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Changes of Address, etc

Mike Day, back to: 14 Barnfield, Epping, Essex, CM16 6RL.

DEADLINE	Friday 8th August 2003	DEADLINE
	Horse Racing: Wednesday 6th August	
	Dane's Games: Friday 8th August	

This has been Cut & Thrust 220 produced by

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If you are in debt you will not get C+T 221 unless your subscription is renewed by the next deadline. Cheques payable to Derek Wilson.



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GRAPHIC
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Those whose credit is

too low for C+T 221: Colin Harden, Mike Head, Arthur Owen, Marcus Pratt, Rob Thomasson.

Those in debt: Jeanette Hawley, Kevin Lee, Michael Lendon, Graham Liddiard (still), Mike Moor, Ed Walsh (still).

Farewell to: Patrick Lafontaine.

Subscription Renewals from:

Mike Day, Peter Hawkins, Philip Jones, Arthur Owen, Simon Robertson, Steve Thomas.

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Cut & Thrust

An amateur magazine dedicated to the playing of board games by post.



'Bit far fetched, isn't it, Mr Carroll?'

Issue No 220
from Derek Wilson

80p plus carriage

EDITORIAL

by *Derek Wilson*

Last time there was a slight hiccup during production. Issue 219 was complete, or so I thought, just putting the finishing touches to it when I realised one of the reports wasn't in! Frantically I had to juggle things round a bit, in an effort to bring the several small spaces together to hopefully provide sufficient room for the errant item. This was done, but at the expense of also truncating my editorial. That's why the layout was not up to the usual standard. Now you all know how I just 'love' writing editorials... They are wrung painstakingly from my fingertips at an agonisingly slow pace. So I was not best pleased to have expended so much time only to have to cut it.

It was my own fault. A mistake I have never done before, but confirms that I made the correct decision to wind C+T down to a fold. It should have resulted in C+T 219 being distributed one day later than intended. However it transpired that 'printer chappie' was having his own problems that put his machine out of action. Had I got it to him on time, it still wouldn't have been printed. Once his machine was fixed he did a super quick print job for me, resulting in C+T being sent out only two days later than usual. My apologies if this caused difficulties for any of you.

Moving on to traffic congestion. The rest of this piece is an extract from the *Daily Telegraph*, kindly supplied by Mike Dommett:

'One minute you're moving along nicely, the next minute you're not moving at all, stuck fast in a massive traffic jam. You're staring at the dashboard, bored out of your mind, and tempers are beginning to fray. Sound familiar?'

'How often do you assume that a mile down the road must be the biggest accident in Christendom, only to find, when you finally get there, that there's nothing to see? No 100-car pile-up, no broken-down tank transporter, no escaped elephants. Nothing at all, in fact, to explain why you've been crawling along at less than walking pace for the last hour and a half. So what was it all about then?'

'It's a perception that congestion is all to do with accidents and breakdowns, mainly because drivers get stuck in a jam and assume that something must have happened. Then they drive through and assume it's been cleared away. In fact, traffic jams are caused by too many people driving too fast and too close to each other.'

'Capacity on a motorway like the M25 tends to be around 2,000 vehicles per lane per hour, although this is hugely variable. Commuter traffic, for instance, tends to move along better than holiday traffic consisting of drivers who are not used to the motorway. Too many cars trying to use roads that weren't designed for them. While school holidays will see a 25% decrease in the amount of traffic, motorists unfamiliar with motorway driving just slow things down again. You can pick out the regular motorway drivers. They're speedy, but they have lane discipline and leave a good gap between them and the vehicle in front. There's a confidence and flow to their driving.'

'Accidents, unfamiliar drivers, bad lane discipline, rubber-necking incidents in the opposite carriageway... In busy conditions you can get a shock wave of braking and slowing cars, which builds up a jam when there's no need for it. And once you have a hold-up in the rush hour, the jam will build up at the rate of a mile a minute.'

Guest editorials are still required. Please give generously. Your country editor needs you.

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1841

GM: *Steve Thomas*

GM Address: 168 Orchard Way, Addlestone, Surrey, KT15 1LW. Tel: 01932-828074

1841T12

Session 25

We have an end-game statement, of sorts, from Simon Robertson:

Thanks for running the game, which was mostly enjoyable, but I cannot think of anything lucid to say about it.

Waiting Lists

Apply to Derek

Gamefee £1

Outpost (GM: Dane Maslen): 4+ players wanted. To be played independent of C&T. Players must be able to receive email with text attachments. Preference given to those not playing in Average Card Outpost 8. No game-fee. Send email to dane.maslen@virgin.net to be added to waiting list.

En Garde! (GM: Jeanette Hawley): Room for more players. Game will continue while other games are run to a conclusion, ie approximately one more year.

All C+T waiting lists now closed, except En Garde!.

Players with a gamesart are requested to ensure that they have sufficient C+T credit for the gamefee. To avoid spoiling a game for others, players should supply orders by each deadline and to maintain their C+T subscription for the duration of the game or until they have been eliminated from it. Players who fail to do this risk being blacklisted throughout the postal games hobby. Please do not sign up for a game unless you're willing and able to see it through to the end.

RIPMEET

The Hobbymeet with added Tandoori continues to meet each month. It nominally occurs on the second Tuesday of the month but can vary dependent upon availability of the usual attendees. Meet at 7.45pm in the Curry Garden, High Street, Ripley - situated near Guildford, off the A3 towards London - later retiring at about 9pm to the lounge bar of The Talbot (also in High Street, Ripley). Newcomers welcome, but please check that there have been no last minute changes by contacting: Dane Maslen on Woking (01483) 721856. The next (June!) RIPMEET will be held on Tuesday 22nd July 2003.

Cuttings

(from *The Times* in 1990)

"Eliasha Streicher, a preacher from Cincinnati noted that he appeared to arrive just in time to save the town's soul. 'The entire town needs to repeat its sins, and fast', or God would destroy the city in 40 days."

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Filly Lucre Table

Owner	Horses	Cash \$s	Stable Jockey (wins)
Burgess	15	-37,714	Simon Coleman(3)/P. Whelan(1)
Day	19	+336,137	Smith(4)/Jones
London	14	5,829,615	G.Manley(5)/F.Randal(2)/Maggie Mourning(1)
Owen	8	+81,000	Glenn/Phipps/Jacques
Pratt	18	+500,566	OT Hill(79)/Sequel(11)/C Story(3)
Seymour	8	-69,118	Quick Rider(6)/R. M Cowboy(1)
Queen	19		Rhoda Cert(6)

Jockey Listing

Jockey	Wins	Level	Owner	Cost \$s
Piggott	5	6	London	96,000
Carson	3	5	Day	75,000
<i>Caithen</i>	4	5	<i>Queen</i>	
<i>Detori</i>	1	5	<i>Aga Khan</i>	
Eddley	3	4	Burgess	4,100
Starkey	3	3	Owen	5,000
Swinhurn	1	3		
Thomson		3		
M Hills		2		
Ives		2		
Cook		2		

*decided on the roll

For next month, can I have the following orders please:

- i) Entries for: Month 8, Sandown Park:
Brigadier Gérard Handicap, 6f. 1st Prize £20,000,
CORAL ECLIPSE STAKES(GID): 3yo+, 1m 2f. 1st Prize £40,000,
Esther Conditional Jockeys' Cup: 1m 2f. 1st Prize £15,000,
Nijinsky Memorial Stakes: (St. Leger Qualifier), 1m 6f. 1st Prize £20,000,
Downs Yearling Sale Handicap: 1m 6f. 1st Prize £15,000;
- ii) Bids for jockeys for Month 9, Glorious Goodwood;
- iii) Bets for Royal Ascot.

