7 tonnes of herrings?

Primus: Exactly.

Arsene Est

Are you referring to the slander put about by the Cardinal's Guard that the Colonel of the King's Musketeers has relations with porcines?

† CRV

53rd Foot ... ah, got it! So nondescript they could only give you a number.

We are not a number... We are the King!
† Le Roi
Overheard at the government postal office

Post worker 1: got some mail for the Minister of Justice.

Head post worker: just pop it in the Minister of State's post box. He claimed that post last month.

Post worker 1: Can he do that?

Head post worker: Don't ask me, I just sort the post.

Post worker 2: got some post here for the King.

Head post worker: That's strange; the King's post shouldn't come to this office... er, oh just pop it in the Minister of State's post box...

To Count Revaulvin d'Or

I would be delighted to have this opportunity to get to know you better and I would consider myself honoured to be considered for any position in His Majesty's Government that you think I would be suitable for.

† Earl Egon Madd

To all members of Paris Society

Minister Quasi le Bossu invites all to come up with suggestions for the 'Big Society' initiative that he is putting forward on behalf of the Government to liven up these dark times of fiscal austerity. Please send your best ideas to the Editor of the Press for inclusion in the February 1665 edition. Community schemes involving the Fallen Ladies of Montmartre, dancing in public in pantaloons (to the music of Monsieur Hammer) and bawdy plays involving Phillip IV of Spain, carrots and his stable of mares particularly encouraged.

† Ugolin Factotum, Head Clerk,
Ministry of the 'Big Society'

Arsene Est

I think you will find that the 'heathen' wrote last month, and therefore you cannot be aware of his standard of speech. His written French however does lack a certain 'je ne sais quoi'.

† Rabbit-Vacuum

General Shitacks,

Your words do you credit; I can only aspire to follow in your footsteps. The regiment currently finds itself well-staffed, but if in need, we may take up your offer. I think it's about time I held a gathering, and would be delighted if you and the marvellous Madelaine could attend.

† ILB, Col RM

To whom it may concern:

The members of the Picardy Musketeers were briefly disturbed by an intemperate missive purporting to be from a Capt. De Ville of those rather ungrateful recipients of the King's charity, the 4A. However, perusal of the missive quickly indicated that it could not have come from an officer of the 4A. The complete absence of spelling errors and bad grammar, and the fact that the missive was not written in soft green crayon, the only writing implement permitted in the 4A officer's mess, were dead giveaways. We encourage the wayward soul impersonating M. de Ville to aim higher.

† Major Etienne Brule

To Captain Etienne Brule

Congratulations on your appointment. Please make yourself and your Lady available to meet with Lt General Le Bossu and Guinevere at Bothwell's in Weeks 1 and 2, February 1665 to discuss duties and workload.

† A N Other Factotum, UnderClerk,
Ministry of the 'Big Society'

Poetry Corner

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

Be still at the back coz we're off to the front

It's really no fun to be Fusilier grunts
So all raise a glass of sweet lemonade
To the gallant young boys of second
brigade

Huzzah! Crash Tinkle Hic

† TM

Points Arising

**Next deadline is
28th May 2012**

Note that the deadline is three days later than usual again as I'll be at the Expo over the weekend of 26th-27th.

Now, I've done something very silly. I've made some changes to the computer programs I use to administer this game. ☺

I've looked carefully through this turn and everything seems okay. However, please check your character sheets carefully and let me know if you find anything odd.

And I'll find something else to change next time...

Welcome

We have several new players joining us. Welcome to:

Martin Adamson,
Joe Farrell,
Peter Farrell and
Carl Chambers.

Enjoy the game, guys.

Absent friends

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

Sigh, Grrr

Owch, Grrrr

Fie, Grrrrr

May make me wake up in a minute....
oh Grrrrrr.

AV Ali Vouzon (Graeme Morris) has NMR'd. Total now 1

PdR Patrice d'Romilly (Simon Burling) has NMR'd. Total now 2 and is sent to a Frontier regiment

SYAA Sheikh Yadik Al-Abowt (Jason Fazackarley) has NMR'd. Total now 1

Notes

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising web page at www.pevans.co.uk/LPBS; or send a cheque (payable to Margam Evans Limited) for £7 (inc postage to UK addresses) to LPBS, 180 Aylsham Drive, Uxbridge UB10 8UF.

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

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

Orders (and press) should be e-mailed to lpbsorders@pevans.co.uk – 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). If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk instead.

