

That would be enough

This has been issue 169 of *To Win Just Once*, published 5th November 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, 18th Nov 2016.

Orders for LPBS, votes and definitions for Fictionary Dictionary and all other contributions to Pevans by Friday, 25th November 2016.

(Last deadlines for 2016: 23rd/30th December)

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 just starting, but there's room for one more player. 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 169 was written and edited by Pevans. The LPBS masthead (page 23) is by Lee Brimmicombe-Wood, as are the drawings on pages 24 and 25. The illustrations on pages 26 and 28 are by Nik Luker and the one on page 27 by Tim Wiseman. Game and book artwork is courtesy of the publisher. Photos were taken by Pevans (except where noted), who played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

Well, that's this year's trip to Essen over with. Spiel was just stuffed with new games, as ever, with a lot of new, one-product publishers (for which I blame Kickstarter). I had a good time chatting to lots of people, many of whom I only see once a year, at Spiel. I even played some games – which turned out to be quite a few when I started to write about them. My report from Spiel follows.

I haven't mentioned the building work at the end of the road for a while – Mr Dommett at least has been keen to keep up with this. However, construction work is pretty done on the two roadside plots I was talking about. In recent weeks, judging by the vans parked in the road, the work has been electrical, plumbing and decorating.

One thing struck me, though. The assisted living 'apartments' (it seems you can't have flats any more, apartments are so much grander) are split into two wings. Each has a name. One is "Lancaster House". Guess what the other is? No, it's "Lysander House". Go figure. I think it's missing a trick. Imagine all the fun you could have if the houses were Lancaster and York. Red roses on one side, white on the other. A weekly scrap to decide which house has the remote control in the TV lounge for the weekend, say. Great fun!

The building work continues on the plots behind the finished two. In particular, there's some peculiar construction filling in the gap behind the assisted living blocks. There was weeks of digging and concrete pouring. The result looked like nothing so much as a multi-storey car park. Grey concrete floors separated by grey concrete pillars, but no walls whatsoever. They've now started installing metal frames between the pillars – apparently this will be a block of modern 'apartments'. My concern would be whether the thin walls I can see will offer any soundproofing between the flats.

Time to get ready for **MidCon** now. This is always good fun, being one of the first opportunities to try some of the new games from Spiel. I'm sure I'll see some of you in Derby.

TWJO online

Last issue, *TWJO* 168, was published on 1st October and was downloaded 121 times during the month. The previous issue attracted 54 downloads in October and 110 in September, racking up a total of 289 in two months (or so). Issue 166 was downloaded 20 times in October, making 205 since publication.

This month's strange thing is the number of Russian websites that appear to have referred visitors to mine. Such as cigarsonline.ru or nicefly.fr (yep, French domain, but Russian website), which have no apparent connection to me. It's only happened in October, but I wonder if I should be worried?

Spiel '16

Pevans reports from Essen

2016's Spiel games fair was bigger again – the organisers (Friedhelm Merz Verlag) had over a thousand new games listed before the event and had taken an extra hall at the Messe (exhibition centre) in Essen. The show is ever more international, too, with less than half the exhibitors coming from Germany this year.

There are, of course, far too many new games to be able to try them all. I used to try to make sure I at least saw everything, but this year I've realised I have to give up on this as well. The usual refrain after Spiel is "Did you see...?" To which the response is too often, "No, where the hell was that!?"

So, this first iteration of my report will concentrate on my personal highlights, particularly the games I did get to play during Spiel (though not necessarily at the show – there's a lot of games playing going on in hotels and restaurants all round the city). Note that when I refer to game being like another, I am not suggesting it's a copy. This is just a shorthand way of describing a game by reference to another.

Let me start with the game at the top of my list: *The Flow of History*, designed by Jesse Li and published by Moaideas Game Design in Taiwan. I've noticed Moaideas at Spiel in the past, but mainly to wonder how it's pronounced: Moa-Ideas, maybe? This time I got to sit down with them and try their latest game. *The Flow of History* is a neat, card-based civilisation development game. It has resonances with *Through the Ages* and *Innovations*. Right up my street!

The game's main component is the large format cards. The cards represent different aspects of civilisation – familiar things like military, leaders, knowledge and, of course, wonders. The last of these mainly provide victory points while the others help players develop their civilisation – though only the most recent one of



In the halls on Wednesday evening – there's lots of unpacking to do



Explaining The Flow of History with the initial cards available to players

each type has its full effect. The cards are divided into Ages, too, so there's also historical development through the ages.

Players have two ways of acquiring cards. They can bid on them one round and take them the next. Or they can pay a player what they bid on a card and take that one. There's a reward for the player who loses out on the card, of course, so there are tactical opportunities here. Players bid with the generic 'resources' they hold, so another important action is acquiring more these – something having the right cards will help with.

Finally, some cards have actions on them, so players' last option each round is to use one of the actions they have. For example, the action on the "Bureaucracy" Government card allows the player to just take a Government card – though the new card goes on top of Bureaucracy, so they (probably) won't get to use the action again.