LET'S GO RACING!!

Firstly, a little clarification. Non-Group winners are those horses that have won one or more races that are not Group I or II.

Congratulations to Michael and Mike, who managed to pull off lucrative betting coups this time.

WHEN DARKNESS COMES

The Awakening

by Richard Ashley

Just over a year ago, when I was on tour, I found an old games shop tucked away out of sight, as most of them seem to be. In it I found an interesting looking game called *Zombies* which I dutifully reviewed for the venerable pages of C&T. The game turned out to be only 'Fair' and nothing more. It didn't have much of a story or feel, despite its Gothic theme, and the mechanics led to players doing what would appear to be the wrong thing in the context of the theme, as the best tactic for winning. I didn't use it much after the initial interest wore off. When I saw this game *When Darkness Comes*, at just under £20, my first impression was that it would be an expansion or upgrade of *Zombies*. The theme looked similar (conflicts with the Undead), the tiles looked similar (streets and buildings in a town), and the figures looked similar, except for 6 only for characters made in pewter. There was extra stuff. Character sheets (some pre-generated), hundreds of tokens, more dice and a scenario booklet. That last item makes this game vastly different and superior to *Zombies*.

This game is much more closely related to role-playing. Here, you can create any scenario you like involving Ghosts, Ghouls, Vampires, Zombies, or any Undead creature. The scenario booklet gives you 7 pre-written stories to follow and re-create. The first 6 vary enormously and can be played as 1 off games with everyone playing. The 7th is more of an ongoing campaign which would need a GM to run it. These scenarios are well written and add a lot to the overall atmosphere of the game. It is not just mindless creature bashing, but each has a particular aim to achieve. By the time you have sampled and/or adapted these scenarios, you will be itching to create your own. Just let your imagination run free. Needless to say, for the less creative amongst you - or should I say lazy - more expansions will be coming out with plenty of new and exciting adventures. No doubt they will add some more area tiles to vary the terrain.

The mechanics of play follow a pretty familiar pattern, although success/failure rolls use a unique 'poker dice' system. Characters have 7 Attributes and can start with 20 points distributed between them in the 2-5 range. You can then choose Skills related to those Attributes and distribute a further 10 points on those. For example: you could have 'Hand-to-Hand' Skill in the Attack Attribute, or 'Flirting' in the Persuasion Attribute. Your basic Ability number determines the number of dice you roll to do a certain task. A specific Skill may add a die or two. Each task has a success roll to achieve determined by the GM or scenario rules. Success rolls range from level 1 = any 6, through 1 pair, 3 straight, 3 of a kind etc, up to level 8 = 5 of a kind. The roll made also determines the Victory Points gained. The system works well and is simple to adapt, but the odds of achieving even modest tasks (level 3 or 4) are low, without extra help. Movement is also determined by the dice = Speed Attribute dice roll level added to Health Attribute number. When rolling for Movement, 1 red die is always rolled. If it is a 1 or 6 you must roll on the 'Oh Crap' or 'Woo-hoo' tables for a random event. None of these are overwhelming and add a little chancy spice to the game.

Basically the characters move around the streets and buildings looking for Items, Allies, Adversaries, etc, which are represented by the 100s of disks normally scattered about inside various buildings. Thus, buildings have to be entered through doors (picked or smashed), or windows (climbed), then searched (Perception check) to see if the 'Encounter Disks' are Allies (Recruit to join), Adversaries (Combat), Security (Overcome) or Items (Picked up). Obviously

specific scenarios will determine the type of encounter you may have. Characters can aid/hinder each other, as they are in competition for Victory Points, but some co-operation will be needed in order to achieve the overall aim of the scenario.

If the location or setting is supposedly known to the characters, the tiles can be pre-laid. If not, they get laid at random as the characters explore the town. The variations in objectives and aims are enormous! You may be looking for a specific item, person or location, rescuing hostages, escaping, or even be Undead trying to survive against the living! Being a role-playing system, players can advance their characters by spending Victory Points to improve Attributes or Skills. Although I haven't played the game long enough to advance character very high, I suspect that as character gets better and task levels increase, the range of success or failure will increase even if the odds stay the same. There is nothing at present for big wins or big failures, so it will probably only affect Victory Points. Expansion sets may change all this.

All in all, this is an excellent package for those interested in role-playing and certainly stands as a board game as well. The surprisingly small box is crammed full of 'bits' of pretty good standard, but I am sure that keen players will add their own figures to represent the Encounter Disks once discovered. It certainly looks better with actual painted figures moving about. I can also see the bits from Zombies being added to this, rather than the other way around. For anyone starting out in board or role-playing games, with an interest in Gothic Horror, you can't go wrong with this. *When Darkness Comes* was designed by Kerry and Todd Breitenstein and is published by Twilight Creations Inc. Try: www.twilightcreationsinc.com

Letter Column

Philip Jones: I took a short trip over to London last weekend, to attend a friend's 50th birthday bash. Yes... you really realise that you are getting old when the 21st birthday parties, the weddings and the christenings give way to 50th birthday parties! We ended up on the London Eye, which in my view is the best of the various Millennium projects done in the UK (or Ireland for that matter). Great views from the top, and a great thing for a group to do, since you can book an entire capsule and by-pass the queue.

There's a thought - why not get the readers to nominate their best and worst tourist/millennium facility, built over the last few years (with the Dome being excluded since it would be everyone's worst)? It might fill a page or two, if you're short of an editorial or game review.

Derek here: Why exclude the Dome? I know several people who visited the Dome and thoroughly enjoyed the experience. It's financial difficulties, and dubious future since closure, need not have any bearing on visitors' appreciation of the experience. The suggestion is a good one; so gentle reader please submit your best and worst tourist/millennium attraction for our appreciation in the next issue. Feel free to mention more than one in each category, if you wish.

Mike Moor: It's most appropriate that my last C&T game start should be Cosmic Encounter, as that was my first, and was my reason for subscribing in the first place!

Derek here: Thanks, Mike. I'm pleased that we managed to get the Cosmic game going at all. Hopefully you and the rest of the players will relish the encounter.

