

## That would be enough

This has been issue 147 of *To Win Just Once*, published 18th August 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 29th August 2014.

Orders for *LPBS*, Fictionary Dictionary votes and entries and any other contributions to Pevans by Friday 5th September 2014.

(Next deadlines: 3rd/10th Oct. 7th/14th Nov, 12th/19th Dec)

## 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](http://www.engarde.co.uk)

**Railway Rivals** – Martin Jennings, Mike Dyer and Jonathan Palfrey 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 14 for more information about these.

**Brass** at [brass.orderofthehammer.com](http://brass.orderofthehammer.com)

**Puerto Rico** at [www.pr-game.com](http://www.pr-game.com)

**Through the Ages** at [www.boardgaming-online.com](http://www.boardgaming-online.com)

**Agricola** (at [www.boiteajeux.net](http://www.boiteajeux.net)): Pevans

**Nauticus**, **Roll Through the Ages** and **Vinci** (at [www.yucata.de](http://www.yucata.de)) Pevans.

## Credits

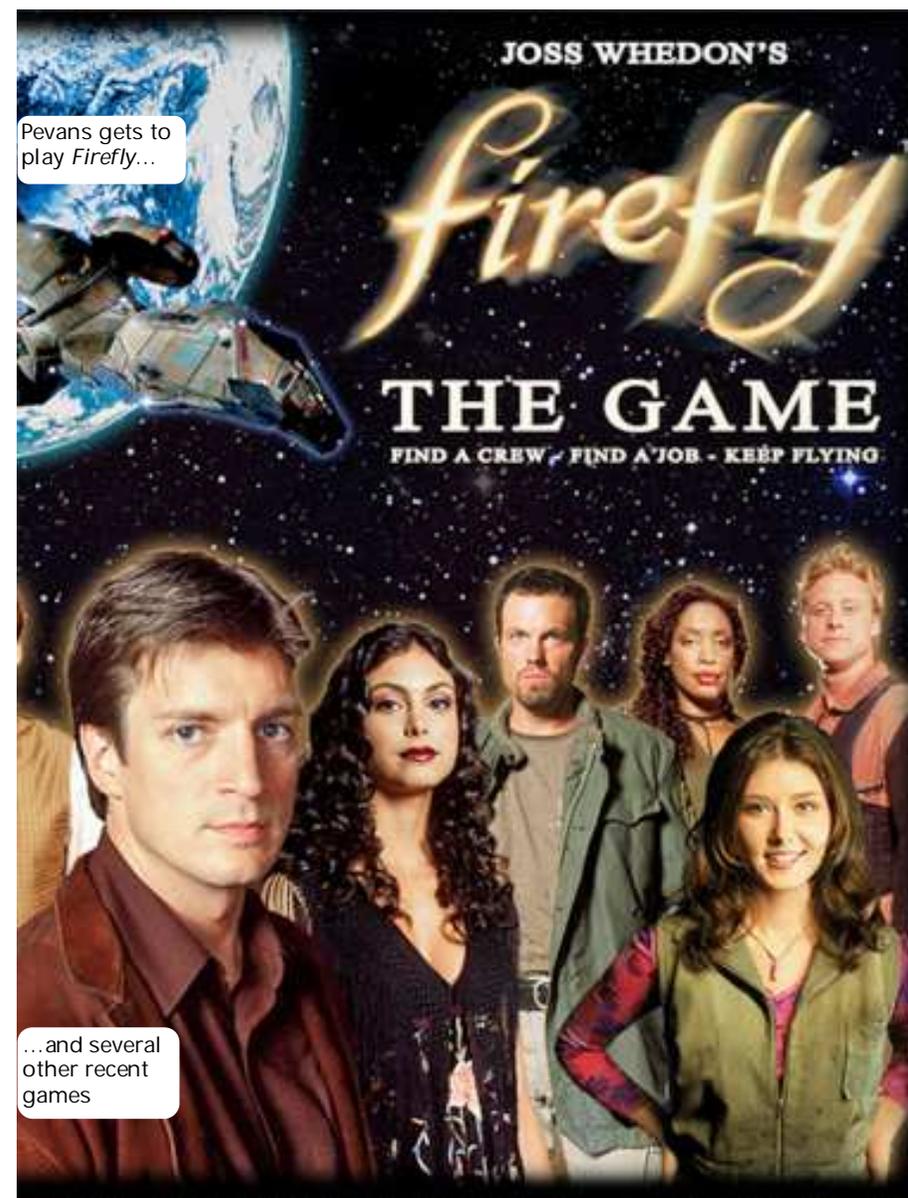
*To Win Just Once* issue 147 was written and edited by Pevans. The *LPBS* masthead (page 22) is by Lee Brimmicombe-Wood, as are the drawings on pages 18, 19, 22, 24 and 25. The drawings on pages 23 and 28 (top) are by Tim Wiseman. Illustrations on pages 26, 28 (lower) and 29 are by Nik Luker and on page 27 by Bryan Lea. Game and book artwork is courtesy of the publisher. Pevans took the photographs (except where noted) and played with Photoshop.

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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Issue 147: August 2014  
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## Chatter

This time there's no excitement in my life comparable to the events reported in the last couple of issues. Thank goodness, I'm tempted to add, but that would be asking for trouble. The big event about to happen is Geraldine's retirement – 40 years in the NHS is enough for anyone! This will have happened by the time the next *TWJO* appears. I'm not sure how much things will change, but I suspect I will be spending less time in front of the computer.

I'm writing this before attending this year's Great British Beer Festival, so expect my tasting notes in next issue. (Assuming I get to spend some time in front of the computer.)

### English as she is spoke

Listening to newsreaders on the BBC, I'm getting the impression that US President Obama has become Irish: O'bama. I think it's because they've started stressing the first syllable of his name, rather than the second. I await shocking revelations by the Republican party that O'bama was actually born in Galway...

Talking of pronunciation, there seems to be an increasing trend – on television at least – to pronounce “the” as “thuh” in all circumstances. Whereas I expect it be pronounced “thee” before a word starting with a vowel and “thuh” before a consonant. The effect is almost to insert a glottal stop between the words: “thuh Indians”, “thuh aid”, “thuh opening”. I could understand “the” being elided as th'English (or even t'English), but this pronunciation seems to make speaking harder. Where on earth has it come from?

And don't get me started on my pet hate: “our” pronounced as “are”...

### Football Prediction game

Geoff Kemp runs a competition each year as part of his postal games 'zine, *Quartz*. I've mentioned *Quartz* before in these pages: it's an old-school postal games 'zine. Geoff invites all and sundry, not just *Quartz* readers, to take part in the competition – there's even a prize for the winner. It's not my thing – I know nothing about football – but those who do should drop Geoff a line at Ggeoff510 (at) aol.com. The deadline is the end of October, so there's plenty of time.

### Postal service change

On my last visit to my nearest pillar box to post some letters, I was confronted by a notice informing me that, from 15th September, “the last collection from this postbox will be no earlier than 9 am.” 9 am? They cannot be serious. So to be sure of getting a letter in today's post, I will now have to post it at the crack of dawn – certainly before the start of business hours!

This makes first class post something of a mockery. No doubt the Royal Mail will insist that they are still delivering first class letters one day after collection. The

problem is, the letter has to be posted the day before it's collected! And the next day delivery of first class post – which it largely seems to achieve from my experience – becomes the day after next.

The other issue is that you don't know when the collection will actually be – just "no earlier than 9 am". You could post something at midday and have it collected and delivered the next day, but you don't know. I understand the change is to allow postmen to empty pillar boxes at the same time as they're delivering. Which, around my way, could be 2 pm.

The upshot, I suspect, is that first class post will become redundant. If a letter's going to take two days, why not save a few pennies and let it take three? Or trek to your nearest Post Office (and there aren't as many of these as there used to be), where, I assume, there will still be several collections in a day and sending something first class will still mean next day delivery.

Pah!

### TWJO online

The PDF versions of *TWJO* 146 were downloaded 113 times in July (it was published 10th July). Issue 145 collected a further 44 downloads in the month, taking it to 186 over two months. The recent issues haven't been as popular as the previous two – *TWJO* 144 hit 402 downloads since publication (7th May).

Google is, of course, where the bulk of new visitors find my website, but I do get plenty of referrals from BoardGameGeek. I looked more closely at which BGG pages people were coming from in July and the most popular are recent games that I've written about. Thus my thoughts on *Black Fleet*, *Castles of Mad King Ludwig* and *Istanbul* got quite a bit of traffic. And all appeared in *TWJO* first.

## Letters

Jonathan Palfrey has some sympathy for my endoscopy experience.

I'm sorry about the nasty medical experience; I don't like to imagine it. Hope you managed to pour some beer down the throat soon afterwards.

Yes, exactly the right therapy! Jonathan also has a comment on the re-appearance of Chinese search engine baidu.com in my website statistics.

"Maybe the Chinese have decided I'm harmless!" Or, as in Ford Prefect's careful amendment, "mostly harmless".

I can live with that.

## Reading Matter

I'm currently working through David Brin's *Existence*, but I have finished the latest in CJ Cherryh's *Foreigner* series, *Intruder* (latest for me, anyway: I see two more volumes have already been published in hardback with another scheduled

for 2015). I think series is probably the best term for this sequence of novels. Otherwise *Intruder* is the first volume of the fifth trilogy. Though it carries straight on from where the third volume of the fourth trilogy (aka volume 12 of the series) left off.

