

That would be enough

This has been issue 146 of To Win Just Once, published 10th July 2014. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2014

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by 25th July 2014.

Orders for *LPBS*, Fictionary Dictionary votes and entries and any other contributions to Pevans by Friday 1st August 2014.

(Next deadlines: 29th Aug/5th Sept, 3rd/10th Oct)

Waiting lists

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 – Martin Jennings and Mike Dyer are in the frame for the next game. Working map and rules provided.

Star Trader – Mateusz Ochman is waiting for the next game – anyone else? Rules provided.

Online games

See page 18 for more information about these.

Brass at brass.orderofthehammer.com

Puerto Rico at www.pr-game.com

Through the Ages at www.boardgaming-online.com

Agricola (at www.boiteajeux.net): Pevans

Nauticus, **Roll Through the Ages** and **Vinci** (at www.yucata.de) Pevans.

Credits

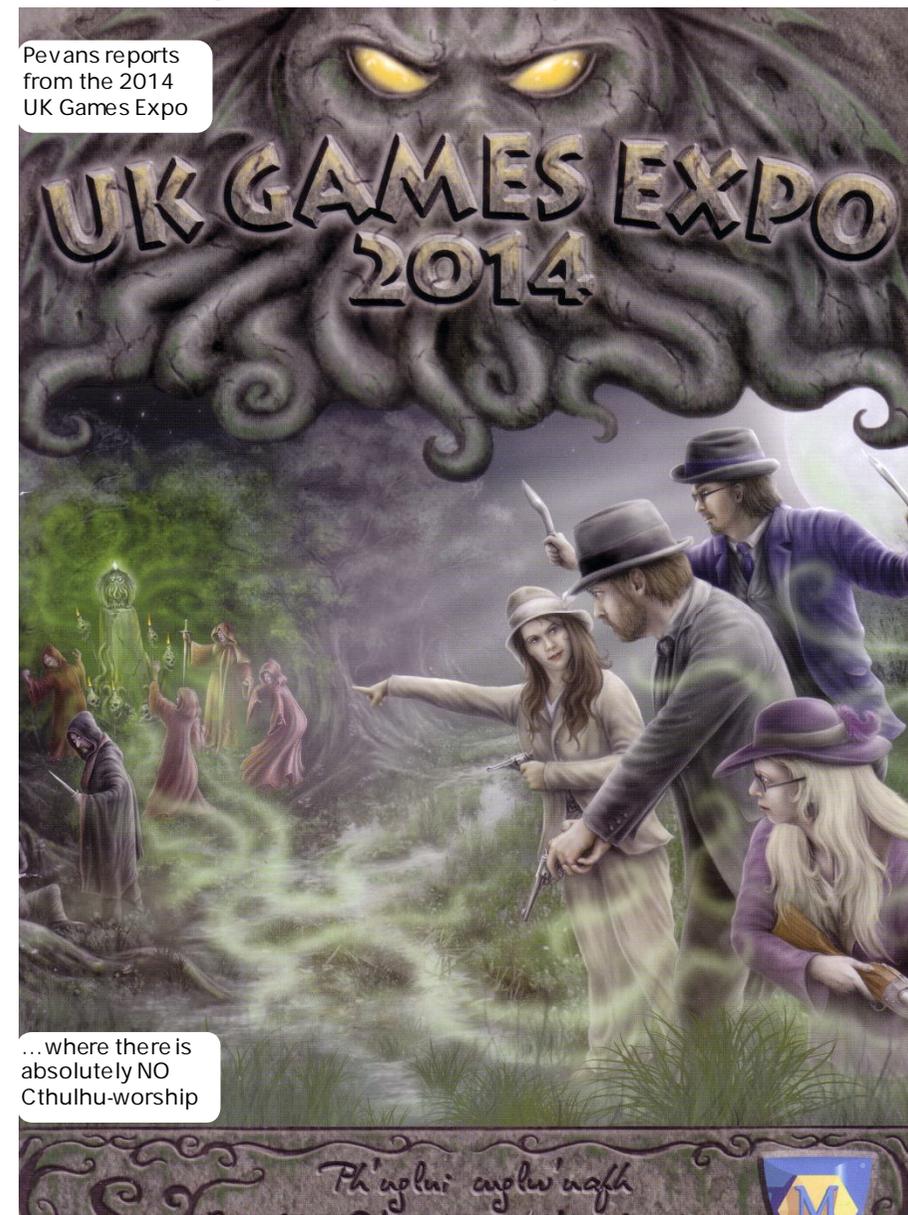
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

After the excitement I reported last issue, the latest event in my life has been a gastroscopy. I had finally persuaded my GP to do something about my chronic heartburn and this was the result: a doctor sticking a camera down my gullet. I opted for the local anaesthetic and, while I wouldn't recommend it as a fun day out, the experience was at least bearable (thanks to the encouragement of the staff as I lay there gagging).

My surprise was quite how thick the cable is: I was expecting a fibre optic thread, but got something chunkier than co-ax. Mind you, it does need to be thick enough for the doctor to retrieve samples. And the question I should have asked, of course, was whether they use a different apparatus for colonoscopies!

In the wider world, the World Cup is almost over, thank goodness. I am looking forward to television and newspapers returning to normal service. Except that we will now have wall-to-wall Commonwealth Games coverage to take us into the silly season. Oh well, at least Geraldine and I are getting the chance to work through some boxed sets...

Great British Beer Festival

The annual opportunity to 'sample' lots of beer is almost upon us. This year it's 12th-16th August at London's Olympia. As usual, my plan is to attend for the afternoon and early evening of the Thursday (14th) and readers are welcome to join me (or have me join you...). There were half a dozen of us last year, I dimly recall, and a good time was had by all (I think...). Let me know.

TWJO online

The PDF versions of *TWJO* 145 were downloaded 143 times in June (it was published 6th June). Issue 144 collected a further 71 downloads in the month, taking it to 363 over two months. *TWJO* 143 hit 441 downloads since publication (21st March).

After a lot of searches from baidu.(the Chinese search engine) com in May, there were none in June. Maybe the Chinese have decided I'm harmless! This month's oddity is one of the search times that found my website: "spongebob employee of the month game". This, of course, will have taken the visitors to *Employee of the Month* at Games from Pevans – not quite what they're looking for!

Subscription rates

As you'll no doubt have noticed on the cover, I have now implemented the new price – and subscription rates – for *TWJO*. The website has also been changed, so anyone whose sub is due for renewal will get the new rates.

Letters

Colin Bruce sympathises.

Sorry to hear about the shunt in the car. Or was that what you called the guy who ran into you? :-)

Something like that. Prefaced with the word “dozy”... Jonathan Palfrey has his own accident to recall.

Sorry about your car accident. I had a similar experience years ago here, although the damage may have been a bit heavier in my case. I was stopped at the back of a line of vehicles behind a temporary obstruction, and a car came round the bend behind me not expecting to have any reason to slow down. The driver wasn't looking where she was going, and tried to brake but too late. Fortunately, I wasn't injured. I found out that she was a driving instructor. :-)

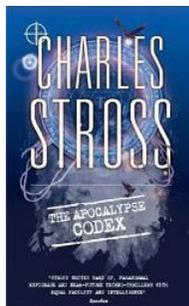
Following your Peter Hamilton review, I looked him up on the Web. I'm not convinced he'd be my kind of author. On the whole, I like a book that makes me feel more, rather than less, cheerful and his books look rather downbeat to me – which seems to be a general problem with British SF authors. *Great North Road* I could consider trying, although (considered as an experiment) it's a pity it's so long.

I'm afraid I'm pretty bad at keeping up with the current state of SF, unless it's written by an author I already know and like. There's too much modern SF that doesn't appeal, perhaps because SF authors have grown more pessimistic about the future than they used to be; and when I try it I tend not to like it much. I like SM Stirling, whom I discovered in 2006 when a friend recommended *The Peshawar Lancers*. Unfortunately, he has a strange taste in things to write about and I refuse to read most of his books because I dislike the subject matter, even though I like his writing.

If you want to try Peter Hamilton, I recommend starting with his early SF detective novels as they're shorter. *Mindstar Rising* is the first of these. His space operas are terrific, but they are all chunky tomes.

Reading Matter

My recent reading has been *The Apocalypse Codex*, Charles Stross's 2012 instalment in his “Laundry” series. The Laundry is Britain's most secret secret service as it deals with magic, the occult and things man was not meant to know. The clever bit is that Stross makes this funny as well as genuinely horrifying. The books so far have chronicled the rise of Bob Howard, pressed into the Laundry when he accidentally dabbles in magic (it turns out magic is mostly maths and thus very easy to do with a computer...). Starting in IT support (I was hooked by the computing humour in the first books), Bob is now an increasingly effective agent for the Laundry (though his usual approach is to get way out of his depth and bumble through!).



In *The Apocalypse Index* Bob is given the job of handling a couple of sub-contractors. They are investigating a dodgy-looking American televangelist who's been cosyng up to the British Prime Minister. This gives the Laundry some justification for getting involved. However, officially, the Laundry does not use sub-contractors. I had exactly the same misgivings as Bob. And the pair he's nominally supervising regard him as an amateur. They are professionals: a hugely competent, upper class woman and her lower class, tough guy male associate. Their codename is BASHFUL INCENDIARY. It was only after Pete Card pointed it out that I got the reference (I'd been thinking Lady Penelope and Parker...). If you're struggling, just find some synonyms for the words bashful and incendiary...

Anyway, the investigation quickly goes pear-shaped – one of the clever things Stross does is make his bad guys smart: they know the good guys are after them. However, Bob has a few tricks up his sleeve and BASHFUL INCENDIARY is, well, hugely competent. The plot pulls the reader along at a cracking pace, the nasty bits are truly nasty and the threats feel very real. The conclusion feels real, too: messy and confused, but satisfying. Stross does a good job of making his unreal situations feel real.

The Apocalypse Codex is a great addition to the Laundry canon. If you're a fan you won't need my recommendation. If you're not, go and start with *The Atrocity Archives*. I see the latest in the series – *The Rhesus Chart* – is out in hardback with the paperback due next year...