ASCOT GOLD CUP(GID): 3yo+, 1m 6f. 1st Prize £120,000

1	Turbid Time (Lendon)	Piggott	5-1
2	Diamond Delves (Lendon)	Carson	3-1
3	Deep Decree (Lendon)	Eddery	7-1
4	Future Days (Lendon)	Manley	12-1
5	Chrome Dome (Burgess)	Thomson	17-1
6	Clean Heels (Day)	Swinburn	10-1
7	Cold Heart (Day)	Smith	15-1
8	Ramoses' Revenge (Day)	Jones	20-1
9	Bombay Girl (Queen)	Cauthen	6-1
10	Spirit of Radio (Queen)	Cert	14-1
11	Anarchist (Pratt)	Hill	2-1
12	Rolling Thunder (Pratt)	Sequel	8-1

PRINCESS ROYAL YEARLING STAKES(GID): 6f. 1st Prize £50,000.

1	Wimpling Wing (Lendon)	Piggott	4-1
2	Buzz Lightyear (Burgess)	Thomson	7-1
3	Matchplay (Day)	Swinburn	10-1
4	Sky Blue Warrior (Queen)	Cauthen	5-1
5	Sunset (Pratt)	Hill	2-1
6	Twilight (Pratt)	Sequel	9-1

QUEEN MUM STAKES(GID): 2yo, 1m 2f. 1st Prize £50,000

1	Reason Rambled (Lendon)	Piggott	2-1
2	Webb's Wonder (Burgess)	Thomson	5-1
3	Roots Hall Roar (Burgess)	Coleman	14-1
4	Stormin' Norman (Owen)	Starkey	8-1
5	General Election (Day)	Swinburn	6-1
6	Sandsave (Day)	Smith	17-1
7	Way Beyond Blue (Queen)	Cauthen	7-1
8	Excelsior Green (Queen)	Cert	10-1
9	Quadruped (Pratt)	Hill	3-1
10	Gluey Destiny (Pratt)	Sequel	12-1
11	Steady Eddie (Pratt)	Story	15-1

Rowley Maiden Stakes: 1m 6f. 1st Prize £40,000

1	Age-old Anvil (Lendon)	Piggott	10-1
2	The Kursaal Flyer (Burgess)	Thomson	8-1
3	Half Time Howler (Burgess)	Coleman	7-1
4	Glencar (Owen)	Starkey	11-1
5	Slipstream (Day)	Swinburn	4-1
6	Hibernaculum (Queen)	Cauthen	6-1
7	Pizza Crust (Pratt)	Hill	2-1
8	Dusk (Pratt)	Sequel	5-1

Ironmasters' Finances

(* = with interest)	Darby	Crawshay	Bacon	Hill	Homfray	Fothergill
Player	Mike T	Marcus P	Arthur O	Kevin L	Simon R	Mike D
Brought forward	56	71	4	20	-30*	-20*
Works income	-15	4	-18	-3	-30	-11
New Works bought	0	0	0	-23	0	0
Cash carried fwd	41	75	-17*	-8*	-72*	-38*
Old Wks worth	146-22=124	156-24=132	134-21=113	68-11=57	149-23=126	149-23=126
New BFs/Wks	20	20	20	22	20	20
Ore & iron stocks	39	15	10	15	26	11
Total wealth	224	242	126	86	100	119
(Last round)	(240)	(246)	(152)	(99)	(150)	(146)

Good scrap for 1st place, and very close between the other 4 for 3rd.

Timing of closure of the last 5 works that have to be refurbished will affect earnings.

BATTLE!

GM: Richard Ashley

Address: 5 Ripon Way, Borehamwood, Herts., WD6 2HU. Tel: 020-8386-5546.

(e-mail: rashleyactor@aol.com)

Game: 10

MASCEPDBRH

Turn: 11

It has been agreed that AUK's NMR was not entirely his fault due to the non-arrival of C&T. Therefore, not to unbalance things too much, his lost 14pp will be returned over the next 3 turns. Consequently he will have +5pp turn 12, +5pp turn 13, +4pp turn 14. EAGLE lost last bit of Production as gong from level 2 to 3 costs 3 not 2. JAY failed to use 1pp in Production.

CROW continued his annihilation of DOVE unscathed by using pinning tactics, split fire and Range, to destroy his new unit, take the sting from last unit and damage the base. The EAGLE/ FINCH battle rages of with FINCH sacrificing power to bring back reinforcements. This can still go either way. GULL is definitely getting the upper hand over HAWK, but JAY's pop shot at KITE could have stirred a hornet's nest! MARTIN finally opened-up on LARK and considerably reduced his units, but still felt it prudent to build a defensive wall. Only CROW and MARTIN look like finishing their conflicts off without taking too much damage themselves, but will the emergent AUK between them be a distraction?

AUK	R = 9.	P = 19.	1A221/0.	2A2101.	3A21.	4A330020003.	5A.	M Day
CROW	R = 9.	P = 15.	1C310110001.	2C32.	3C231/0110003.			M Taylor
			4C441/1130003.	5C.				
DOVE(-3)	R = 6.	P = 7.	2D2.					S Robertson
EAGLE	R = 9.	P = 12.	1E2101.	3E31021111.	5E22011.			P Hawkins
			6E1201111.	7E.				

in a foreign land!

On with the show, Ismail Øfrn

To all. As the highest-ranking officer in Paris at the moment, I feel that it is my duty to throw a party in week 3 next month to celebrate our glorious army. All serving officers are welcome. Yours Lt General Mark de Triomphe.

Overheard in an Agonizingly Slow Barge:

M: She's gaining on us, sir. Whatever your next port of call may be, I fear you'll arrive a married man.

F: I've never seen so strong a swimmer, man or woman.

Ø: She won a swimming medal in the Girl Guides. I don't know how I could have forgotten. I've made her wear the uniform dozens of times....

Overheard in a Real-Estate Office:

A: For God's sake, Pierre, you deal with the Esquimau gentleman. We can't talk any sense into him.

B: Does he still want to pay in blubber?

C: Yes, but he's got enough for fifty years' rent. That's not the problem.

A: We've shown him house after house, but he insists on renting the Seine.

B: Renting the Seine?

C: He says that he wants the finest igloo in Paris, and even though our climate has melted it, he'll settle for nothing less....

HORSE RACING - The Sport of Kings

GM: Jeanette Hawley

GM Address: 54 Bankside Close, Whitley, Coventry, CV3 4GD.

Email: gulselen@yahoo.co.uk

Mobile: 07867 872808 evenings only

Month 6: Lingfield Park. Going: Good-To-Firm

Daily Express Sprint: 6f. 1st Prize £15,000

1st	Sweetmarie (London)	Piggott	2-1
2nd	Superconductor (Queen)	Cauthen	3-1
3rd	Elvis J Eel (Burgess)	Coleman	5-1

7 ran.

The favourite, Sweetmarie, did just enough, and no more, over a shorter distance than she usually prefers to win by a length from Superconductor, who also didn't over exert himself. Elvis J Eel, on the other hand seemed to have a bit more in the tank as he finished half a length back in third.