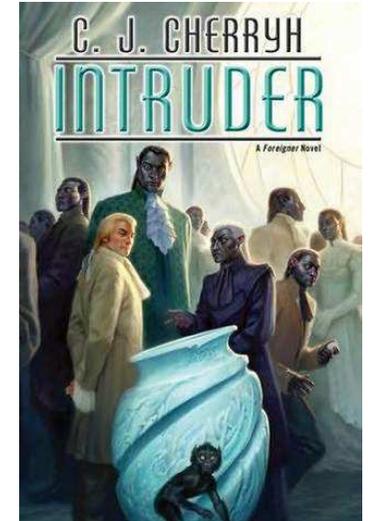
After 12 volumes, it's a bit hard to recap, but it's the setting that makes these books. Thus we have the world of the *atevi*, humanoid aliens, on which there is a human colony – the descendants of a lost starship. Having learnt the hard way that it's difficult to understand aliens, the humans are restricted to one island. A sole human, the *Paidhi*, trained in the ways of the *atevi*, acts as interpreter and interface between the two races.

The books follow the adventures of Bren Cameron, *paidhi* to the *atevi* ruler, Tabini. The books so far have taken Bren and Tabini through the re-appearance of the humans' spaceship, contact with another alien race and a civil war amongst the *atevi*. Bren is now a lord amongst the *atevi* in his own right and thus has his own part to play in the political machinations and manoeuvring – albeit as Tabini's loyal sidekick.

It's clearly the politics that interests Cherryh these days and the recent books have all focussed on this. This prompts some comparisons with *A Song of Ice and Fire* (aka *Game of Thrones*), which is also mostly about politics, though in a very different setting. I have to say that I think Cherryh loses out. In both series, politics often seems to be about family, marriages and who's heir to whom. However, in Cherryh's books I sometimes feel I have regressed to my childhood, listening to my parents and grandparents discussing the extended family: who's married to whom, whose children are doing what and do you remember so-and-so? Aagh!

The other thing that has changed in the recent *Foreigner* books is that the humans – apart from Bren himself – hardly make an appearance. We are immersed in the world of the *atevi*, rather than on the human-*atevi* interface. And, as I've already mentioned, Bren is now a player rather than an observer.

You'll have noticed that I haven't said much about *Intruder*. This is because not a lot happens. While other books in the series have been packed with incident, this volume is more the continuing development of the established plotlines. I enjoyed *Intruder*, despite the occasional longeurs, but I suspect this is because I have a lot invested in this series. If you haven't, I recommend starting with the original trilogy: *Foreigner*, *Invader* and *Inheritor*.



## Games Pevans Plays

### A round-up of recent games



Let me start with the two games I've had the most fun playing in the last few weeks. The first of these is *Mascarade*, designed by Bruno "Citadels" Faidutti and published by the crazy, sombrero-wearing Belgians at Repos Production. My copy was actually one of the freebies in the goody bags at this year's Gathering of Friends, so many thanks to Cedrick and the gang for this one.

The main component of *Mascarade* is a deck of large cards, gorgeously illustrated to depict the various characters in the game. The mix of characters depends on the number playing, but everybody starts with a character, knows what characters are in the game and who's got each one. Then the fun starts: the cards are turned face down. The first few players take their own and someone else's character cards, shuffle them under the table and put them back **without**

**looking**. Only they know whether they've swapped the cards or not.

When it's your turn, you have three options: take a peek at your card, swap (or not) your card with another one or claim the action of a character. The last of these is the most important, of course. If other player/s think they have the character you just called, they can challenge. All the challengers reveal their cards: those who were wrong pay a penalty while whoever has the card gets to do the action, even if it's not their turn. The game ends when someone reaches the winning amount of cash.

On the face of it, this doesn't sound difficult. However, once your card has been swapped a couple of times, do you waste your turn looking at it (and looking at it accidentally costs your turn!) or make an educated guess what you've got and go for it? The first time we played *Mascarade* at Swiggers, I laughed so hard it brought tears to my eyes. Admittedly, drink had been taken, but that just meant people were not playing cautiously (or even to win).

*Mascarade* has been great fun each time I've played it. I would advise caution, though, if selecting your own set of characters at the start of the game: make sure there are plenty of money-generating characters or the game may drag. It's also a game that needs plenty of players – five as a minimum and preferably more. It makes a terrific closer for a games session or a brilliant way of breaking the ice. *Mascarade* gets 9/10 on my highly subjective scale.

The second game is *Firefly: the game*, which James Woods brought to the most recent G3 Day. As a fan of the TV series, I've wanted to try this game since I first saw it and jumped at the chance to give it a go. The first thing to say is that you need plenty of space to play this one. The large board shows the star systems, each with several planets, that make up the *Firefly* universe. Then each player has their own small board representing their *Firefly*-class spaceship and places cards for crew, equipment and active jobs around this.

Since I was unpacking the box, I snaffled the "Serenity" ship board and then got to be first player and pick Malcolm Reynolds (as played by Nathan Fillion in the show and not to be confused with my uncle of the same name) as my Captain. Definitely a good start! Players then need to hire crew, buy equipment and take on jobs – visiting several planets in the process. To complete a job, you will need to be in the right place, have the right attributes and equipment and, perhaps, "misbehave" (pass one or more tests). Jobs earn players money – though they'd better pay the crew their share – and there are bonuses if they have the right crewmembers or equipment.

One neat touch that fits right in with the game's theme is that some jobs are legal and some are illegal. Illegal jobs pay better, but can get you into trouble with the authorities (controlling the central sector of the board) or even with the guy who gave you the job if you mess it up. Jobs can also be immoral, which is



The winning *Firefly* team! Featuring Captain Mal, Shepherd Book and Inara



Spaceships (all Fireflies) on the job – but watch out for the red and grey ones!

potentially a problem if you have “moral” crewmembers. I particularly liked that the morality of some jobs is “subjective” – it depends who you’re doing it to!

If you condense *Firefly* right down, at its core it’s a science fiction-themed pick-up-and-deliver game. But there’s an awful lot on top of this core, in terms of both the game’s mechanisms and the clever way it evokes the atmosphere of the television series. The plethora of jobs and different scenarios (giving players different bonuses and restrictions and setting a particular goal for the game) give it a lot of replay value. The one thing it doesn’t have is a great deal of player interaction: you’re all essentially trying to complete your own jobs (though some do involve stealing from other players!).



Coney Island in play

I had great fun playing *Firefly* for the first time. Not least because I added two other characters from the TV series’ crew to my ship and went on to win! Designers Aaron Dill, John Kovalski and Sean Sweigart and publishers Gale Force Nine have done a great job of reproducing the feel of the show while putting together a cracking game. *Firefly: the Game* gets a provisional 9/10 on my highly subjective scale. Now, where have my DVDs got to...

A couple of months ago, I picked up a copy of Michael Schacht’s *Coney Island*, published by Argentum in 2011. It made it to Swiggers a few weeks ago and went down well. It’s quite an intricate game as the players build up the amusement park between them. There are three layers to this. Players add building plots to the board. They place showmen onto the spaces on the empty plots. Attractions can be built on top of the showmen (!) which are returned to their owner(s). However, players can only do one of these in a turn – and each costs something.



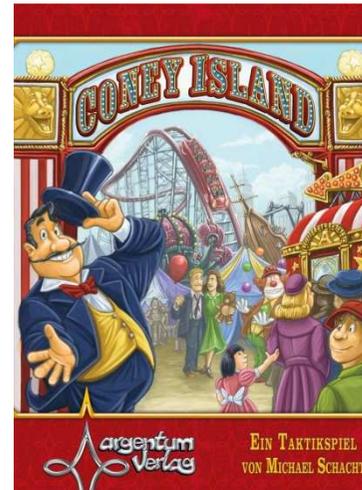
The *Coney Island* board – there are some showmen on building plots, but no attractions yet

The player who builds an attraction scores points, as do the players whose showmen were built over. However, getting your showmen back is a double-edged sword. On the one hand, you gain points and have the showmen to place again.

However, they also cover up income spaces on your own board, reducing your income – the money and building materials you need to place building plots, showmen and attractions.

On top of this, players can buy character tiles that give them extra, “minor” actions in addition to the main three. These provide extra resources or points and can be very useful. Hence, they tend to change hands several times. All of this provides lots of ways to score points and improve your position, so the trick is making better use of your opportunities than your opponents do of theirs.

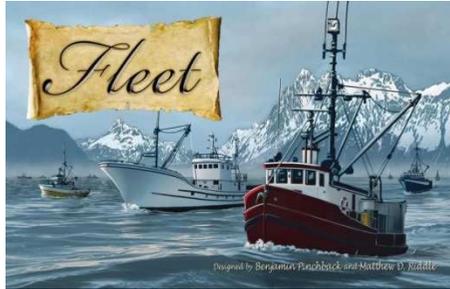
*Coney Island* is an interesting game that provides players with a decent challenge – though it’s not Michael Schacht’s deepest game. I found it good fun and a reappearance



at the Swiggers games club has been requested. On first acquaintance I give it a provisional 7/10 on my highly subjective scale.

Our closing game at Swiggers a couple of weeks ago was *Fleet*, an intriguing card game of fishing in Arctic waters. Players have a hand of "boat" cards, each of which has three potential uses. Most obviously, they can be played as boats. However, they are also cash (it costs money to launch a boat) and, played face down, boat captains. Once you've got a captained boat in front of you, you add a crate of fish (a cube) to it each round until it's full. Provided you have a licence for that type of fish, that is. Licences are another set of cards, several of which are auctioned at the start of each round – another use for players' money.