Back at the NEC

Pevans reports from the 2014 UK Games Expo

Following last year's successful move, the Expo was back at the Hilton Metropole at the National Exhibition Centre this year. This is a large, comfortable hotel with a lot of different function rooms – all of which were used for the Expo this year, I'm told. In particular, the trade 'hall' was three rooms, rather than two, with a few traders in playing areas as well. As I'm aware from my own experience, one of the perennial complaints of a hotel-based convention is how much the hotel charges for everything. Being used to central London pubs, I didn't find the prices surprising. However, the Expo addressed the issue by having the hotel set up a 'food hall' that provided cheaper food (and drink). It was also the overflow breakfast room, which only a few of us found (thanks to Chris Dearlove for the tip).

The UK Games Expo supports just about every form of game: board game, role-playing (table-top and live action), CCGs, wargames, computer games and all points between. As the Expo is consciously modelled on the Spiel games fair, the emphasis is on playing games and many of the publishers' trade stands had room to play their games. There are blocks of demo tables in the middle of the trade

halls, too. On top of this, lots of tournaments take place in the dozen or so other rooms around the hotel, with these areas used for open gaming in the evenings.

Playing the tournaments

The Expo kicks off on Friday with open gaming – the organisers provide a games library with an impressive selection of games for people to borrow and play. However, this year I had signed up for a tournament on the Friday evening. The only problem with a tournament is that it commits you to playing the same game several times in quick succession. If you're going to do this, it had better be a game you enjoy.

In this case, the game was *Suburbia*, Ted Alspach's clever city-building (well, suburb-building, to be accurate) game (see my review in *To Win Just Once* 139). I really enjoy this game and the mix of building tiles, only some of which are used in any game, means that it is quite different each time you play. There were just eight of us for the tournament, organised by Halesowen Boardgamers. So that was two games of four, swap around for two more games and then the top four play off, with the winner of the final game being the champion.



Yours truly (left) receiving my trophy from Halesowen Boardgamers (thanks to James Graham for the photo)

First and third in the opening rounds was just enough to put me on the top table for the final, along with James, Jennifer and Sue, winner of the other table's second round game. As you'd expect, after a couple of games' practice, everybody was pretty sharp, but the game went quite differently from the first two. I took an early lead (not the way I usually play *Suburbia*) and just pulled away from the other three for a resounding win!

My reward was a plaque (at this rate, I'll need a trophy cabinet in another... oh, twenty years) and a gift voucher for the traders at the show. An excellent end to an entertaining evening. And I'm still looking forward to playing *Suburbia* again.

Saturday and Sunday are the main days of the Expo with the trade halls open all day. As I've done the last few years, I played in the *Memoir '44* tournament on Saturday and hit the trade halls on Sunday. *Memoir '44* works as a tournament because you play several different scenarios of this simple WW2 wargame across the day, providing plenty of variety. The structure is that players are randomly assigned as Axis or Allies. They play three scenarios against different opponents, but are ranked according to how well they compare to the other people playing the same side. For the final round, we play off against the equally ranked opponent in a final scenario, which is played from both sides.

Taking a look at the scenarios lined up for us to play, I was pleased to be drawn as an Allied player. Round one was "Forêt d'Ecoves," mid-August 1944. A French Armoured Division attacks German forces in the eponymous forest. This gave my opponent a good defensive position, but the French infantry all counts as special forces. We both played cautiously, but I was able to move up my troops and defeat the opposition in detail. A 6:2 win was a good start.

Round 2 was "Vaumicel Manor" from D-Day with a German counter-attack against US troops moving off Omaha beach. My plan was to do the same as in the first round, but my attack never got going. My tanks were ineffective, my infantry took heavy casualties and I went down 3:6. Ouch!

The third round took me to Guadalcanal in late October 1942. "Matanikau River" has Japanese forces attacking US Marines across the eponymous river in jungle. My plan was to defend robustly, hoping my artillery would do plenty of damage. However, my opponent punched through the centre and was able to get his tanks off the board, despite enfilading fire from my guns, and win 4:6.



The *Memoir '44* final in progress: honours are pretty even so far

With two losses out of three, I was not surprised to learn I was only the fifth best Allied player, so my last round was the playoff for... ninth place! This scenario was "Counter-attack at Arras." From May 1940, the scenario has British Expeditionary Force troops trying to force back the blitzkrieg – the German forces being led by none other than Erwin Rommel! This immediately looks like a loss for the British as they are outnumbered – and their armour isn't as good.

I played as the Allies first and quickly took up defensive positions. This allowed me to hold off piecemeal attacks from my opponent and I hung on for a 6:4 win. Switching sides, I then blitzed a 6:2 win as the Axis by quickly moving up my tanks and pinning the British against the edge of the board. 12:6 on aggregate is a resounding win – shame it was only for ninth place!

Meanwhile Reg and Colin were fighting it out on the top board. This was much closer. First, Colin won 6:5 as the Axis. The tense reverse scenario went 6:5 to Reg, making the aggregate 11:11. Figures eliminated was the tie-breaker and Reg got the win. Congratulations to him and many thanks to Barry Ingram who organised the tournament. As a *Memoir '44* fan, I find playing several scenarios over the day great fun.

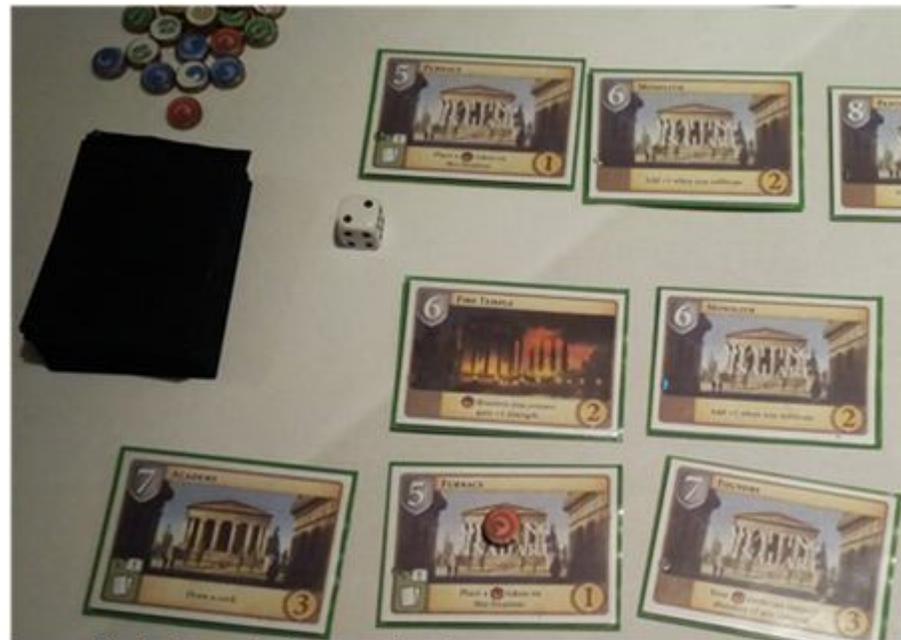
My Saturday evening was spent playing *Terra Mystica* with a couple of the *Memoir '44* crowd, eating pizza with my roommate Pete Card and our old friend Hammy and being introduced to *Paperback* by David Brain. This is an excellent word game that uses *Dominion*-style mechanisms.

Players have a hand of cards, each showing one or two letters. They use these – possibly including the generally available 'common' card – to make a word. Any special abilities on the cards used are triggered when they're played. The total score of the word is then used to buy additional cards. Most of these cards will be additional letters, but players can also buy 'Fame' cards (nicely illustrated covers for amusing novel titles) and it's fame that wins the game.



Paperback in play – I think the word is "vents". The stock of cards is at the top.

Paperback is self-published by designer Tim Fowers (using Kickstarter to fund this) and a second printing is on the way. This can be ordered from the game's website: www.paperbackgame.com. Word games are not everybody's cup of tea, but I really enjoyed *Paperback* and will be ordering my own copy. I'll give it 9/10 on my highly subjective scale on first acquaintance.



Some of the final artwork for *Brave the Elements*

Exploring the new games

My exploration of new board games at the Expo takes place mainly on the Sunday – plus excursions between games on Saturday. Pete Card is my usual wingman on these occasions, though our interests do diverge at times. This report is organised in alphabetical order of exhibitor – not very exciting, but at least it lets me check that I've covered everything I looked at. Note that I'm only covering board games in this report, so there's no mention of the many RPG publishers, retailers and others who didn't have any board games. And I'm sure I missed a few, too.

The first game Pete and I tried when we rocked up on Sunday morning was *Brave the Elements*. This is a new game from Miles Ratcliffe and Chaos Publishing, whose *Mediaeval Mastery* I saw at the 2012 Expo (see *TWJO* 126). We joined Martin Abrahams and another Pete (Dennis?) for a four-player game of trashing each other's buildings. As players draw new cards to make a full set of buildings at the beginning of each round, this is not much of a handicap – though you do score a point or two if you have buildings left at the end of a round.

Each round players get several chances to use the cards in their hand – disasters – and attack, in effect, their opponents' buildings. Buildings destroyed or

captured are kept as victory points. The cards, both buildings and disasters, are all tied in to the four classical elements (earth, air, fire, water) and there are bonuses and penalties according to which elements players use.



Round 2 of *Brave the Elements* – red is infiltrating my position

Brave the Elements is an interesting game that kept the four of us entertained for the best part of an hour. Because of the luck of the cards, there is a noticeable random element – if you get the right cards you can string together several actions in a row. The game was pre-production, so we were playing without the final artwork. This was on display, though, and looks really good. The game didn't meet its target on Kickstarter, but it will be re-launched "in a few months" – keep an

eye open for it. I give *Brave the Elements* a provisional 8/10 on my highly subjective scale. See the Chaos Publishing website for more information: www.chaospublishing.com

After the success of last year's *Cornish Smuggler*, Grublin Games was back this year with a new prototype, *Waggle Dance* – along with production copies of *Cornish Smuggler*. As the name suggests, the game is about bees, collecting pollen and making honey. It features lots of dice, with each player having a set – their worker bees. Players use their dice to collect pollen from the flower cards, move it back to their hive and turn it into honey. And make more bees, build honeycomb and so on. The winner is the first to get enough full honeycomb tiles. It is brightly-coloured fun and I look forward to trying it.