Conditional Jockeys' Handicap Cup: 1m 2f. 1st Prize 25,000

1st	Ilisidi (Queen)	Cerrt	2-1
2nd	Glenella (Owen)	Glenn	9-1
3rd	Sanctuary Side (London)	Manley	8-1

7 ran.

Word Puzzle

RIGIL KENT Further enlightening ruminations:

Mike Moor: I agree with Dane's suggestion, ban all punctuation.

Steve Thomas: You seem to be in a self-made quandary over words like "ain't", "ne'er-do-well" or "fo'c's'le" (the latter is another contraction of a single word to add to Dane's collection; it's almost trivial finding them in nautical slang). They are each one perfectly good word; there's no real question about that. But they contain characters other than letters, so by the usual rules of word games you can't use them. There doesn't seem much harm in allowing them with your rules for making word ladders, moving from, say "can't" to "can't" by adding the apostrophe, since I can't think of an example where this sort of thing advances the cause very much. It is occasionally the case that contractions have become words in their own right. (For example, "studdingsail" became "stun'sail", and you occasionally still find it written that way, but "stunsail" is now common enough to have found its way into dictionaries.) For this sort of thing you have to trust the dictionary.

Words like "sauté" or "rôle" are more troublesome. You could argue that an accented letter differs from its unaccented equivalent, or that it does not. Neither argument is entirely without merit; modern usage often omits the accent altogether, to the despair of traditionalists. This trend is being accelerated by the greater use of word processors: keyboards rarely offer a complete range of accented letters, and workarounds are usually clumsy. For what its worth, tournament Scrabble ignores accents.

Derek: Thanks Steve, much appreciated. My inclination therefore is to permit the use of apostrophes and hyphens: they may be considered legitimate characters, to be added, moved or removed the same as any letter, provided each contracted or hyphenated word used is in Chambers. As with Scrabble, accents may be ignored - I seem to recall having already allowed the use of "rôle".

ACHERNAR A comment on the MACH issue:

Dane Maslen: I'm surprised to hear that Chambers doesn't have 'Mach'. My Concise OED does, and many people have asserted to me that Chambers is more accurate, containing more modern words and omitting more archaic words than the Concise OED.

Derek: It may be that my copies are not the latest. "Mach" is not in Chambers Concise Dictionary (published 1988, reprinted 1989) nor in Chambers English Dictionary, 7th ed. (published 1990, reprinted 1992). As terms such as "parsec" and "light-year" are in the latter I too was surprised not to find "Mach". (A light-year is the distance light travels in a year: about 6 billion miles. [That's a proper billion: 12 zeros; not the minuscule US billion having only 9 zeros, the correct term for which is of course 'milliard'.])

ALTAIR The problems set last time were:

- a) SPRING to SUMMER c) LAMB to CHOP e) BACK to FRONT
- b) BRAIN to BUSTER d) EASY to TRICKY f) LEAD to GOLD

The definitive answers (there were other equally viable ones), gleaned from entries were:

NEW FACES IN PARIS THIS MONTH

NM/Ring this month was:

Let off with smacked wrists due to his standing orders was: No-one

DEBTS DUE NEXT MONTH

None.

DEBTS DUE IN JUNE 1639

None.

RENT RENEWALS

Morton Frogwalloper has renewed the rental of his Medium House.

MILITARY APPOINTMENTS

None.

CIVIL APPOINTMENTS

None.

LA REINE DIT

No battle is scheduled for next month, therefore there will be one in August.

David, all Military appointments are up for grabs in September, except for the Field Marshal, who is appointed in August. If a senior officer dies in battle, then a PC of that rank may apply for his post the next month.

C'EST TOUT, MES ENFANTS

SOCIAL LEAGUE TABLE

CHARACTER	NEW	WORLD	SP	CLUB	CASH	RANK/REGT	PLAYER
Jacques Ofaltrades	21	21	Fr	FL	10788	B. Brig	Mike Day
Bars de Mars	15	15	Fr	Hunt	1581	Maj/CPC	John Marsden
Francois Fresh	15	15	Fr	Both	2438	L.Col/QOC	Charles Burrows
Morton Frogwalloper	14	13	59	BG	251	B. Brig	Mike Dommett
Jean de Nim	12	11	40	BG	103	L.Col/DG	Matthew Smith
Prenton Hoockenhull	12	11	38	---	408	Maj/KM	Philip Jones
Drewers Broop	12	12	Fr	Hunt	657	Col/DG	Marcus Pratt
Phresh Øholuk	12	12	14	---	66	Maj/REG	Michael London
Mark de Triomphe	12	12	28	Hunt	995	Bt Lt. Gen	David Olliver
Humphrey d'Urnplies	8	8	Fr	---	296	M/QOC	Andrew Burgess

Swordwolf presents
En Garde!

Games Mistress: Jeannette Hawley

GM Address: 54, Bankside Close, Whitley, Coventry, CV3 4GD.

Email: guilselen@yahoo.co.uk

Mobile: 07867 872808 evenings only

BATTLE REPORT AND SOCIAL DIARY - JUNE 1639

AT THE FRONT

Brevet Brigadier Jacques Ofallrades spent his free time in gainful rapier practice.

QOC Lt. Colonel Erangois Fresh used his Personal Influence(4) to persuade his colonel to volunteer the QOC for the Front. He was successful, and the regiment set off forthwith.

QOC Major Humphrey d'Umptiles resigned from his club in weekend 1, then set off for the Front with his regiment. He spent his free time improving his physique.

CPC Major Bars de Mars kissed his new wife farewell, and volunteered his command for duty at the Front.

FIELD OF HONOUR

Tennis matches! Oh the shame...

MEANWHILE, EN PARRIS

Morton Erogyallopez renewed the rental of his Large House and then volunteered the ALC for duty at the Front. He spent week 4 in gainful sabre practice.

Pentton Hockenhill escorted Jeanie to Hunters for liquid refreshment in week 1, and then spent a couple of weeks with the Two-Handed sword instructor. He went back to Hunter's alone in wee 4, where he purposely consumed a great deal of wine, and then bought some more for everyone else in the room, earning 3sp for his generosity.

Having spent week 1 with the sabre instructor, Drewers Broog then went a-wenching at the bawdyhouse, where he received the attentions of their best wench for free. Drewers then volunteered the DG for duty at the Front, and spent the rest of the month travelling there.

Having spent a week resting to recover his lost END, a fully fit Jean de Nim took Christie for drinks at Blue Gables in week 2, then set off for the Front with the DG.

Mark de Triomphe went a-wenching at the bawdyhouse in week 1, then spent the rest of the month with the sabre instructor.

Newly arrived in Paris this month is Phresh Ojoluk, heir to the richest whale-fishing magnate in the whole of the Frozen North. He spent week 1, securing a nice medium house near this Champs de Mars at a reasonable rent, then borrowed 2000Cr and joined the RFG as a Major and bought three horses. Phresh spent the rest of the month in gainful Foil practice.