Much of what a player can do depends on the icons visible on all their cards. For example, gathering resources will be more effective the more "Harvest" icons they have. This is, of course, another thing to weigh up when deciding what cards to buy. There's a lot to like in this game. I got to play through two Ages at Spiel and thoroughly enjoyed it. So much so that, as Moaideas had sold out at the show, I ordered a copy of the game. It





Playing *Oilfield* with some derricks in operation and a round just starting

gets a provisional 9/10 on my highly subjective scale and expect a full review once my copy's arrived. Moaideas can be found on Facebook (www.facebook.com/Moaideas).

Second on my list is *Oilfield*, designed by Paco Yanez, and published by Spanish firm abba Games. This was another game I actually got to play at the show. The setting is the Texas oilfields where the players are wannabe oil barons with some funds. First, they have to buy a lease for a plot in one of the oilfields. Once they have somewhere to put it, they can buy a drilling rig. Depending on the type of rig, it will produce oil and/or gas. Players can sell this to the local market, where it brings in a set amount of money (or points), or to the national market for a variable amount.

The interesting bit is how players get to take their actions each turn. They have one public action and one private one. First, players place their meeple on a public action. This is done in turn order and there are limited spaces for each action – notably there's only one space for becoming first player. Then players secretly choose a second action from their cards – a slightly different set of

actions. The public actions are then carried out in order, followed by private actions in player order – which may be different by now.

You can immediately see (some of) the tactical opportunities and decisions for players. Added to this, the leases are limited, there are different drilling rigs that have different properties – some of them send what they produce direct to market, which can be very useful. Plus, players can choose to 'invest' cash. This buys them victory points – and money isn't worth anything at the end of the game if you haven't done this. In a neat touch, players can get their money back during the game and may even make a profit on it, so it really is an investment.

I thoroughly enjoyed my introduction to *Oilfield*. The abba guys provided me with a review copy, which has already made it to the table at the Swiggers games club, so expect a full review in due course. For the time being, *Oilfield* gets a provisional 8/10 on my highly subjective scale. The (English language) abba Games website is abbagames.com/eng if you want to find out more.



Making our first exploration of Spiel on Thursday morning, my roommate – Pete Card as usual – and I stopped at Inside Up to try their game, *Summit: the board game*. This is a successful Kickstarter project with delivery expected early next year. Designed by Conor McGahey, the game is a tricky challenge of mountaineering survival. It comes in two versions (well, technically, three: it can also be played solitaire). The co-operative game is played as a team, racing against time to climb the mountain and descend safely. Naturally, we played the competitive version with a couple of German gamers.

You start at base camp, outfitting your climber with rations, oxygen and equipment. Both very necessary, but they add to the weight you're carrying, which slows you down. To begin with, there's no way up the mountain. Players construct this by playing triangular tiles to add climbing pitches as they ascend. These can be easy, lengthy or icy.

Players score points according to the order they reach waypoints up – and down – the mountain. Halfway also allows players to re-equip, something I neglected to do (I was going for a light, fast strategy). Thus there's an incentive to be first. However, there's also something to be said for following another player, allowing them to pioneer the ascent and looking for shortcuts to sneak ahead of them.

This is tough enough, but players also need to survive the events that crop up. Actually, these can be good or bad, but the bad ones seem to have more impact. Players also have cards they can play to help or hinder their opponents. The neat



Our game of *Summit*: my (red) climber is about to be cruelly beaten to the peak. The karma track on the far side shows we've all been good ... so far.

thing here is that helping opponents improves your karma, giving you reserves that can be very useful. Hindering the opposition reduces your karma and can leave you in, like, a bad place, man.

It's not enough to get to the summit, you also have to get safely back to base camp – something I didn't take into account. I was pipped to the peak and then ran out of oxygen on my way down: epic fail! The descent is a bit easier, since the routes are already there, making it more of a race. Unless your opponents mess around with the tiles.

There's a hefty random element in *Summit*, but it was great fun. The karma track is a clever mechanism for balancing the "take that!" elements of the game:

stitching up other players is good fun, but may well rebound on you. I'd guess that the co-operative game is quite tense – time is not an element in the competitive game. I give *Summit* a provisional 7/10 on my highly subjective scale and suggest you take a look at insideupgames.com to find out more.

Our next stop was at Archona Games, another new publisher with a successful Kickstarter project. In this case, the game is *Small Star Empires*, a quick playing area control game with a science fiction theme. Pete and I played the simplest version,



starting with four spaceships on our home planet on a playing area made up of hexagonal spaces showing different star systems.

In turn, players move one ship in a straight line, crossing their own or empty spaces to end in an unoccupied space. They place a colony on the space the ship stops on, claiming the points (depending on the size of the star system) for themselves. Alternatively, they place a trade station, which will score according to the number of opponents' pieces next to it at the end of the game. Apart from the points, the key thing is that this restricts players' freedom of movement. Hence just where your ships are and the options for moving are crucial. If you want to make things more complicated, just add wormholes into the game.