This game is all about the trade-offs between the different uses of the cards: you need boats, you need money and you need captains. But which cards are best used as what? At the end, you get points for your boats, licences and fish – though fish can also be converted to cash during the game if you have the right ship. *Fleet* is a clever little game, but I have to say it didn't really grab me. I give it a provisional 6/10 on my highly subjective scale until I get the chance to play it again. *Fleet* was designed by Ben Pinchback and Matt Riddle and published by Gryphon Games – Eagle Games's family game brand.



Early in *Fleet*: I have licences for Cod and Tuna and a Tuna boat fishing

## Games Events

The rest of August and September are pretty quiet on the board games convention front. Right up until Saturday 27th September when we have the latest Cambridge Games Day, Raiders of the Game Cupboard and Tringcon events. For more about the first, e-mail Andy Merritt at andy (dot) merritt (at) ntlworld.com. You can find out about the latter two at their respective websites:

<http://www.raidersofthegamecupboard.co.uk/>

<http://www.fwtwr.com/tringcon/>

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](http://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.

**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](http://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](http://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](http://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>

## Fictionary Dictionary

### Round 8

#### Scores from round 7

An excellent 8 points for Brad Martin puts him right into contention with Andy Kendall at the top of the table.

Alex Everard, Tim Macaire and Graeme Morris are within striking distance on 16 points with Andrew Burgess just a point behind them.

The last few turns could make a big difference, though.

#### Round 8 definitions

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

#### Saponite

1 The original suitcase manufacturers. But because a Sap is what you call a weakling, the name was changed to Samsonite to indicate strength.

2 The mythical stone that is reputed to improve thought processes.

3 Sapient rock-like life-form found on the moon Io.

4 Substance which disables a particularly useless superhero.

5 Rock-like substance formed from fossilized rubber tree.

6 A 1941 explosive made of nothing more complex than soap. Discontinued when a sudden rainstorm rendered the 4th Armoured Brigade unable to wage war (but nice and clean).

Player	This round	Total
Paul Appleby	0	1
Chris Baylis	0	10
Howard Bishop	0	2
Bob Bost	0	3
Colin Bruce	2	13
Andrew Burgess	0	15
Mike Dommett	1	12
Alex Everard	1	16
Mark Farrell	0	7
William Hay	0	8
Pete Holland	0	10
Andrew Kendall	0	20
Nik Luker	4	10
Tim Macaire	3	16
Brad Martin	8	20
Graeme Morris	3	16
Jonathan Palfrey	0	2
Chris Rudram	0	0
Matthew Shepherd	0	0
Gerald Udowiczenko	0	0
Pam Udowiczenko	0	12
Ray Vahey	0	6

7 Rare amber-like mineral formed over aeons in subterranean deposits of maple syrup.

8 A follower of soap operas.

9 Powerful explosive made from soap. (Kills and washes out bloodstains, all in one!)

#### Trematode

1 Limited form of St Vitus dance, experienced only in the toes.

2 A form of tomato eating nematode.

3 A worm that not only wiggles but also jiggles.

4 A catch in the voice when singing a sad song.

5 A tremendously large nematode, liable to eat Tokyo.

6 A vibrating amphibian.

#### Words for round 9

The next words are: Valleculea and Whinstone

**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 5th September 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

7 Worm that commonly infects the feet of rice-paddy workers, causing a shaking-fever, and ultimately death.

8 Small worms that devour skin between your toes. Offered at the very trendy health resorts.

9 (Spanish) You say Tre Mar Tode, I say Tre Mor Toad, but it is actually pronounced Tre Mat Odorey. In a Spanish Bull Ring he is the Bull Fighter after the Picador but before the Matador.

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.

The latest website I've started playing at is Board Game Arena; <http://en.boardgamearena.com/> So far the interface feels a bit clunky compared to some of the other sites, but they host some interesting games – including an alternative *Puerto Rico* and *Through the Ages*.

### Agricola

Online at [www.boiteajeux.net](http://www.boiteajeux.net) – I'm Pevans56 here and looking for players.

### Brass

Online at [brass.orderofthehammer.com](http://brass.orderofthehammer.com). Game 12 is waiting for players!

### Nauticus

Online at [yucata.de](http://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](http://pr-game.com) – it's a classic! Game 7 was a win for Mark Cowper on 58 points from Pevans's 55, John Boocock's 51 and Simon Burling's 37. Game 8 saw lower scores with Pevans winning on 47 just one point ahead of Mark and Simon on 38. Sign up now for game 9!

### Roll Through the Ages

Online at [yucata.de](http://yucata.de) – a game I enjoy, despite being rubbish at it (though I did manage second place in my last game). Who'd like a turn at drubbing me?

### Through the Ages

Online at [boardgaming-online.com](http://boardgaming-online.com) where I'm Paul “Pevans” Evans. Game 8 is waiting for players.

### Vinci

Online at [yucata.de](http://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



### Concordia

Set in the Roman Empire, this game centres on players' cards, which they use to expand their position on the board, boost their score and collect the things they will score for. The different uses of the cards give players something to think about. *Concordia* is another cracking game from designer Mac Gerdts, though without his trademark roundel mechanism this time.

For 2-5 players, aged 10+, playing time 100 minutes: **£48.00**



### Mascarade

I tried *Mascarade* without any great expectations and was crying with laughter within a few minutes. This is the funniest game I've played for quite a while. And it's so simple. Each player has a character card in front of them. However, even they don't necessarily know which character! When they claim an action, others may challenge... It's great fun, especially after a couple of beers!

For 2-13, aged 10+, playing time 30 minutes: **£16.00**



### Start Player

“Choose a player to start” is the instruction in many games. But how? *Start Player* is the answer. Shuffle the deck, draw a card and identify the start player: the tallest person, whoever has the most open buttons, the player with the longest hair... This is such a simple and utterly brilliant idea and an accessory no gamer should be without.

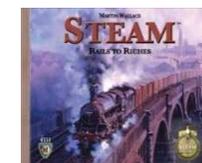
For any number of players, of any age, playing time 30 seconds: **£12.00**



### Steam

*Steam* is about building a railway network to deliver goods between cities. The key decision is when to switch from generating income to scoring victory points. You need the income to grow your network, but it's ultimately the points that will decide the game. This is on top of finding places on the board to expand and competition from the other players. Developed from *Age of Steam*, this is a more forgiving game.

For 3-5 players, aged 10+, playing time 90 minutes: **£38.00**



# Medstead and Four Marks

## Railway Rivals game 10 – Turn 6

Connections are being made all over the place: Texas Rock Crusher Railway followed CoWS into Laredo, just before SNS arrived, making 4 railways with a terminus there.

### Jacobahn (JAB)

Mark Cowper (Black)

**Builds:** (D69) – D70 – Amarillo;  
(D69) – E70 – F70

(F70) – Daliart – H71 – J70 – K70 – K71

(K71) – K72 – K73; (F70) – G70 – H69  
**Points:** 70 +2 = **72**

### Andrew's Railway Business (ARB)

Andrew Burgess (Blue)

**Builds:** (F81) – F84 – E85 – E86 (1 to SNS, 1 to HAT)

(E86) – E88 (1 to CoWS, 1 to TXR);  
(C58) – D57 – D56 – D55 – E55

(E55) – E53 – C52

**Points:** 43 -4 = **39**

### Carriages or Wagon Systems (CoWS)

Paul Evans (Red)

**Builds:** (San Antonio) – E30 – E28  
(E28) – E26 (1 to JAB); (E30) – D30 – C30

(C30) – Laredo (+6); (Z17) – Y17 (1 to JAB); F87 – G87

**Points:** 45 +6 -2 +7 +1 = **57**

### Texas Rock Crusher Railway (TXR)

Jonathan Palfrey (Green)

**Builds:** (Dallas) – T41 (1 to SNS, 1 to CoWS)

(T41) – T42 – Texarkana – V44; (F31) – D30 (1 to HAT, 1 to CoWS)

(D30) – Laredo; (E88) – F87 (5 to CoWS)

**Points:** 47 +1 -9 = **39**

### Stars N Stripes (SNS)

Gerald Udowiczko (Brown)

