

That would be enough

This has been issue 167 of *To Win Just Once*, published 22nd August 2016. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2016

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by Friday, 9th Sept 2016.

Orders for *LPBS*, definitions for Fictionary Dictionary and all other contributions to Pevans by Friday, 16th September 2016.

(Next deadlines: 14th/21st October, 18th/25th November)

Waiting lists

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

Railway Rivals – the latest game is under way. Pevans, Mike Clibborn-Dyer, Jonathan Palfrey and Gerald Udowiczenko are waiting for the next one, which will be on the Illinois map. Working map and rules provided.

Star Trader – There's room for 1-2 more players in the current game (David Buchholz and Jason Fazackarley are waiting for the next one). Rules provided.

Online games

A Few Acres of Snow (at yucata.de): Pevans

Agricola (at www.boiteajeux.net): Pevans, Alex Everard

Castles of Burgundy (at www.yucata.de): Pevans

Concordia (at www.boiteajeux.net): Pevans

Keyflower (at www.boardgamearena.com): Pevans, Brad Martin

Puerto Rico (at www.boardgamearena.com): Pevans, Brad Martin, Al Tabor

Through the Ages (at www.boardgaming-online.com or boardgamearena.com)

Vinci (at www.yucata.de): Pevans

Credits

To Win Just Once issue 167 was written and edited by Pevans. The *LPBS* masthead (page 24) is by Lee Brimmicombe-Wood, as are the illustrations on pages 21 and 29. The drawing on page 27 is by Bryan Lea and the one on page 31 by Nik Luker. Game and beer artwork is courtesy of the publisher/brewer. Photos were taken by Pevans (except where noted), who played with Photoshop.

Printed and published by Margam Evans Limited
(A company registered in England and Wales, number 05152842,
Registered office: 180 Aylsham Drive, Uxbridge UB10 8UF)

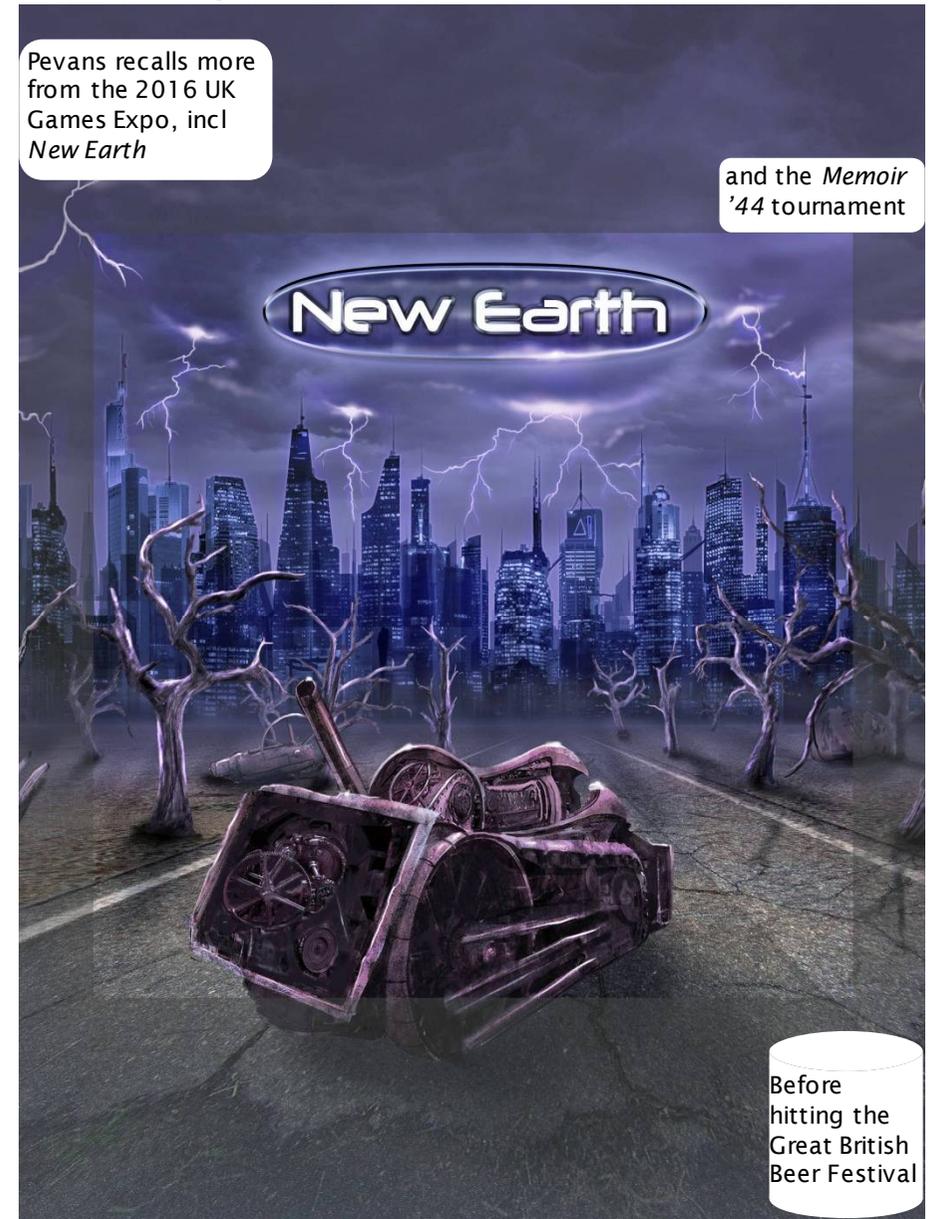
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Pevans recalls more from the 2016 UK Games Expo, incl *New Earth*

and the *Memoir '44* tournament



Before hitting the Great British Beer Festival

Issue 167: Aug-Sept 2016
(LPBS 298: December 1668)

£2.25 (+ postage)
and online at www.pevans.co.uk/TWJO

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Chatter

Once the last issue of *TWJO* was out of the way, I invested in a new computer. The old one (ancient in computer terms at 7½) was getting too unreliable. The new box is, of course, faster. What I wasn't expecting is that it's almost silent. Not only has the annoying little whine gone, but there's virtually nothing from the fan and just the occasional murmur when the hard disk's busy. The noise may have been minimal before, but the difference is noticeable.

The big chore with a new computer is installing all the software again. And then re-doing the settings so that it all works the same. Particularly annoying this time was that one of the fonts I use (though not in *TWJO*) wasn't on the new machine. A few years ago I had to shift everything using "Gill Sans" to "Gill Sans MT". This time "Gill Sans MT" had gone. But "Gill Sans" is back!

Online games

Thanks to Pum for pointing me at another website for online games. Board Game Core (www.boardgamecore.net) has online, turn-based versions of just three games. The only one of these I know is *Antiquity*, one of the monster games – both physically and in complexity – from the Splotter team. It's a brilliant game, but its size precludes it from being played very often. Hence, an online version sounds like an excellent idea. And it needs to be turn-based so the players can take enough time to work out what they're doing.

The other two games are *Food Chain Magnate*, a more recent monster from Splotter, and *Wir Sind das Volk!*. The latter is another complex, lengthy game, pitting two players against each other as East and West Germany, replaying German history from 1949 onwards. The board game was designed by Richard Sivel and Peer Sylvester and published by Histogame, who specialise in detailed, historical games. The online adaptation, also for two players, can only be played in real time, because of the detailed interplay between them.

The games make this an interesting site, though it seems all the bugs haven't been ironed out yet.

Then there's Triqqy (triqqy.com), which has an interesting mixture of games. On the one hand, there is a selection of classics: Backgammon, Chess, Mancala and others. On the other, there are five Reiner Knizia designs: *Lost Cities*, *Ra*, *Samurai*, *Through the Desert* and *Tigris and Euphrates*. *Ra* and *Lost Cities* are favourites of mine, but *Tigris and Euphrates* is the one that will appeal to a lot of people. I haven't played it often enough to really get to grips with it. Maybe this is an opportunity for me to play it some more. Anyone else interested?

Railway Rivals

Mike's ready to start a new *Railway Rivals* game, which will be on the Illinois map – we'll provide working copies for players. Pevans, Mike Clibborn-Dyer,

Jonathan Palfrey and Gerald Udowiczenko are on the waiting list, but there's room for another player or two before we get started. Let me or Mike know if you'd like to join in.

TWJO online

The PDF edition of last issue, *TWJO* 166, was downloaded 94 times in July – or at least the 14 days of July after I published it. Issue 165's PDF got 64 downloads during July, making a total of 300 in two months. There were just 24 more downloads for *TWJO* 164 in July, which means it was downloaded 267 times since publication.

Looking at some of the other website stats, I noticed that the Chinese search engines don't seem to be referring anyone to me any more. Instead, there were quite a few references from Russian search engines. Not to mention something claiming to be norge24slots.xyz. It's a wonderful place, the Internet, but I don't think I'd want to live there.

Great British Beer Festival Pevans hits the 2016 event at Olympia

As usual, my expedition to the Great British Beer Festival was on the Thursday afternoon of the event. This year I had the company of Andy Kendall (of this parish, so to speak) as everybody else seemed to be out of the country – poor planning, I reckon. Still, Andy and I had a fine old time and we were joined later in the day by Mark Jones (formerly of this parish) and some of his friends. (What can I say? The man's on 'Facebook'.)

Thursday is "hat day" at the GBBF, so I made sure to be wearing one. Just my normal straw (?) panama. For some reason Mark assumed I was wearing a boater... However, it's all about the beer, so let me get onto that. It seems I made fewer notes than usual this year – I blame Andy – and they do get less coherent as they go on. Probably something else to blame there.

I like to start with a familiar beer, to get my taste buds tuned up, so to speak. Hence, I headed over to "The Sair Inn" bar ('W' counties, including West Yorkshire) to find a pint from the Timothy Taylor brewery. It turned out that the only Timothy Taylor beer listed was Boltmaker. This had just been awarded gold in the "Bitter" category in this year's Champion Beer of Britain, so I was not too surprised to find that it was not on. I returned several times during the afternoon in the hope that a new barrel had been tapped, but to no avail.



I didn't spot anything familiar at "The Sair Inn", so drifted along to the next one, "The Kelham Island Tavern" to see what they had. Nothing familiar here, either, so I opted to try the Barnsley Bitter from the Acorn brewery (South Yorkshire – actually in Barnsley itself), 3.8% alcohol-by-volume. This is the proper brown colour I expect for a bitter: it smelled like beer, tasted like beer and, by golly, was beer! I found it fizzier than I expect from a draft bitter, but it slipped down nicely with a rich, malty taste and enough hops to make it properly bitter. After this excellent start, I felt the need for a bite of lunch.



Bratwurst in hand (well, in bun in serviette in hand), courtesy of the Simon's Sausage stand, I found myself at Bières Sans Frontières, the section for foreign beers. As I finished my sausage and Barnsley Bitter, I browsed the array of bottled beers. It was something of a surprise to see that one bar was actually a selection of cask beers from the USA. I don't know how recent this is, but it's an excellent idea, though no doubt a logistical challenge. Interestingly, I only saw one beer here that was much under 5% alcohol and it was a mild. Several beers were in double figures – that's wine territory!



Time for some more beer, so I moved along to the bar next door. "The Baum" featured ales from L and M counties. I do like golden beers, so I opted for Triple Blond (4% abv) from the Peerless brewery (in Merseyside, Birkenhead to be precise). It was a lovely golden colour in the glass with a wonderfully hoppy smell. Not as rich as my previous tippie, it had a nice fruity flavour with plenty of bitterness. It was quite a contrast. Checking the programme notes, I see it has three different malts (including a wheat malt) and three different hops.