Waggle Dance's Kickstarter campaign raised £20k of the £15k needed, so we should be seeing the game before Christmas. To find out more, see www.grublin.com

Andy Hopwood has come up with some neat little games (as Hopwood Games) and his latest is *Dodekka*, which is being published by Coiled Spring. This is a typically smart, quick card game. Players collect cards in five suits (colours), with the aim of having the highest value in the suits they collect – otherwise the points will count against them. Their options each turn are to take the card closest to the deck or draw another and add it to the end of



Dodekka on display

the row. The catch is that if the total value of the cards is more than 12, they get all the cards.

Dodekka is entertaining, plays quickly and gives players some decisions to weigh up. Great for family play (and there's a bit of arithmetic involved, too) and a decent filler for gamers. Hopwood Games is at www.hopwoodgames.co.uk, but there's more about *Dodekka* on the Coiled Spring website: www.coiledspring.co.uk/product/dodekka

Pete spotted another card game, *oddball Aeronauts* – "a game of duelling airships" – from Maverick: Muse. The initial attraction was the stunning artwork which portrays this strange world of piratical cartoon creatures – the oddball Realms.

The game is designed to be played from hand so that "no surface [is] required" and is a two-player duel where the objective is to force your opponent to discard all their cards.

There is a deck of cards for each player, from which they draw their initial hand. Cards in hand are kept strictly in order as it's only the top few cards that can be used each turn. A turn is a challenge between the players, comparing the level of their chosen skills. The loser discards cards, the winner gains cards. To this can be added the effects of events and 'tricks'. While it sounds straightforward, out-guessing your opponent becomes an important part of the game as it progresses.

When one player runs out of cards, they lose – a process that should take 15-20 minutes. And then they want revenge, of course! *oddball Aeronauts* has been funded through Kickstarter (naturally) and should be available early this Autumn. For more, see themaverickmuse.com

One of the silliest games I've enjoyed in recent years has been Mayday's *Get Bit!*. Players are a line of swimmers (robots in the original version, more recently re-themed as pirates) being chased by a shark. When the player at the back is caught, they lose a limb and last robot/pirate standing wins the game. It's great fun and now has a prequel: *Walk the Plank!*. Here we find out how the pirates end up in the water.



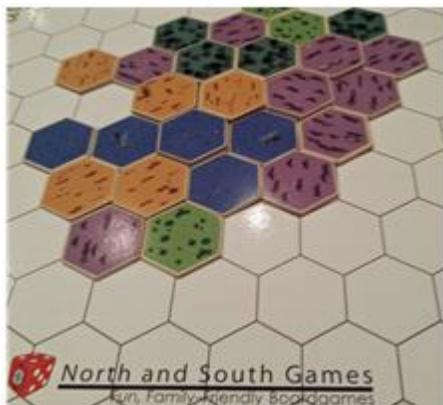
The *oddball Aeronauts* stand



Walk the Plank! looks just as silly as *Get Bit!*. The idea is that the players are the stupidest pirates and are being disposed of by the rest of the crew. They play cards to jostle and shove other players further along the plank towards Davy Jones's locker. However, everybody has to play a sequence of cards before anyone finds out what the first cards do. There's plenty of scope for getting it horribly wrong and leaping to your doom "because you are, well, stupid."

Apparently there's a third game in this thematic trilogy, *Hold Your Breath!* and I look forward to seeing this, too. Mayday Games can be found at maydaygames.com

North and South Games made an impact last year with the first edition of their entertaining *Rock, Paper, Scissors, BANG!*. The second edition was launched at Spiel last October and was adorning their stand here, neatly packaged in linen bags. In front, though, was a large demo version of their new game, *Terrain*. It's very simple: players take turns placing hexagonal tiles onto a grid. Each tile shows a type of terrain (grassland, woods, mountains et al) and players score points for making groups of the same terrain.



The big demo version of *Terrain*

However, they don't know what tiles their opponents hold, let alone what anybody will have next round, so making a nice group of three may just let the next player score a four... There's some scope to place tiles on top of others, which is an important tactical opportunity. Once all the tiles have been used up, the player with the most points wins. And then, as I remarked to designer Dave Cousins, you can play *Settlers* on the board you've just made. Or not. *Terrain* will come with rules for both a simple, family game and a more complex one for gamers. Dave expects it to be the

basis for more games in the future. Catch up with North and South Games at www.northandsouthgames.co.uk

Oakbound Games attracted my attention with their steampunk style and then I spotted they were promoting a board game called *Tripods!* The only question was: H G Wells or John Christopher? A quick look at the board showed places like Horsell Common and Richmond Hill and a late-Victorian style. Yep, it's *The War of the Worlds* board game – except that it isn't for copyright reasons.



Each player has a motley crew (the demo set had some wonderful individual playing pieces) trying to escape from London as the Martians invade. As the game goes on this gets more difficult as red weed grows across the pathways on the board. Plus there's plenty of scope for getting in the way of other players and the opportunity to bring down a tripod or two. The game looks hugely atmospheric and I hope the gameplay lives up to this. It's certainly a game I'm looking forward to playing. There's more about *Tripods!* at the Oakbound website: www.oakbound.co.uk

A short stroll later, Pete and I found another entertaining card game: *Next England Captain*. Now I have absolutely no interest in football, but this was billed as the antidote to the World Cup (and there were free brownies – never underestimate bribery when trying to attract people to your stand at a fair!). Publisher Too Much Games claims that "we make tongue in cheek board games" and that's certainly true of *Next England Captain*.

Players use their hand of cards to tell the 'story' of a professional footballer. The different colours represent the different aspect of his life: the clubs he plays for, his personal life, his team members and so on. The aim is to build him up to the point where he can play for the national team and thus be eligible to be Captain. However, there may well be downs as well as ups along the way and this is part of the fun. (Though the game is family friendly and thus doesn't feature any lurid sex scandals!)

Next England Captain is surprisingly tricky: you have to get the right cards into your hand at the right time and play them in the right order. It provided quite a few laughs along the way, too, and played to a conclusion in about 20 minutes. It



My career isn't going too well and I'm definitely not *Next England Captain*

fits the bill as a neat, fun family game or filler and doesn't require any knowledge of football. I give it 8/10 on my highly subjective scale on first acquaintance. You can find more (including print 'n' play games) on the website at www.toomuchgames.co.uk and *Next England Captain* is being funded on Kickstarter.

Looking at the list of the exhibitors in the Expo programme suggests I've missed a few who had board games on show. Damn! I do try not overlook anyone. However, let me recommend the programme: quite apart from giving visitors the information they need (what's where and when), it contains some entertaining articles and is more like a magazine in its own right. Let me also recommend the UK

Games Expo itself. For gamers, it's 2-3 days of gaming (I recommend signing up for a tournament or two) with the opportunity to look at some new stuff and make the odd purchase. For non-gamers, there's a lot to see plus the entertainment of the various look-alikes (though in some cases it's more dress-alike than any sort of resemblance) and costume groups. I expect next year's event to be 29th-31st May 2015 (it's usually the weekend after the bank holiday), but keep an eye on the website to find out the dates and book your place: www.ukgamesexpo.co.uk

Games Events

Time for the big one: Manorccon XXXII is 18th-21st July at John Foster hall at the University of Leicester. As you can see from the number, Manorccon has been running for a long time. It is the board gamers' convention par excellence, with a concentration on playing games. There are a few tournaments, including the *Diplomacy* that was the original core of the event, plus a games stall, bring 'n' buy and other goodies. Full details are available at www.manorccon.org.uk or via the BGG Guild at www.boardgamegeek.com/guild/441

The first event in August is the latest The Cast are Dice, held at the Sixth Form College in Stoke-on-Trent on 9th and 10th August. Shire Games are providing an extensive games library and the emphasis is on open gaming. To find out more, take a look at www.thecastaredice.co.uk or www.boardgamegeek.com/guild/293

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, usually upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (a few minutes' walk from London Bridge station). For more info, see www.pevans.co.uk/Swiggers

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

UK Games Expo: end of May 2015 in the Hilton Metropole at the NEC. This is a public event that showcases games of all sorts with traders, demos and participation games plus guests. For gamers there are lots of tournaments and open gaming. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 16th-19th October 2014, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: 7th-9th November 2014 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See www.midcon.org.uk.

For more extensive information on UK board games events, try the following.

The Labyrinth: <http://homepage.ntlworld.com/the-labyrinth/games/>

The Queen's Lane Advertiser: <http://www.boardgamers.org.uk/qla.php>

Subscribing to TWJO

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The table on the right shows the costs for the paper edition, including postage (and VAT), depending on where you live.

Paper edition	UK	Europe	World
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The second table on the right shows the games only subscription (including VAT).

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Fictionary Dictionary

Round 7

Scores from round 6

Top scorer this round was Ray Vahey, but his total isn't anything to write home about.

Andrew Burgess and Alex Everard now lead the pack chasing Mr Kendall and there are quite a few people in that pack.

Chris Baylis bemoans his poor score this round, but acknowledges this is because he didn't actually put in any definitions!

Round 7 definitions

The proposals are below. All you have to do is let me know your favourites.

Quercine

1 One of the names given to the production of 4D movies.

2 Dead. As a result of asking too many questions.

3 The LGBT area of Manchester.

4 Ambiguously pig-like.

5 Useful drug, but with strong gay side effects. Exceed the recommended dose only if you have already booked tickets to Mamma Mia.

6 Pertaining to any slightly out of the ordinary or surreal part of a play or film.

7 Attractively peculiar.

8 Drug formulated especially to treat the old-fashioned malaise known as

Player	This round	Total
Paul Appleby	0	1
Chris Baylis	0	10
Howard Bishop	0	2
Bob Bost	0	3
Colin Bruce	4	11
Andrew Burgess	3	15
Mike Dommett	2	11
Alex Everard	3	15
Mark Farrell	0	7
William Hay	0	8
Pete Holland	1	10
Andrew Kendall	0	20
Nik Luker	1	6
Tim Macaire	4	13
Brad Martin	0	12
Graeme Morris	1	13
Jonathan Palfrey	0	2
Chris Rudram	0	0
Matthew Shepherd	0	0
Gerald Udowiczenko	0	0
Pam Udowiczenko	0	12
Ray Vahey	5	6

"feeling a bit queer" (no modern usage intended).