**Builds:** (I86) – I87 – Bartlesville – I89 – I90 – I91

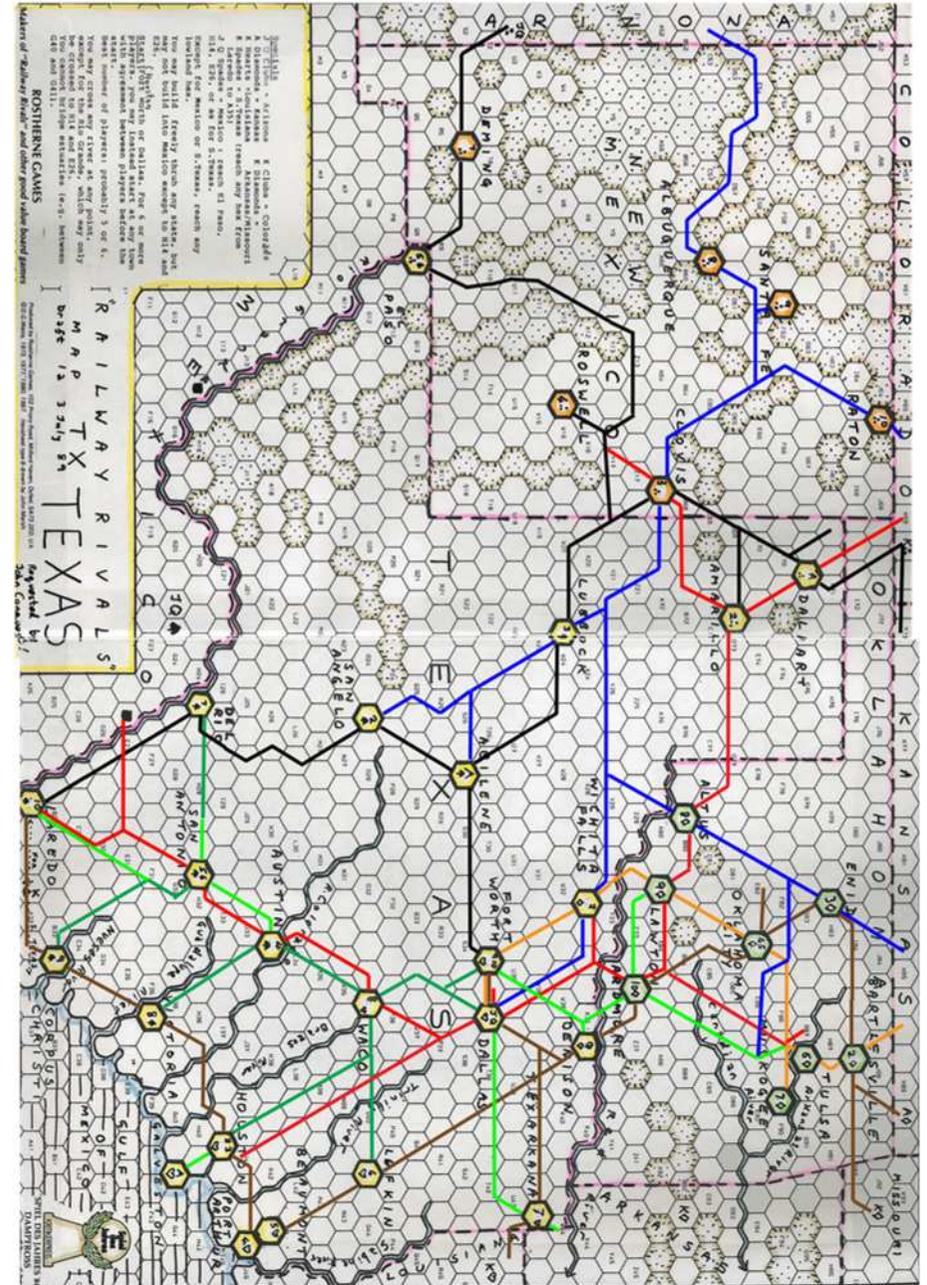
(I91) – I93 – J93; (I89) – J89 – K90; (A34) – A33

(A33) – A32 – A31 – A30 – Laredo

**Points:** 42 +1 +1 = **44**

### Next turn's races

Race	From	To
1	6♠ San Antonio	J♠ Dallas
2	A♠ Abilene	10♦ Ardmore
3	8♠ Victoria	2♣ Amarillo
4	K♠ S Texas	7♥ Texarkana
5	4♥ Port Arthur	K♦ Arkansas/Missouri
6	10♥ Fort Worth	4♣ Roswell
7	6♦ Tulsa	8♣ Albuquerque
8	7♣ Deming	4♠ Austin
9	A♦ Kansas	A♥ Galveston



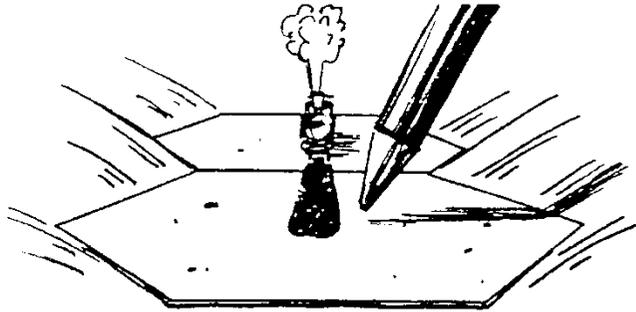
**GM Notes**

The races start next turn, and each player may enter up to 6 out of 9 or 5 out of 8 races. Held over races don't count towards these limits. Some races may require Joint Runs or Exchange of Running Powers.

Yellow Track remains in place, and can be used on regular payment.

After the races each player may build up to 12 build points (including known payments to rivals).

**Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by 29th August 2014**



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**Close to Critical**

**Star Trader game 7 – Turn 6**

*"We nearly caught him."*

*"I know. We were almost on him."*

*The officers of the Corvette were discussing their pursuit of the streamlined hull that had come so close to success.*

*A klaxon sounded as another ship popped into System Space at Beta Hydri.*

*"He's going to planetfall as well!"*

*"Well, he's not going to get away: we have vector on him."*

At Epsilon Eridani AVERY & SON sold 6 Alloys for 8 HTs each, undercutting COSTA NOSTRA PIZZA's bid of 10. AVERY & SON then sold 4 Isotopes for 6 HTs, while Avon, acting for THE 7 CORPORATION, sold 5 Monopoles on Contract. THE 7 also sold 10 Spice for 13 HTs each and gained a Dealership

AVERY & SON were active at Tau Ceti, buying 6 Isotopes for 4 HTs each, though not gaining a Market Position.

SAILCAT sold 5 Isotopes on Contract at Mu Herculis, making a profit as the price rose.

Finally, THE 7 CORPORATION bought 5 Spice on Contract at Sigma Draconis and stored it in their Warehouse.

SWISS MERCENARY FLEET attempted to land a bulk cargo carrier On Planet at Beta Hydri in front of Planetary Defence Forces already on alert after a previous unsuccessful attempt to intercept a streamlined hull with electronic countermeasures in operation. This did not help their Reputation. They did sell OP 2 for rather a lot of money, enabling them to buy a Warehouse at Sigma Draconis and a Monopole Factory at Mu Herculis.

MARATHON MANIACS launched their new ship and equipped it with top class crew and a mixture of Cargo Passengers and Light Weapon pods.



SAILCAT delivered OP 8 and spent the cash boost very quickly. Two Warehouses were bought at Gamma Leporis, and Six Isotope Factories were bought at Tau Ceti. The Gloria, a bulk cargo carrier Phoenix Hull, was laid down at Tau Ceti

COSTA NOSTRA PIZZA loaded passengers for Epsilon Eridani, Mu Herculis and Beta Hydri. A Cargo pod was sold from L Bob Rife and a new passenger pod bought. Cash flow problems prevented them repaying their loan.

THE 7 CORPORATION hired Agent Badger.

AVERY & SONS landed a ship on Planet at Beta Hydri despite nearly being intercepted and bought, it is rumoured, 10 units of Tempus with OP 7. Cash flow problems then meant they failed to meet their debt interest payments and their Reputation and loan suffered accordingly

**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	2nd	56 24	Andrew Burgess
B Costa Nostra Pizza	4 5 1	0	4th	97 25	Mark Cowper
C Sailcat	6 0 7	0	5th	234 40	Mike Dyer
D The 7 Corporation	7 4 5	0	3rd	360 40	Paul Evans
E Swiss Mercenary Fleet	5 7 0	0	6th	372 34	Martin Jennings
F Avery & Sons	5 8 0	10	1st	11 27	Prezemek Orwat