Relying on my Go experience, I set out to claim the outlines of a territory to fill in later. This didn't work too well as Pete got ships behind my line and finished a few points ahead. *Small Star Empires* is a bit abstract for my taste, but I enjoyed playing it rather more than I expected. It plays quickly and I will be interested to see how it works as a multi-player game. For the time being, it gets 8/10 on my highly subjective scale. You can find out more at www.archonagames.com

A high priority for me – and Pete – to visit this year was PSC Games. The first person I bumped into there was in fact Ian Brody, main man at Griggling Games. He was demonstrating his latest, *Quartermaster General 1914*, which is being



Our game of *Small Star Empires* nears its end (I'm green, Pete's blue)



Quartermaster General 1914 being demoed. It looks like it's almost over for the Central Powers (Germany only has two armies on the board), just don't ask me what a French army (dark blue) is doing in Bulgaria.

jointly published by Griggling and PSC. As the name suggests, this applies the logistics-focused *Quartermaster General* system to the First World War. The game is for up to five players as two teams, representing the Entente powers (France, UK, Russia) on one side and the Central powers (Austria-Hungary, Germany) on the other.

The board shows Europe and the Near East, divided into areas. As with the other *Quartermaster General* games, gameplay is card driven with each player having a separate deck representing their nation (or, in this game, combination of nations: Austria-Hungary is also Turkey, for example – Ian was clear that Turkey did not have enough to do on its own). Cards allow players to place and attack with their armies and navies. Less obviously, they let players build up reserves to attack or defend or force their opponents to discard cards – running out of cards is an important element in the game.

The PSC element comes in with the playing pieces: armies and navies are represented by soldiers and battleships (not to the same scale!) in each nation's colour. The figures are nicely moulded, using a hard enough plastic that there is plenty of detail on the models, but also soft enough that they're not brittle and

bits break off. There aren't very many of them, though, as the emphasis of the game is on supply, rather than battles.

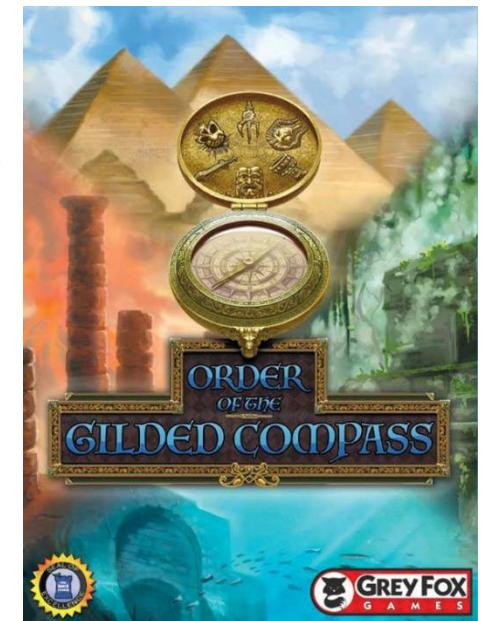
Having enjoyed all the *Quartermaster General* games so far, I'm really looking forward to trying this one. Ian professed himself very pleased with the way the game system works for the First World War. He reckons it gives players tricky decisions to make if they want to avoid a constant stalemate – which is, at least, historically accurate. I give it a provisional 8/10 on my highly subjective scale. For more from Griggling, take a look at www.grigglinggames.com

Also on PSC's stand – but getting less attention from me – was *Hold the Line: the American Revolution*, a joint production with Worthington Games. This merges some of Worthington's earlier wargames titles (notably *Hold the Line* and *Clash for a Continent*) and has more super models from PSC, this time in 1/72nd scale (familiar to me from the Airfix models of my childhood). I didn't look more closely at the game, though.

Piquing my interest rather more was the prototype of *Lincoln*, which PSC Games plans to publish next year. Two things got my attention: it's a one-hour game of the American Civil War – my period when it comes to wargames – and the designer is Martin Wallace. This will be a card-driven, two-player game that covers the whole war at a national scale. The aim of the Confederates is either to win before the North can fully mobilise or last long enough to get European support. The Union needs to block the South initially and then build up the military strength to take 'em out. Definitely a game I'm looking forward to. For more on all the PSC games, see their website at www.pscgames.co.uk

Come Thursday evening and I had an introduction to *Order of the Gilded Compass*, designed by Jeffrey Allers and Bernd Eisenstein and published by Grey Fox Games. This dice game is a development of their *alea jacta est* from 2009. Here the theme is archaeological. The game is played over a set of buildings (tiles) that provide rewards for players placing sets of dice, according to each building's requirements.

The buildings also provide different rewards: places, people and things. Archaeological sites, for example, are worth points themselves. Archaeolog-





Display of *World Monuments* components (courtesy of Queen Games)

ists both score points if assigned to an appropriate site and increase the value of the site. Artefacts score points according to players' individual goals. And so on.