I had strolled back to "The Sair Inn" bar when Andy caught up with me. I grabbed a fresh brew and we went in search of seating. The beer in question was Citra (4% abv) from the Hop Back brewery (Wiltshire, specifically Salisbury), whose Summer Lightning is an old favourite. Citra is their golden ale, a bit lighter in colour than my previous beer. It had the slight astringency I associate with golden beers: a touch of grapefruit on the nose and in the mouth. It was bitter, slightly fruity and nicely dry.

I expected more of the same from Blondie (4%), a golden ale from the Salamander brewery (Bradford, West Yorkshire). It was a pale yellow and tasted slightly sweet – though this may just have been the contrast with my previous drink. It was still nicely bitter and a decent pint.

Making an expedition from our established seats, I had a look at "The Blisland Inn" bar to see what kind of queue there was for this year's overall Champion Beer of Britain. The answer was "long". So long a couple of Camra stewards were



Yes, it's your esteemed editor at GBBF. Hat and photo by Mark Jones

marshalling it. Everybody, it seemed, wanted to try the Vanilla Stout (5%) from Bingham's Brewery in Berkshire. I'll have to wait.

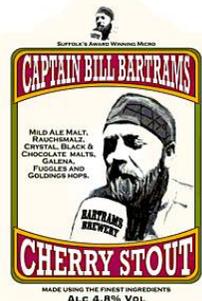
Instead, I sampled another golden ale, Jarl (3.8%) from Fyne Ales (Argyll – yes, a Scottish beer). This had the right nose, bitter and fruity, and was nicely dry and astringent. My choice of beer, though, was Cloudy Wheat Beer (3.9%) from Malt the Brewery (Buckinghamshire, in the Chiltern hills). This was listed as a speciality beer as it has orange and lime zest in it. Why was I tasting ginger, then? It was an interesting beer as, despite the fruit, I found it very bitter and thoroughly enjoyable.

Now that Andy and I had established our seating position – tucked away on the balcony – the most convenient bar was actually “The Fat Cat”, covering counties beginning with N. Hence my next choice was from Brass Castle, a micro-brewery in Malton, North Yorkshire (I think that makes a clean sweep of the

Yorkshire Ridings for me). Sunshine (5.7%) was an amber beer that smelled slightly odd. On tasting it, I found it surprisingly thick and more like a barley wine. It's billed as an IPA and was nicely bitter, but not to my taste.

Time to move on to the dark beers, I decided and went looking for Saltaire's wonderful Triple Chocoholic (Bronze medallist in the CBOB Speciality category this year, but a previous winner). It wasn't available, so I plumped for Cherry Chocolate Stout (6%) from the Bridgehouse brewery (Keighley, West Yorkshire). This had a nice chocolatey aroma and went down a treat. I didn't get any cherry taste from it, despite there being Morello cherries in the brew, apparently (and oatmeal, which makes for a smooth beer).

I tried the Cherry Stout (4.8%) from Bartram's (Bury St Edmunds, Suffolk) next. This was another nice, dark beer. There was plenty of bitterness, chocolate and fruit, but still no cherry, specifically. Back to (North) Yorkshire for the York Chocolate Stout (5%) from the Rudgate brewery. This was, of course, another dark beer. This one had definite smoky overtones to the smell and taste. It wasn't as bitter as my previous stouts, but quite sharp. I was getting definite coffee overtones, too.



I finished with a pint of Batham's Best Bitter (4.3%), mainly for reasons of nostalgia. In my student years, Birmingham was a beer desert. To get any decent beer, you had to visit the Black Country where there was any number of small breweries (mostly defunct now). One of these was, and is, Batham's. It's a micro-brewery at the “Bull and Bladder” pub in Brierley Hill (though it supplies several pubs these days). Back in the day, Batham's Best was wonderfully bitter after the mildness of Brummagem's beers. It's also paler than bitter usually is, which I think is one reason I like golden ales. It has a nice sharp bitterness to it and is still a good, refreshing pint.

Andy and I wondered about the theme to this year's bar names. They're clearly all pub names – if unusual ones – but why these pubs? A little application of Google suggests that they've been Pubs of the Year at some time. That wrapped it up for another year as I headed for home while I was still capable. Next year's Great British Beer Festival is scheduled for 8th-12th August 2107 at Olympia. Keep up to date with the website at www.gbbf.org.uk

And another thing...

More games I saw at the UK Games Expo

It was only after I'd put last issue to bed that I realised there were several games that I hadn't included. So here are some brief notes on a few more.

Burley Games had a new edition of *Take it Easy!* Billed as the “Daffodil” edition, this comes in a bright (and I mean bright!) yellow box. If you've not come across it, *Take It Easy!* is one of those ingeniously ‘simple’ games. Each player has their own board with a hexagonal grid and an identical set of hexagonal tiles. The tiles have three lines of different colours (and values) running across them. The goal is to lay your tiles to make complete lines of one colour, maximising your score for that line. The twist is that one player acts as caller, drawing tiles one by one. All players then place that specific tile from their own set, choosing where it goes: simple but fiendish. It can be played with as many people as you have boards and tiles for – I've been part of a 200-player game.



Did I mention it's bright yellow?

The new edition has double-sided boards. One side is the standard game, played in the usual way. The second is laid out as groups of hexagons around a central group – not unlike a daffodil flower. This has slightly more spaces than the standard board and a few extra tiles with a 'wild' stripe that can match any of the standard ones. It's great to see the game back in print, as it is a classic, though this is a limited edition. I'm also impressed that Peter Burley has found a new twist to make it even more devilish. It gets a definite 9/10 on my highly subjective scale. See www.burleygames.com for more information.



Last year Ergo Sum Games only had prototypes of their game, *New Earth*. This year the finished article was on display and very interesting it looked. Designed by Nick Higgins, the game's setting is a recovering, post-holocaust world and the action is economic and political. It is played over a set of large, roughly triangular tiles each divided into half a dozen 'zones'. Players start with control of one tile each – their territory.

They also start with workers – mining and energy production – and a manufacturing plant plus an initial stockpile of resources and cash and a few cards. The cards can be used in a number of ways. In particular, players can trade in cards to build cities, doubling production in that zone. Production is a crucial part of the game as players' resources let them generate 'luxury goods' to sustain and improve their zones.

Increasing the level of their zones is one way of improving player's score. The other way is to control more territory, which is done through 'elections' at the end of each turn. Players must spend cash to do this, with their chances of success modified by any cards they – or their opponents – play. Yes, this is not just about expanding your own territory, but also diminishing other players'.

On top of this, you have occasional catastrophes to deal with and players' scores will depend on the final catastrophe that is triggered at the end of the game. *New Earth* looks really intriguing and I'm looking forward to playing it properly. I give it a provisional 7/10 on my highly subjective scale and suggest you take a look at www.ergosumgames.com to find out more.

Somehow I managed to miss out *Western Front* last issue. It was actually Pete Card who found this two-player card game, which we played one evening at the Expo. Published by Little Bighorn Games, it is a clever bluffing game themed

around World War One. It's played over five rounds, representing the years of the conflict, 1914-1918. Both players have a set of cards and play one each 'battle' (round). The higher card wins and whoever wins more battles wins the year. First to three years wins the game.

What makes this a contest is that the two players have the same values of cards in their set. Thus, in order to win, you have to out-guess your opponent. First, play your lowest cards, which are bound to lose, against the other guy's highest. Then beat each of your opponent's remaining cards with one of yours that's just higher. Not necessarily in that order. And there's the rub: working out which card your adversary will play next. It may not be an innovative mechanism, but it works well, providing a quick-playing and entertaining game.



On top of this, each player has a set of tactic cards. Depending on how well they did the previous round, they add some of these to their hand at the start of a round. These add to the main card or provide some extra ability. "Aerial Reconnaissance", for example, lets a player look at their opponent's card – and then change their own. This neatly stops the game becoming stale, while providing an extra element to think about.

I have thoroughly enjoyed *Western Front* and it's now the standard two-player game in my bag of games. I give it 8/10 on my highly subjective scale. Find out more at littlebighorngames.com

Morning Players (part of the Morning Family group) is a French publisher/distributor with an interesting selection of games – including the Stonemaier catalogue. The Expo was my first opportunity to see *Scythe*, the result of a much-subscribed Kickstarter campaign by Stonemaier. The game's artwork is fascinating: super-imposing steampunk-style mechs on pictures of nineteenth-century rural life. Mechs are not my thing, but they are actually just one component of what is quite an interesting game.

Designed by Jamey Stonemaier, *Scythe* is a game of empire-building with just a bit of warfare. Each player leads a faction aiming to exploit and colonise a valuable territory – as shown on the board. They deploy their leaders and workers to gather the resources that allow them to build and develop more. One of the things to build is the military mechs that will defend their territory – or take it from others.

There are some very clever touches to this game with players having the same actions available, but organised differently. Thus each player needs slightly different combinations to do the same thing and has specific constraints on the actions they take. Add in to this the flavour provided by each faction's abilities and the detailed models and *Scythe* is an interesting challenge. And the Mechs are only a minor part. On first acquaintance, I give it 8/10 on my highly subjective scale and I look forward to playing it properly. You'll find Stonemaier Games at stonemaiergames.com



Scythe pieces in place on the board

Also with Morning Players was a prototype of their own Kickstarter project, *HOPE*, designed by Olivier Grégoire. This is a science fiction-themed co-operative game of saving the universe through the "Human Organization to Preserve Existence". It's played over hexagonal tiles that represent the Universe and are removed as the Universe shrinks. Players must work together, travelling round to prevent tiles disappearing. Despite the good-looking spaceship models, I didn't find the game appealing. Take a look for yourself at morning-family.com

Another game Pete and I had a go at during the Expo was *Guilds of London*, the latest from Tony Boydell and Surprised Stare Games. The theme of the game is pretty obvious from the title. It's played over a set number of rounds, according to the number of players, with players scoring points for the different guilds they control – and a few other things. The game is played across the City of London, starting with the Guildhall and a random selection of Guilds – all cardboard tiles – and a few other notable landmarks.

Players have pawns in the colour ("liverymen"), a few of which start in the Guildhall, and a secret objective that may bring them bonus points at the end of the game. At the heart of the gameplay are the action cards. Each card has a suit (colour and symbol) that ties in to the Guild tiles and a special ability, with a cost. They are used either to add or move liveryman pawns to the tiles or for the

special ability. Once everybody's taken their turn, control of the different Guilds is resolved – there are some neat tactical opportunities for players within this.

There are rewards for winning and coming second for control of a tile. It is then flipped over, the winning player leaving a pawn on it to show their continuing control (a neat bit of handicapping, this). New tiles are added periodically, giving players more to do, and they can also send liverymen to the "plantations" for specific rewards. All in all, there's quite a bit going on here and players have a lot to think about – starting with the best way to use each card. It is a clever game, but I have to say that it didn't grab me and rather outstayed its welcome. I'll be happy to play it again, but I won't be bringing it to the table. I give it 6/10 on my highly subjective scale.



Playing *Guilds of London*

13th at Memoir '44

Pevans plays in the tournament

The tournament I traditionally take part in at the UK Games Expo is *Memoir '44*, played on the Saturday. For those of you who don't know it, *Memoir '44* is the WW2 game in the series of simple wargames designed by Richard Borg (generally known as *Commands and Colors*). The games all use cards to drive – and restrict – players' actions and provide many scenarios for their particular war or period. I enjoy *Memoir '44*, but it is probably the least demanding of the series.