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

**News**

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

Turn 8: **B4**

Turn 9: B8, **P5**

Turn 10: **C3**

(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**

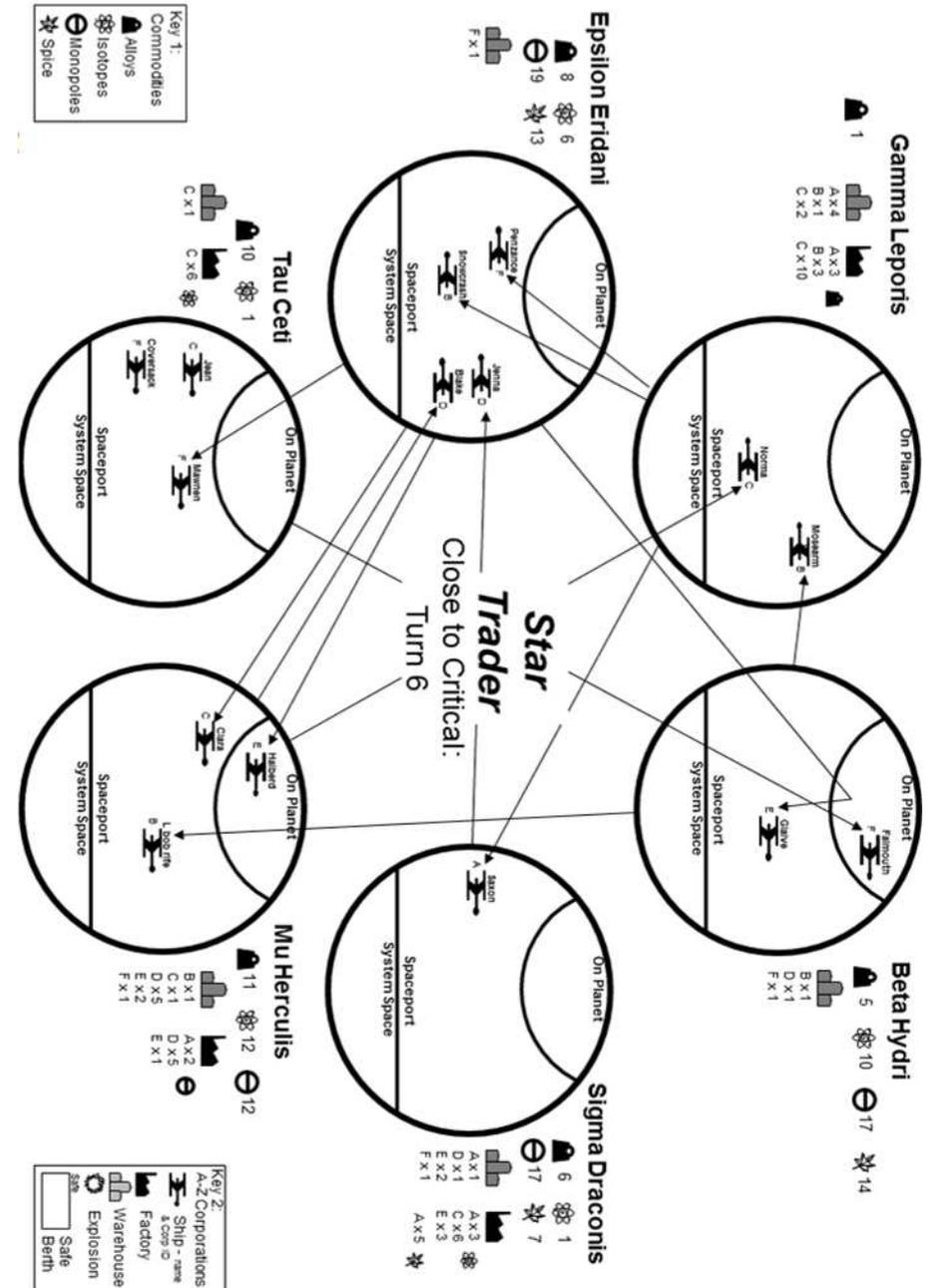
Warehouses sell for 10 HTs, not 20. (rule 15.7)

Passenger pods require a crew unit each, paid for at the same rate as the remainder of the crew.

Smuggling: Rule 17. Sometimes the luck runs out.

Remaining available Agents are: Dragon, Dwarf, JB, Tender and Willy

**Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike\_dommett@yahoo.co.uk by 29th August 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.engarde.co.uk](http://www.engarde.co.uk)).

**Orders for March 1667 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 5th September 2014**



## February 1667 (276)

The first duo to meet for a duel this month consists of the commander of the Grand Duke Max's Dragoons, Chopine Camus, and the second in command of the Archduke Leopold Cuirassiers, René de Gaviscon. The two men are evenly matched with their cavalry sabres, but Camus has his No 2, Dexter Sinistre, as his second. Camus starts with a furious slash, while Gaviscon sticks to an ordinary slash. The effect is that Camus's slash strikes home first. Gaviscon's slash hits next only to be followed immediately by Camus's cut. That's enough for Gaviscon: he surrenders so that he can get medical help. This leaves him unable to meet his other opponents this month. That would be Dexter Sinistre, Jacques As and Rick O'Shea.

Etienne Brule has a doctor's note to excuse him from his meeting with Terence Cuckpowder. However, Pepé Nicole has no reason to miss his fight with Rick O'Shea. He just isn't there.

This leaves Queen's Own Carabinier Terence Cuckpowder fighting Dragoon Guard Frele d'Acier. This is another sabre match, but Acier's old injuries give Cuckpowder a distinct advantage. Dexter Sinistre appears again, this time as Acier's second, alongside Jacques As. Cuckpowder starts with a parry and two blocks, neatly stopping Acier's initial slash. Acier's block is mis-timed, allowing Cuckpowder's own slash to strike home. Acier concedes the fight immediately.



## War! What is it good for?

There is competition for the position of Minister of War, with both Lieutenant-General Earl Uther Xavier-Beauregard and Brigadier-General Count Euria Humble putting themselves forward. However, Earl Beauregard has the King's ear after despatching the Sheikh and has the backing of Jacques le Franc – his attempt to buy further leverage founders when he realises he can't borrow that much money. In the end, there's no competition: His Majesty appoints Xavier-Beauregard and grants him the title of Viscount to go with his new job.

Somewhat further down the employment scale, Maurice Fluff-Bunny flashes some cash – courtesy of General Jacques Shitacks – to persuade the General's Aide to resign. The fellow obligingly steps down, but the General makes no effort to appoint a replacement. Major Fluff-Bunny's next effort is to try to get rid of his superior in the 13th Fusiliers. Terence Cuckpowder lends a hand, but the two men don't have quite enough influence to persuade the 13th's senior Major to step down.

Lt-Colonel Arsène Est and General Pierre Cardigan join forces to encourage Cardigan's Aide to quit. Once the position is open, Cardigan offers it to Maurice Essai Deux, but Essai Deux turns down the offer. He's not qualified for the appointment anyway: though he has just joined the King's Musketeers, courtesy of Colonel Jacques de Gain, he is only a Private. Lt-Col Est calls in another favour to convince the Field Army Adjutant to resign – another job that is in General Cardigan's remit. He doesn't appoint anyone to this position either.

Having bought himself promotion to Lt-Colonel in the Crown Prince Cuirassiers, Dick D'Asterdly is saved from accompanying the regiment on active service by his position with the Brigade. Colonel Eglise de Sant-Suplice takes the rest of the regiment off to the frontier. Colonel Jacques de Gain has a mission for his Lt-Col, sending the first battalion of the King's Musketeers into action. Private Maurice Essai Deux is about to get his first taste of warfare. They are joined on the road by the Dragoon Guards, led by brevet Brigadier-General Yves Vrai Bretheauteque. His second in command, Lt-Col Etienne Brule, is not happy to be taken away from the Paris, but makes the best of it.

## Remembering the victims

February's social events start with a bang – or at least a service of remembrance. At the behest of our new Minister of War, Uther Xavier-Beauregard, the service is in remembrance of all the victims of the late Sheikh Yadik Al-Abowt's excesses. Several of those attending make donations to the victims' families: Gaz Moutarde, Richard Shapmes, Tourtière Mangetout (noting that it's the amount



the Sheikh was trying to extort from him) and Voulo Vault. The dignified proceedings culminate in the unveiling of a plaque, after which the congregation adjourns to the Fleur for drinks. They exchange tales of Al-Abowt's depredations and things get a bit more raucous. Uther has Henrietta Carrotte on his arm to welcome his guests. Armand de Luce heads the list, in alphabetical order, anyway. Allan Fa-Dân is next and brings Deb Onairre with him. Chopine Camus is the first of the Grand Duke Max's contingent and escorts Sheila Kiwi. Ada Andabettoir accompanies Coeur De Lion.



The next GDMD member on the list is Dexter Sinistre, who is joined by Ava Crisp. Egon Mad 2 is unaccompanied, and clearly saddened by the service (or possibly the loss of all those useful body parts). Frele d'Acier brings Freda de Ath. Gruaud LaRose escorts May Banquot l'Idée and tells the audience how the Sheikh sent men to his family estates in Pauillac where they dug up

100-year old vines while "searching for oil", devastating the family's fortunes. Gaz Moutarde is without a 'plus one'. Jacques As is Grand Duke Max Dragoon number 3 and has Thomasina Tancenjin on his arm. The unaccompanied Kidder de Margaux is number four. After an unsuccessful courting visit, his month continues with a trip to the Bawdyhouses. He falls prey to the footpads, but has spent his cash.

Back at Uther's do, Monty Carlo brings Charlotte de Gaulle. Pierre le Sang accompanies Guinevere d'Arthur. The fun starts with the arrival of René de Gaviscon, the sole – and solo – representative of the Archduke Leopold Cuirassiers. His regiment is, of course, the enemy of the GDMD. He is accosted in turn by each of the four Dragoons in the Fleur and challenges are exchanged. QOC Rob d'Masses arrives with Viv Ayschus and avoids this confrontation only to run into his own enemy, Frele d'Acier. There is a further altercation between these two.

Rick O'Shea's appearance does not excite anyone; nor does that of Richard Shapmes – though Shapmes is rather above the whole regimental disputes thing. He considers himself lucky in his dealings with the Sheikh: "I only lost some money, not my life". Next to arrive, Terence Cuckpowder is in the QOCs and joins his junior officer, Rob, in insulting Frele. Terence's companion, Lucy Fur, is not happy.



Tourtière Mangetout arrives without

comment. So does Voulo Vault, escorting Ophelia Derriere. Was Nae Me accompanies Marie Antoinette and Warren Peece completes the guest list, bringing Ingrid la Suède with him.

**14th February**

Come the second week of February and the scene of the regimental disputes moves to Bothwell's. This is the venue for Warren Peece's Valentine's Day party. Warren and Ingrid hold court, of course, and all but one of their guests have female company. Warren presents each lady with a single orchid flower as they arrive. Just two of the Grand Duke Max's contingent attend: Chopine escorts Sheila and Jacques accompanies Thomasina. René is the man without a date, which brings him further ridicule from his GDMD enemies.