- a) SPRING-SPRINGE - PINGERS - PINCERS - MINCERS - MINERS - MIMERS - SIMMER - SUMMER 8 steps
- b) BRAIN - BRAN - BRAT - BRUT - BRUTE - BRUTES - BUSTER 6 steps
- c) LAMB - LAM - CAM - CAP - COP - CHOP 6 steps
- d) EASY - EASE - RASE - RISE - RICE - TRICE - TRICK - TRICKY 7 steps
- e) BACK - BOCK - BOOK - BOOT - FOOT - FONT - FRONT 6 steps
- f) LEAD - LOAD - GOAD - GOLD 3 steps

Possible unfamiliar words: SPRINGE, *n.* a snare with noose and spring; PINGER, *n.* an acoustic transmitter for the study of ocean currents; BRUT, *adj.* of wines, raw, unsweetened; COP, *n.* a top or head of anything; RASE, *v.t.* alternative spelling of 'raise'; BOCK, *n.* a strong German beer. In a) David W had LIMNER, *n.* a painter on paper or parchment. In c) Dane had COMP, *n.* a contracted form of compositor. In d) Keith had BAST, *n.* phloem: inner bark, esp. of lime. In e) David W had FUST, *n.* a mouldy or fusty smell. These are all OK. In a) Dane went straight from SPRING to SPRIGS in one step: 0 pts. Had he included SPRINGS it would have been 8 steps and tied with Adam on 5 pts.

The entries (with number of steps in parenthesis and a score of up to 5) were:

Scores:	a)	b)	c)	d)	e)	f)	Total	Pos'n
Adam Hubby	(8) 5	(6) 5	(5) 5	(8) 3	(6) 5	(3) 5	28	1st
David Smith	(13) 1	(6) 5	(5) 5	(8) 3	(7) 3	(3) 5	22	2nd
Dane Maslen	(7) 0	(6) 5	(5) 5	(8) 3	(6) 5	(4) 3	21	
Mike Moor	(11) 3	(8) 3	(5) 5	(7) 5	(7) 3	(5) 2	21	
Keith Loveys	(13) 1	(8) 3	(5) 5	(8) 3	(7) 3	(3) 5	20	
David Watts	(12) 2	(8) 3	(5) 5	(8) 3	(8) 2	(3) 5	20	

Thank you all for entering, and congratulations to Adam, who comments on a):

I found an equally short route going via some four-letter (literally!) words, but this is rather more interesting. However, I did think very hard about claiming a one-shorter path by going from PINGERS to MINERS straight by PINERS (i.e. those who pine). This doesn't seem to be specifically in Chambers, though, and I'm not sure of your attitude to derived nouns that aren't mentioned directly, so I've decided not to chance it. Another possibility to shorten it would be to get between the same two words by MINGERS, but while that's almost certain to be in the next edition of Chambers I'd be amazed if it's in current editions.

Derek: Neither PINERS nor MINGERS are in my copy of Chambers, so would not be allowed. Derived nouns not specifically mentioned in Chambers would not be allowed.

For future turns I would appreciate at least one suggestion from each entrant. Now try the following allocated the designation ALDEBARAN:

- | | | |
|-------------------|-------------------|-------------------|
| a) BIG to BROTHER | c) POUND to PENCE | e) PAPER to STONE |
| b) CELLO to BASS | d) BIRTH to DEATH | f) SICK to WELL |

Cutings

(from the *Courier Mail*, Brisbane in 1989)

"The Prime Minister, Mr Lester, had State Parliament in hysterics yesterday when he said that the results of the 'random breast testing' had been firm and positive."

Where is my Mind

GM: Derek Wilson

GM Address: 1 Juniper Road, Horndean, Waterlooville, Hants., PO8 0DY.

PONTIAC

Round 7

1. **THREAD** Bare. AW, BE, DM, DW, IH, KC, PH, PS, RT.

Not: All, Back, Behind, Body, Bones, Bottom, Cheek, Faced, Facts, Feet, Foot(ed), Front, Headed, Necessities, Wire(s).

2. **CONGESTION** Charge. KG, PS.

Not: Bank, Brigade, Card, Cavalry, Community, Depth, Electric(al), Free, Hand, Handling, Hire, Home, In, No, On, Nurse, Over, Service, Sheet, Standing, Take, Up.

3. **Check POINT.** AW, BE, DM, IH, KC, KG, MDA, MDO, PS.

Not: Body, Box, Credit, Digit, Double, Health, Identity, In, Jacket, List, Mate, Out, Rain, Security, Speed, Stop, Up.

4. **DEEP Freeze.** AW, BE, DM, DW, IH, KC, KG, MDA, MDO, PS, SR.

Not: Anti, Big, Dry(ied), Fast, Frame, Motherf's, Out, Pay, Solid, Up, Wages.

5. **DEAD Heat.** -.

Not: Body, Damage, Deep, Dry, Exchange, Gently, Haze, Loss, Low, On, Oven, Over, Prickly, Proof, Qualifying, Shield, Sink, Source, Specific, Stroke, Treatment, Up, Wave, White.

6. **SPITTING Image.** AO, IH, KC, KL, RT.

Not: After, Altered, Conscious, Consultant, Craven, Graven, Maker, Mental, Mirror, Moving, Negative, Photo(graphic), Protector, Public, Self, Thermal, Virtual.

7. **SHED Load.** KC.

Not: Barrow, Bearing(er), Car, Down, Free, Full, Heavy, Limit, Line, Long, Lorry, Low, Member, Over, Pay, Stone, Truck, Up, Wide, Work(ing).

8. **SKID Row.** IH, KC, KG, KL.

Not: Back, Blazing, Boat, Counter, Death, Domestic, Front, Heated, Heath, Hedge, Lock, Public, Rotten, Seat.

9. **LION'S Share.** DW, IH, KG, PS.

Not: Bank, Bonus, Certificate, Dealer(ing), Dividend, Equal, Even, Fair, Holder, Index, Job, Market, Option, Out, Plan, Plough, Power, Preference, Price, Railway, Save, Time, Ware.

10. **String ALONG.** AO, BE, DW, KG, KL, MDA, PH, RT.

Not: Bag, Bean, Blue, Bow, Fellow, G, Guitar, Heart, Instrument, Parcel, Quartet, Second, Shoe, Up, Vest.

1B 1D 2D 4E return to play, while 2C returns for Turn 6.

Orders for Turn 5 by deadline. Good luck!

PRESS

Not too bad from where I am sweetie.

Can we get all of team E in their sin bin?

Cosmic Encounter

GM: Richard Ashley

Address: 5 Ripon Way, Borehamwood, Herts., WD6 2HU. Tel: 020-8386-5546.