Announcements

Charles Rabbit-Vacuum applies for Commnr. of Public Safety

Jacques Shitacks asks NPC Aide to General (JS) to resign

Pierre le Sang asks NPC Division Commander of First Division to resign

Pierre Robierre applies for Army Adjutant of Second Army

Uther Xavier-Beauregard asks NPC Regiment Adjutant of Princess Louisa Lt Dragoons to resign

Uther Xavier-Beauregard asks NPC Dragoon Brigade Major of to resign

Uther Xavier-Beauregard asks NPC Brigadier of Dragoon Brigade to resign

Yves Vrai Bretheauteque asks NPC Lt.Colonel of Dragoon Guards to resign

Duels

Results of last month's duels:

Amant d'Au (gains 1 Exp) beat Uther Xavier-Beauregard (with QLB).

Ali Vouzon didn't turn up to fight Jean-Luc Beauchamp l'Rojik and lost SPs.

Ali Vouzon didn't turn up to fight Tomas le Matelot and lost SPs.

Tomas le Matelot (with PC & PIS, gains 1 Exp) beat Jean-Luc Beauchamp l'Rojik (with ZTMG).

Etienne Brule declined to meet Glock von Spiel as he was under half End

Etienne Brule declined to meet Vaux de Ville as he was under half End.

Egon Mad 2 didn't turn up to fight Euria Humble and lost SPs.

Charles Asnomonai declined to meet Armand Slice as he was under half Endurance.

Tourtière Mangetout (with AS, gains 1 Exp) beat his enemy Charles Asnomonai (with PR).

Noel Fornam Idya (gains 1 Exp) beat his enemy Etienne Brule.

Sheikh Yadik Al-Abowt's challenge to Gaz Moutarde was voted down 6:9.

Grudges to be settled next month:

Tomas le Matelot (Sabre, Seconds PC & PIS, adv.) and Yves Vrai Bretheauteque (Sabre, 4 rests) have mutual cause as neither stood down over Frances.

Euria Humble (Cutlass, 2 rests) and Zachary The Money Goes (Rapier, Seconds QLB, adv.) have mutual cause for being in enemy regiments.

Armand Slice (Rapier, Seconds PIS & TM, adv.) and Charles Asnomonai (Sabre, Seconds PR, 2 rests) have mutual cause for being in enemy regiments.

Charles Asnomonai (Sabre, Seconds PR) and Tourtière Mangetout (Rapier,

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

Voulo Vault (Rapier, 3 rests) has cause with Charles Rabbit-Vacuum (Sabre, adv.) as he's not Noble but higher SL.

Connor McKnight (Sabre, Seconds ROS) and Yves Vrai Bretheauteque (Sabre, adv.) have mutual cause for being in enemy regiments.

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

Challenges to be voted on:

Etienne Brule challenges Glock von Spiel as he was not able to meet him this month.

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.

Duels held over until March

Sheikh Yadik Al-Abowt versus Yves Vrai Bretheauteque.

Uther Xavier-Beauregard versus Tomas le Matelot.

Etienne Brule versus Glock von Spiel (if voted cause).

New Characters

Tim Macaire gets the Second son of a well-to-do Baron: Init SL 7; Cash 250; MA 5; EC 3 (X2).

Martin Adamson gets the Bastard son of a wealthy Gentleman: Init SL 3; Cash 450; MA 1; EC 3 (X3).

Joe Farrell gets the Orphaned First son of a Peasant: Init SL 3; Cash 11; MA 3; EC 4 (X4).

Peter Farrell gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 2; EC 1 (X5).

Carl Chambers gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 2; EC 3 (X6).

Tables

Frontier Regiments

(Assault for Dec-Feb)					
Colonel	<u>F1</u> N3	<u>F2</u> N4	<u>F3</u> N2	F4 N6	<u>RNHB</u> N6
Attached	2 Sqn QOC X1	AdL	2 Bn KM	1 Bn KM	GdLi
Also at the Front	Princess Louisa Lt Dragoons - 2 Sqn 3 Sqn only 4th Arquebusiers				

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

Army Organisation and next year's summer Deployment

First Army (Defence)	PC/__/N4/N
Guards Brigade (Defence) – RFG CG KM	
Second Army (Assault)	TIM/__/PR/N
First Division (Assault)	N4/N/JdG
1st Foot Brigade (Assault) – RM PM	
2nd Foot Brigade (Assault) – 13F 53F	
Second Division (Assault)	N5/N/CRV
3rd Foot Brigade (Assault) – 27M 4A	
4th Foot Brigade (Assault) – 69A Gscn	
Frontier Division (Assault)	N4/N/N3
Frontier Regiments (Assault)	
Third Army (Field Ops)	__/__/N6/N
Cavalry Division (Field Ops)	N2/N/N2
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Dragoon Brigade (Field Ops) – GDMD PLLD	

Organisation and Deployment for the Campaign Season
with Army and Division posts (Commander/Aide/Adjutant/QMG)
Entries are ID for player characters, N (+MA where needed) for NPC, __ for vacant