As you can see, the trick is getting the best out of the scoring system. This will be different between players and change from game to game. This should make for a challenging game that is different each time you play. However, it left me cold. In particular, there's significant down time between turns as players don't want to roll their dice until the previous player has taken their turn so that they can't react to this. I give it a provisional 5/10 on my highly subjective scale. Form your own impression at www.greyfoxgames.com

I don't often manage to sit down at Queen Games, but Pete Card and I got the chance to try one of their new games this year. I could see two new games on show. The first one was *London Markets*, a design from Michael Schacht that is a development of his *Dschunke* (*Junk* – as in Chinese ship) from 2002. As I recall, this was an interesting trading game in a floating market with players moving from ship to ship by placing 'planks' between them. As the name suggests, *London Markets* moves the action to London, with five marketplaces scattered around the city.

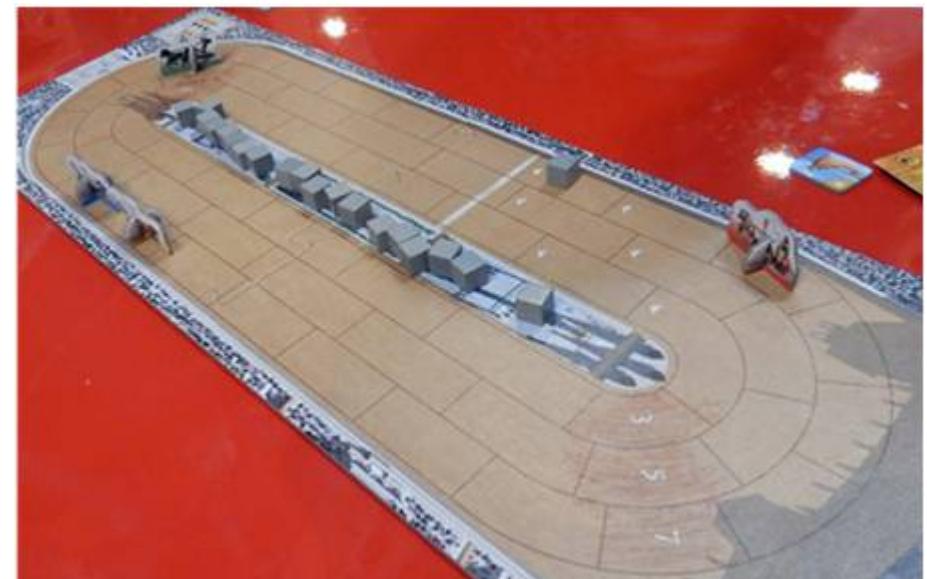
The second game, which Pete and I tried with a German couple, is *World Monuments*, designed by Piero Cioni. The game starts with a board showing the plan of a monument (such as St Peter's Basilica in Rome). A diagram then shows how the building will be built up of coloured bricks in specific layers.

Game play takes two parts each round: first players collect bricks, then they place them. A selection of bricks is placed randomly on concentric rings on a board. Players take it in turns to move a pawn up to three spaces around these, collecting bricks along the way. The bricks go behind players' screens. Once all the bricks have gone, the second phase starts. Players take it in turns to add one brick to the building under construction – according to specific restrictions. They score points according to which level they place their brick on.

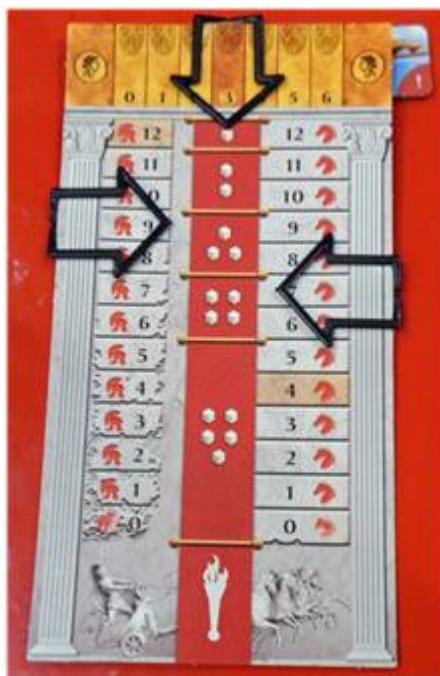
World Monuments is a neat little game with lots of tactical niceties. There are four different buildings in the box and, of course, plenty of scope for more buildings to expand the game. I enjoyed playing it and would be happy to do so again – if someone brought it along. It gets 6/10 on my highly subjective scale. Queen Games' website will have more information: www.queen-games.de

Moving on to the rather red Pegasus stand, Pete and I were able to try *Chariot Race*, a dice game from Matt Leacock (published by Eagle-Gryphon in the US). We were joined by a German father and daughter (who was much amused by playing a German game in English). As the name suggests, this is chariot racing in ancient Rome, played on a small board representing the Circus Maximus. The first chariot to complete two laps wins the race.