9 Characterised by the impulse to question everything.

10 Mediaeval word meaning 'pertaining to the "quire"' (i.e. "choir" in modern English).

Rhotacism

1 What happens when an operator loses control of a rotavator and it destroys the neighbour's plant(s)...

2 Worship of helicopters. First evangelised by Leonardo da Vinci, the 'children of the chopper' mark out huge H's on the ground to summon their deity.

3 The act of removing the rotor blades when performing a service on a helicopter.

4 A remark that spreads as rapidly as a virus.

5 Parliamentary term used to dismiss your opponent's attack on you as a routine meaningless tribal reflex.

Words for round 8

The next words are: Saponite and Trematode

Send your votes (just two numbers) and/or made-up definitions to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or to TWJO@pevans.co.uk by 1st August 2014

What's this about?

This game is open to all readers and I guess most of you will have come across it. Each issue I will put up a couple of obscure words. Anybody who wants to participate writes in with fictional definitions of the words. (For example: "Geranium: a ceremonial dagger used by Aztec priests for human sacrifice.") I publish these, anonymously. All

Believed to derive from 'Rota Criticism', ie 'Your name was on the Rota to criticise' (or, a criticism you learned by rote).

6 Inserting an H into the pronunciation of 'wheel', which of course stops it rolling properly.

7 An exorcism involving somebody's head rotating through 360 degrees.

8 Local volunteerism for the Rotary society.

9 This is a phobia. The fear of being in a queue, or on a list of any kind.

10 A cause for social division in Ancient Greece caused by the inability to pronounce the letter R (rho).

readers (not just those who contributed) vote for their favourite definition (a vote for your own definition will be ignored).

Players score points for the number of people who choose their definition. We'll run this for 10 issues and the winner will be whoever has the most points at the end.

Online Games

TWJO readers are playing online versions of board games – and any reader is welcome to join in. Look for games named “TWJO” something – they have the password “pevans56”. Boite à Jeux and Yucata don't have a password system, so e-mail me to be invited into a game (or set one up yourself and invite people). My ID is usually Pevans (exceptions noted below). Let me know what other games you fancy playing.

Agricola

Online at www.boiteajeux.net – I'm Pevans56 here. Mark Cowper won game 3 with 43 points. Our ringer, “ohoh208ohoh,” came second with 39. Martin Abrahams had 28 and I could only manage 26 points. The only way is up...

Brass

Online at brass.orderofthehammer.com. Game 10, featuring the usual trio of me, John Boocock and Steve Jones, was a win for Steve (188 points) from John (180) and my first third place on 176. John hit 188 points in game 11, but I pipped him with 189, leaving Steve on 184. Do join us and provide some fodder variety!

Nauticus

Online at yucata.de – a recent addition to the site and a game I commented on in TWJO 145. Who fancies a go?

Puerto Rico

Online at pr-game.com – it's a classic! Game 6 finished at the end of June and Nigel Misson won again: 45 points to my 35 with Al Tabor on 28 and John Boocock on 25. Game 7 is reaching a conclusion...

Roll Through the Ages

Online at yucata.de – a game I enjoy, despite being rubbish at it. Who'd like a turn at drubbing me?

Through the Ages

Online at boardgaming-online.com where I'm Paul “Pevans” Evans. Game 7 ended up with three players and was very enjoyable. ‘Delver’ was the winner with a spectacular 314 points. I managed 285 and John Cranston had 164. Game 8 is waiting for players.

Vinci

Online at yucata.de – another classic, in a version adapted for online play. It's great fun: I just need some opponents...

Games from Pevans

Mail order board and card games in the UK



Istanbul

Players are buying and selling in the grand bazaar – and making a nice profit. This they can either spend to improve their trading or to buy the rubies that will win the game. Decisions, decisions... *Istanbul* is not too complex, but it's certainly not simple.

For 2-5 players, aged 10+, playing time 50 minutes: **£27.00**

Port Royal

A quick-playing card game with a push-your-luck element and a piratical theme. It's neat, it plays quickly and it's good fun. Or, as Peter Duckworth puts it in *Counter*: "What a little gem of a game packed into a deck of cards."



For 2-5 players, aged 8+, playing time 30 minutes: **£8.00**



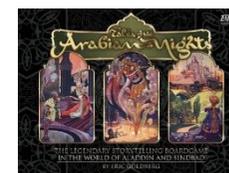
Robinson Crusoe

Brilliantly atmospheric and challenging co-operative game of surviving on a tropical island. The basic scenario is the traditional shipwreck, but others include cannibals and a volcanic eruption.

For 1-4 players, aged 14+, 120 mins to play: **£60.00**

Tales of the Arabian Nights

This wonderful game immerses you in the world of the Thousand and One Nights. Players seek their destiny and write their own story as they encounter mighty 'efreeti, powerful wizards and humble serving girls.



For 1-6 players, aged 12+, playing time 120 minutes: **£40.00**



Yunnan

Players are trading tea from the eponymous province through the whole of China along the Tea-Horse Road. The key is choosing the right moment to switch from generating cash (for further development) to scoring points. Another clever game.

For 2-5 players, aged 12+, playing time 90 minutes: **£27.00**

Medstead and Four Marks

Railway Rivals game 10 – Turn 5

ARB built west from El Paso to Arizona and then started a NE branch from Clovis. Jacobahn built NE into Kansas, arriving at Enid at the same time as SNS. SNS built into Louisiana as well. CoWS built further into Texas and then built a little more into what had been HAT's territory, whose proprietor has retired. TXR built north into Oklahoma.

Jacobahn (JAB)

Mark Cowper (Black)

Builds: (C28) – B28 – Laredo; (El Paso – R9 – S9 – S8 – S7 (+6)

(S7) – Deeming; (S6) – S5 – S4 – S3 (+6)

(S3) – T2 – U2; (Clovis) – B68 – C69 – D69 (3 to CoWS)

Points: 61 +12 -3 = 70

Andrew's Railway Business (ARB)

Andrew Burgess (Blue)

Builds: (Y28) – Altus – C80 (C80) – G82

(G82) – Enid – I83 – K84; (B58) – C58 (+3)

Points: 40 +3 = 43

Carriages or Wagon Systems (CoWS)

Paul Evans (Red)

Builds: (R37) – Waco – O35 – M34 (M34) – L33 – Austin

(Austin) – J33 – H32 – San Antonio; (Clovis) – Z17

Points: 42 +3 = 45

Texas Rock Crusher Railway (TXR)

Jonathan Palfrey (Green)

Builds: (X36) – Ardmores – Z33

(Z33) – Z32 – Lawton; (Ardmore) – B86

(B86) – E88

Points: 47 = 47

Stars N Stripes (SNS)

Gerald Udowiczenko (Brown)

Builds: (V38) – Texarkana – U44

(U44) – U45 – Oklahoma City – G83 (G83) – Enid – I83 – I84 – I85 – I86

(+3)

Points: 39 +3 = 42

Hauling Across Texas (HAT)

Bill McKinley (Orange)

Builds: NO ORDERS RECEIVED

Points: 59

GM Notes

No orders received from Bill despite reminders.

Die rolls for the next round are: 5, 6, 4

Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 25th July 2014

Close to Critical

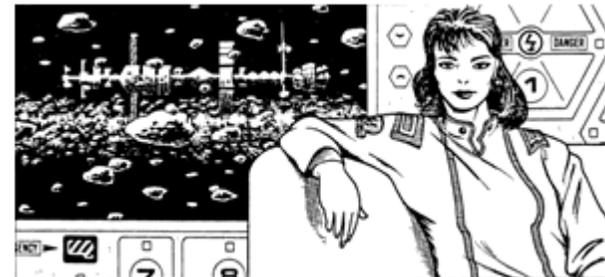
Star Trader game 7 – Turn 5

"If you'll come this way, please?" The smartly dressed SAILCAT officer led the party to the Clara's dock.

"Thank you." The Aide turned to his superior. "We checked the accommodation, and it is satisfactory."

"Good, tell them we can take off in an hour."

SAILCAT took OP 8 and loaded the ambassador onto the Clara. The Jean was sent on OP 15, a potentially risky expedition that might give large rewards, or perhaps the loss of the vessel. Meanwhile the factories continue to churn out Alloys.



MARATHON MANIACS loaded Passengers for Sigma Draconis and laid down a Phoenix Hull, to be known as Viking, in the Tau Ceti Shipyards.

AVERY & SONS were very busy. First they repaid their loan and immediately spun that into a 300 HT load over 8 Quarters. Reputation was increased, but only a little bit as the markets were not 100% convinced, no doubt. Warehouses were erected at Epsilon Eridani and Beta Hydri and the Shipyards at Tau Ceti had another commission, for a stream-lined Corco Gamma hull. Finally, Criminal Connections were increased, which did not boost Reputation at all.

COSTA NOSTRA PIZZA loaded Passengers for Mu Herculis.

SWISS MERCENARY FLEET splashed a ship down in the northern ocean of Epsilon Eridani Delta. Federation forces were unlucky not to intercept the ship, but once afloat, the hull was loaded with lots of hover tanks and transport, presumably for re-sale elsewhere. They also bought a Monopoles Factory, in their slow industrialisation.

At Beta Hydri, THE 7 CORPORATION sold 5 Spice for 11 HTs each. COSTA NOSTRA PIZZA sold 8 Monopoles at 14 HTs each and gained a Dealership.

MARATHON MANIACS were dying to raise cash, selling Spice at Sigma Draconis, and managed to dispose of 3 units at 9 HTs apiece. After this THE 7 bought 5 on Contract.

SAILCAT were trading at Mu Herculis. Firstly they sold 3 Alloys for 8 HTs each after which they sold 5 Isotopes on Contract.

Epsilon Eridani saw AVERY & SONS selling 10 Monopoles for 17 HTs, which brought them a Dealership. SWISS MERCENARY FLEET also gained a Dealership, selling 8 isotopes for 8 HTs apiece.

Finally, at Gamma Leporis, AVERY & SONS bought 10 Alloys for 3 HTs each and achieved a second Dealership this Quarter, while still leaving enough for COSTA NOSTRA PIZZA to buy 2 units at 1 HT each.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init/v Bid	Turn order	Cash Rep'n	Player
A Marathon Maniacs	9 0 0	0	4th	107 24	Andrew Burgess
B Costa Nostra Pizza	4 5 1	0	5th	118 25	Mark Cowper
C Sailcat	6 0 7	65	1st	213 40	Mike Dyer
D The 7 Corporation	6 4 5	0	6th	82 40	Paul Evans
E Swiss Mercenary Fleet	5 7 0	5	2nd	77 40	Martin Jennings
F Avery & Sons	5 8 0	5	3rd	113 31	Prezemek Orwat

N under Initiative Bid means No move received, F indicates the Corp was floated

News

There were two new News chits this turn. The current chits (new ones in **bold**) are as follows.