Allan and Deb are actually top of the guest list, Allan grumbling a bit after a close encounter with the debt collectors – good job he had the cash or it might have been a bigger grumble. Then comes Frele d'Acier, bringing Freda with him. He bumps into Eric de Miabeille (visiting Bothwell's with Anna Rexique) on the way in, allowing the two men to insult each other's uniform and causing another duel. Returning to the Valentine's Day guests, we have Gaz and Anne, Monty and Charlotte, Tourtière and Sue and Was and Marie. Tourtière and Sue make an early exit to follow up their "canoodling" with "brandy and afters". Terence Cuckpowder is on the list, but doesn't arrive at Bothwell's until the following week. He is left outside the club – though Warren and Ingrid are there, they're just not receiving guests.

There is some opposition to Warren's party in the form of Ali Vouzon's Brigadiers Recruitment Fair at the Fleur de Lys. Completely overshadowed by Uther's bash in the first week, Ali's invitation brings in a few guests in week two. Only one of these is a Brigadier-General, though: Armand de Luce. Though he's currently Chancellor of the Exchequer so probably not looking for a Brigade command. Pierre le Sang is a General and Voulo Vault only a Major. Lt-Colonel Dexter Sinistre doesn't meet Ali's entry criteria and does not get in. The female contingent consists of Angelina di Griz as hostess, Guinevere d'Arthur (with Pierre), Jenny Russe (escorted by Armand) and Ophelia Derriere (accompanying Voulo).



The following week is the turn of Voulo Vault, hosting his "Académie de Danse" with Ophelia. This produces one more couple on the dance floor, but Voulo remains disappointed by the take-up of his invitation. Strutting their stuff are Gaz Moutarde and Jenny Russe, Jacques As and Thomasina Tancenjin and Monty Carlo and Charlotte de Gaulle. Terence Cuckpowder (and Lucy Fur) would add to the dancing, but Terence turned up the week before!

## Fakers?

February closes with another big bash in the Fleur: Armand de Luce's latest Rogues and Vagabonds party with a theme of Fakirs and Fortune-tellers. Armand receives his guests dressed only in a loincloth (and a number of body piercings) and perching precariously on a 'bed of nails'. He has a number of other 'fakirs' (swarthy, under-dressed young men) in attendance. With Armand as host, Allan is top of the guest list again and brings Deb. Allan has adopted a long, flowing beard, a long, flowing robe and a hat and has come as Nostradamus. He offers each guest a slip of paper bearing a prediction of their future. Bonne Chance de Tres arrives with Pet Ulante on his arm. His regimental commander, Chopine Camus, is right behind him, escorting Sheila. That's two GDMDs so far.

Frele d'Acier and Freda are dressed as Gallic Druids, toting sickles and bunches of mistletoe. Gaz Moutarde brings Anne. Jacques As, the third Grand Duke Max's man to arrive, and Thomasina have stolen a trick from their host and hostess, being dressed as a fakir and a gypsy fortune-teller, respectively. Jacques carries a wicker basket and pipe to go with his loincloth and turban. Monty Carlo is not only dressed as a fakir, he has even brought his own bed of nails. Dressed in harem pants, Charlotte tries some belly dancing at Monty's urging. Pepé Nicole hasn't bothered with a costume and is thus easy for his regimental enemy, Gaz, to spot: there is an exchange of challenges.

René de Gaviscon's costume is a white toga with a streak of blood down it and a turban. (If this is what he was wearing when he went courting the week before, it could explain why he's still single!) This does not prevent the assembled GDMD officers from spotting him and continuing their regimental exchanges. Still, at least René has repaid his loans. Rob d'Masses, accompanying Viv as usual, is in his regimental gear and renews his squabble with Frele. With Sue on his arm, Tourtière Mangetout expounds his theories about predicting the future, "It's all about the in-play. Latest live odds of someone insulting someone at the party because they're in the wrong regiment or just looked at them 'funny' is 3-1 on". He finds no takers. Bonne Chance is one of those he buttonholes. Bonne doesn't seem to take in what Tourtière is saying as he stands, open-mouthed, gazing alternately at Sue and the slip of paper in his hand.



Voulo Vault and Ophelia have elaborate costumes and an equally elaborate routine. Voulo is dressed as a Dervish, with long flowing white robes and a Fez. Ophelia plays the part of a Choreomancer (one who tells fortunes through watching people dance). As Voulo shows off his Sema (Sufi whirling), Ophelia predicts the fall of those who come to teach Heresy against the Church and State. Once they have completed their routine, Voulo encourages more people to dance (and, indeed, attend the Académie) so Ophelia can divine their futures. Was Nae Me isn't happy with what Ophelia says about his and Marie's efforts. Nor does he like the way Bonne Chance is looking goggle-eyed at Marie...



The last man on the guest list is Warren Peece, who brings Ingrid with him. Once Armand has welcomed all his guests, Jenny Russe enters in the guise of a gypsy fortune-teller. She tells Armand that his fate is to be re-born into Paris in the Age of Enlightenment, whereupon he vanishes in a puff of smoke – only to re-appear in his normal clothes and join the carousing.

## Not partying

Almost all of the clubs have regular visitors this month, quite apart from the partying. At the Fleur, both Gar de Lieu and Pierre Cardigan are in residence at their usual tables all month. They are accompanied by Maggie Nifisent and Edna Bucquette, respectively. Gar has refreshed his loan to make sure he has spending money. Ali Vouzon and Angelina have their own table, too, in the weeks around Ali's "Recruitment Fair".

The regular in Bothwell's is Eric de Miabeille, showing Anna Rexique a good time. Eric skips week 4, though, leaving the place to Terence Cuckpowder (and Lucy) and Richard Shapmes – who called in earlier in the month with Ella Fant.

Now he's in the Queen's Own, Rob d'Masses has joined the Horse Guards club. He takes Viv Ayschus to his club for the middle two weeks of February. Blue Gables gets a single visit from Allan Fa-Dân and Deb. After the exertions of partying in week 1, Coeur De Lion and Ada take sanctuary in the quiet halls of Red Phillips for the rest of the month. This allows him to take stock of his finances after re-scheduling his loans and receiving cash from Rick O'Shea. The Frog & Peach is the club without any visitors of note.

There are no less than three Parisian socialites spending their entire February in the gyms. Arsène Est works out with his





sabre while Jacques de Gain and “Hooray” Henri Hardup practise rapier. Several more put in three-week stints. Bonne Chance de Tres, Dick D’Asterdly and Uther Xavier-Beauregard spend three weeks with their sabres. Dick makes the traditional excursion to the Bawdyhouses to complete his month.

It’s three weeks of rapiers for Egon Mad 2 and Pepé Nicole. Then Dexter Sinistre fits in two weeks sabre practice. Pierre le Sang goes for two weeks with his rapier and Rick O’Shea manages a fortnight of cutlass practice after being mugged on the way back from the Bawdyhouses (his pockets were empty even before the footpads arrived). Several others hit the gym for the odd week.

This leaves Euria Humble completely invisible again. Unless you happen to stroll past the right lady’s door – there he is with a bunch of flowers and a hopeful expression once more. At least Gruaud LaRose has someone to visit for three weeks – and he takes her out on one occasion.

**Better weather on the borders**

As the weather eases on France’s frontiers, there is more military activity – and more troops to get involved. Even the Royal Foot Guards skirmish with some Spanish infantry. The French troops are, of course, far superior, driving the Spaniards from the field while the French cavalry is still polishing its horses. This allows regimental commander Devlin Carnate to add over 300 crowns to his personal funds. He is Mentioned twice in Despatches (“Bright... and shiny!”) for putting himself in harm’s way. Lt-Colonel Amant d’Au stuffs 400 crowns worth of loot into his campaign chest and gets a footnote in the Despatches. Major Jean Jeanie does best, plundering almost 500 crowns worth from the battlefield. He is Mentioned as well.

The Dragoon Guards are also fresh arrivals on the frontier. The going for the horses is best described as “heavy”, but the regiment makes a fine contribution to proceedings, driving a Spanish force from the field while the Foot Guards are still grooming their buttons. Yves Vrai Bretheauteque displays his recently-found bravery and pockets 400 crowns worth of booty. There’s a further 250-crowns worth for Lieutenant-Colonel Etienne Brule.

Elsewhere the Crown Prince Cuirassiers pass a quiet month, but Colonel Eglise de Sant-Suplice earns 100 crowns from his clever method of getting mud off horses’ hooves.

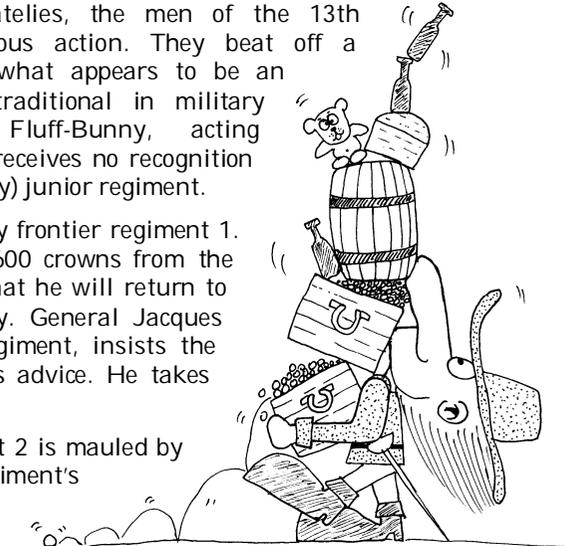


CHAAAAAARGE!!