The organisation of the tournament reflects the fact that scenarios in *Memoir '44* are not balanced. Players are randomly assigned as Axis or Allies. They play three scenarios as that side against different opponents (everybody plays the same scenarios). Players are then ranked against the others playing the same side, according to how well they did. They play off down the rankings to decide the final positions. The final round has each pair playing the same scenario twice – once as each side.



Montelimar: My rangers have made it to the river (top of photo), but not for long

This year I drew Allies for a change. Tournament organiser Barry Ingram decreed that we would play each scenario to 7 medals (gained for eliminating enemy units and for specific goals in each scenario). This makes the game a little bit tougher and gives a losing side the opportunity to come back.

My first game was Montelimar and my opponent was Andrew M. This scenario is a German counter-attack against the advancing Allies in south-eastern France in August 1945. It turned out to be pretty bloody. Andrew's initial attack on his left ended in stalemate, but destroyed some tanks. I then attacked in the centre and broke through to the river, a medal objective for me. Andrew then came back at me with the forces from his right. I gambled by leaving an Axis objective clear in order to attack an isolated unit. I had 6 dice to score three hits (an average result) to win 7:5. I only got two and Andrew promptly won 6:7!

The second game was Ponyri, a scenario from the Battle of Kursk (Russia, July 1943). Here the Russians were hampered by the Commissar rules and I was hampered by taking on Barry himself. His armour attacked my left flank, moving through the minefield. An "armoured assault" card let him punch through, destroying the Russian left and moving towards the town in the centre of the board. Then the battle for the town started in earnest with the Germans eventually taking it to win 3:8. Because of the medals gained for control of the town, I had been winning 6:5 a moment before!



Ponyri: Last stand of the T34s (left) with German armour in the town (centre)

A move to the Pacific followed with the "Meat Grinder" scenario – a tough battle on the island of Iwo Jima (Feb-March 1944). My opponent was Josh, who was truly kamikaze, charging his troops out of the caves to attack the US Marines. I won easily: 7:3. However, after two close losses, I did not expect to have done well overall. It was no surprise to be placed 7th of the Allied players and play off for 13th/14th places.

My opponent was Dan, the 7th placed Axis player, and the final scenario was St Vith (part of the Battle of the Bulge in December 1944). I played the Allies first and was able to beat off Dan's initial attacks on my left. Then I assaulted on my right to clear that flank and win 6:3. Switching sides, I expected to have the



St Vith: The scenario set-up, Allies at the bottom

initiative. Except that Dan attacked me! I stopped his initial push on his left by moving some armour across. This gave me a small lead. However, a further Allied attack in the centre evened things up and a final strike on their right finished it off. I lost 5:6, but won overall 11:9 to secure 13th place.

The winner of the tournament was Keith, defeating Jim in a close game. Both of them were first timers in the tournament, while Bill H, last year's winner, came in dead last! Congratulations to Keith on his win and many thanks to Barry for his work organising the tournament. I look forward to doing better next year.

Games Events

There's not too much going on over the next month or so. However, there is the Mind Sports Olympiad: 21st-29th August at JW3, 341-351 Finchley Road in north London. This is a series of tournaments in different board games, particularly classic strategy games, like Backgammon, Chess, Go and so on. They include a number of modern, proprietary games – again, classics like *Catan*, *Carcassonne*, *Puerto Rico*, *Ticket to Ride* and others. Check out the details at www.msoworld.com

Then 24th September is Raiders of the Game Cupboard XXXVI at the Waterside Community Centre in Burton-on-Trent. It's a day of open gaming organised by a bunch of gamers – what's not to like? Find out more at their website www.raidersofthegamecupboard.co.uk

This box concentrates on events I expect to attend.

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

Games Games Games Days: from noon(-ish) on the second Saturday of most months at the Allsop 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: 2nd-4th June 2017 at the NEC (Hall 1 and Hilton Metropole). This is a public event that showcases games of all sorts with a huge trade hall plus demonstration and participation games and guests. For gamers there are lots of tournaments and open gaming. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 13th-16th October 2016, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: 11th-13th November 2016 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See www.midcon.org.uk.

For more extensive information on UK board games events, try The Queen's Lane Advertiser at www.boardgamers.org.uk/qla.php

Fictionary Dictionary

We start with half a dozen entries for round one's fictional definitions. More players are very welcome to join in – there's still plenty of time. And everybody gets a vote on their favourites.

Round 1 Scores

| Name | This round | Total |
|----------------|------------|-------|
| Alex Everard | 3 | 3 |
| William Hay | 6 | 6 |
| Andrew Kendall | 5 | 5 |
| Nik Luker | 3 | 3 |
| Tim Macaire | 0 | 0 |
| Graeme Morris | 1 | 1 |

Bill Hay and Andy Kendall get off to a flying start, but it seems nobody appreciated Tim Macaire's efforts. And just one point for Graeme "Snowball Fighting" Morris. Plenty of time yet, though.

Round 2 definitions

The proposals are below. All you have to do is let me know your favourite definition for each word.

Credendum

1 In the early days of film there were frequent mix-ups concerning who should be listed in the credits at the end of the film. Corrections were often issued in the form of a short piece of film that could be spliced onto the end of the last reel. These pieces of film were known as Credit Addendums or Credendums for short.

2 The termination of a bank loan in ancient Rome.

4 A referendum that can be taken seriously. (See also STREET CRED-ENDUM – a similar referendum, but for da yoof vote, innit).

5 Brexit outcome for Cameron.

6 A vote resulting in the total loss of financial confidence.

7 A brief note or message written on the outside of an envelope before mailing.

8 An old age home for former bankers.

9 The attic room in Roman houses.

Dacoit

1 The ability to bend one's torso in unusual angles or positions.

3 Irish kite.

4 Wot you fro at da peg.

5 A version of quoits that originated in Detroit or the 6" quoit typically used when playing said variant.

6 The term for the stones in Pakistani Curling.

The next words are: Elapid and Frumentaceous

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 16th September 2016

What's this about?

This game is open to all readers and I guess most of you will have come across some variation of it. Each issue I will put up a couple of obscure (or not) words. Anybody who wants to participate writes in with a fictional definition for each word. (For example: "Geranium: a ceremonial dagger used by Aztec priests for human sacrifice.") I publish the definitions, anonymously.

All readers (not just those who contributed) vote for their favourite definitions (any vote for yourself will be ignored). Players score points for the number of people who choose their definition. (In other versions of the game, the definitions include the correct one and players get points for spotting it. However, Google and Wikipedia make this too easy, so I've left it out for this game.)

We'll run this for 10 rounds/issues. The winner will be the player with the most points at the end.

Online Games

TWJO readers are welcome to join in the various online board games we're playing. Let me know what games you'd like to play and I'll add you in.

Game 38 of *Brass* (at brass.orderofthehammer.com) was a win for the game's ringer, Giles, on 159 points, just ahead of Steve on 152. Yours truly was third on 142 with Mike on 106. Game 39 is over halfway through and I'll set up 40 shortly.

Brad Martin and I would like to play *Keyflower* (at BoardGameArena.com). If you'd like to join us, let me have your ID at BGA and I'll invite you in.

boardgaming-online.com has an implementation of the new edition of *Through the Ages*. Al Tabor, Brad Martin and I are playing – anyone else interested?

There's a longer list of games on the back page and I'd love to get a few more games started.

7 A band of mercenary dragons.

8 The colour of an albino waterfowl.

9 Fairground game in da hood.

Banwen (Railway Rivals game 11)

Game report – Turn 12 and game end

The last round of races and BLACK SHEEP RAILWAYS stays more than enough in front to cement First Place. STEAM MACHINES & FUNICULARS kept last place and the luck of the dice meant that TRAVELLING HOPEFULLY RAILWAY squeezed in front of ARIBA ARIBA ANDALE for 2nd place.

| Race results | | | | | Scores | | | |
|--------------|----|----------------|----|--------------------|-----------|-----------|-----------|-----------|
| | | | | | AAA | BSR | SMF | THOR |
| 41 | 13 | Abersychan | 54 | Ynysybwll | 10 JR | | | 10 JR |
| 42 | 26 | Caerphilly | 54 | Cardiff or Newport | 20 | | 10 | |
| 43 | 21 | Crumlin | 62 | Treorchy | Not run | | | |
| 44 | 15 | Brynmawr | 55 | Barry or Penarth | 10-6 | | | 20+6 |
| 45 | 51 | Maerdy | 32 | Rhymney | | +8 | 20-8 | |
| 46 | 61 | Treherbet | 52 | England | | 20 | | |
| 47 | 35 | Merthyr Tydfil | 43 | Aberaman | | 20-2 | +2 | 10 |
| 48 | 42 | Aberdare | 53 | Cardiff or Barry | | 10 | | 20 |
| TOTAL | | | | | 34 | 56 | 24 | 66 |

JR = Joint Run; ERP = Exchange of Running Powers

Final points

BLACK SHEEP RAILWAYS (BSR),
Gerald Udowiczenko – Black
Points: 399 +56 = 455

TRAVELLING HOPEFULLY RAILWAY (THOR),
Jonathan Palfrey – Green
Points: 328 +66 = 394

ARRIBA ARIBA ANDALE (AAA),
Mike Dyer – Blue
Points: 340 +34 = 374

STEAM MACHINES & FUNICULARS (SMF),
Martin Jennings – Red
Points: 210 +24 = 234

Game End Statements

1ST BLACK SHEEP RAILWAYS: Gerald Udowiczenko

Well... hopefully, the 59 point lead will be sufficient to keep me ahead, as the last two rounds haven't been kind to me. However, earlier rounds have been (sorry, can't recall which, but I do recall one round I got points from at least 6 races).

If I do lose, then well done to Mike (Blue - AAA), as that is quite a "comeback".

As to my winning strategy, well that was simple.. luck. I just went for all the Western Towns (or as we're talking about Wales, are they hamlets?) and got lucky with the runs.

I was a little surprised that they weren't more Joint Runs or Exchange of Running Powers, but I guess that the races just didn't fall that way.

And, lastly, many thanks to Mike for GMing the game, and as always apologies for the number of late turns (from me). But I think you'll agree, it was a vast improvement over previous games? ;o)

2ND TRAVELLING HOPEFULLY RAILWAY: Jonathan Palfrey

I found this a difficult map to cope with: I'm not used to so many mountains! After the building stage, I felt that I hadn't done badly, but I didn't seem to have gained a clear advantage.

Congratulations to Gerald, who seems unstoppable. I'd hoped that my more central position would do me good, but it hasn't worked out that way. In practice, his monopoly of the west seems to outweigh his lack of access to the centre and east.

I could have ruined his monopoly by going west myself in turn 2, but I think that would have done him harm without doing me a great deal of good, throwing the game to Mike or Martin. Can't be sure without trying it.

After turn 2, I don't know what more I could have done. Perhaps I could have pushed a line over the mountain to Tonyrefail; but, apart from that, the western mountains are fairly impenetrable: the first one there gets the monopoly.

Thanks as ever to Mike for running the game and to Paul for hosting it.

3RD ARRIBA ARRIBA ANDALE: Mike Dyer

I think I could have been more active with the races, but it is my first game of RR and all good fun, so no complaints. Congrats and thanks to all players and GM. I've also learnt more about Wales than any man should have to. (You don't know where Paul Evans comes from, do you?)

4TH STEAM MACHINES AND FUNICULARS: Martin Jennings

Hard map to restart *RR*, been a long time, realised too late that you have to take a side. Congratulations to the winner and see you next time.