- Turn 7: **C6**
- Turn 8: B2
- Turn 9: **B8**

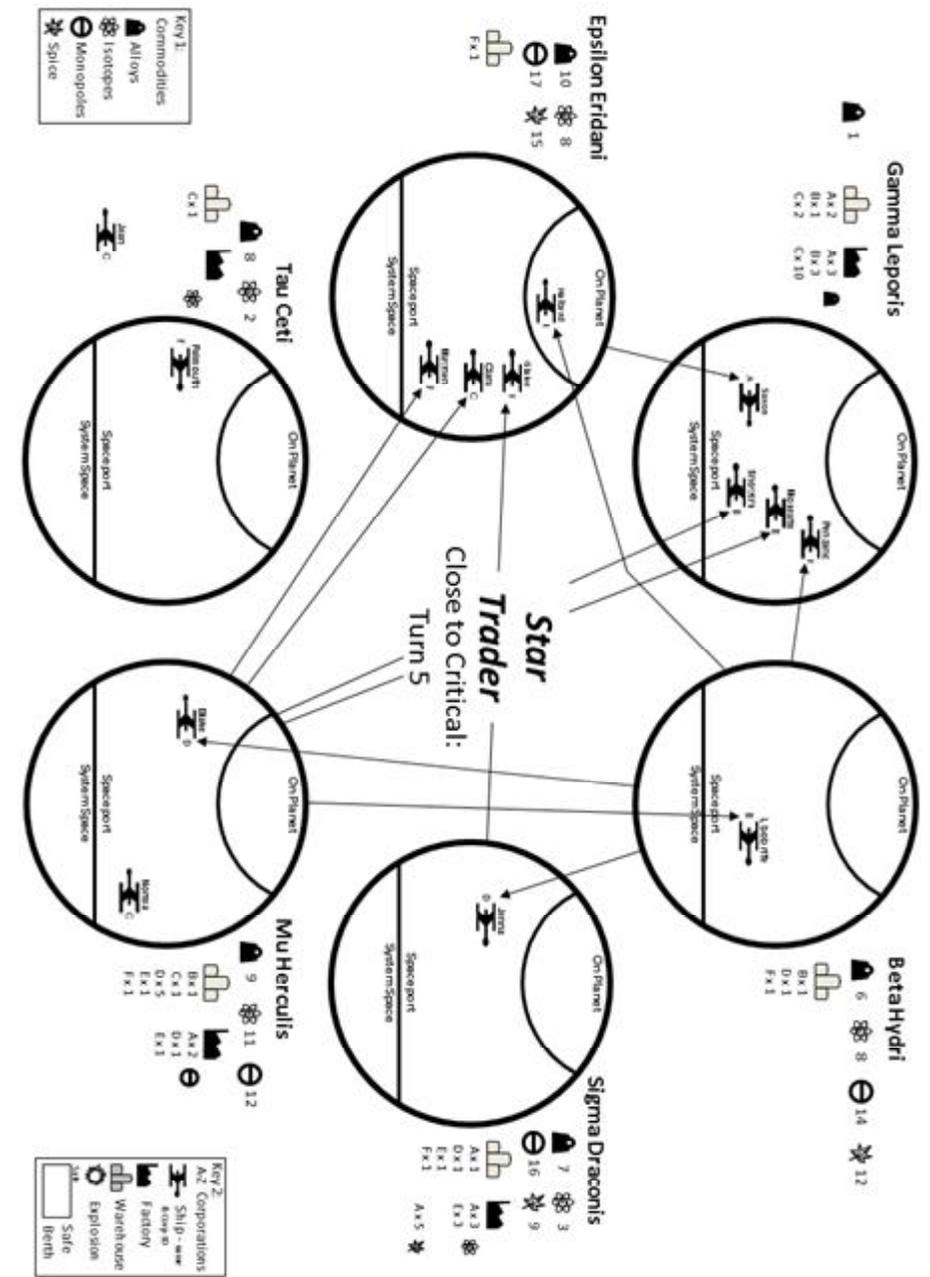
(Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

GM Notes

It is perfectly acceptable to carry out private trades between players. Just make sure I have 2 sets of orders that are consistent.

Remaining available Agents are:
 Badger
 Dragon
 Dwarf
 JB
 Tender
 Willy

Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 25th July 2014



Les Petites Bêtes Soyeuses

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

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

Orders for February 1667 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 1st August 2014



January 1667 (275)

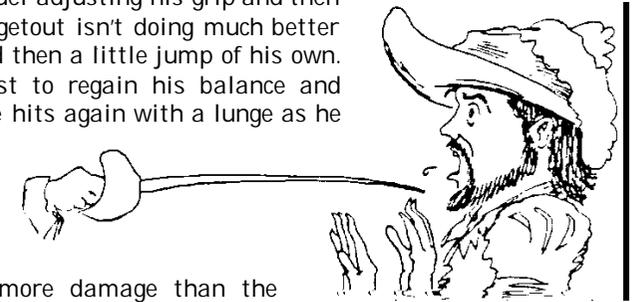
It may be a New Year, but it's the same old routine at dawn as Parisian socialites meet up to settle their difference. Apart from René de Gaviscon: he's got a doctor's note that excuses him. This is disappointing news for Bonne Chance de Tres, Dexter Sinistre and Jacques As, all of whom were expecting to meet him. Etienne Brule is likewise put out by the non-appearance for Eric de Miabeille. Eric doesn't have an excuse.

Dragoon Guard Major Frele d'Acier is keen to take on his regimental enemies in the Queen's Own Carabiniers and chooses trooper Rob d'Masses as his first opponent. Both men are carrying their regimental sabres and Major d'Acier brings Dexter Sinistre and Jacques As to be his seconds. Masses has the advantage of his larger build, but Acier is the more skilled swordsman of the two. It's not obvious immediately, though, as Masses blocks Acier's initial slash. However, it is the start of a furious slash and the cut hits Masses just as his slash strikes Acier. The cut does more damage, of course, but Masses is also starting a furious slash and his cut puts Acier out of the fight. 1:0 to the QOCs.

Masses moves up the ranks to take on the DGs' Lieutenant-Colonel, Etienne Brule next. Brule uses a rapier in his duels and is accompanied by Yves Vrai Bretheauteque. Masses again has the advantage of his physique and uses the same tactics as he did in his first fight. However, his block is no use against a rapier lunge and first blood goes to Brule. Masses hits back with a slash and takes a cut in reply. A cut with a rapier just isn't the same as a cut with a sabre, though, and Masses' cut brings a surrender from Brule: that's 2:0.

The next QOC in line is Lt-Colonel Terence Cuckpowder, but Brule is too hurt to be able to fight him. Frele d'Acier has been fruitlessly waiting for Miabeille to show up, so Cuckpowder is his next adversary. Accompanied by Jacques As, Acier crosses sabres with Cuckpowder and only then realises just how badly he's injured. He surrenders immediately (luckily for him, Cuckpowder has opted for a parry as his opening gambit) and with some chagrin. It's been a very one-sided month – the QOCs beat the DGs 3:0.

This leaves Tourtière Mangetout and his rapier taking on Was Nae Me and his sabre. Arnaud Surfinmaise seconds Mangetout, but neither of Me's nominees shows up. Mangetout has brought some cakes and dessert wine for the principals and seconds to share before they get down to business. Me is both the smaller of the two men and the less expert. This is immediately apparent as he spends the first 20 seconds of the duel adjusting his grip and then jumps to one side. Mangetout isn't doing much better as he essays a parry and then a little jump of his own. However, he is the first to regain his balance and strikes with a slash. He hits again with a lunge as he launches into a furious lunge. Me finally responds with a slash and then both men's cuts land at the same time. The sabre does more damage than the rapier, but the accumulated blows are too much and Me surrenders.



The new Commissioner

Maurice Essai Deux applies to join the Royal Foot Guards this month. He is ignored by the RFGs' commander, Devlin Carnate, who has weightier things on his mind. Such as who to appoint as Commissioner of Public Safety. Meanwhile Was Nae Me quits the cavalry (he was in the Crown Prince Cuirassiers) for the infantry. Colonel Jacques de Gain signs him up for the King's Musketeers and Me buys his way back to his rank of Major. This puts him in charge of the regiment's third battalion, much to the annoyance of Captain Henri Hardup who was trying to get the previous commander to take the battalion into action. Me has other plans.

New arrival Kidder de Margaux joins the Grand Duke Max Dragoons, courtesy of Chopine Camus. A judicious loan sees him afford the rank of Captain and the obligatory horse. Another new boy in Paris, Maurice Fluff-Bunny, is admitted to the 13th Fusiliers. Financed by a massive loan, he buys the rank of Major (and the three horses that go with the rank). As his only senior officer, the number one Major, is serving as Brigade Major, this gives him command of the regiment. He volunteers for active service forthwith.

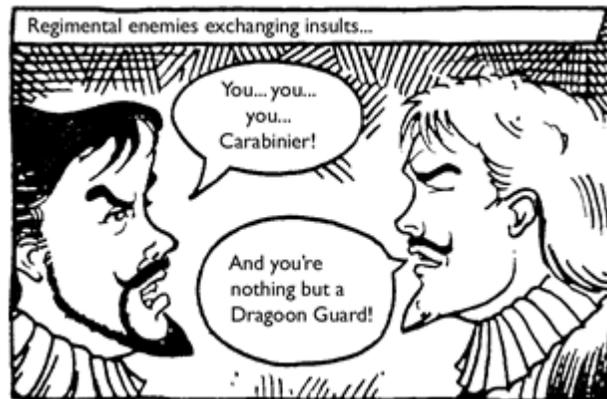
Turning down the offer of being Aide to Brigadier-General Chopine Camus, Bonne Chance de Tres jumps at the chance to be Aide to Lieutenant-General Uther Xavier-Beauregard.