(e-mail: rashleyactor@aol.com)

Game: 15

Turn: 1

Phase: 1

Only orders for the current Phase are required, although I will use extra ones to cover NMRs in later Phases. I do sometimes ask for Phases 3 and 4 orders together to save time, but if it gets complicated, ie Deals, they will be split. It is possible for a player not to be attacked during a turn. The Destiny Pile is as the board game with 3 discs for each player shuffled-up; ie 15 discs. Yours may not turn up.

PS. I hope SORCERER got his 7th card missed from the initial hands supplied ((to Derek)).

[E]: Gamefees have been deducted from your C+T credit and transferred to Richard's.]

SORCERER: Planets (1)(2)(3) 3S. Planets (4)(5) 4S.

2F attack Planet (5)

M. Dommert

HEALER:

Planet (1) 4H. Planet (2) 3H. Planets (3)(4) 4H.

B. Edwards

Planet (5) 3H.

VULCH:

Planet (1) 4V. Planet (2) 2V. Planets (3)(4)(5) 4V.

R. Tretthewey

1W attacks Planet (1).

FLUCH:

Planet (1) 4F. Planet (2) 3F. Planet (3) 4F. Planet (4) 3F.

M. Moor

Planet (5) 4F. 2V attack Planet (2). 2H attack Planet (4).

WARRIOR(0):

Planets (1)(2) 4W. Planet (3) 3W. Planets (4)(5) 4W.

P. Adkins

3S attack Planet (4).

Orders for Phase 2 (Allies) by deadline.

PRESS

The Sourcerer's wearing a number 7 shirt.

Push-Ball

GM: Richard Ashley

Address: 5 Ripon Way, Borehamwood, Herts., WD6 2HU. Tel: 020-8386-5546.
(e-mail: rashleyactor@aol.com)

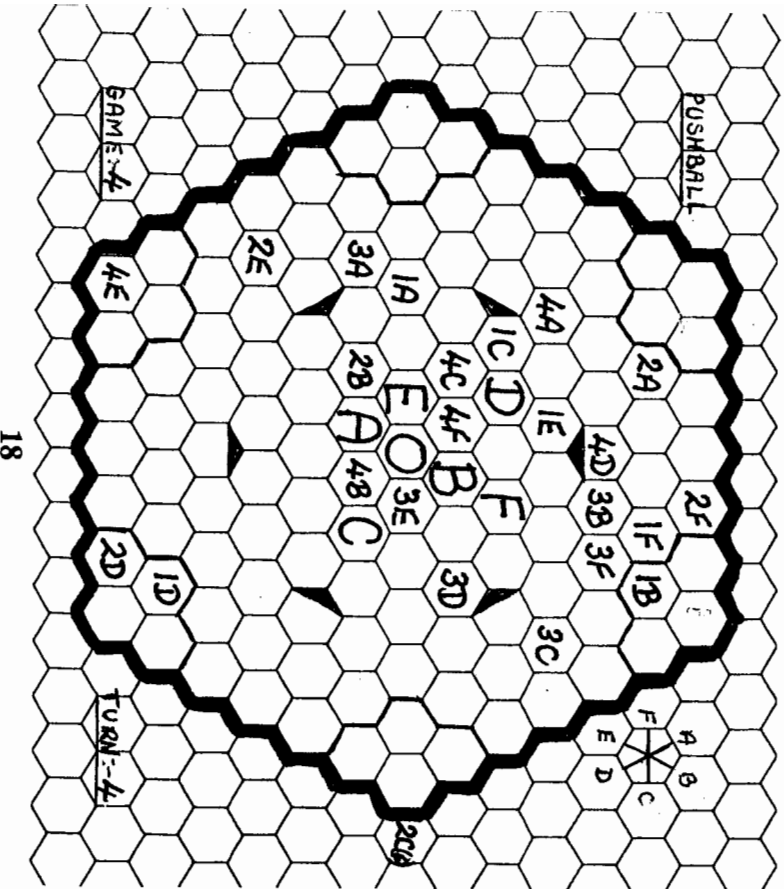
Game: 4

Turn: 4

5 goals this turn, which included a double. Team B shoots into a huge lead helped mainly by Team F who scored 3 goals for them - a single and a double! Will the favour be returned? The balls are fairly central now so it is not easy to see where the next goal will be scored.

TEAM GOALS	UNIT 1	UNIT 2	UNIT 3	UNIT 4	PLAYER
'A'	1 EFAA	EFA(F)	AABA	B B B E	T Duffield
'B'	4 (B)EDF*	b b b b	A c C B	f a b c	M Dommett
'C'	E E E C	A A c c***	C B b* B	A B B B	R Trethewey
'D'	A c c***	- - - -	B B A a	A A F F	K Lee
'E'	C C B E	B B a F	A f* f a	- - - -	B Edwards
'F'	C B B B	B (B) ((B)) A	C F A a	b* b* b* b*	A Owen

'C' ball returned at D Phase 1. 'B' ball returned at B Phase 2. 'O' ball returned Phase 3. 'A' ball returned at E Phase 4.



Scores:

Kath Collman	31	+	8*	=	39	* including bonus.	19	+	4	=	23
Dane Maslen	34	+	3	=	37		17	+	6	=	23
Simon Robertson	26	+	1	=	27		18	+	2	=	20
Bruce Edwards	22	+	4	=	26		17	+	3	=	20
Keith Loveys	22	+	3	=	25		15	+	3	=	18
Kate George	18	+	7*	=	25		12	+	6*	=	18
Peter Hawkins	22	+	2	=	24		13	+	0	=	13
Mike Day	21	+	3	=	24		11	+	2	=	13

Kath Collman scores 2 bonus points for being the only one to guess 'Shed Load'. Kate George and Paul Seymour score a bonus point each for being the only ones to guess 'Congestion Charge'. Top scorers (ignoring bonus points) were Kath Collman (again), Kate George and Ian Harris, each with 6. Comments:

Mike Dommett: 'Heat Treatment' - ah shades of graham parker. 'Blue String' - as eaten by all clangers!

Derek here: Not a lot of people know that...

Kath Collman: Not enough to catch Dane... if I've been catching him up at the rate of one point per turn, I'm 3 points behind him and there are only 2 turns to go - my maths says I won't make it! Of course, he's been as busy with Manorron as I have - we're currently number-crunching the replies to the Food Questionnaire, and trying to convert them into how many meals we want the University to provide. We share the work equally here. I do the spreadsheet, he does the sums... time will tell how far out we were. See you in a couple of weeks.

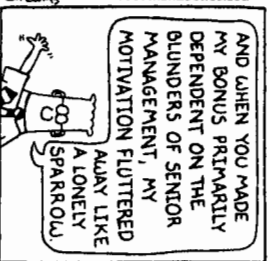
Derek here: Well you'll just have to score at a greater rate than +1 per round... oh I see you have. As for the Manorron food questionnaire - I knew there was something I should have filled-in, and now of course I can't find it... Presumably I'm now going to starve that weekend...

Given below are half of ten word-pairs. All you have to do is find the other half of each word pair - it may precede or follow the word given (you do not need to specify which). You may have three guesses in each category. New players may join at any time. There are 8 rounds per game.