GM Notes

This map was, I believe, the original David Watts design for the school lessons and was, I believe, later revised. With the valleys being so narrow, the first railway could monopolise them. In reality, the later arrivals had to build tunnels and viaducts expensively to break into other companies' monopolies.

Also every second race was to a port or a connection to England. This fed back into railways advantages if they had a monopoly.

I thought STEAM MACHINES AND FUNICULARS with its diagonal route across the map might do well. It didn't.

ARRIBA ARRIBA ANDALE built straight over the ridge and took the east of the map. Perhaps not a large enough area was controlled, but they were in the running for second.

TRAVELLING HOPEFULLY RAILWAY had a central route and branches to the east and west and yet they had no area monopolised. They built the heads of the valleys line, giving access to all valleys, yet it proved to be less profitable than I expected.

So to BLACK SHEEP RAILWAYS. Usually Gerald's edge of the map routes ensure a low placing, but this time he walled off enough of the map to ensure himself a lot of unopposed runs which more than compensated for his absence from half the map. Congratulations due to Gerald, and thanks to all the players for sending orders in on time nearly all the time.

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|-------------------------------|---------|------------|
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Trader to the Stars (*Star Trader* game 8)

Game report - Turn 7

"I've got an idea to grow Market Share."

"Do tell."

"How about if we sell the same product but for a lower price than our competitors?"

"Do you know, I think you may have an idea there."

TRANSURANIC TRADING bought 6 Alloys for 2 HTs each at Gamma Leporis and this sufficed to gain the Corporation a Dealership.

It was TRANSURANIC TRADING who were trading at Epsilon Eridani, too, selling 2 units of Liquors for 16 HTs each.

PAVONIS PIONEERS monopolised trading at Delta Pavonis, selling 11 Isotopes for 9 HTs apiece to become Contractors, and then buying 7 Petroleum for 8 HTs each to gain a Market Managership.

Tau Ceti saw PAVONIS PIONEERS buy 5 Isotopes on Contract. COSTRA NOSTRA IMPORTERS, INC sold 5 Petroleum for 13 HTs each.

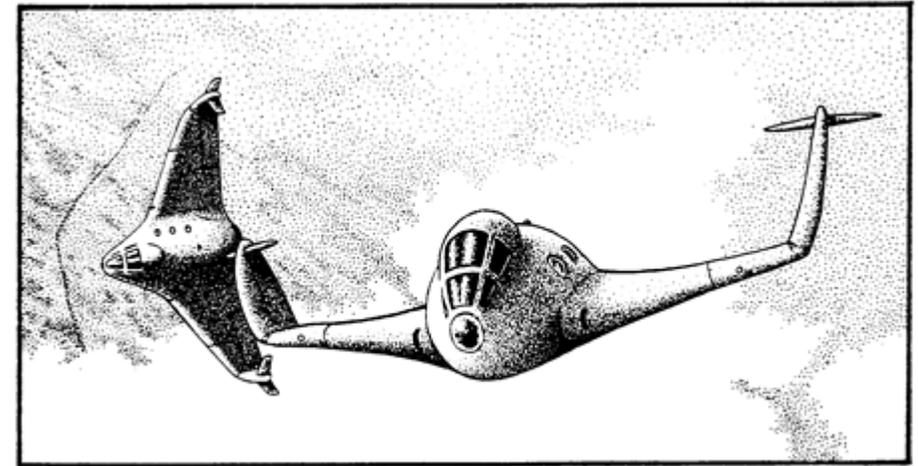
INTERSIDEREAL GREENHORNS were the only active trader at Mu Herculis, selling a single Isotope for 8 HTs.

Sigma Draconis was a lot more active with INTERSIDEREAL GREENHORNS and PAVONIS PIONEERS competing. PAVONIS PIONEERS bought 5 Isotopes on Contract and sold 5 Monopoles for 16 HTs each. INTERSIDEREAL GREENHORNS sold 9 Petroleum for 13 HTs each, gaining a Dealership, and left PAVONIS only able to sell 2 units at 13 HTs apiece. However, PAVONIS bought 12 Spice at 13 HTs each and got a Contractorship, while INTERSIDEREAL GREENHORNS' bid of 12 HTs to buy brought them nothing.

At Alpha Centauri, WHITE STAR LINE bought 6 Liquors at 13 HTs/unit.

INTERSIDEREAL GREENHORNS sold 10 Petroleum at Beta Hydri for 14 HTS each and were made Dealers. This thwarted PAVONIS PIONEERS, who failed to sell any at 15 HTs. SWISS MERCENARY FLEET tried to sell Spice at 16 HTs but were undercut by FOOLS AND HORSES using their Market Manager position to dispose of 16 units.

FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS bought Light Weapon pods for the Alice at Tau Ceti and the ship is now equipped for bear. The CEO refused to explain the intended use apart from muttering 'pirates' and later issuing a press release. Passengers are being taken to Beta Hydri, Alpha Centauri and Tau Ceti. They wanted to lay down another Phoenix Hull but ran out of cash.



LB Wood
1986

THE TERWILLIKER 5000 SERIES SHUTTLE.

WHITE STAR LINE loaded Passengers for Tau Ceti and Alpha Centauri.

INTERSIDEREAL GREENHORNS laid down a Corco Mu Hull at Alpha Centauri Shipyards, equipping it with A class crew and a selection of Cargo and Light Weapon pods.

TRANSURANIC TRADING loaded Passengers for Beta Hydri and Epsilon Eridani and bought additional Factories at Mu Herculis, Alpha Centauri and Sigma Draconis.

COSTRA NOSTRA IMPORTERS, INC took Passengers for Sigma Draconis, Epsilon Eridani and Beta Hydri. Cargo, Passenger and Light Weapon pods were bought for the Kelly and the John Dillinger, together with A class crews. Political Connections were increased to 2.

FOOLS AND HORSES added a 10th Spice Factory to their production capacity.

And SWISS MERCENARY FLEET sold Naginta at Mu Herculis for 150% of list, only to lay down two more Piccolo Hulls.

Press

The Federated Association of Trucker Co-Operatives and Traders confirm that their bespoke Pirate Protection Service is up and running. Corporations wishing to take advantage of the introductory offers

should contact
jerryelsmore@blueyonder.co.uk
before they have a problem...

Intersidereal Greenhorns proudly announces that we continue with our service this Quarter: it is still possible

to hire Eleanor. Any interested Corporations should send their propositions on our E-Mail: mat@fapr.net

New Fashions for Crew clothing. Visit the display at Gamma Leporis and buy at a discount for early purchasers.

Corporation Table

| Corporation letter and name | Connections Bus/Crim/Pol | Init'v Bid | Turn order | Cash Rep'n | Player |
|-----------------------------|--------------------------|------------|------------|------------|--------------------|
| C Costra Nostra II | 5 5 2 | 0 | 6th | 88 24 | Mark Cowper |
| D Fools & Horses | 3 0 7 | 0 | 3rd | 276 40 | Mike Clibborn-Dyer |
| E FATCAT | 9 7 5 | 12 | 1st | 69 36 | Jerry Elsmore |
| F White Star Line | 1 0 7 | 11+1 | 2nd | 309 40 | Paul Evans |
| G Swiss Mercenary Fleet | 2 5 3 | 0 | 7th | 179 37 | Martin Jennings |
| H Intersidereal Greenhorns | 10 0 7 | 7 | 8th | 74 40 | Mateusz Ochman |
| J Pavonis Pioneers | 10 0 8 | 5 | 5th | 76 40 | Przemek Orwat |
| K Transuranic Trading | 6 0 5 | 0 | 4th | 115 32 | Bob Parkins |

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

News

EV 16 took place this turn.

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

Turn 8 C10, P6
Turn 9 C2, B6

Turn 10P3, C4
Turn 11B8, B4 P7

(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

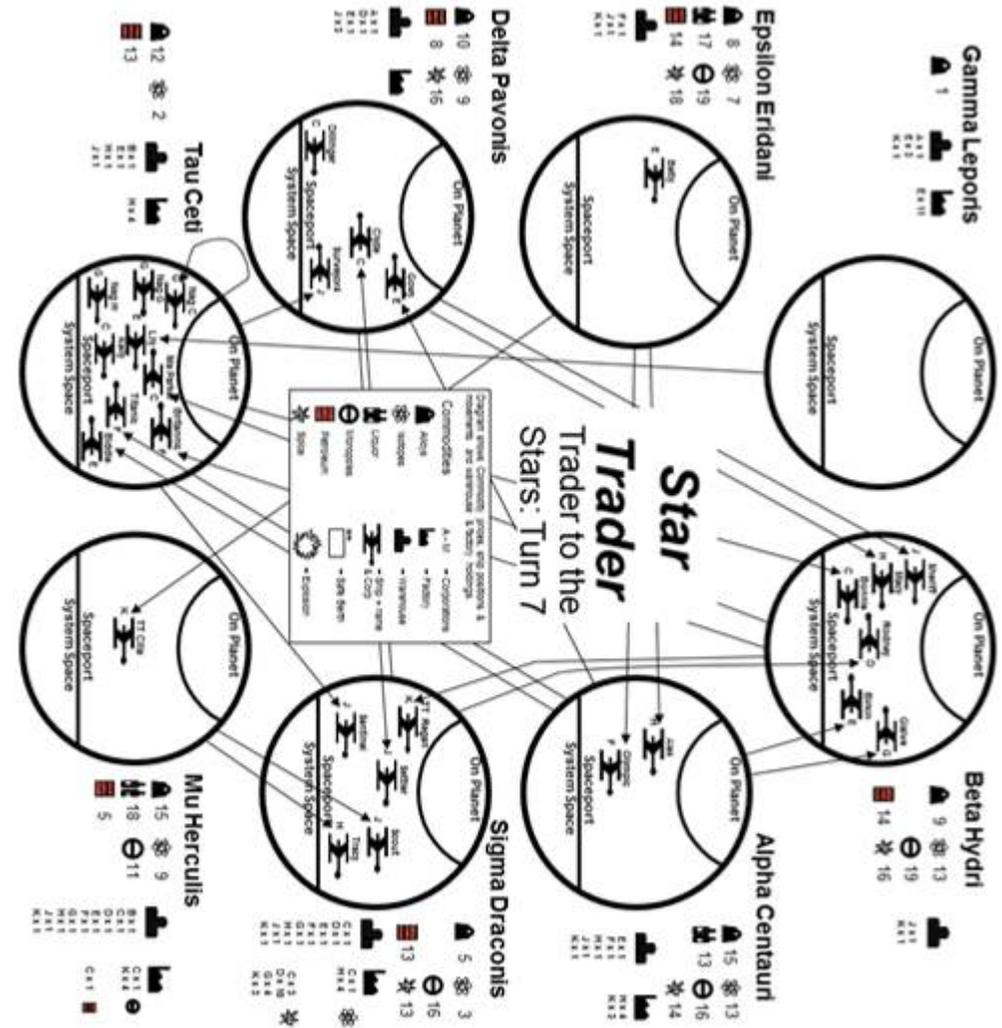
Yes, you can specify alternative jumps for your ships, should an opponent's ship be in System Space where you intended to jump. Thus, "Jump to TC; if Spear in TC SS, jump to EE" would be valid. However, failing to deliver Passengers, by taking them to the wrong Star System, would leave you liable for the penalty. Passengers want to be delivered the next turn, so sitting tight for a Turn and hoping the blockade will be lifted will cost you.

If you have no combat orders, your ship will just surrender. It might be worth looking at what you ordered.