Euria Humble finally gets the chance to be considered as Minister of War, but fails to impress His Majesty. The other vacancy in Government is, of course, CPS and Minister of State Devlin Carnate awards the job to Royal Marine Colonel Rick O'Shea. Then he offers the job of Minister of Justice to Jacques Shitacks. Shitacks is more than willing to take up the post, so it's a real shame that it's already occupied. And then Carnate orders the Royal Foot Guards into action. Neither Major Jean Jeanie nor Captain Serge Knightly is expecting this, but off they must go.

Partying in the warm

Despite his general notice not being signed, Pierre Cardigan's invitation to those of senior rank and social standing to join him and Edna this month is widely noted and lots of people turn up at the Fleur. Armand de Luce is at the head of the list, alphabetically, and brings Jenny Russe with him. Ali Vouzon is accompanied by Angelina di Griz. Bill de Zmerchant has Mary Huana on his arm and is quick to offer a toast to "the fall of the insane CPS". Sheila Kiwi joins Chopine Camus, commander of the GDMD. Next is Dexter Sinistre, second-in-command of the regiment, who escorts Ava Crisp. Dragoon Guard Etienne Brule is unaccompanied. Eglise de Sant-Suplice shows off his nice new Colonel's uniform and Frances Forrin. Monty Carlo brings Charlotte de Gaulle. Pierre le Sang escorts Guinevere d'Arthur.

Pepé Nicole is on his own. So is René de Gaviscon, who starts the slanging matches. Gaviscon is, of course, number two in the Archduke Leopold Cuirassiers, whose enemies are Grand Duke Max's. Thus his arrival prompts both Chopine and Dexter to issue challenges, which he reciprocates.



The new Commissioner of Public Safety, RM Colonel Rick O'Shea, makes an understated entrance and is promptly smacked around the chops by Pepé. Colonel Nicole wears the uniform of the 69th Arquebusiers, Rick's enemies. While he's still reeling from this, Rick is challenged by René, who is not amused by the presence of this upstart. Terence

Cuckpowder arrives with Lucy Fur on his arm and his uniform on his body. He swaps the necessary challenge with Etienne. The final arrivals are Voulo Vault and his +1, Ophelia Derriere.

The party is a bit quieter in the second week as Etienne, Pepé and Terence don't return. Neither does Monty, but he's a peaceable type. Those that remain renew their disputes: Chopine and Dexter versus René and René with Rick. For week three, Voulo Vault ducks out and his place is taken by the returning Etienne, still unaccompanied. Bill lays off the drink ("got to keep a clear head") and makes his way to the gaming tables. He places a series of 500-crown wagers. He wins one, but loses the other three, leaving a dent in his funds, but not his social standing. This is his last week at Pierre's party, as it is for Dexter. Monty and Voulo return for the last week, joining Pierre's other eight Toadies (and mistresses), and there is a new arrival. Warren Peece joins the party with Ingrid la Suède on his arm.

Voulo Vault's disappearance in week three is to hold his own event, with Ophelia: the Académie de Danse at the Fleur. Their guests are not numerous and argumentative to boot. Frele d'Acier is partnered by Freda de Ath. As a DG he takes exception to the arrival of QOC Terence Cuckpowder (with Lucy), who gives as good as he gets. Frele drags in Etienne from Pierre's group to bolster his cause. This gets René de Gaviscon's attention enough for him to notice another GDMD, Jacques As, arriving with Thomasina Tancenjin. He pops over so that the two of them can exchange challenges. DG Yves Vrai Bretheauteque would have added to the fun, but he hasn't brought a dancing companion and thus doesn't get in.



You dancing?

There is only one other member in the Fleur this month: Uther Xavier-Beauregard starts his January in the club with Henrietta Carrotte.

Etienne Brule's missing week (number two) is spent at Bothwell's hosting a celebration of the life of the late Marquis, Donald O'Grady. As befits the subject, this is a quiet, civilised affair. Etienne gives a little speech, saying what a great guy Donald was: "an inspiration to us all and will be missed." Frele d'Acier heads the guest list and brings Freda. "Hooray" Henri Hardup comes alone. Jacques As

escorts Thomasina. Ingrid accompanies Warren Peece. And Yves Vrai Bretheauteque gets in to this event. Apart from this, Bothwell's sees only Richard Shapmes in residence: with Ella Fant in week one, on his own for weeks two and three (his last week is spent taking Ella to church and offering his own thanks for "the lifting of the scourge of the CPS").



Monty Carlo turns up at Hunter's with Charlotte in week two, "In case anyone has misunderstood that 20th January is week 3." Allan Fa-Dân clearly hasn't worked this out and turns up with Deb Estaround at his side. He informs Monty that he and Warren Peece were both outside the club the week before (where

he received a substantial gift from Marquis Peece in recognition of an old association between their families). The thudding noise is Monty beating his head against the table, leaving Allan to buy his own drinks. The actual Minor Saints celebration – commemorating the life of St Molagga – takes place the following week. Monty and Charlotte are joined by Was Nae Me and Marie Antoinette and buy the drinks. In the last week, Allan rolls up again and is left outside again.

Having joined the QOCs, Rob d'Masses is eligible for the Horse Guards club and signs up pronto. He takes Viv Ayschus along to his new club to start and finish January, revelling in the seclusion it affords.

Week 3 in Blue Gables is Tourtière Mangetout's "Piejamerama." Tourtière promises scanty nightgowns and erotic poetry. He provides a full orchestra and scantily-clad young ladies serving jam tarts. The nightgowns in evidence are being worn by several of his guests. The invitation brings in Allan Fa-Dân and Deb to start with. Bonne Chance de Tres, showing off his new conquest, Pet Ulante, whose affections he was chasing for two weeks. Coeur De Lion brings Ada Andabettoir. Gruaud LaRose is unaccompanied and wearing his "Wee Willie Winkie" nightgown. His outfit is without a nightcap, though, so he makes up for it by drinking a lot of them.

Gaz Moutarde has Anne Tique on his arm, having started the month by visiting her at home. This doesn't stop him reciting a naughty limerick (see Press). Kidder de Margaux has no plus-one – she turned him down – but is wearing his 'pyjamas'. Maurice Essai Deux is also flying solo. Rob d'Masses escorts Viv, although she's trying to distance herself from the fluorescent green and yellow nightgown that Rob has chosen. Warren Peece and Ingrid are dressed in matching 'pajamas'.

Apart from this party, Blue Gables is home to Arnaud Surfinmaise all month. He brings along Betty Kant in week one, but spends the rest of the month on his own. Tourtière Mangetout is back in the club to conclude his month and brings

Sue Briquet with him this time. Perhaps the Piejamerama would have been too much for her delicate sensibilities.

Maurice Essai Deux spends his first two weeks in the Frog & Peach. Coeur De Lion takes Ada to Red Phillips to start the month and this club is visited by Gruaud LaRose the following week.

Those wanting to know where Arsène Est, Jacques de Gain and Tomas le Matelot are this month, just look in the gym. All three are there all month. Arsène and Tomas practise with their sabres, while Jacques sticks to his rapier. Egon Mad II, Uther Xavier-Beauregard and Was Nae Me all go for three weeks' practice. Uther is the sabre man while Egon and Was work out with rapiers.

Another group is in the gym for half the month: Coeur De Lion with rapier, Frele d'Acier with sabre; Gaz Moutarde with cutlass, Henri "Hooray" Hardup with rapier, Jacques As with sabre, Pepé Nicole with rapier and Terence Cuckpowder with his sabre.

The footpads are subdued this month, despite having a few targets for their activities. Egon Mad II, Gruaud LaRose and "Hooray" Henri Hardup start their January getting their oats in the Bawdyhouses. Gruaud then succeeds in his courting at the end of the month. Yves Vrai Bretheauteque gets his female company there at the end of the month (his courting did not work out). In between, the red light district sees Kidder de Margaux and Pepé Nicole.

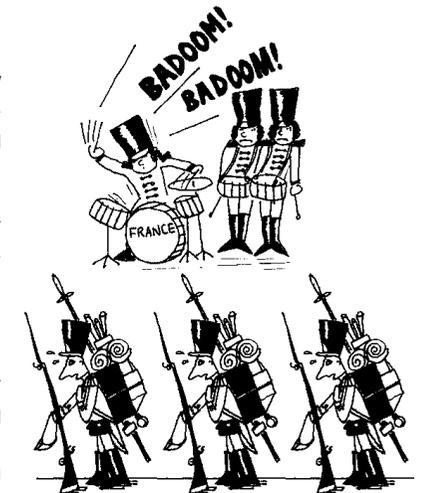
And the almost invisible Euria Humble stands disconsolately outside a certain young lady's door all month, clutching a bunch of flowers that is slowly wilting...

And finally, the King calls the new CPS, Rick O'Shea, to the Louvre and personally awards him a Knighthood, which should finally stop people challenging him.

Spit 'n' polish

Subaltern 'X1' continues his exemplary service with Frontier regiment 1. The regiment passes a quiet month, allowing the Subaltern to drill his men to perfection, earning promotion to Captain. General Jacques Shitacks is also with Frontier regiment 1 and wins 150 crowns with a side bet on how much action the frontier troops will see in the depths of winter.

Major Lothario Lovelace's battalion of the Cardinal's Guard is assigned to Frontier regiment 2. The Major insist on taking them out on patrol, even in the coldest weather. His devotion to duty pays off when



they surprise Spanish troops who are too busy warming themselves at makeshift braziers to have posted guards. There's a Mention in Despatches for Major Lovelace and his new makeshift brazier concession earns him 400 crowns.

The first battalion of the Royal Marines, commanded by Lt-Col Jacques le Franc, serves with Frontier regiment 4. Their January is quiet, but le Franc earns a Mention in Despatches for his sterling displays of cutlass technique. ("I don't know what it does to the enemy, but by God it frightens me!")

The 13th Fusiliers, led by rookie Major Maurice Fluff-Bunny, arrives on the frontier and succeeds in finding cosy billets for the winter. Fluff-Bunny is content with a warm bed.