PONTIAC

Words for Round 8 (& LAST):

1. ALE
2. BUTTON
3. FIGHT
4. JAM
5. LIGHT
6. PENNY
7. SPIKE
8. SPOT
9. STAND
10. TIE



Dane's Games

GM: Dane Maslen

GM Address: 69 Arnold Road, Woking, Surrey, GU21 5JX. Tel: (01483) 721856.

e-mail: dane.maslen@virgin.net

By Popular Demand

Round 5

Late order from Ian Harris were 'Blair', 'Thatcher', 'Churchill', 'Wilson', 'Heath' for which he scores 71x3-10=203.

Player	Character	Score	Total	Pos ⁿ
Adam Hubby	Micke Donal	140	719	3
Andrew Burgess	Micke Donal	126	563	13
Arthur Owen	Micke Donal	134	487	16
Bruce Edwards	Micke Donal	98	582	12
Charles Burrows	Micke Donal	124	653	6
Conrad von Metzke	Micke Donal	104	471	17
David Smith	Micke Donal	140	680	5
Derek Wilson	Micke Donal	177	640	9
Ian Harris	Micke Donal	201	643	8
Kate George	Micke Donal	140	546	14
Kath Collman	Micke Donal	70	423	19
Keith Loveys	Micke Donal	144	647	7
Kevin Lee	Micke Goofy	92	468	18
Matt Smith	Micke Donal	106	533	15
Mike Day	Micke Donal	71	583	10=
Mike Dommet	Micke Donal	129	734	2
Mike Moor	Micke Donal	118	583	10=
Mike Woods	Micke Donal	140	698	4
Roger Tretlawey	Micke Donal	51	389	20
Simon Robertson	Micke Donal	140	783	1
The GM	Micke Donal	x2	(126)	(564)

Disney cartoon characters: Mickey Mouse 20, Donald Duck 19, Goofy 14, Pluto 11, Snow White 7, Minnie Mouse 6, Bambi 3, Cinderella 3, Dumbo 3, Mowgli 2, Sleeping Beauty 2, Winnie the Pooh 2, Ariel 1, Baloo 1, Buzz Lightyear 1, Louie 1, Pocahontas 1, Simba 1, The Lion King 1, Tigger 1.

I intended both classic cartoons and animations to be covered by the description 'cartoon', but evidently some players were not convinced that the latter were to be included. When I set the category I wondered whether players would be willing to include characters used by Disney (e.g. Snow White etc) or whether they would restrict themselves to characters invented by Disney. Then of course there was also the question of how well the more recent characters would do.

Name	#	Privates	Cash
Geoff Hardingham	14	ESC	297
Keith Loveys	15	-	209
Peter Hawkins	12	BOM	189
David Smith	15	B&O, PSC	371
Bank			17944

Name	CP	NYC	NYH	ATS	CPR	SP	UP	CN	NP	WP	GMO	ORN	TP
Geoff*	7D	-	1	1	-	1	1	5D	-	-	-	-	-
Keith	-	5D	-	-	3	6D	4D	-	-	-	-	-	-
Peter	1	-	5D	6D	1	-	1	-	-	-	-	-	-
David	2	-	1	-	6D	1	-	-	-	5D	-	-	-
IO	-	-	-	3	-	-	1	5	10D	4	10D	10D	10D
Par	-	-	-	100	100	-	92	100	-	100	-	-	-
Pool	-	5	3	-	-	2	3	-	-	1	-	-	-
Stock	132	100	180	110	110	110	92	100	-	85	-	-	-
Cash	320	268	600	720	579	501	2	-	-	-	-	-	-

Thank you for your orders, gentlemen. For next time I'd like orders to cover OR 12 for which the running order is NYH, CP, SP, ATS, CPR, NYC, UP, and WP. Geoff has the priority. There is, by the way, one 4-train left.

Man-Eater!

GM: Derek Wilson

GM Address: 1 Juniper Road, Horndean, Waterlooville, Hants, PO8 0DY.

ZUNI - Turn 11

	alpha	beta	gamma
red	@ (A)-72	\$(A)-72-59th	£ X
green	\$ H	£ (109)-98th	@ H
blue	@ X	\$(187)-C	£ (C) stand
yellow	\$(C)-187	£ (173)-172-171	@ (205)-196-184
red herring	none	red: good 1	none
		green: good 3	
		red	\$(59)-58-57
		green	£ (98)-97-96-95
shark	£ (129)-174	@ (84)-117	£ (185)-195
			yellow loses leg

Scores: Arthur Owen (identified above by '£') 4
 Bruce Edwards (identified above by '@') 3
 Paul Adkins (identified above by '\$') 8

Lifeguard Beta shark is having a bit of bad luck with the last four red herrings all being 'good'. The latest ones: Tide in favour of beta red - carried forward. Beta green gets second wind - again! No conditional movement orders supplied by player, so GM moves the swimmer directly forward.

1862H

GM: Steve Thomas

GM Address: 168 Orchard Way, Addlestone, Surrey, KT15 1LW. Tel: 01932-828074

1862HS14

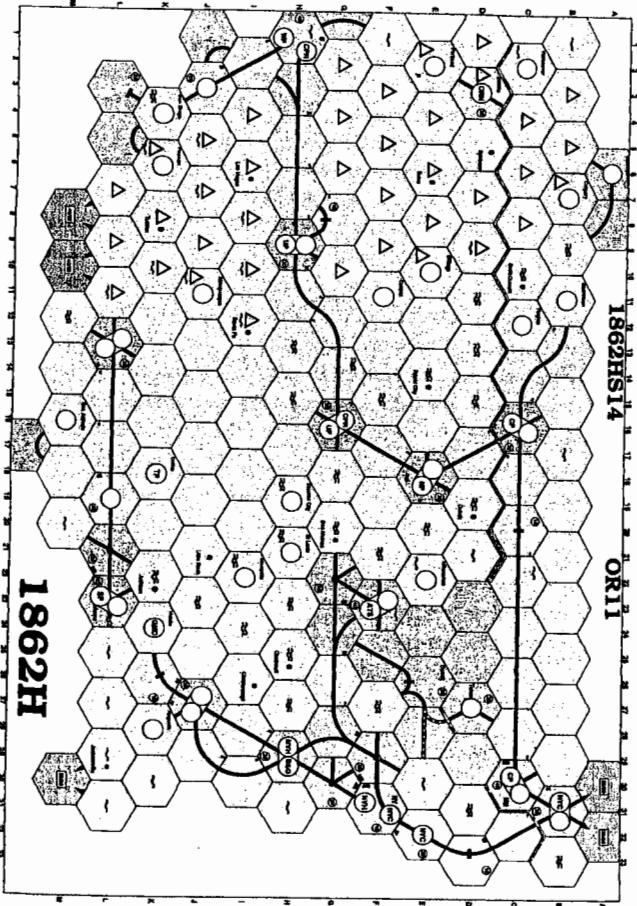
Session 11

David should have continued last turn by selling a WP (price to 92B) and buying a NYH*. He now has \$14. AT5 has \$720.