You can only buy 1 level of connection increases in any given turn.

If you're going to write orders with conditional elements in them, it helps me if it's not a solid block of text. Leave a space between each conditional order.

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 9th September 2016



Les Petites Bêtes Soyeuses

Being a correspondence 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 page 19). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

Orders for January 1669 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 16th September 2016



December 1668 (298)

There's a certain crispness to the air as December starts in Paris. Or, to put it another way, a freezing easterly wind that forces everybody who goes out to dress warmly. Thus the socialites on their way to resolve matters of honour are bundled up even more than usual. Two of these piles of clothing turn out to be Etienne Brule and Terence Cuckpowder, who are in opposing regiments. Both are carrying sabres and Brigadier-General Brule has the company of his number two in the Dragoon Guards, Lieutenant-Colonel Frele d'Acier (who has his own, later appointment with Cuckpowder).

As the two duellists shrug off their outer layers, it's clear that they are of very similar build, which should make for an even fight. However, Cuckpowder is still carrying injuries from last month, making him the underdog. His only advantage is that he is much more skilled at twirling his sabre. He starts with a parry, which is wasted as it takes Brule a while to draw his sabre. Cuckpowder then blocks, stopping Brule's slash. However, Brule's delay means that his cut comes just after Cuckpowder's jump. The sabre thumps home as he regains his balance and Cuckpowder has to admit defeat.

The fresh wound debilitates Cuckpowder further and he declines his meetings with Acier and DG Major Jean Ettonique with a doctor's note.

Florent Sans de Machine has challenged Sebastian de la Creme for his lack of nobility and brings his rapier to take him on. However, Creme has a sabre (he is a Cuirassier, after all) and the support of (Field Marshal) Pierre le Sang.

Working in Sans de Machine's favour is that Crème is still suffering from old injuries. Sans de Machine starts with a lunge; Creme with a slash. Both blows strike home and the effects are pretty even. However, while Sans de Machine prepares a second lunge, Creme's slash is the start of a furious slash. His cut smacks into Sans de Machine while he's still preparing. The sabre's edge does more damage than the previous blows and Sans de Machine quickly surrenders.

There should be a few more duels, but they are all with Felix Anton Gauchepied'er. Philippe Yerbouttes finds just a note at their meeting place. "Make love, not war," it says and is signed, "Love & kisses, Felix x x x". Creme and Xavier Four-Hollandaise would have found the same, had they turned up.

FAQ on trial

The next order of business in Paris is the trial of the elusive Gauchepied'er. The Commissioner of Public Safety, Terence Cuckpowder, is prosecuting and the retiring Minister of State sits as judge. Gauchepied'er is last to arrive, bustling into the courtroom in the full ceremonial uniform of the Crown Prince Cuirassiers: shining cuirass, polished boots, well pressed tunic etc. Clustered around him is an entourage of individuals fussing about: several hairdressers, a make-up lady, a seamstress, a couple of florists carrying bunches of flowers and two exasperated looking CPC subalterns plus, of course, Trissy. His entry is greeted by a group of men adorned in frocks & wigs in the public gallery, who vigorously wave 'FREE FELIX' banners and cheer loudly – much to the annoyance of the ordinary Parisians who have come in to get out of the cold (and see the show).

On spotting CPS Cuckpowder and the Minister of State, Felix smiles and waves. "So sorry, darlings," he flutters, "it's been a nightmare this morning – there's been so much to do. I mean my hair wouldn't go right and the wrong perfume was sent so I had to send Trissy off to fetch the proper one, then I had one of my heads come on again so I had to lie down for a few hours... oh, everything that could go wrong did! Still I'm here now sweethearts and where do I sit?"

Having been directed to what he calls the 'defendant's box', Felix looks around, clearly in search of someone. Interrupting the proceedings before the Commissioner can begin, he says, "Cucky, dearest, I'm afraid we must wait for a bit as my lawyer doesn't appear to have arrived. He's such a sweet chap and I'm sure he'll be here in a minute or two. I'll have someone go and look for him." Felix turns to one of his subalterns and sends him scurrying from the courtroom to locate the said lawyer.

"While we're waiting, darlings, I have a little gift for you both," he continues, indicating the Commissioner and Minister. "Cucky, sweetie pie, these are for you in thanks for last month's little experiences in your Bastille thingy place and, Minister," he gives a wink and a nod to the MoS "these red ones are for you in

thanks for that note you sent me asking about joining my ARSE club once you've retired from office." The two florists march across to present their flowers to their respective targets.

Ignoring this, Commissioner Cuckpowder clears his throat loudly. "Harrumph... Felix Anton Gauchepied'er is on trial, my Lord, for conduct unbecoming a Frenchman." However, his speech is interrupted as the courtroom door flies open. In bursts a man wearing a tight-fitting black basque, vivid red bloomers and a pair of high heeled shoes. He is clutching a bundle of papers under his arm and touching up his hair as he enters, bright pink fingernails contrasting sharply against the paperwork.

"Your Grace," he cries, "I declare this trial a farce! As lawyer for the defendant I proclaim his innocence and demand his immediate release. It is the Commissioner who should be in the dock and not my client!" He jogs around the courtroom for a few moments before taking his place beside Felix – still jogging on the spot.

"Edy!" cries out Felix, "I knew you'd make it." He blows a host of air kisses. "Cucky, this is my lawyer, Monsieur Edy L'Izard, head of the legal practice 'Long distance Lawyers'. I'm sorry that he's a bit late but he's just run all the way from Brussels, where he was defending his previous client."

Cuckpowder ignores the new arrival and repeats, "...conduct unbecoming a Frenchman! It is not for dress or manner of speech, but for his lack of duty to his Majesty. I can accept that a man be a coward and prefer to remain a civilian. But I cannot accept a man who joins a Regiment and asks for preference (which is granted), at the first call to serve his Majesty decides to run away. This is unacceptable, and is why this man is before you now. If you find him guilty, I request that you send him to the front for 3 months so he may expunge his actions in His Majesty's service."

Monsieur L'Izard then turns to address the Minister. "Your Honour," he begins, "as I said earlier, I declare this trial to be a farce!" Suddenly, a side door flies open and a red-faced, middle-aged man totters into the courtroom, his hose around his ankles. Desultory clapping from the public benches causes him to do a double-take. Then a young lady wearing just her underwear emerges from the doorway, grabs him by an arm and ushers him back out. The door closes and, over the laughter, the judge can be heard to mutter; "**Now** it's a farce."

"My client..." shouts the cross-dressing attorney, trying to re-establish order, "My client is an upstanding man of impeccable character. He has not been notified of the charges for which he was arrested or, indeed, why he is in this courtroom today. Upon such clear grounds of ministerial incompetence and irregularity by the CPS, these proceedings should be immediately halted. Furthermore, I have evidence to suggest that it is nothing more than plain envy that sees my client in this court: envy and bitterness on the part of the CPS and I

have several witnesses to call." With that, he gives a swift – if somewhat precarious – run on his high heels to the door, turns and makes a quick lap of the courtroom before returning to his place and jogging upon the spot once again.

The only witness who attends is Sebastian Adis II, the Adjutant General, who explains that the Army must be open to recruiting all, regardless of their appearance and manners, as a progressive, diverse and inclusive army is his idea of a new model army for France. He concludes, "Major Gauchepied'er may be a queer fellow in many ways, but he is an awfully gay chap and a credit to the Crown Prince's Cuirassiers and the Heavy Brigade – in the name of Liberty, Equality and Fraternity, we are all brothers in arms and I call, no demand, for the Major to be acquitted to show that our army is open to all!"



His rousing speech is greeted with a high-pitched cheer from the Felix supporters on the public benches. The Minister lifts his head out of his hands – where it's been during most of the proceedings. "Can't I just retire?" he asks, plaintively. Urged to complete his duties by the CPS, the Minister finally agrees and sums up proceedings.

"Notwithstanding Sir Sebastian's evidence – and his attempt to influence me (not enough, by the way) – I have to concur with Sir Terence – and Count Shitacks, whose 'advice' I received – and find the defendant absolutely ridiculous. I mean guilty. The appropriate sentence for one of his kind is, umm, let me see: a fine. Let's say 800 crowns and may God have mercy on his soul."

The sentence doesn't leave anyone particularly happy: Cuckpowder wants the wretch sent on active service, Gauchepied'er doesn't have that much money. However, no appeal is made, so the sentence is not commuted and Gauchepied'er pays as much of the fine as he has. Unfortunately, this leaves him strapped when the Shylocks' boys come to call and his overdue debts mean he's leaving for the front after all.

Who's Minister?

Elsewhere in Paris, new boy Gaston le Somme is trying to join a regiment. His first application is to Cuckpowder's regiment, the Queen's Own Carabiniers. It is not so much refused as just ignored. Instead, he submits his credentials to the Royal Marines, where Gaz Moutarde is happy to accept him. Funds from his new commanding officer (plus his loans) see le Somme buy the rank of Major.

The other new arrival, Henri Dubois, makes his application to Etienne Brule, who is quick to sign him up for the Dragoon Guards. Dubois settles for being a trooper in the premier cavalry regiment.

Bill de Zmerchant has been having a word with the Third Foot Brigadier. It must have been substantial as the Brigadier resigns his position. Nobody has applied for it, so it remains vacant for the time being.

However, the big job up for grabs is Minister of State. Count Euria Humble has applied, but is ruled out as he's already had one go this year. The other applicant is the Field Marshal, Pierre le Sang, and he has the fervent backing of Count Jacques Shitacks, the Minister of War. Yes, Shitacks pulls every string, calls in every favour and even dips into his purse to get le Sang the job. Count Pierre Cardigan (Minister without Portfolio) adds the icing to the cake by throwing his weight behind le Sang as well. And Uther Xavier-Beauregard tries to chip in too. His Majesty is overwhelmed and gratefully appoints such a popular candidate. He further rewards le Sang with an Earldom.

Minister le Sang's first act is to offer the job of Commissioner of Public Safety to his Aide, Sir Duncan d'Éauneurts, now Colonel of the King's Musketeers. Sir Duncan declines, pointing out that the position is already held – his success in this month's trial having assured Terence Cuckpowder's tenure for his full term.

Moving slightly down the social scale, Rick O'Shea's support ensures that Félix Subercaseaux takes the appointment as Brigade Major of First Foot Brigade. Subercaseaux's own influence doesn't reach as high as the commanding Brigadier-General.

Bernard de Lur-Saluces, Second Foot Brigadier and still head of the 13th Fusiliers, appoints Le Poutine Noir as Regimental Adjutant.

Another Brigadier, Sebastian de la Creme, commander of the Heavy Brigade, gives his men their marching orders. Yes, the Crown Prince's and Archduke Leopold's Cuirassiers are off to the front for the winter. The only person for whom this is good news is Felix Anton Gauchepied'er. He's the Brigade Major, so now he gets a nice, warm Brigade HQ tent rather than bivouacking in the cold with the Frontier troops. On the other hand...

Pre-Christmas party

The death of Philippe Lesueur in action last month reduces the number of organised social events in Paris to just two. This doesn't stop Charles Louis Desapear from trying to Toady to the dead man in the first week of December. Most Parisians have chosen to visit their own clubs instead, taking their favourite female companion with them. In the Fleur, we find Ali Vouzon accompanying Angelina di Griz. Bill de Zmerchant escorting Mary Huana. Etienne Brule brings Belle Epoque. Frele d'Acier has Freda de Ath on his arm. Madelaine de Proust is Jacques Shitacks' companion. Edna Bucquette accompanies Pierre Cardigan. The new Minister of State, Pierre le Sang, brings Guinevere d'Arthur. And Uther Xavier-Beauregard escorts Henrietta Carrotte.