It is left to the Royal Foot Guards to go looking for trouble. When they find it, in the form of an English reconnaissance force, they put on an overwhelming show of fine brocade, dazzlingly clean boots and shiny, shiny muskets. There are two Mentions for regimental commander Devlin Carnate, who risks frostbite with his spit and polish approach. He collects 300 crowns of booty as the regiment's awestruck opponents flee the field. There's just one Mention for Lt-Colonel Amant d'Au ("not quite so dazzling"), whose share of the loot comes to 150 crowns. Major Jean Jeanie may protest that he doesn't want to be there, but he acquits himself well. His name goes into the Despatches, too, and he acquires 350 crowns worth of plunder. Captain Serge Knightly has to make do with a Mention. ❖

Press

Announcements

In the event that Count Humble succeeds in his application, I pledge my full support. If not, I stand ready to serve.

† UXB

Aide required by Lt-General. Must have "clue".

Good coffee making skills also a must.

Yrs † WP

Matters of Honour

To Cuckpowder

I didn't turn up cause I didn't think you were dumb enough to turn up.

Social

Armand de Luce is delighted to announce the return of the Rogues and Vagabonds Party to celebrate the New Year. All are welcome and bring your mistresses. Carousing costs paid. The theme is 'Fakirs & Fortune Tellers'. As ever, 75 crowns for the best dressed couple and 50 crowns for the best dressed singleton. Refreshments include my famous Barbacoa – which so ignited the wrath of the now-very-ex CPS. A minute's silence will be held for the all the victims of his vicious regime. In Memoriam

Ladies and Gentlemen,
After a disappointing start, Ophelia and I have decided to persevere with the 'Académie de Danse'. We will continue to host practice sessions and lessons in Fleur De Lys ballroom during the 3rd week of each month.

As such, I would like to invite all those with of SL 12 or higher with suitable mistresses to come and learn from their betters. As those imparting their insights, all costs will be paid for those of SL 15 or higher. Applications from those of a lower social station with a burning desire to learn will be entertained.

For February 1667, we have decided to concentrate our efforts on the Tambourin, in recognition of the service to France given by Earl Uther Xavier-Beauregard with fine dancing on the field of honour and a thorough beating upon the Sheik's drum.

† Sir Voulo Vault, Major RFG/Gds
Brigade Maj.

The late and very much unlamented Marquis d'Abowt is no more. Let us never speak of him again. However, his victims should not be forgotten. A service of remembrance will be held next month at Le Sainte-Chappelle in their honour, great and small, when a commemorative plaque will be unveiled. Testimony on behalf those innocents who perished during the Reign of Terror is solicited so that their dependants can receive some small compensation. Let no deed of infamy be overlooked.

After the service, drinks will be served at my club for all those attending. † UXB

The Minor Saints' Society will be taking a break in February to avoid commemorating St Valentine again. We shall be reconvening soon, when the plethora of other parties has run its natural course and we can find suitable dates to meet that do not coincide with frivolities.

† MC

For the first two weeks of February, I shall be holding a Brigadiers Recruitment Fair at the Fleur. Come along if you fancy furthering your career. Come along if you just fancy a drink in convivial company. Bring your mother, sister or mistress. Refreshments provided. (SL 15 and above only).

† AV (Insp Gen Inf)

***** Valentine's Day Party *****
Bring your beloved to a Valentine's Day Party in the second week of February. Social level 9 and above only. Costs paid. † WP

Regimental Letters

To General Camus
Monsieur,

I am newly arrived in Paris, and I'm looking for a place in your regiment, the Grand Duke Max Dragoons. My father, a prominent wine merchant in Margaux, has no ties to the regiment, but in my youth he did employ a certain Henri, who had resigned from the regiment after losing his hand in an unfortunate petard accident. Henri regaled us with many tales of his time in the regiment, which fired my imagination and kindled my desire to buy a commission. It is my

belief that you will find in me everything you could want from a junior officer. Thanks for your time and consideration.

Also, I really like saying “Drah ... Gooons”.

Yours,

† Kidder de Margaux

Monsieur,

The regiment is always on the lookout for new recruits – and someone with a connection to the vintner trade is always welcome ... family discounts and all.

My staff will ensure your paperwork is processed and I look forward to seeing you on parade soon.

There is a thriving commendatory [sic] within the regiment and if you find yourself short of funds to buy commission, horses etc, I am sure something can be arranged with your fellow officers.

† CC

The officers of the GDMD

Gentlemen, this regimental rivalry is getting tedious.

I understand that envy prompts you to excess. So, I'm happy to put in a good word for you with the Colonel if you want to end this sniping and join the ALC.

To sweeten the deal, I will give any successful candidate a bag of potatoes worth a whole 2 crowns. I seem to have a lot spare now.

Just say the word.

† RDG

Personal

Sir Etienne Brule

I trust your celebration was well attended. I would have sent a wreath, but I fear it might have been misconstrued.

† Cuckpowder

Now the cowardly lunatic has gone, I call upon Paris to honour UXB for removing this threat to Le Roi's glorious reign.

† JJ

To His Majesty The King, His Eminence The Cardinal and all members of the Government

Your Majesty, Your Eminence, honourable gentlemen,

It would seem that my previous letter to you has been superseded by events. However, I still feel that valuable information can be obtained by careful examination of the late Sheik's body. I may be able to ascertain what manner of disease infected him and caused such a dramatic change in his personality or possibly identify the corpse as that of an imposter.

Please rest assured that I have no intention of re-animating or resurrecting the body or of bringing back the Sheik's spirit from wherever it has gone.

Seeing that this is such a sensitive matter I thought it best to have your approval before beginning my research.

Your humble servant,

† Viscount Madd

Ding-dong the (w)itch is dead!

To: Parisian society

Gosh, what a big place this is, so many fine buildings and so many people. I do hope that father's advice to 'go seek fame and fortune' comes to fruition but it would be nice to have some friends of influence, maybe a patron or a mentor? We Fluff-Bunnies are a loyal folk and never forget an act of kindness or a friendly deed.

† Major Maurice Fluff-Bunny
13th Fusiliers (aka The Fighting Thirteenth!)

Lord Percy Percy says, as fashion tends towards the subversive, Voulo Vault isn't the teeniest bit fashionable.

Ghostly voices heard in the corridors outside the CPS office.

“Ahh, my good Sheikh, we meet again. Quasi has a little gift for you... By Satan's balls, stand still... Damnation, he's scooted off through the walls!”

Poetry Corner

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

Found scratched on a privvy wall near Red Phillips.

Some say the Camel was mad
Others say he was just bad
Maybe he was a little bit dim
What about the one who appointed him?

Gaz Moutarde's contribution to the Piejamerama

There once was a barmaid named Gale,
On whose breasts was the menu for ale,
But since she was kind,
For the sake of the blind,
On her bum it was printed in Braille

Some think two-handed swords are effete;
D'Asterdly calls them a cheat.
But only a fool
Thinks an honourable tool
Is a proper description of feet.

† BdZ

Points Arising

Next deadline is 1st August 2014.

Mark Cowper adds an out-of-character contribution: “Thank You Jason for your magnificent contribution as SYAA – it has been a hugely enjoyable plot arc.”

I had no orders from the following and they suffered the consequences:
DDA Dick D'Asterdly (Gerry Sutcliff) has NMR'd. Total now 1

EdM Eric de Miabeille (Pete Holland) has NMR'd. Total now 1
GdLi Gar de Lieu (Bill Hay) has NMR'd. Total now 1

SK (Ashley Casey) has been floated as Ash has been kept too busy at work.

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.

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

Euria Humble applies for Minister of War

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

Maurice Fluff-Bunny asks NPC Major 1 of 13th Fusiliers to resign

Pierre Cardigan asks NPC Army Adjutant of Field Army to resign

Pierre Cardigan asks NPC Aide to General of Field Army to resign

Rob d'Masses asks NPC Major 1 of Queen's Own Carabiniers to resign

Rob d'Masses asks NPC Major 2 of Queen's Own Carabiniers to resign

Rick O'Shea applies for Commnr. of Public Safety

Uther Xavier-Beauregard applies for Minister of War

Duels

Results of January's duels

René de Gaviscon declined to meet Bonne Chance de Tres as he was under half Endurance.

René de Gaviscon declined to meet Dexter Sinistre as he was under half Endurance.

Eric de Miabeille didn't show up to meet Frele d'Acier and lost SPs.

Eric de Miabeille didn't show up to meet Etienne Brule and lost SPs.

Rob d'Masses (gains 1 Exp) beat his enemy Etienne Brule (with YVB).

Etienne Brule declined to meet Terence Cuckpowder as he was under half Endurance.

Rob d'Masses (gains 1 Exp) beat his enemy Frele d'Acier (with JA & DS).

Terence Cuckpowder (no Expertise) beat his enemy Frele d'Acier (with JA, under half Endurance, losing 6 extra SPs).

René de Gaviscon declined to meet Jacques As as he was under half Endurance.

Tourtierre Mangetout (with AS, gains 1 Exp) beat his enemy Was Nae Me.

To be settled next month:

Chopine Camus (Sabre, Seconds DS) and René de Gaviscon (Sabre, adv.) have mutual cause for being in enemy regiments.

Dexter Sinistre (Sabre, Seconds CC, adv.) and René de Gaviscon (Sabre) have mutual cause for being in enemy regiments.

Etienne Brule (Rapier, Seconds YVB, 3 rests) and Terence Cuckpowder (Sabre, adv.) have mutual cause for being in enemy regiments.

Pepé Nicole (Rapier, 3 rests) and Rick O'Shea (Cutlass, Seconds CDL, adv.) have mutual cause for being in enemy regiments.

René de Gaviscon (Sabre) has cause with Rick O'Shea (Cutlass, Seconds CDL, adv.) as he's not Noble but higher SL.

Frele d'Acier (Sabre, Seconds JA & DS) and Terence Cuckpowder (Sabre, adv.) have mutual cause for being in enemy regiments.

Jacques As (Sabre, Seconds FdA & DS, adv.) and René de Gaviscon (Sabre) 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.

Held over until March

Yves Vrai Bretheauteque versus Serge Knightly.

All duels (including any to be voted on) must be fought next month unless held over due to one or other duellist being at the Front. Orders conditional on a challenge being voted cause are acceptable.