Unlike these johnny-come-latelies, the men of the 13th Fusiliers are in some serious action. They beat off a reconnaissance in force by what appears to be an English expedition. As is traditional in military circles, Major Maurice Fluff-Bunny, acting commander of the regiment, receives no recognition for his sterling efforts in a (very) junior regiment.

The Fusiliers are supported by frontier regiment 1. Captain ‘X1’ plunders some 600 crowns from the field to bolster the chances that he will return to Paris and reveal his identity. General Jacques Shitacks, attached to the regiment, insists the soldiers’ success is due to his advice. He takes 700 crowns worth of booty.

Conversely, Frontier Regiment 2 is mauled by English troops, but the regiment’s retreat is covered by Major Lothario Lovelace’s battalion of the Cardinal’s Guard. The Major sees his name go into the Despatches (“Lothear... Latho... Louthi... the Major in the CGs”) and adds 300 crowns to his personal funds.



LOOT.

In southern France Frontier regiment 4 passes a relatively quiet month, with just some patrols skirmishing with the Savoyards. Lt-General Bill de Zmerchant goes on patrol, earning himself almost 500 crowns worth of booty. The first battalion of the King’s Musketeers is attached to this regiment, making several forays across the border. For his part in capturing a Savoyard officer, Private Maurice Essai Deux is brevetted to Subaltern. Also attached is first battalion of the Royal Marines. They take the right flank. So far to the right that they’re at sea in local fishing boats. Lt-Col Jacques le Franc earns 350 crowns from his fish supper franchise. ❖

**Press**

**Announcements**

To: France  
Word has reached me of the callous murder of my brother by a French heathen. Blessed Yadik came to you in peace, served your King and brought enlightenment, order and justice to your people.

In return he was betrayed and slain!  
By the grace of the Prophet I shall have vengeance and slay his killer. Be warned I will come to your shores and cities soon.  
Allah Akbar

† Sheikh Yafist Al-Abowt  
Wadi el-Oasis  
Arabia

## Despatches from the Front

Amant d’Au to Katy Did  
Mademoiselle Katy,

It has come to my attention that there have been those who wish to take advantage of your generosity of spirit while I am at the front. I understand that you are equally outraged by this unchristian activity and I hope you no longer venture to your ecclesiastic endeavours unattended. Trust that although I know you will not offer your heart to another, I will take great joy in offering you theirs upon my return to Paris and your heart.

Yours, † Pookie

## Regimental Letters

My Lord de Gain,  
I hereby humbly present myself as an applicant to the regiment known, no, famous for its courage and devotion to France: the King's Musketeers.

I would also like to show you my courage and devotion by going to the front to show these Englishmen the meaning of French ire. As our friends of the Royal Foot Guards are already at the front, I feel the need to strengthen that friendship with my blood.

With deepest respect,  
† Maurice Essai Deux

Cher Maurice,  
You are welcome to join the King's Musketeers. We need a new Private – the stables were starting to smell. We will be off to join the fight at the front in the summer. Once you have

finished in the stables, you are welcome to volunteer for extra time at the front. I think that the frontier regiment is always looking for extra manpower.

† Colonel de Gain

Cher Maurice,  
My Lt Colonel has agreed to take you on a special mission to the front, to give you an opportunity to prove yourself.

I look forward to reading about your gallant successes in the despatches.

† Colonel de Gain

Dear Major Me,  
Congratulations on your appointment. I wish to test the men in the field before the summer campaign (there is only so much training one can do), so please could you send Company 5 of Battalion 3 of the KM to the front (I captain this company).

Regards, † Captain Hardup

What? What! Does this so-called Captain know nothing of military protocol? Send a single company into action?! In my day we'd have had the fellow horse-whipped until he said sorry.

† N Dignant,  
Brigadier (ret'd)

To Was Nae Me  
I regret very much to learn of you leaving the Regiment, but wish you fortune in your future career.

† D'Asterdly

## Social

Having just returned from the front, I am deeply concerned at the lack of riding ability shown by our gallant troops. In an attempt to remedy this, I will be sponsoring a horse race in week 2 of March. All are welcome to compete: those who wish to drink and make ribald comments – I mean offer constructive criticism on the riding of others – must be SL 11 or better.

† BdZ

Ladies and Gentlemen,  
Disappointed as we are with the continued lack of enthusiasm for the arts of dance, the birthright of Pairs [sic], Ophelia and I will nevertheless continue to host the 'Académie de Danse' in the Fleur De Lys ballroom during the 3rd week of each month. Our offer extends to all those of SL12 or higher with a suitable mistress to come and learn from their betters. All costs will be paid for those of SL15 or higher, in appreciation of their efforts to impart their dance insights. In addition, a prize of 50 crowns will be offered to the couple teaching the most interesting new dance.

For March 1667, we have decided to concentrate our efforts on the Menuet (minuet) in order to teach precision and restraint, qualities needed even more on the dance floor than in Paris more generally.

As ever, applications from those of a lower social standing, but with a burning desire to learn, will be considered.

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

I will be hosting a party all month: SL 16+ welcome.

† General Pierre Cardigan

To celebrate all the new fluffy bunnies and chicks born this spring, the Rogues and Vagabonds Party theme will be "poachers and gamekeepers." To be held in my club, week 4 of March, SL 12+ only (unless by special invitation), mistresses welcome, carousing costs paid. Prizes for the most inventive couple of 75 Crowns and the best singleton at 50 Crowns. AdL

## Personal

Maurice Fluffy-Bunny: doesn't he look cute?

All

The reign of Terror of the Mad Sheikh has left many scars on Parisian society, not least on the Royal Marines – a long-standing, loyal and proud regiment – whose late Colonel, Baron Ilk Lamore Bartat, was brutally murdered by the Sheikh's direction. ILB's only crime was to be a good enough judge of character to deny the Sheikh membership of such a noble regiment.

Unfortunately, due to serving at the front, I am unable to attend the thoughtful ceremony arranged by Earl Uther Xavier-Beauregard, but I am sure the name of ILB, as he was affectionately known, will stand proud on the plaque.

Yours,

† Lt Col Baron Jacques Le Franc,  
proud to be a member of  
the Royal Marines

Dear Father,  
I am now an Officer in the King's Army, a member of the glorious 'Fighting 13th'.

True to your wishes, I volunteered my command for the Front in a bid to cover our family name in glory. Alas, so far I have been only able to cover myself with some blankets, as it's very chilly here. Never fear though, father, I shall do my best to impress.

Your loving son,

† Maurice Fluff-Bunny

To the gentlemen of Paris.

Last month you rejoiced at the death of the Sheikh and this month you will party and celebrate his demise. You will lament those who suffered and died because of the atrocities committed by the Sheikh. However, the Sheikh was not alone: he had acolytes and lickspittle sycophants.

I hereby name the following as such: Egon Madd, Maurice Essai Deux, Pepé Nicole, Voulo Vault, Dick D'Asterdly, Eglise de Sant-Suplice, René de Gaviscon, Rob d'Masses, Terence Cuckpowder, Dexter Sinistre and Amant d'Au.

These people should not go unpunished as they supported the man who tried to be king. Any loyal subject of the King would not wish to be associated with excrement mentioned above. We, the people of Paris, have also suffered and we demand vengeance. If you cannot furnish it, then we cannot be held responsible for our actions.

† The Hokey Cokey

Sir Etienne Brule  
For similar reasons I did not send Chrysanthemums.

† Cuckpowder

To M. le LCol Terence Cuckpowder:  
Monsieur, I thank you for your generous invitation to discuss regimental history on the Champ de Mars this month. Regrettably, a minor training injury precludes me from offering you the kind of meaningful discussion that I believe is your proper due. I propose that we have our discussion at a later date, when we can both enjoy it more fully. In the meantime, please enjoy the attached copy of our regimental history, titled "We're the Dragoon Guards, and you're not". While the glorious history contained within the book (and indeed, within the hearts of every Frenchman) is likely to engender feelings of envy on your part, and the part of the other literate member of your regiment, you may rest assured that those feelings are entirely appropriate.

Yours very truly,

† LCol Sir Etienne Brule,  
Dragoon Guards

Lord Percy Percy says, as fashion is tending towards the insignificant, Etienne Brule has a very fashionable codpiece.

The plaque unveiled at the memorial service reads:

"Great and Small alike fell victim to Justice corrupted

Let their stories be remembered"

† Uther Xavier-Beauregard

To dislike the ALC does not require envy, merely a sense of proper decorum. † La Parapluie Jaune

TO: Lt. Gen'l Marquis Warren Peece  
Lord Peece,

I am hereby applying for position as your aide. You will find that I am quick with a smoke, or a joke, plus I'm simply a good man to have around in a pinch. I can actually brew coffee, and I'm also good with handling staff work as needs be. Unfortunately, I don't have Clue, as we weren't big on board games in my family, and I have been told that I am unable to purchase one. However, I do believe I'm top drawer aide material, so I respectfully submit my application.

Yours,

† Capt. Kidder de Margaux, GDMD

Monsieur Captain,  
I am honoured to receive your application and, subject to Le Roi's agreement, delighted to accept.

We will find you a copy of Clue – you will enjoy it.

Yours etc,

† WP

(Milord Le Roi, are you happy with this appointment?)

We would not deign to advise a gentleman on the appropriateness of his choice of servant. † Le Roi

To Rene de Gaviscon,  
Save your potatoes, you may need a new head.