Bothwell's garners its share of socialites in attendance. Beau Reese Jean Seine brings Maggie Nifisent. Chopine Camus escorts Sheila Kiwi. Jacques As has Thomasina Tancenjin on his arm. Jean Jeanie attends with Jacky Tinne. Sebastian Adis II accompanies Marie Antoinette, carrying a lot of shopping bags.

There are some more in Hunter's. Alan de Frocked brings Lucy Fur and entertains the members with a few wagers on the gaming tables. Two wins and one loss leave him ahead on the week. Jean d'Ice is there to see this, along with Ava Crisp. So, too, are Was Nae Me and Vera Cruz.

Coeur De Lion takes Ada Andabettoir to Blue Gables, while Félix Subercaseaux and Ulla Leight are in Red Phillips. Only the Frog & Peach remains empty, though a couple of gentlemen are spending quality time at home with their ladies: Gaz Moutarde and Leonard de Hofstadt (keeping an ear open for any hopeful suitors).

Week 2 is the King's Musketeers Christmas Ball at Hunter's, hosted by Guards Brigadier Was Nae Me. With Vera on his arm, Was welcomes his guests. Top of



the list (in alphabetical order) is Con d'Masses, who is unaccompanied after his unsuccessful courting the week before. Charles Louis Desapear brings Josephine Buonoparte and is grateful to get in to a party. Claude Talon escorts Anna Rexique, fresh from a week's tomahawk practice. (That's him, not her.) Félix Subercaseaux has Ulla on his arm. Gaston le Somme is another man who's courting didn't go to plan and is thus alone. Following a week's sabre practice, Jean Ettonique attends with Alison Wunderlandt. Jean Jeanie accompanies Jacky and Maurice Essai Deux makes up the numbers (alone after his previous week etc etc). The arrival of Maurice is noticed by Alan de Frocked (with Lucy) and Jean d'Ice (plus Ava), who are in their club for a second week. They are both members of the Cardinal's Guard (it's almost like they planned it!) and accost Maurice as the only King's Musketeer in attendance. They exchange challenges.

Apart from the crowd at Hunter's, Coeur De Lion and Ada are back in the Blue Gables. They are the witnesses to Florent Sans de Machine's new conquest, Charlotte de Gaille, who he brings to his club to show off. Not everybody was unsuccessful the week before. Beau Reese Jean Seine takes Maggie to Bothwell's again. And there's a decent crowd in the Fleur, of course.

Ali Vouzon and Angelina, Etienne Brule and Belle, Frele d'Acier and Freda, Jacques Shitacks and Madelaine, Pierre Cardigan and Edna and Pierre le Sang and Guinevere all visit the Fleur for a second week. Duncan d'Éauneurts is there

as well, Toadying to his boss, Field Marshal le Sang. Richard Shapmes brings Kathy Pacific along after his one week of rapier practice. Terence Cuckpowder intends something similar after his week with his sabre. However, he is on his own after Katy Did was wooed away from him by Amant d’Au. This seems like a high-risk strategy: court the mistress of the CPS! To add further insult, Terence is accosted by two regimental enemies while in the Fleur: Etienne and Frele. That will be another round of duels next month.

Christmas party

The main social event is in week three when Frele d’Acier and Freda hold court at the Fleur to celebrate Christmas. Most of Paris is there. The guests start with Alan de Frocked and Lucy. Next are Bill de Zmerchant (following a week of two-handed sword practice) and Mary. Beau Reese Jean Seine brings Maggie. Chopine Camus (his previous week was with his sabre) accompanies Sheila. Con d’Masses is still on his own. Charles Louis Desapear escorts Josephine. Claude Talon brings Anna and takes the opportunity of a visit to the Fleur to try its gaming tables. He cuts his first 500-crown bet, but wins the following two to leave rather wealthier than when he entered.

King’s Musketeer Duncan d’Eauneurts arrives on his own and takes exception to Cardinal’s Guardsman Alan de Frocked. It’s reciprocated. Etienne Brule brings Belle. Félix Subercaseaux has Ulla on his arm. Florent Sans de Machine proudly escorts Charlotte, of course, but takes exception to the presence of nouveau riche riff-raff like Claude. He applies glove leather to cheek (his glove, Claude’s chops, just to be clear). Gaston le Somme makes an appearance amongst his superiors and causes no trouble before heading off to win the affections of a certain young lady. The Dragoon Guards’ latest recruit, trooper Henri Dubois, is also over-awed by the company, but the party is hosted by a colleague and a welcome break from his regimental duties.

Jacques As (after a week with his sabre) escorts Thomasina. Jean d’Ice arrives with Ava and backs up his fellow Cardinal’s man, Alan, against Musketeer Duncan. Jean Ettonique accompanies Alison, completing the roster of the Dragoon Guards – and Terence’s duelling opponents. However, he is then the second recipient of Florent’s glove for his lack of nobility. Musketeer Maurice Essai Deux tries to sneak in quietly, but then spots Alan and Jean and mixes in with Duncan against the Cardinal’s Guards. Richard Shapmes brings Kathy and they dodge the commotion. Sebastian Adis II escorts Marie and they do the same. Then Terence Cuckpowder arrives and is both admitted and challenged by his host. The rest of the Dragoon Guards pile in on the hapless Terence, allowing Was Nae Me and Vera to arrive unnoticed.

Keeping out of the way of the fracas at their own tables in the Fleur are: Ali Vouzon and Angelina; Jacques Shitacks and Madelaine; Pierre Cardigan and

Edna; and Pierre le Sang and Guinevere. The party has emptied all the other clubs. Except for Blue Gables, where Coeur De Lion continues to entertain Ada.

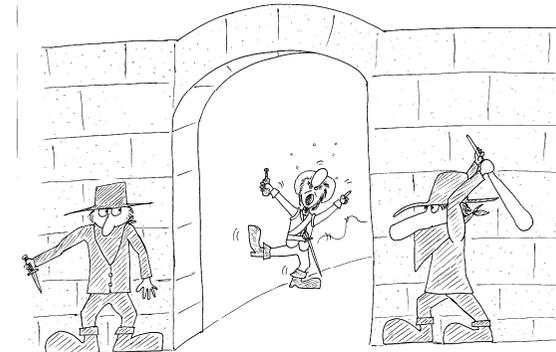
December ends on a note of calm as the various squabblers nurse their bruises – or practice their swordplay. However, there are still a few members in the clubs. The list at the Fleur starts with Ali Vouzon and Angelina, as usual. Etienne Brule and Belle are next. Then there’s Frele d’Acier and Freda. Jacques Shitacks and Madelaine follow. Pierre Cardigan and Edna come next. Pierre le Sang and Guinevere have the added bonus of a Toady: Duncan d’Eauneurts again. Finally, Richard Shapmes and Kathy are there.

The list in Bothwell’s is much shorter: Beau Reese Jean Seine and Maggie plus Jacques As with Thomasina. Alan de Frocked and Lucy are in Hunter’s. So are Jean d’Ice and Ava. Not to mention Was Nae Me and Vera. Coeur De Lion and Ada are back in the Blue Gables, as are Florent Sans de Machine and Charlotte.

Who does that leave? Well, Jacques de Gain, for one. He is in the gyms with his rapier all month. Bernard de Lur-Saluces would match him, but succumbs to other needs at the last moment and heads to the Bawdyhouses at the end of December. Rick O’Shea makes his visit to the red lights in week 3, but otherwise puts in three weeks with his rapier. Le Poutine Noir and Pepé Nicole do the Bawdyhouses first and then practise for three weeks, both on rapier again.

Leonard de Hofstadt and Uther Xavier-Beauregard retire to the gyms for three weeks after just one week partying. It is rapier for Leonard, but sabre for Uther. After his success courting, Amant d’Au feels like some practice and puts in three weeks with his daggers. And a week with his lady is enough for Gaz Moutarde. The other three he spends with his cutlass. Two weeks’ practice suits Chopine Camus (sabre), Claude Talon (tomahawk), Jean Jeanie (rapier) and Terence Cuckpowder (sabre) and a few others show up for the odd week in the gym.

Being turned down by a young lady at the start of the month, Maurice Essai Deux heads for the Bawdyhouses at the end. The footpads decide he looks a likely lad and apply their cudgels to his head, extracting a decent reward from his



pockets. Con d’Masses finishes his December in the red light district, too, but keeps out of trouble – and away from the women. Ali Vouzon is to be seen on the banks of the Seine, organising work parties to tidy up the river – banks and contents. He’s hoping for Snowball Fighting. Or organising his Ice Fair.

Warfare on ice

If it's nippy in Paris, it's frosty on the frontier. The Frontier regiments' mission this winter is to lay siege to a recalcitrant Spanish garrison. At least this means the troops can establish decent quarters for themselves while they try to starve out the enemy. It's not quite so useful for the Heavy Brigade, though, as they're not really suited to siege warfare and none too happy about cold conditions. Their job is scouting and foraging – as far as their stiff cuirasses will let them.

Major Percy Mystic in the Archduke Leopold Cuirassiers does this quite well. So well, in fact, that he makes a profit of 1,200 crowns on the month. The irrepressible Felix Anton Gauchepied'er is serving as Brigade Major. He insists on visiting the Frontier troops "at the sharp end", as he puts it. His flamboyant dress makes him a clear target for the enemy snipers. Several near misses end with a musketball burying itself in his breastplate and he is carried back to HQ in a flurry of handkerchiefs and wailing. A collection amongst the men raises 700 crowns and prompts a cheery cry of "I'm fine, darlings." Brigadier Sebastian de la Creme makes a point of leading patrols in person, despite the treacherous conditions. He forages his way to 800 crowns' worth of booty.

The cold weather makes things tough (even tougher than usual) for the troops in the Frontier regiments. 69A Major Philippe Yerbouttes does well, though, prompting some success for Frontier regiment 1 – to which he's attached – and promotion to Lt-Colonel. The disgraced Euria Humble is assigned to Frontier regiment 4 and carefully supervised. Assigned to guard duty overnight, his sergeant is pleased to see him still at his post in the morning, alert and upright. "Well done, Humble," booms the sergeant and claps him on the shoulder. The corpse pitches forward, frozen completely stiff. RIP. ❖

Press

Announcements

The Adjutant-General requires an Aide who is not going to impale himself on the first Spanish pike he sees to prove his manhood. If you are interested, please join the Adjutant-General at his club in Week 4 of January 1669 for a formal interview for the position over a nice glass of brandy from Angoulême.

{OO: This is open to all Captains, as the vacancy is Aide to Lieutenant-General.}

The Cardinal's Guard, having whetted its appetite for the blood of the enemies of God and the King, is seeking new recruits of the highest quality. A letter of application will bring success if our strict standards are met. † Leonard de Hofstadt

Gentlemen of Paris!

The finest regiment in the King's Cavalry, the Dragoon Guards, offers action, adventure, wealth and status. Be a hero among heroes! Apply to join the Dragoon Guards today!

NOTICE: TO THE OFFICERS AND MEN OF THE KING'S MUSKETEERS

So as to let in the New Year in suitable style, the regiment will be seeing service at the front during January.

God Save the King!

† Colonel le Chevalier Duncan
d'Eauneurts

To the gentlemen of 1st Squadron Dragoon Guards

We will commence winter training in January. Enjoy Noel and ensure your affairs are in order.