OR 11 Privates: Geoff \$10, Peter \$5, David \$40.

Name Lay	Run	Pay	Price	Cash	Trains	Tokens	Loans	Notes
NYH 87/G22/E	90	Yes	180A	600	3	2+H29	0	
CP 8/C14/E 8/B13/W	270	Yes	132D	320	3 4	2+C16	0	[1]
UP 24/H3/E	-	-	92E	2	3	1+H9	0	[2][3][4]
SP 888/L21/SE	160	Yes	110C	501	4	2	0	
ATS -	80	Yes	110A	720	3	3	0	
CPR 9/F17/NE	280	Yes	110A	579	3 4	1+G16	0	
NYC 23/G24/E	90	Half	100E	268	3 (3)	1+B31,E32	700	[5]
WP 9/I2/NW 57/I3/NW	-	-	85B	580	4	1	0	[2][6]

- [1] Tokens C16 for \$40
- [2] Flattens hill for \$120
- [3] Tokens H9 for \$40
- [4] Buys 3 from NYC for \$59
- [5] Bridges river for \$80
- [6] Buys new 4 for \$300



The results show a strong bias towards classic cartoon characters invented by Disney, with Kevin being the only player not to list both Mickey Mouse and Donald Duck (thereby depriving Roger of a x2 bonus). Only Mike Day got the top five answers, but he was also one of the very few players to fail to get a bonus. Furthermore none of the six players who had 'Minnie Mouse' instead of 'Snow White' did better than a x2 bonus, so this round the best scores go to those players who selected five reasonable answers and managed to get them in the right order.

For Round 6 the category is:

Plane crashes prior to 1st July 2003, excluding those on 11th September 2001.

I want five answers from you. Don't forget to list them in the order in which you expect them to finish.

I know that this category could be a nightmare to GM as some people will refer to crashes by location, others by airline, others by date, and I've got to sort out the mess. I'm hopeful however that I will be able to cope, just so long as you don't get too vague with your answers. Please note that I will be counting collisions between planes as a single crash, so don't try putting both planes in your list of answers.

DEADLINE: Friday 8th August.

Average Card Outpost 7

Turn 14

Mike buys a titanium factory for 30 and a population for 6

David auctions a Laboratory and gets it for 94-30=64

David buys a robot for 10

Marcus buys a new-chemicals factory for 60 and a population for 8

Rob passes.

Peter auctions a Space Station and gets it for 132

Peter buys a population for 10

Kevin passes.

Auction summaries. First and last bids plus first non-bid are shown:

	Mike	David	Marcus	Rob	Peter	Kevin
La	-	80-94	-	81-93	-	-
SS	-	-	-	-	120-132	131

Total	Cards	Megas	Ore	Wai/Tit	Res	Mic	NC/OM	RO	MO
David	8.5/15	1	1	3	4	6	5	8	7
Mike	15/25	3	3	4	4	4	5	9	3
Peter	14.5/15	1	1	2	3	1	1	2	2
Marcus	15/15	1	2	1	1	1	1	2	2
Rob	24/15	2	2	3	11	4	4	4	4
Kevin	11.5/15	1	2	5	4	4	4	6	6

Marcus discarded 1. Rob discarded 1, 2, 4x3, 12x4.

VP	Yal	Inc	Tot	Pop	Robot	Factories	Colony upgrade cards
David Smith	43	440	142	206	5/5	5W3R2N2o	3DL, WH, 2Sc, Ro, 3La
Mike Moor	42	340	102	154	10/18	0/0	2W8T2o
Peter Hawkins	39	325	151	170	14/14	0/0	206W5T
Marcus Pratt	37	275	147	208	11/13	0/0	104W4T2N1o
Rob Thomasson	32	160	112	166	8/8	3/8	2W9T2o2w
Kevin Lee	25	310	93	224	5/5	1/5	104W1R1o

The player order for turn 15 is shown in the tables above.

Colony cards available:

Robots	1	(0 left),		
Space Station	1	(2 left),	Planetary Cruiser	1 (3 left),
Moon Base	3	(1 left).		

Dane-All: Rob apologises to everyone for last turn's NMR. He accidentally sent his orders to one of my old email addresses that I check only very occasionally. Unfortunately he has suffered another, though different, lapse of concentration this turn.

DEADLINE: Friday 8th August.

Outpost

GM: Steve Thomas

GM Address: 168 Orchard Way, Addlestone, Surrey, KT15 1LW. Tel: 01932-828074

Outpost 5 **Session 13**

	D	G	M	P	K	C
Dane Maslen auctions a Laboratory; and gets it for 80-40 (//11,13//16)	80	-	-	-	-	-
Dane auctions another Laboratory; and Geoff Hardingham gets it for 85 (3/30/8,44)	84	85	-	-	-	-
Dane buys 3 Population for 30 (/30). Geoff passes.						
Marcus Pratt auctions a Robots; and gets it for 50 (2,2,5/30/11)			50	-	-	-
Marcus buys a Titanium Factory for 30 (/30)						
Peter Hawkins auctions another Robots; and gets it for 51 (3,4/44)				50	-	-
Peter buys a Titanium Factory and a Population for 39 (30/9)						

Keith Loveys auctions a Planetary Cruiser; ... then in steps of 1 until...

Colin Harden gets it for 171 (5,5,6,6,8,8,30//15,17,17,17,18,19)

Keith auctions a Space Station;

and gets it for 120 (4/30/9,44/13/20)

Keith buys a Population for 10 (2,3,5)

Colin passes.

Peter discards an Ore card worth 1.

PO	Name	Factories/Modules	Ops	Max	VPs	Cost	Cards
1	Dane	1n, 3r, 1t, 4w, 2o 4xDL, No, 3xSc, 3xLa, OP	10	13	48	545	1n, 9r, 1t, 30, 2o
2	Geoff	1r, 6t, 4w, 2o Wh, HE, No, Ro, La, Ep, OP	11+1	13+13	41	340	1r, 44, 3t, 30, 2w, 2o
3	Marcus	5t, 4w, 2o Wh, HE, OL, Ro, 2xEp, OP	10+1	10+10	39	315	3m, 44, 44, 5t, 30, 2o
4	Peter	6t, 5w, 2o HE, No, Ro, Ep, OP	13+1	13+13	35	235	8t, 6w, 2o
5	Keith	4t, 4w, 2o Wh, HE, Sc, OL, Ro, SS	6+4	6+6	33	315	10m, 2m, 2r, 6t, 4w, 1o
6	Colin	8w, 2o Wh, No, 2xOL, PC	8	9	31	310	1r, 0, 4m, 30, 3w, 1o

Colony Upgrade Modules available:

Space Station	1 (2 more)	Planetary Cruiser	3 (none left)
Moon Base	2 (2 more)		