† Jacques As, Major GDMD

Is he called 'Bunny' because he has a twitchy nose and long ears?

† Le Oranger

## Points Arising

**Next deadline is 5th Sept 2014**

Next turn is the start of a new season. **All characters start the month in Paris and all duels must be fought.**

Note that Minister of Justice has fallen vacant at the start of the quarter since it was held by an NPC. Minister of State Devlin Carnate may appoint a player character, an NPC or hold it open.

I had no orders from the following and they suffered the consequences:  
TIM Tomas le Matelot (Tim Skinner) has NMR'd. Total now 1

AS (Nik Luker) has been floated at Nik's request

## Farewell

Leaving us this month is Ashley Casey (SK), who notes: "In all the years I have played *LPBS* I don't think I have missed a deadline and yet now I have missed two in a row. I think I need to take a break from the game. I will be back soon." We look forward to it, Ash, and thanks for your contribution to the game so far.

## 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](http://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.

## Announcements

Armand de Luce asks NPC Aide to Brigadier (AdL) to resign

Euria Humble applies for Minister of War

Gar de Lieu applies for Minister without Portflio

Jacques Shitacks asks NPC Minister of Justice to resign

Jacques Shitacks applies for Minister of War

Orders (and press) should be e-mailed to [lpbsorders@pevans.co.uk](mailto: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](mailto:LPBS@pevans.co.uk) instead.

Kidder de Margaux applies for Aide to Lt. General

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

Maurice Fluff-Bunny applies for Aide to General

Was Nae Me asks NPC Lt.Colonel of King's Musketeers to resign

## Duels

### Results of February's duels

Chopine Camus (with DS, gains 1 Exp) beat his enemy René de Gaviscon.

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

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

Pepé Nicole didn't turn up to fight Rick O'Shea and lost SPs.

René de Gaviscon declined to meet Rick O'Shea as he was under half Endurance.

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

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

### To be settled next month:

Yves Vrai Bretheauteque (Sabre, Seconds EB, adv.) has cause with Serge Knightly (Rapier, 2 rests) for pinching Leia.

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

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

Frele d'Acier (Sabre, Seconds JA & DS, adv.) and Rob d'Masses (Sabre, 1 rests) have mutual cause for being in enemy regiments.

Frele d'Acier (Sabre, Seconds JA & DS, 1 rests) 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, Seconds TC) have mutual cause for being in enemy regiments.

Kidder de Margaux (Sabre, 3 rests) and René de Gaviscon (Sabre, Seconds TC, adv.) have mutual cause for being in enemy regiments.

Eric de Miabeille (Sabre, Seconds EdSS & TC, adv.) and Frele d'Acier

(Sabre, Seconds JA & DS) have mutual cause for being in enemy regiments.

Bonne Chance de Tres (Sabre, Seconds JA) and René de Gaviscon (Sabre, Seconds TC, adv.) have mutual cause for being in enemy regiments.

Gaz Moutarde (Cutlass, adv.) and Pepé Nicole (Rapier, 4 rests) 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.

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
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 RM	
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



# The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player	
DC	Count Devlin Carnate	29	F	Comfy	B.Bdr-General	RFG/State Min.	11		Flr	2	Bruno Giordan	
GdLI	Count Gar de Lieu	26	60	Poor	General		8	Maggie	Flr	4	Bill Hay	
EM2	Viscount Egon Mad 2	24	50	Rich	Bdr-General/HGds	Brigadier	9		Flr	3	Tym Norris	
JS	Count Jacques Shitacks	24	F	Filty	General		3		Flr	4	David Olliver	
JdG	Count Jacques de Gain	23	24	Filty	Colonel	KM	17		Flr	5	Ben Brown	
PC	Earl Pierre Cardigan	22	51	Comfy	General/Fld Army	Commndr	9	Edna	Flr	4	Matt Shepherd	
TIM	Earl Tomas le Matelot	22	41	Rich	Fld Marshal		8		Flr	4	Tim Skinner	
PIS	Marquis Pierre le Sang	21	49	Comfy	General/Min	w/o Port	7	Guinevere	Flr	4	Bill Howell	
EH	Count Euria Humble	21	31	Withy	B.Bdr-General	CG	18		Flr	5	Matthew Wale	
AV	Earl Ali Vouzon	20	61	Rich	B.Lt-General/Insp	Gen.Inf	8	Angelina	Flr	1	Graeme Morris	
UXB	Viscount Uther Xavier-B'regard	20	32	Comfy	B.Lt-General/War Minister		12	Henrietta	Flr	3	Pete Card	
AdL	Baron Armand de Luce	19	37	Comfy	Bdr-General/Chancellor		5	Jenny	Flr	2	Francesca Weal	
VV	Sir Voulo Vault	18	49	OK	Major RFG/Gds	Brigade Maj.	2	Ophelia	Flr	2	Mark Booth	
RS	Marquis Richard Shapmes	18	48	Withy	B.General/Min	w/o Port	10	Ella	Both	4	Charles Popp	
AE	Sir Arsène Est	18	31	OK	Lt.Colonel	CG/FMshl's Aide	6		Flr	6	Ray Vahey	
EdSS	Viscount Eglise de Sant-Suplice	18	F	Comfy	Colonel	CPC/Min w/o Port	6		Flr	2	Jerry Spencer	
JIF	Baron Jacques le Franc	17	F	Rich	Lt.Colonel	RM/1st Div	Adjutant	15	Both	6	Charles Burrows	
BdZ	Baron Bill de Zmerchant	17	F	Comfy	B.Lt-General/Fntr	Div Commandr	5		Both	3	Tim Macaire	
EB	Sir Etienne Brule	16	F	Comfy	Lt.Colonel	DG/Fntr	Div	Adjutant	2	Both	4	James McReynolds
GM	Sir Gaz Moutarde	15	45	Withy	Major	RM/1 F	Brigade	Maj.	3	Both	2	Mike Clibborn-Dyer
WP	Marquis Warren Peece	15	38	Withy	B.Lt-General		13	Ingrid	Both	2	Pam Udowiczzenko	
EdM	Marquis Eric de Miabelle	15	37	Withy	B.Bdr-General	QOC	13	Anna	Both	3	Pete Holland	
ROS	Sir Rick O'Shea	14	43	Comfy	Colonel	RM/CPS	3		Flr	6	Paul Wilson	
DS	Dexter Sinistre	14	26	Poor	Lt.Colonel	GDMD	4	Ava	Both	3	Martin Adamson	
AqA	Baron Amant d'Au	14	F	Withy	Lt.Colonel	RFG	6		Both	5	David Brister	
MC	Baron Monty Carlo	13	39	Withy	B.General		12	Charlotte	Hunt	4	Andrew Burgess	
CC	Chopine Camus	13	39	OK	B.Bdr-General	GDMD	4	Sheila	Both	4	Stewart Macintyre	
JA	Jacques As	13	38	Comfy	Major	GDMD	1	Thomasina	Both	4	Joe Farrell	

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player		
TC	Terence Cuckpowder	13	37	OK	Lt.Colonel	QOC/Cav	Div	Adjutant	3	Lucy	Both	4	Mike Dommett
YVB	Baron Yves Vrai Bretheauteque	13	F	Rich	B.Bdr-General	DG	6		Both	1	Chris Boote		
FdA	Frele d'Acier	13+44	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	7		Hunt	4	Geoff Bowers		
TM	Sir Tourtière Margetout	12+38	Withy	B.Bdr-General	53F		3	Sue	BG	4	Howard Bishop		
HfH	(Hooray) Henri Hardup	11	14	Poor	Captain	KM/KM	Regt.	Adjnt.	3	Hunt	3	Mark Cowper	
RdG	René de Gaviscon	10	28	OK	Lt.Colonel	ALC	4		BG	5	David Williams		
WNM	Was Nae Me	10+40	OK	Major	KM		5	Marie	Hunt	3	Mark Farrell		
AS	Arnaud Surfinmalse	9	5	Poor			5		BG	5	Nik Luker		
SK	Serge Knightly	9	RIP								Ashley Casey		
DDA	Dick D'Asterdly	8	18	OK	Lt.Colonel	CPC/Hvy	Brigade	Maj.	2	4	Gerry Sutcliff		
MFB	Maurice Fluff-Bunny	8	F	Poor	Major	13F	5		5	Jason	Fazackarley		
AFD	Allan Fa-Dàn	8+	40	Poor			6	Deb	BG	4	Gerald Udowiczzenko		
BCdT	Bonne Chance de Tres	8+	28	Poor	Captain	GDMD/LtGen's	Aide	(UXB)	6	Pet	BG	1	Cameron Wood
CDL	Coeur De Lion	7	23	OK	Major	PM	4	Ada	RP	3	Graeme Wilson		
RdM	Rob d'Masses	7+	38	Poor	Captain	QOC	2	Viv	HGds	5	Craig Pearson		
PN	Pepé Nicole	6	15	OK	Colonel	69A/4	F	Brigade	Maj.	5	RP	3	Collin Cowper
MED	Maurice Essai Deux	6	F	Poor	B.Subaltern	KM	4		F&P	3	Olaf Schmidt		
GLR	Gruaud LaRose	6+	23	Poor			3	May	F&P	4	Neil Packer		
KdM	Kidder de Margaux	6+	22	Poor	Captain	GDMD	4		F&P	6	Gary Phillips		
X1		2	F	Comfy	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, Filty = 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+