† Marquis Lt.Colonel Frele d'Acier,
Dragoon Guards.

Matters of Honour

Brother Jean,

Know that I am always at your disposal as 2nd in any affairs of honour, including this month's encounter with M. Cuckpowder.

Yours, † Jean-Claude Talon/
Gitchi-Biizhew, GDMD

To: My Fellow Officers.

I apologise unreservedly for my failure to discharge my services as your second recently. I encountered a few issues with some 'tampered with' alcohol. After a night of socialising, I awoke to find myself at the front and missing a week of my time. I am at a loss to explain this, although some have suggested it could have been a dodgy Kebab that was the culprit. Either way this made it impossible to turn up to your duels and also communicate this in a timely manner.

I would like to make this up to you by renewing my offer of service.

Yours, † Major d'Masses

Social

To all in Paris,

To celebrate my promotion and elevation to Earl, Vera and I will be hosting a Party in Hunter's January Week 1. All in Paris and their ladies are invited. Cost to be covered by myself.

† Brigadier-Gen Earl Was Nae Me

"ICE FAIR" ON THE SEINE

Throughout the month of January the superior denizens of Paris* are invited to join the City Governor, Ali Vouzon, at the exclusive 'Fleur de Lys Enclosure' on the frozen waters of the Seine. Bring a lady friend, skate, drink hot toddy and toss snowballs – all in complete segregation from the hoi polloi. And... all at the host's personal expense. † Ali Vouzon (*SL 16 or above)

Party week 4 January: All SL 10 and above and their ladies invited. Regretfully I will not admit the Dragoon Guards this time.

† Terence Cuckpowder

Sir Beau Reese Jean Seine invites all society to a party at his club in the first week of January. Drinks are on me for those of sufficient standing (SL 11+). The rest of you can bring a bottle.

† Sir Beau Reese Jean Seine
PS When I say "all society," I don't mean peasants: SL 8+ only please.

SA2 and Marie Antoinette are holding a New Year's Ball in Week 1 January 1669 at Bothwell's in the Grand Hall. This is open to all, regardless of status, rank or if your name is "Was". The theme of the ball will be a Masquerade in the Grand Manner of Venice – so, dust off your masques and party!! Free food and wine for all: be there (or somewhere else).

Military Missives

Lt.Colonel Sir Duncan d'Eauneurts, OC 1st Bttn King's Musketeers, to Brigadier-General Earl Was Nae Me, OC The Guards Brigade, Greetings!

Brigadier Me,

Hopefully I'll be able to congratulate you in person on your sterling performance at the front and the resultant field promotion and Earldom. Just in case I find myself unable to attend the King's Musketeers' Christmas Ball, however, please accept my heartiest congratulations with this missive.

Now that you have left the regiment to become a permanent member of the General Staff, let me say that it has been an honour and a privilege to serve with you in the King's Musketeers. Your leadership will be sadly missed since you've been such an inspiration to us all.

I intend to purchase the now-vacant Colonelcy and hope I can make a credible attempt to fill the rather large boots you have left behind. My first task will be to make a full inspection so as to ascertain the

regiment's battle readiness – we have been billeted in Paris for some considerable time now. If the men come up to snuff, then Christmas in Paris will be their reward. If any sloppiness has crept in thanks to an Autumn in Paris, however, then I intend to take them to front over the Winter so as to repair their fighting edge.

I wish you all the very best with your continued military career and hope that your talent for effective command is put to increasing good use. I would consider it an honour to continue to serve as your second should ever need arise and remain

Yours to Command,

† Sir Duncan d'Eauneurts

Brigadier-General Earl Was Nae Me, OC The Guards Brigade, to Lt.Colonel Sir Duncan d'Eauneurts, OC 1st Bttn King's Musketeers, Lt. Colonel,

Thank you for your letter,

I wish you every success with your impending promotion and I have every confidence that you will lead the regiment from strength to strength.

It has been my pleasure to lead the regiment and should you need my help and support you only need ask.

Yours in friendship, † Was

Most Noble Colonel Moutarde, allow me to proffer an introduction. I am Gaston Le Somme, of noble blood, and newly arrived in Paris, seeking a soldier's life.

I would very much like to join the Royal Marines and feel I could

perform the duties of a Major in its illustrious ranks. If you were minded to allow me to join your august formation, I would be eternally grateful.

Yours, † Gaston Le Somme

My Dear Gaston,

I would most welcome a new addition to the Royal Marines, our ranks of gentlemen have thinned out considerably of late. Given your background I agree that a commission to the rank of Major seems justified and please do accept a personal donation of 500 crowns to see to your equine expenses, spare cutlasses, and other kit. You are, of course, excused from any regular military duties which we can safely leave to the NCOs.

I should also be most happy to act as your second should such need arise.

Welcome aboard,

† Sir Gaz Moutarde,
B. Bdr-General RM

Personal

Primus: So now we know why Gauchepied'er wants to be in a Cavalry Regiment.

Secundus: Quite.

To Lieutenant-Colonel Sir Duncan d'Eauneurts, OC 1st Bttn King's Musketeers, Apartment 6d, Place des Conquetes, Quartier du Louvre, Paris.

Dearest Duncan,

Your Father would be sae proud tae see you in command of his former regiment. And aide to Field Marshal to boot!

Madelein and I both hope this missive finds ye safely in Paris enjoying the delights of the capital over Yule and Hogmany. I trust ye showed that wee blurt Creme that a gentleman isnae to be toyed with? It's plain that he was tappin' ye for a bribe.

We're entertaining, though on a modest scale, here at Chateau d'Eauneurts. Hopefully the New Year will bring ye the opportunity to pay off the remaining mortgages so we can entertain in proper style next Yule?

Your Doting Maman,

† Lady Isla d'Eauneurts

Count Uther Xavier-Beauregard
OC Cavalry Division

I noted that you have persuaded your divisional adjutant to resign.

I would like to submit my application for the position. I am an accomplished cavalry officer who has been mentioned in dispatches many times for bravery.

My cavalry career began in the Dragoon Brigade as a trooper and having worked my way up to subaltern you were kind enough to appoint me to be your aide gaining me my first staff experience.

My next staff role was Brigade Major for Horse Guards. I have been Lt Colonel for the Dragoon Guards for several campaigns now and have acted as commander on numerous occasions. This job will be the next step to my career path. I look forward to your response.

Yours Sincerely,

† Marquis Lt.Colonel Frele d'Acier,
Dragoon Guards.

Henri Dubois
C'est Noel. C'est ne pas une probleme.
A bientot.

† Marqius Lt. Colonel Frele D' Acier,
Dragoon Guards

Nobles and Gentlemen of Paris (and you Ladies too!), allow me to introduce myself. I am Gaston Le Somme, born of noble blood but on top of the blanket not beneath it. I am brave, fearless with bailiffs and landladies, courteous to those who would lend me money. I ride a horse well, the ladies better and my mistress best of all. Poets have not yet begun to speak of me but they shall and if you befriend me I shall make sure you are not forgotten in their rhymes. I show a handsome leg, a flashing eye and my moustaches were the talk of the Vendée. Invite me to your parties and you shall never lack for witty company. Make me your friend and you shall never lack for a sword at your back and a trumpet for your virtues. As such I commend myself to all and fear not, there is enough of me to go around!

Yours,

† Gaston Le Somme

To Lady Isla d'Eauneurts, Chateau d'Eauneurts,
Eauneurts-sous-Montreuil, Pas-de-Calais, Picardy
Chère Maman,

Thank you for your good wishes and I hope that Madelein and yourself have an enjoyable Christmas at the Chateau d'Eauneurts. I join with you in hoping that the fates are kind next year and allow me the wherewithal to pay off the remaining mortgages.

Brigadier de la Creme was forcefully acquainted with the fact that calling him a pettifogging little fart was no insult and has now taken himself off to the front – presumably in the hope of finding some loot since soliciting bribes is obviously not his forté. I intend to follow him there in January – the men have been in Paris for too long and are growing somewhat soft. In the meantime, I hope to dine with the Field Marshal on a couple of occasions over the festive season in addition to attending the regimental dinner.

Your Dutiful Son, † Duncan

Sir,

Contrary to the recent rumours:

- 1) My accent is Burgundian, NOT foreign.
- 2) I am General Zmerchant's Aide, not his secretary.
- 3) My poetry will not lead to 1st and 3rd Army fighting each other.

† Sir Beau Reese Jean Seine

Lord Percy Percy says, as fashion is tending towards the scarlet woman, the CPC are a fashionable Regiment.

Poetry Corner

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

D'Eauneurts wrote another poem that makes no sense.

Not waiting for the retort – the man's ego is immense.

He was dropped as a lad,

Now his thinking is bad,

At least that's all that can be said in his defence.

There once was a poofter named
Felix,
Whose nethers could bend in a helix.
When put to the test,
His sword ... well, at best,
Could be found hiding in Trissy's...
(edited for the good Pere Allouez's
heart condition) † CT

Creme dances now rather than duel,
But still ends up looking the fool.
He says "Bugger, damn!
A no-hoper I am!"

Points Arising

Next deadline is 16th Sept 2016

Note that the deadline has been pushed back a week as I'm away for a while. The following deadlines haven't moved as there was already an extra week to allow for Spiel.

I had no orders from the following and they suffered the consequences:

PM Percy Mystic (Ray Vahey) has NMR'd. Total now 2 and is sent to a Frontier regiment

PY Philippe Yerbouttes (Paul Appleby) has NMR'd. Total now 3 and is sent to a Frontier regiment

X2 (Gerald Udowiczenko) has NMR'd. Total now 1

X3 (David Williams) has NMR'd. Total now 2 and is sent to a Frontier regiment

X6 (Geoff Bowers) has NMR'd. Total now 1

XM Xavier Money (Pam Udowiczenko) has NMR'd. Total now 1

XFH (Francesca Weal) has been floated

Then it's off to the front on a mule.
† DdE

A Mascot's Lament
It isn't easy being a regimental goat:
In the Marines, you must learn to float!

You must learn to ride upon a horse –
Only when with the cavalry, of course!

But worst is when in the third army:
From a lusty general you must flee!

† Beau Reese Jean Seine

I did not set up a new character for David Williams as he has not provided orders for the previous one.

Welcome

Joining us for the next turn are two Blanchettes: Marc and Daniel. They've played in *En Garde!* variants before, so should know what they're doing. Welcome to *LPBS*, gentlemen, and have fun!

Notes

The *En Garde!* rules are available to *LPBS* players at a reduced rate: see any month's Points Arising page at www.pevans.co.uk/LPBS.

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

Reminders: It is worth sending orders in even if they're a day or two late: I may be able to action the orders and should be able to use any

press. It also reassures me you're still there.

Orders (and press) should be e-mailed to lpbsorders@pevans.co.uk – you'll get an automated reply when your message arrives in my mailbox.

Announcements

Frele d'Acier applies for Division Adjutant of Cavalry Division

Jean Ettonique asks NPC Brigade Major of Horse Guards Brigade to resign

Jean Ettonique applies for Brigade Major of Horse Guards Brigade

Please give your name and your character's name and specify actions in full (since it's without your character sheet). If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk instead.

Percy Mystic asks NPC Colonel of Archduke Leopold Cuirassiers to resign

Percy Mystic asks NPC Lt.Colonel of Archduke Leopold Cuirassiers to resign

Duels

Results of December's duels

Xavier Four-Hollandaise was 'floated' for his duel with Felix Anton Gauchepied'er.

Etienne Brule (with FdA, gains 1 Exp) beat his enemy Terence Cuckpowder.