Brigade Positions

Guards Brigade	N6/N/JLBR	Second Foot Brigade	PIS/__/ASli
Horse Guards Brigade	N5/N/___	Third Foot Brigade	N2/N/N3
Heavy Brigade	N6/N/N5	Fourth Foot Brigade	N6/N/N5
Dragoon Brigade	N4/N/N6		
First Foot Brigade	N6/N/ROS		

Current CO/Aide/Brigade Major of each Brigade; entries as Army table

Regiments

	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	RS		ZTMG		CMK	MC		ILB	PR	N3	AV	UXB	PIS+	WP	N5		
LCol	DC	EH	JdG	N1	MM		N4	JB		N4		CRV		N5	N5	N3	N5
Maj	N4	N4	JLBR+	N3	EdM	N2	N5+	ROS+	N3	N1		N6+	ASli+	N3+	NFI		N5+
Maj	N6	AE	SYAA	N2	N5*	N3	CA	GM	CC	EB		N6	TM	N4	GvS		N2
Capt	AdA	N1	N6	N2	N1	N5	N3	N1	N2	N5	N5	N5	N4	N2	N5*	N1	N1
Capt	N2	N5	N2*	N3	N2	N6	N5	JIF*	N5	N3	N6	N4	N6	N5		N1	N2
Capt	N5	N2	PdR	N3	N2	N6	N3	N3	N6	N4*	N6		N3	N3		N5	N1
Capt	N5*	N6*	N4	N4*		N3*	N1*	N3	N3*		N4*		VSL	N3*		N5*	N3*
Capt	VV																
Capt				YVB													

This table shows the ten senior positions in the 17 regiments by rank.
Entries are Character abbreviations, N (+MA) for NPCs, blank for vacant.
* shows the regiment adjutant.
+ shows ranks held by characters with a brevet rank or an appointment elsewhere.

Battle Results

Princess Louisa Lt Dragoons: 3
4th Arquebusiers: 2
Frontier regiment 1: 2
Frontier regiment 2: 5

Frontier regiment 3: 3
Frontier regiment 4: 4
RNHB regiment: 5

Other Appointments

Ensign of King's Escort N	Captain of King's Escort N
Ensign of Cardinal's Escort AE	Captain of Cardinal's Escort N
Aide to Crown Prince N	Aide to Field Marshal MM
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General EM2
Inspector-General of Cavalry N	Inspector-General of Infantry N
Commissioner of Public Safety __	
Chancellor of the Exchequer JS	Minister of Justice GdLi
Minister of War GI	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.

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	PIS
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	QLB
10	Frances Forrin	14	B	YVB
21	Helen Highwater	14	W	
48	Fifi	14	B/W	PC
62	Alison Wunderlandt	14		
11	Laura de Land	13		VV
16	Ophelia Derriere	13		
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	CRV
30	Leia Orgasma	13	B	ILB
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	AE
12	Charlotte de Gaulle	12		MC
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	RdO

No	Name	SL	Attr	Last
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	CMK
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	JIF
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	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	JB
49	Mary Huana	8	B/I/W	ASli
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	DC
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	VSL
15	Ada Andabettoir	5	B/I	EB
25	Lois de Low	5	B	TM