However, it's not just about the race: players can throw spears, drop caltrops or ram other chariots. What you can do in a turn depends on the results of your



Playing *Chariot Race*: red is about to complete the first lap well ahead – assuming he dodges that caltrop...



Red's personal *Chariot Race* board, showing a speed of 7, 9 damage points left and three Fate points available

initial die roll. First, the slower you're going the more dice you roll and you have one opportunity to re-roll some/all of your dice. The dice faces allow you to increase speed, reduce speed, change lanes, attack another chariot or gain a 'Fate' point. These last can be used to repair your chariot or for extra dice re-rolls.

In race order, players roll their dice, make any adjustments and move their chariot. The track is three lanes wide with speed limits around the corners – exceeding these damages your chariot. Moving onto another chariot damages both. Note that you can only change lanes if you've rolled a change lane symbol, so you may have no choice about hitting another chariot. If your damage reaches zero, your chariot is wrecked and you're out (no being dragged behind your horses in this game!). No prizes for guessing who wrecked his chariot in the final straight in our game – and I'd been so careful up until then!

The game ends once someone completes their second lap, but all players complete their moves and the winner is the chariot that's furthest forward. *Chariot Race* was entertaining stuff and the dice rolling mechanism reminded me strongly of Matt's *Roll Through the Ages* games. It didn't grab me, though. In particular, I felt I was at the mercy of the dice (especially when it came to changing lanes) rather than using them to control my race. It gets a provisional 6/10 on my highly subjective scale and I will certainly be trying it again. Pegasus Spiel can be found at www.pegasus.de/en (for the English language website).

Sit Down! is a French publisher that's been around for a few years, but I haven't seen much from them. They had two games on show this year. The first is *Goths Save the Queen*, a bonkers card game for two teams of Goth warriors (depicted in *Astérix*-style cartoons) trying to avoid the traps and find the hidden queen card. At first sight, the other game, *ekö*, looked like another game set on Mars – there were several Mars games as Spiel this year – because of the orange-red desert depicted on the board.

In fact, there's a whole fantasy back-story that sets up the players as the cursed souls of generals, eternally fighting to be top dog. The actual game, designed by Henri Kermarrec, looks very abstract with players' pieces being Draughts-style wooden discs – one of them the Emperor (distinguished with different artwork). Pete and I played a two-player game, which starts with all the players' pieces filling the clear spaces of the board's hexagonal grid.

The first thing a player does in their turn is to move a piece – or stack of pieces – as far as they want across unoccupied playing spaces. This can be a simple move, can combine stacks (to a maximum of four pieces) or can remove a smaller enemy stack. A stack of four pieces is not safe, however, as it can be eliminated by a single piece in a kamikaze attack that also gets rid of the attacker. Having made their move, players can then remove a stack to build, upgrade or take over a building in an adjacent (non-clear) space. Buildings are worth points and one way to win is to hit 12 points worth and hold the centre of the board.

The final thing players do each turn is to put up to three of their removed pieces back on the board. The crucial thing here is that these can only be added to one existing stack. Initially, this allows players to build bigger stacks, but it quickly becomes a limitation: you simply can't get all your pieces back onto the board. Thus, as the game proceeds, the board gets emptier, allowing stacks to move right around it and making it difficult to establish defensive positions. The second way to win is to remove all your opponent's pieces.



ekö in progress: I've captured Pete's Emperor at this point



Part of our *Stellar Conflict* game. The black cubes are cargo 'liberated' from enemy ships and worth a point each.

Playing *ekö* proved to be tricky as the game changed significantly as the board emptied. Our initial building strategies were abandoned as we began to run out of pieces. It ended with Pete having a single, four-piece stack against my singleton. I took him out, leaving the board empty. The rules don't cover this eventuality, so the Sit Down! guys put in a call to the designer to get a ruling. I thought Pete should win, having the higher value of buildings on the board, but the decision was that my kamikaze took the game.

It would be interesting to see how the dynamics of a four-player game would work. However, *ekö* is just not my kind of game and I don't think I'll be bothering to find out. It gets 5/10 on my highly subjective scale. To form your opinion, find out more at www.sitdown-games.com

Pete and I were intrigued by the rubber strips that are part of the second edition of *Stellar Conflict* on display at Artipia Games' stand. We stopped to investigate and were enticed into trying the game by the charming demonstrator. It's a quick-playing game of spaceship battles and Pete enjoyed it enough to buy a copy, allowing us to play a more considered game one evening.

Each player has a set of spaceship cards and selects a total points value of these, depending on the size of battle chosen. Players then have a limited time –

controlled by a sand timer – to place their ships on the playing area, lining up their weaponry on enemy ships. This is actually quite tricky. If you wait to get good tactical positions, you may run out of time – and space – to get all your ships down (that'll be me). However, place them quickly and you're just putting down targets for the other players (oh, me again).