Tables

Army Organisation and 1667's summer Deployment

Field Army (Field Ops)	PC/N/N6/N
First Division (Field Ops)	N3/N/JIF
Guards Brigade (Field Ops) – RFG CG KM	
RNHB Regiment (Field Ops)	
Second Division (Field Ops)	N6/N/N3
1st Foot Brigade (Field Ops) – RM PM	
2nd Foot Brigade (Field Ops) – 13F 53F	
Third Division (Field Ops)	N3/N/N3
3rd Foot Brigade (Field Ops) – 27M 4A	
4th Foot Brigade (Field Ops) – 69A Gscn	
Cavalry Division (Field Ops)	N5/N/TC
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Frontier Division (Field Ops)	BdZ/N/EB
Frontier Regiments (Field Ops)	
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 if needed) for NPC, __ for vacant

Brigade Positions

Guards Brigade	N5/N/VV	First Foot Brigade	N3/N/GM
Horse Guards Brigade	EM2/N/FdA	Second Foot Brigade	N5/N/N1
Heavy Brigade	N1/N/DDA	Third Foot Brigade	N1/N/___
Dragoon Brigade	N4/N/N2	Fourth Foot Brigade	N5/N/PN

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

Frontier Regiments

	F1	F2	F3	F4	RNHB
Colonel	N3	N2	N2	N3	N9
Attached	JS X1	2 Bn CG		1 Bn RM	
Also at the Front		Royal Foot Guards 13th Fusiliers			

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

Battle Results

Royal Foot Guards: 1	Frontier regiment 1: 3
	Frontier regiment 2: 2
13th Fusiliers: 2	Frontier regiment 3: 3
	Frontier regiment 4: 3
	RNHB regiment: 1

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal AE
Provincial Military Governors: N/N/N/N/N	
City Military Governor UXB	Adjutant-General ___
Inspectors-General: of Cavalry N	of Infantry AV
Commissioner of Public Safety ROS	
Chancellor of the Exchequer AdL	Minister of Justice N
Minister of War ___	Minister of State DC

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	PC
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	EdSS
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derriere	13		VV
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	TC
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		MC
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	TM
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	AFD
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	BCdT
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	AV
56	Ingrid la Suede	10		WP
6	Viv Ayschus	9		RdM
57	Ava Crisp	9	I	DS
59	May Banquot l'Idée	9		
2	Betty Kant	8	I	AS
19	Jenny Russe	8	W	AdL
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	WNM
49	Mary Huana	8	B/I/W	BdZ
34	Freda de Ath	7	W	FdA
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	CDL
25	Lois de Low	5	B	

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

Regiments																
REG	CG	KM	DG	OO	CALC	CPC	RM	gdMD	PM	13F	PLUD	53F	27M	4A	69A	Gscn
CoI	DC	EH	JdG	VVB	EDM	N7	EDM	N7	EDM	N7	EDM	N7	EDM	N7	EDM	N7
LCol	Ada	AE	N5	EB	N3	N4	N6	DDA+GM+N3	JIF	DS	N2	CDL	N1+	N2+		PN+
Maj 1	VV+	LL	N5	N3	N4	N6	DDA+GM+N3									
Maj 2	JJ		WNM	FdA+N2												
Capt 1	N4	N3	N2	N4	N5	N6	N5	N3	N3	JA	N6	N3	N4	N3	N5	N2
Capt 2	SK	N4	N4	N5	N5	N5	N5	N2	N3		N5	N6	N6	N5	N6	N4
Capt 3	N1	N4*	N6	N5	N5	N2	N2	N5*	N4*		N6	N5	N2	N4	N5	N4
Capt 4			N4	N2*	N6*	N1*	N6*	N5	N5		N4*	N5*	N4*	N4*	N4*	N1*
Capt 5			HHH*													
Capt 6																

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 (senior) brevet rank or an appointment elsewhere.

The Greasy Pole

ID	Name	SL SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
DC	Count Devlin Carnate	29	F OK	B.Bdr-General	RFG/State Min.	11		Flr	2	Bruno Giordan
GdLi	Count Gar de Lieu	26	54 Poor	General		8		Flr	4	Bill Hay
EM2	Viscount Egon Mad 2	24	55 Rich	Bdr-General/HGds	Brigadier	9		Flr	3	Tym Norris
JS	Count Jacques Shitacks	24	F Flthy	General		3		Flr	4	David Olliver
JdG	Count Jacques de Gain	23	26 Flthy	Colonel KM		17		Flr	5	Ben Brown
PC	Earl Pierre Cardigan	22-	0 Comfy	General/Fld Army	Commndr	9	Edna	Flr	4	Matt Shepherd
TIM	Earl Tomas le Matelot	22	43 Rich	Fld Marshal		8		Flr	4	Tim Skinner
PLS	Marquis Pierre le Sang	21	57 Comfy	General/Min w/o Port		7	Guinevere	Flr	4	Bill Howell
EH	Count Eur ia Humble	21	33 Withy	B.Bdr-General	CG	18		Flr	5	Matthew Wale
UXB	Earl Uther Xavier-Beauregard	20	51 OK	B.Lt-General/City	Mil.Gov	12	Henrietta	Flr	3	Pete Card
AV	Earl Ali Vouzon	20+66	Rich	B.Lt-General/Insp.Gen.Inf		8	Angelina	Flr	1	Graeme Morris
AdL	Baron Armand de Luce	19+63	Comfy	Bdr-General/Chancellor		5	Jenny	Flr	2	Francesca Weal
VV	Sir Voulo Vault	18	54 Poor	Major RFG/Gds	Brigade Maj.	2	Ophelia	Flr	2	Mark Booth
RS	Marquis Richard Shapmes	18	49 Withy	B.General/Min w/o Port		10	Ella	Both	4	Charles Popp
AE	Sir Arsène Est	18	33 OK	Lt.Colonel CG/FMshl's Aide		6		Flr	6	Ray Vahey
EdSS	Viscount Eglise de Sant-Suplice	18+55	Comfy	Colonel CPC/Min w/o Port		6	Frances	Flr	2	Jerry Spencer
JIF	Baron Jacques le Franc	17	F Rich	Lt.Colonel RM/1st Div	Adjutant	14		Both	6	Charles Burrows
BdZ	Baron Bill de Zmerchant	17+54	OK	B.Lt-General/Fntr Div	Commandr	5	Mary	Both	3	Tim Macaire
EB	Sir Etienne Brule	16+51	Comfy	Lt.Colonel DG/Fntr Div	Adjutant	2		Both	4	James McReynolds
EdM	Marquis Eric de Miabeille	15-	1 Withy	B.Bdr-General	QOC	13		Both	3	Pete Holland
GM	Sir Gaz Moutarde	15	32 Withy	Major RM/1 F	Brigade Maj.	3	Anne	Both	2	Mike Cilbourn-Dyer
WP	Marquis Warren Peece	15	30 Withy	B.Lt-General		13	Ingrid	Both	2	Pam Udowiczenko
AdA	Baron Amant d'Au	14	F Withy	Lt.Colonel RFG		6		Both	5	David Brister
ROS	Sir Rick O'Shea	14+46	Comfy	Colonel RM/CPS		3		Both	6	Paul Wilson
DS	Dexter Sinistre	14+43	Poor	Lt.Colonel GDMD		4	Ava	Both	3	Martin Adamson
YVB	Baron Yves Vrai Bretheauteque	13	39 Withy	B.Bdr-General	DG	6		Both	1	Chris Boote
MC	Baron Monty Carlo	13	37 Withy	B.General		12	Charlotte	Hunt	4	Andrew Burgess
JA	Jacques As	13	27 Comfy	Major	GDMD	1	Thomasina	Both	4	Joe Farrell

ID	Name	SL SPs	Cash	Rank	Requirement/Appointment	MA	Last seen	Club	EC	Player
CC	Chopine Camus	13+53	OK	B.Bdr-General	GDMD	4	Sheila	Both	4	Stewart Macintyre
TC	Terence Cuckpowder	13+44	OK	Lt.Colonel QOC/Cav Div	Adjutant	3	Lucy	Both	4	Mike Dommatt
FdA	Frele d'Acier	12	32 OK	Major DG/HGds	Brigade Maj.	4	Freda	Both	3	Peter Farrell
JJ	Sir Jean Jeanie	12	F Comfy	Major	RFG	8		Both	3	Andrew Kendall
LL	Sir Lothario Lovelace	12	F Comfy	Major	CG	6		Hunt	4	Geoff Bowers
TM	Sir Tourtière Margetout	11	26 Withy	B.Bdr-General	53F	3	Sue	BG	4	Howard Bishop
HfH	(Hooray) Henri Hardup	11	21 Poor	Captain KM/KM	Regt. Adjnt.	3		Hunt	3	Mark Cowper
RdG	René de Gaviscon	10+51	OK	Lt.Colonel	ALC	4		BG	5	David Williams
WNM	Was Nae Me	9	19 OK	Major	KM	5	Marie	Hunt	3	Mark Farrell
AS	Arnaud Surfinmaise	9	9 Poor	Captain	RFG	5	Betty	BG	5	Nik Luker
SK	Serge Knightly	9	F Poor	Captain	RFG	1		Hunt	2	Ashley Casey
DDA	Dick D'Asterdly	8	13 OK	Major	CPC/Hvy Brigade Maj.	2		4	Gerry Sutcliffe	
ZZZY	Patrice d'Romilly	8	6 Comfy	Major	13F	6		BG	2	Simon Burling
MFB	Maurice Fluff-Bunny	8	F Poor	Major	13F	5		5	Jason Fazackarley	
BcDt	Bonne Chance de Tres	7	20 Poor	Captain GDMD/LtGen's Aide	(UXB)	6	Pet	BG	1	Cameron Wood
CDL	Coeur De Lion	7	12 Poor	Major	PM	4	Ada	RP	3	Graeme Wilson
AFD	Allan Fa-Dân	7+	23 OK			6	Deb	F&P	4	Gerald Udowiczenko
MED	Maurice Essai Deux	6-	5 Poor	Subaltern	QOC	4		F&P	3	Olaf Schmidt
RdM	Rob d'Masses	6+	30 Poor			2	Viv	HGds	5	Craig Pearson
PN	Pépé Nicole	6+	26 OK	Colonel	69A/4 F Brigade Maj.	5		RP	3	Colin Cowper
GLR	Gruaud LaRose	5+	18 Poor			3		RP	4	Neil Packer
KdM	Kidder de Margaux	5+	15 Poor	Captain	GDMD	4		RP	6	Gary Phillips
X1		2	F OK	Captain		5		3	Martin Jennings	

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, F1thy = 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+