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
DC	Earl Devlin Carnate	26	62	Rich	Lt.Colonel RFG/Min w/o Port	10	Belle	Flr	2	Bruno Giordan
RdO	Count Revaulvin d'Or	26+	79	Rich	General/State Min.	13	Deb	Flr	4	Jerry Spencer
ZTMG	Count Zachary The Money Goes	25	71	OK	Colonel KM	18	Anna	Flr	4	Gerald Udowiczenko
GdLi	Earl Gustav Ind	25	70	Withy	Fid Marshal/War Minister	9	Kathy	Flr	6	Ashley Casey
JS	Earl Gar de Lieu	25	F	OK	General/Justice Min.	5		Flr	4	Bill Hay
EM2	Count Jacques Shitacks	24	56	Rich	General/Chancellor	3	Madelaine	Flr	4	David Oliver
JdG	Earl Egon Mad 2	22	44	Rich	B.Lt-General/Adjutant Gen	9		Flr	2	Tym Norris
EH	Marquis Jacques de Gain	21	F	Rich	Lt.Colonel KM/1st Div Adjutant	15		Flr	4	Ben Brown
EH	Viscount Euria Humble	20	54	Rich	Lt.Colonel CG	15	Edna	Flr	5	Matthew Wale
PC	Baron Pierre Cardigan	19+	65	Comfy	General/1st Army Commndr	9	Fifi	Flr	4	Matt Shepherd
TIM	Baron Tomas le Matelot	17	45	Withy	B.General/2nd Army Commndr	8		Flr	4	Tim Skinner
QLB	Sir Quasi Le Bossu	17+	52	Comfy	Lt-General/Min w/o Port	8	Guinevere	Both	6	Mark Cowper
ILB	Sir Ilk Lamore Bartat	15	35	Withy	B.Bdr-General RM	6	Leia	Both	6	Andrew Kendall
MM	Sir Michel Marteau	15	33	Poor	Lt.Colonel QOC/FMshl's Aide	1		Both	1	Neil Packer
PIS	Sir Pierre le Sang	14	30	Comfy	B.Bdr-General 53F/2 F Brigadier	5	Katy	Both	4	Bill Howell
CRV	Charles Rabbitt-Vacuum	13	38	OK	Lt.Colonel PLLD/2nd Div Adjutant	3	Lucy	Both	5	Mike Dommett
JLBR	Sir Jean-Luc Beauchamp l'Rojik	13	34	Withy	Major KM/Gds Brigade Maj.	6		Both	4	Rohan Keane
RS	Richard Shapmes	13	26	Rich	B.Bdr-General RFG	7	Ella	Both	4	Charles Popp
EdM	Sir Eric de Miabeille	13	F	Comfy	Major QOC	7		HGds	3	Pete Holland
UXB	Sir Uther Xavier-Beauregard	13	F	Withy	B.Bdr-General PLLD	7		Hunt	3	Pete Card
WP	Sir Warren Peece	12	37	Withy	B.Bdr-General 27M	8	Ingrid	Both	2	Pam Udowiczenko
CMK	Sir Connor McKnight	12	35	OK	Colonel QOC	3	Emma	Hunt	5	Graeme Wilson
YVB	Sir Yves Vrai Bretheauteque	12	34	Withy	Captain DG	4	Frances	Both	1	Chris Boote
ROS	Rick O'Shea	12	31	OK	Major RM/1 F Brigade Maj.	3		BG	6	Paul Wilson
AdL	Armand de Luce	12	F	Comfy	Bdr-General	5			2	Francesca Weal
MC	Sir Monty Carlo	11	26	Comfy	Colonel ALC	9	Charlotte	Hunt	4	Andrew Burgess

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
JB	Sir Jacques Blanc	11	23	Comfy	Lt.Colonel RM	4	Marie	Hunt	4	Dominic Howlett
AV	Sir Ali Vouzon	10-	7	Comfy	B.Bdr-General 13F	6		Hunt	1	Graeme Morris
AE	Arsène Est	10	31	Poor	Major CG/Ensn.C's Esc	5	Lotte	Hunt	5	Ray Vahey
GM	Gaz Moutarde	10	23	Comfy	Major RM	3		Hunt	2	Mike Dyer
SYAA	Sheikh Yadik Al-Abowt	10	F	Comfy	Major KM/KM Regt. Adjit.	4			3	Jason Fazackarley
VV	Voulo Vault	9	23	Poor	Captain RFG	2	Laura	Hunt	2	Mark Booth
AdA	Amant d'Au	9	20	OK	Captain RFG	3		Hunt	5	David Brister
PdR	Patrice d'Romilly	9	F	OK	Captain KM	6		BG	2	Simon Burling
JIF	Jacques le Franc	8	22	Comfy	Captain RM/RM Regt. Adjit.	6	Angelina	BG	6	Charles Burrows
NFI	Noel Fornam Idya	8	F	Comfy	Major 4A	1		BG	4	Martin Jennings
PR	Pierre Robierre	8+	43	OK	Colonel GDMD/2nd Army Adjutnt	4		BG	1	Bob Bost
EB	Etienne Brule	7+	24	Poor	Major PM/LtGen's Aide (QLB)	2	Ada	F&P	4	James McReynolds
CA	Charles Asnomonai	6	17	Poor	Major CPC	2		RP	4	Gerry Sutcliffe
VdV	Vaux de Ville	6	RIP							Tim Macaire
ASli	Armand Slice	6+	36	OK	Major 53F/2 F Brigade Maj.	5	Mary	F&P	5	David Williams
TM	Tourtière Mangetout	6+	33	OK	Major 53F	2	Lois	RP	4	Howard Bishop
CC	Chopine Camus	6+	18	OK	Major GDMD	2	Sheila	RP	4	Stewart Macintyre
LL	Lothario Lovelace	5	15	Poor		5		RP	4	Geoff Bowers
AS	Arnaud Surfinmaise	5	5	OK		5		RP	5	Nik Luker
GvS	Glock von Spiel	5	F	Comfy	Major 4A	3			5	Colin Cowper
X1		3	F	Comfy		5			3	Derek Brister
VSL	Valéry Singh-Lettonne	3+	20	Poor	Captain 53F	5	Violet		3	Paul Appleby

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, Flthy = 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+