Then it's time to resolve the battle. Ships have an initiative number and fire in this order. This is where the rubber strips come in: they're used to extend the straight lines from the ship cards to see what they hit. Depending on the strength of the weapon, damage is inflicted on the first card hit – unless the ship is protected by a shield. Chips are placed on the ship to show the damage so far. It's destroyed when the damage exceeds its protection and the player who inflicted the most damage gets the card as points. It is entirely possible to destroy your own ships, in which case the card is penalty points.

I found *Stellar Conflict* a really entertaining game. Placing your ships is frantic fun and is the heart of the game. Working out the results of the battle is more leisurely and it's quite impossible to predict who's won. I think it's a great little filler and give it 9/10 on my highly subjective scale. Find out more from Artipia Games (artipiagames.com) or the US publisher, Stronghold Games (www.strongholdgames.com).

Friday evening at the hotel saw us trying *Flamme Rouge*, designed by Asger Harding Granerud and published by Lautapelit in Finland. This is a tactical cycling race game. Each player has two cyclists, represented by slightly different models. The 'sprinteur' is standing on the pedals, while the 'rouleur' is crouched over the handlebars. Some people did have trouble distinguishing them. This is a problem because players have separate decks of cards for each cyclist and it all



Display of *Flamme Rouge* components (courtesy of Lautapelit)

goes horribly wrong if you play a card for one of them only to find it's the other one moving.

The race track is made up of straight and curved tiles, assembled according to the 'stage' card drawn (presumably, you could make up your own, too). The bike pieces line up at the start and move according to the cards played, from front to back. Here players need to estimate what the cyclists in front of them are going to do – ending on an occupied space bumps you back. Then any cyclist or group of cyclists with exactly one empty space in front of them, slipstreams forward.

Conversely, cyclists with more than one empty space in front of them add an 'exhaustion' card to their deck. These have a standard value of '2', so they will allow your cyclists to move, just rather slowly. Picking up the odd exhaustion card is okay, but having a lot really clogs up your deck. Hence, just as in real bike races, it doesn't pay to be at the front. Except at the finish, of course. Add in special rules for climbing and descending mountains and you have a clever little game that's a decent simulation of a bike race. We just need some pavé now to cover the whole Tour de France.

My only problem is that the game does go on a bit longer than I'd like – after half an hour, I'd had enough. Mind you, this may have been because I drew high cards initially and my cyclists broke away at the start, which is not the way to win. It took a while to let the pack catch up, by which time I'd lost out on a lot of slipstreaming. I give *Flamme Rouge* a provisional 7/10 on my highly subjective scale and look forward to playing it again. Lautapelit is at www.lautapelit.fi/HOME (in English).

Ostia Spiele had a table on the Abacus stand where main man Stefan Risthaus was demonstrating his (and Ostia's) new card game, *Tallinn*. Each player has their own copy of the same set of double-ended cards. These are played so that only one end counts, the other being hidden under the previous card. Each shows icons for the members of three guilds and some trigger scoring for one guild.



Display of *Tallinn* components (courtesy of Ostia Spiele)

The aim is to have the most members of a guild when scoring is triggered. You score for this and may also turn over the card to reveal a tower. There is bonus scoring for the towers at the end of the hand, along with further points for the largest holding in each guild. Thus there are incentives both to get towers and not to. *Tallinn* looks a clever tactical game and plays in just 20 minutes or so. I have picked up a copy since Spiel and look forward to giving it a go. Ostia Spiele is to be found at www.ostia-spiele.de

And I'll have to leave it there as I'm running out of space. Expect more from Spiel next time – along with my report from **MidCon**, where I shall be playing more of the new games. My thanks to Friedhelm Merz Verlag for another terrific Spiel: next year's event is 26th-29th October at the usual venue. For more (in English), see www.merz-verlag-en.com

Games Events

Yes, it's **MidCon** time: 11th-13th November at the Hallmark (formerly Midland) Hotel in Derby. Lots of open board games playing with a few organised events, including an entertaining quiz, *Diplomacy* tournament and a shop. One bonus is the number of excellent eating places in the vicinity. See you there! The place to find out more is www.midcon.org.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

Andy Kendall does best this round, moving him into the lead. Nik Luker and Bill Hay are on his heels with the Dommett scoring well this time. However, Mr Dommett's attempt to vote for his own definition was disallowed.

Chris Baylis has a suggestion for the next game. "Fictionary Dictionary [is] my joint favourite TWJO game along with White Hunter. Perhaps you could combine the two and we could hunt for white lies? Graupel & Holothurian sounds like a German opera or perhaps Austria's answer to Simon & Garfunkel?"

I couldn't possibly comment. New players are welcome to join in – you'll be at a bit of a disadvantage, but one that can be overcome.