Terence Cuckpowder declined to meet Frele d'Acier as he was under half Endurance.

Terence Cuckpowder declined to meet Jean Ettonique as he was under half Endurance.

Felix Anton Gauchepied'er didn't turn up to fight Sebastian de la Creme and lost SPs.

Sebastian de la Creme (with PIS, gains 1 Exp) beat F S de Machine.

Philippe Yerbouttes didn't turn up to fight Felix Anton Gauchepied'er and lost SPs.

Grudges to settle next month:

Terence Cuckpowder (Sabre, adv.) has cause with Amant d'Au (Dagger, 2 rests) for pinching Katy.

Alan de Frocked (Rapier, Seconds LdH) and Maurice Essai Deux (Rapier) have mutual cause for being in enemy regiments.

Etienne Brule (Sabre, Seconds FdA, 5 rests) and Terence Cuckpowder (Sabre, adv.) have mutual cause for being in enemy regiments.

Frele d'Acier (Sabre, Seconds JA & EB, 3 rests) and Terence Cuckpowder (Sabre, adv.) have mutual cause for being in enemy regiments.

Jean d'Ice (Rapier, Seconds LdH, 1 rests) and Maurice Essai Deux (Rapier, adv.) have mutual cause for being in enemy regiments.

Alan de Frocked (Rapier, Seconds LdH, 1 rests) and Duncan

d'Eauneurts (Sabre, Seconds WNM & MED, adv.) have mutual cause for being in enemy regiments.

Florent Sans de Machine (Rapier, 4 rests) has cause with Claude Talon (Dagger, Seconds JE, adv.) as he's not Noble but higher SL.

Duncan d'Eauneurts (Sabre, Seconds WNM & MED, adv.) and Jean d'Ice (Rapier, Seconds LdH, 3 rests) have mutual cause for being enemies.

Florent Sans de Machine (Rapier, 4 rests) has cause with Jean Ettonique (Sabre, Seconds CT, adv.) as he's not Noble but higher SL.

Henri Dubois (Sabre, 5 rests) and Terence Cuckpowder (Sabre, adv.) have mutual cause for being enemies.

Jean Ettonique (Sabre, Seconds CT, 4 rests) and Terence Cuckpowder (Sabre, adv.) have mutual cause for being in enemy regiments.

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

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

New Characters

Matthew Wale gets the First son of a very wealthy Knight: Init SL 7; Cash 825; MA 6; EC 4 (X1).

Marc Blanchette gets the First son of a Merchant: Init SL 4; Cash 165; MA 5; EC 2 (X3).

Daniel Blanchette gets the Second son of a wealthy Merchant: Init SL 3; Cash 250; MA 3; EC 5 (X4).

Tables

Other Appointments

| | |
|---|----------------------|
| King's Escort: Ensign N | Captain N |
| Cardinal's Escort: Ensign N | Captain N |
| Aides: to Crown Prince N | to Field Marshal DdE |
| Provincial Military Governors: RS/N/N/N/N | |
| City Military Governor AV | Adjutant-General SA2 |
| Inspectors-General: of Cavalry __ | of Infantry __ |
| Commissioner of Public Safety TC (until April 1669) | |
| Chancellor of the Exchequer ROS (until April 1669) | |
| Minister of Justice N (until February 1669) | |
| Minister of War JS (until May 1669) | |
| Minister of State PIS (until November 1669) | |

Shows who holds appointments outside military units:

ID for Characters, N for NPC, __ for vacant, CPS for additional posts held by the CPS.

The Greasy Pole

| ID | Name | SL | SPs | Cash | Rank | Regiment/Appointment | MA | Last seen | Club | EC | Player |
|------|-------------------------------|-------|-------|-----------------------------------|------|----------------------|------|-----------|---------|---------------|--------|
| PC | Count Pierre Cardigan | 25+78 | Withy | General/Min w/o Port | | 9 Edna | Flr | 5 | Matt | Shepherd | |
| Jd | Count Jacques Shitacks | 23 66 | Rich | General/War Minister | | 3 Madelaine | Flr | 4 | David | Olliver | |
| JdG | Count Jacques de Gain | 23 28 | F1thy | Bdr-General/2nd Army QM Gen. | 20 | 20 | Flr | 6 | Ben | Brown | |
| AV | Count Ali Vouzon | 22 59 | Rich | B.Lt-General/City Mil.Gov | | 9 Angelina | Flr | 1 | Graeme | Morris | |
| UXB | Count Uther Xavier-Beauregard | 22 52 | Withy | B.Lt-General/Cav Div Commandr | | 14 Henrietta | Flr | 4 | Pete | Card | |
| BdZ | Earl Bill de Zmerchant | 22 51 | OK | General/1st Army Commandr | | 6 Mary | Flr | 3 | Tim | Maccaire | |
| PLS | Earl Pierre le Sang | 22+70 | Comfy | Fld Marshal/State Min. | | 7 Guinevere | Flr | 4 | Bill | Howell | |
| EH | Count Euria Humble | 20 | RIP | | | | | | Matthew | Wale | |
| EB | Baron Etienne Brule | 19 53 | Comfy | B.Bdr-General DG/3rd Army QMG | | 2 Belle | Flr | 4 | James | McReynolds | |
| RS | Earl Richard Shapmes | 19 43 | Withy | Lt-General/Prov. Mil. Gov | | 11 Kathy | Flr | 4 | Charles | Popp | |
| FdA | Marquis Frele d'Acier | 18 24 | Comfy | Lt.Colonel DG | | 9 Freda | Flr | 3 | Peter | Farrell | |
| AdA | Earl Amant d'Au | 17 48 | Rich | B.Bdr-General RFG | | 8 | Both | 5 | David | Briester | |
| ROS | Marquis Rick O'Shea | 16 36 | Rich | Bdr-General/Chancellor | | 5 | Both | 6 | Paul | Wilson | |
| TC | Sir Terence Cuckpowder | 16 29 | Comfy | B.Bdr-General QOC/CPS | | 4 | Flr | 4 | Mike | Dommett | |
| WNM | Earl Was Nae Me | 16+59 | Withy | Bdr-General/Gds Brigadier | | 8 Vera | Hunt | 3 | Mark | Farrell | |
| JJ | Earl Jean Jeanie | 15 35 | Withy | Lt.Colonel RFG | | 18 Jacky | Both | 3 | Andrew | Kendall | |
| GM | Sir Gaz Moutarde | 15 30 | Rich | B.Bdr-General RM | | 3 | Both | 2 | Mike | Clibborn-Dyer | |
| CC | Sir Chopine Camus | 15 30 | Comfy | B.Bdr-General GDMD | | 7 Sheila | Both | 4 | Stewart | Macintyre | |
| JA | Sir Jacques As | 15 29 | Comfy | Lt.Colonel GDMD | | 4 Thomasina | Both | 4 | Joe | Farrell | |
| DdE | Sir Duncan d'Eauneurts | 15+50 | OK | Colonel KM/FMshl's Aide | | 5 | Both | 5 | Paul | Lydiate | |
| SA2 | Sir Sebastian Adis II | 14 40 | Comfy | B.Lt-General/Adjutant Gen | | 5 Marie | Both | 4 | Mark | Cowper | |
| SdIC | Sebastian de la Creme | 14 F | Comfy | B.Bdr-General CPC/hvy Brigadier | | 4 | Both | 5 | Alan | Percival | |
| BRJS | Sir Beau Reese Jean Seine | 13 41 | Poor | Major RFG/Gen's Aide (1st Army) | | 4 Maggie | Both | 3 | Bill | Hay | |
| JE | Jean Etonnique | 12 28 | Withy | Major DG | | 7 Alison | Both | 5 | Tony | Hinton-West | |
| AdF | Alan de Frocked | 12+38 | Comfy | Lt.Colonel CG/Gen's Aide (2 Army) | | 3 Lucy | Hunt | 2 | Charles | Burrows | |
| Jdl | Sir Jean d'Ice | 12+36 | Comfy | Major CG | | 5 Ava | Hunt | 3 | Tym | Norris | |

| ID | Name | SL | SPs | Cash | Rank | Regiment/Appointment | MA | Last seen | Club | EC | Player |
|------|---------------------------|-------|-------|---------------------------------|------|----------------------|------|-----------|-----------|-------------|--------|
| CdM | Baron Con d'Masses | 11 35 | Comfy | Major RFG | | 8 | Hunt | 2 | Craig | Pearson | |
| CT | Claude Talon | 11 33 | Withy | Major GDMD/Drgn Brigade Maj. | | 4 Anna | Hunt | 4 | Cameron | Wood | |
| CDL | Sir Coeur De Lion | 11 20 | Comfy | B.Bdr-General PM | | 5 Ada | BG | 3 | Graeme | Wilson | |
| LdH | Leonard de Hofstadt | 11 18 | Comfy | B.Bdr-General CG | | 5 | Hunt | 5 | Neil | Packer | |
| PN | Sir Pepé Nicole | 11+41 | Comfy | B.Bdr-General 69A | | 7 | BG | 3 | Collin | Cowper | |
| XFH | Xavier Four-Hollandaise | 10 16 | Comfy | Lt.Colonel 13F | | 5 | Hunt | 2 | Francesca | Weal | |
| MED | Maurice Essai Deux | 10+40 | Comfy | Major KM/Gds Brigade Maj. | | 4 | BG | 3 | Olaf | Schmidt | |
| GIS | Gaston le Somme | 9 27 | OK | Major RM | | 2 | Hunt | 3 | Jerry | Spencer | |
| CLD | Charles Louis Desapear | 9 26 | OK | B.Bdr-General 27M | | 2 Josephine | BG | 4 | Martin | Jennings | |
| BdLS | Bernard de Lur-Saluces | 9 19 | OK | B.Bdr-General 13F/2 F Brigadier | | 5 | BG | 2 | Rob | Pinkerton | |
| PM | Percy Mistic | 8 F | Comfy | Major ALC | | 5 | | 3 | Ray | Vahey | |
| FSdM | Florent Sans de Machine | 7 23 | Comfy | | | 3 Charlotte | BG | 4 | Nik | Luker | |
| FAG | Felix Anton Gauchepied'er | 7 F | OK | Major CPC/hvy Brigade Maj. | | 5 | BG | 4 | Jason | Fazackarley | |
| XM | Xavier Money | 6- 5 | Comfy | Captain GDMD | | 5 | F&P | 3 | Pam | Udowiczenko | |
| FS | Félix Subercaseaux | 6+ 38 | Poor | Major PM/1 F Brigade Maj. | | 6 Ulla | RP | 1 | Mark | Nightingale | |
| HD | Henri Dubois | 6+ 22 | OK | Private DG | | 1 | F&P | 3 | Wayne | Little | |
| X2 | | 5- 2 | Poor | | | 2 | | 3 | Gerald | Udowiczenko | |
| X6 | | 5- 2 | OK | | | 1 | | 3 | Geoff | Bowers | |
| PY | Philippe Yerbouttes | 4 F | Comfy | Lt.Colonel 69A/4 F Brigade Maj. | | 3 | RP | 4 | Paul | Appleby | |
| LPN | Le Poutine Noir | 3 8 | Poor | Captain 13F/13F Regt. Adjnt. | | 5 | RP | 5 | Neil | Pinkerton | |
| X3 | | 3 | RIP | | | | | | David | Williams | |

An F under SPs means that the character was at the Front, RIP means that he died.
 + against SL means it went up this month, - means it went down.

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Flthy = 25000+
 Last seen is the lady the character was last seen with in public.

EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+