Round 3 Scores

Name	This round	Total
Colin Bruce	1	6
Mike Dommett	5	6
Alex Everard	1	4
William Hay	2	9
Andrew Kendall	7	13
Nik Luker	4	10
Tim Macaire	3	3
Graeme Morris	0	2
Rob Pinkerton	0	1
Bruce Whitehill	0	5

Round 4 definitions

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

Graupel

1 Term used by German wine-makers to describe the discarded grape peel and other pulp after pressing.

2 Light soft ropes and hook cast by cupid to ensnare lovers.

3 Teutonic form of wrestling. Notoriously humourless, and involving squeaky lederhosen.

4 This word is often heard on Geordie farms pertaining to rounding up the flock or herd. "Graupel dem wayhay taupen."

5 DSM4 disorder in which a person grabs lapels compulsively.

6 German pensioner wrestling.

7 A drink that, while guaranteed to contain no natural ingredients

whatsoever, manages to taste almost, but not entirely, like an unidentifiable fruit of some kind.

8 A finish for the roof/guttering of buildings that repels grappling irons in such a way that they can't get purchase.

9 A contraction of what Donald Trump puts women through.

Holothurian

1 Member of a religion that venerated holograms. Members get filmed regularly so that, when they die, they are brought back as a hologram (à la Rimmer from Red Dwarf).

2 This is part of the greeting you will hear if you phone a Lutheran church. "Ho, Lotherian here, you are in a queue. Your calling will be heard."

The next words are: Induna and Jonnock

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 25th November 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 41 of *Brass* (at brass.orderofthehammer.com) was a win for your esteemed editor with 151 points ahead of this game's ringer, "Dugy", on 139. Mike scored 122, just ahead of Steve on 118. Game 42 has just started and I'll set up a new one shortly – new players are welcome.

I've discovered that I'm really not very good at *Castles of Burgundy* or *Stone Age*, much as I enjoy both. If you fancy winning, join me at yucata.de (for either), BoardGameArena.com (*Stone Age*) or BoiteAJeux.net (*Castles*).

Brad Martin and I are enjoying 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 and I are fans – anyone like to join us?

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

Subscribing to *TWJO*

TWJO is published on paper and online at www.pevans.co.uk/TWJO (as a PDF document). You can buy or subscribe online or as below.

If you want to play in any (or all) of the games in *TWJO*, you have two options. You can subscribe to the paper edition, which includes playing in the games. Or you can take the PDF edition and pay the "games only" subscription.

The table on the right shows the costs for the paper edition, including postage.

Paper edition	UK	Europe	World
10-issue (1 year) subscription	£27.00	£45.00	£55.00

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Games only	UK & EU	Elsewhere
10-turn (1 year) subscription	£6.00	£5.00

To subscribe, send your name, address and payment to *To Win Just Once*, 180 Aylsham Drive, Uxbridge UB10 8UF, UK or TWJO@pevans.co.uk. You can pay by bank transfer (contact me for the company's bank account details), by UK cheque (payable to Margam Evans Ltd) or by PayPal to TWJO@pevans.co.uk. You can subscribe online at www.pevans.co.uk/TWJO, where you can pay by credit card (via Paypal or Amazon) or Paypal account.

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

**Orders for March 1669 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF, UK or
lpbsorders@pevans.co.uk
by Friday 25th November 2016**



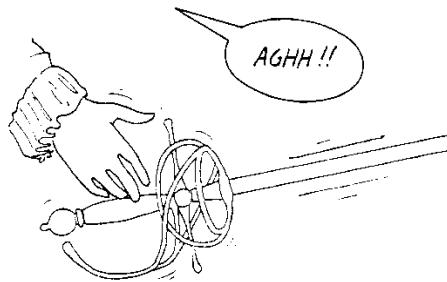
February 1669 (300)

"February's ice and sleet,
Freeze the toes right off your feet!"

Yes, it's ****ing cold in Paris this month – and, indeed, all over France. Parisians only venture out when wrapped up in even more layers than usual. Thus, the sight of a couple of men stripping down to their chemises for a bout of vigorous exercise is unusual. Or it would be if it were not taking place out of sight in secluded courtyards and wooded clearings (the snow having been cleared away).

The first pair of these comprises the Commissioner of Public Safety, Sir Terence Cuckpowder, and Baron Con d'Masses, following their dispute over the affections of Frances Forrin. As a cavalryman (he's commander of the Queen's Own Carabiniers), Cuckpowder wields a sabre, while his opponent, of the Royal Foot Guards, carries a rapier. In fact, everything seems to be in Cuckpowder's favour: he out-bulks the slight Masses and is much more expert with his blade. However, he is carrying just-healed injuries that rather even things up.

The canny Cuckpowder parries, anticipating a lunge from the rapier. Masses outsmarts him with a slash that goes straight through this defence to score first blood. Delivered by a rapier, this is not much more than a scratch and doesn't slow Cuckpowder. He launches into a furious slash routine. His slash strikes home at the same time as the cut from Masses' furious slash. Masses' cut does more damage than his slash, but Cuckpowder's slash evens things up. Both men reflect as they continue their actions, but they do continue. The next blow to



strike is Cuckpowder's cut. This seems pretty conclusive, given that Masses' head is now on the opposite side of the courtyard from his body. RIP.

Florent Sans de Machine is due to face two opponents, but his duels are held over. Thus, there are no further fights this month, though Jean Ettonique is keen to duel Cuckpowder, for no apparent reason. Oh, hang on, they're

in enemy regiments. However, no cause was given last month so there's no duel.

A notable departure

The night air hung cold with frost and was otherwise still. Other than the rumble of many wagons and Liveried Footmen moving through the darkness. It made for quite a sight: wagons stretching across Paris heading in the direction of the wealthy suburbs and further countryside. Those who looked out on the procession could make out the noble crest of Count Shitacks on the more expensive wagons.

The Count himself was observed heading into the Palace and remained within for many hours – in deep discussions with his Majesty the King – before finally emerging with horses in harness and heading in the direction of his baggage. Of his errand or purpose no evidence would be found aside from a letter left at the Ministry of War and the word that his properties were to be sold.

Following this, many in Paris – those with less to their name – were surprised to receive a substantial purse “courtesy of Count Shitacks.”

Arriving, lightly frozen, from the provinces this month is Louis Oeuf Ur Terribles. His first action is to apply to Gaz Moutarde, commander of the Royal Marines, to join his regiment. Moutarde signs up the young man at once and Terribles buys his way to a Captaincy. His new rank established, he is immediately offered the opportunity to become Aide to Lieutenant-General Sebastian Adis II. Terribles is not expecting this and sends no reply.

The Minister of State, Pierre le Sang, tries to add a couple more Ministers to his Cabinet. He names Con d'Masses a Minister without Portfolio, only to discover that the unfortunate Baron is unexpectedly deceased. His other offer to become a Minister without Portfolio goes to Masses' killer, Terence Cuckpowder. However, Sir Terence prefers to remain as CPS. This means le Sang still can't appoint Duncan d'Eauneurts as his Commissioner.

Despite the weather, Brigadier-General Was Nae Me volunteers Guards Brigade HQ and the Cardinal's Guard to join the King's Musketeers on the frontiers. While most of the Cardinal's men are expecting to be mobilised, Brigade Major Maurice Essai Deux is forced to abandon his plans for the month. KM

commander Colonel Duncan d'Eauneurts orders first battalion into action with the rest of the regiment.

Annibal Lechiffre, Captain in the Princess Louisa Light Dragoons, decides to spend the month in action as well. Unfortunately, he's not senior enough to be able to volunteer anyone with him, so ends up with a Frontier regiment.

Don't mess with the CPS

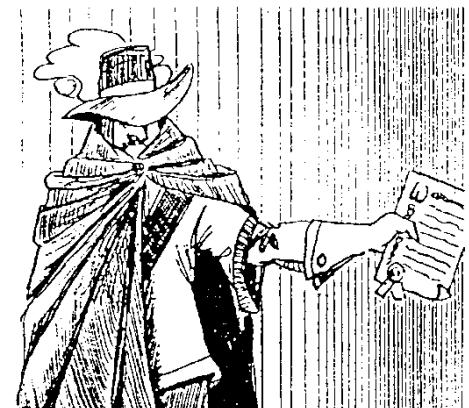
The major social event of February is the Ball thrown by the Minister of State, Pierre le Sang, for the first half of the month. Pierre is quite particular about those who can attend as he wishes to debate the plans for his administration with senior Parisians. There is still a good turnout, though. The one man chancing his arm – as he clearly doesn't meet Pierre's conditions – is Chopine Camus. He is accordingly refused entry. Guinevere d'Arthur at his side, Pierre greets his guests at the door personally.

First, alphabetically, is Amant d'Au, who brings Katy Did with him. Bill de Zmerchant escorts Mary Huana. Belle Epoque accompanies Etienne Brule. Jean Jeanie has Jacky Tinne on his arm. Pierre Cardigan is accompanied by Edna Bucquette. Richard Shapmes arrives with Kathy Pacific. Marie Antoinette is escorted by Sebastian Adis II. As befits a get-together of high-ranking socialites, proceedings are trouble free. No, really.

Apart from those attending the Ball, many Parisians take their lady friends to their clubs for a drink and a little company. In the Fleur Ali Vouzon is with Angelina di Griz and is keeping his head down after last month's debacle. Frele d'Acier and Freda de Ath take another table. Henrietta Carrotte and Uther Xavier-Beauregard are there as well.

Bothwell's sees Beau Reese Jean Seine and Maggie Nifisent in one corner with Jacques As and Thomasina Tancenjin in another. Gaston le Somme takes Bess Ottede to Hunter's. Blue Gables has Coeur De Lion plus Ada Andabettoir and Charles Louis Desapear plus Josephine Buonoparte.

The most amusing thing in the first week of February takes place outside Kathy Pacific's place. Terence Cuckpowder and Jean Ettonique both arrive to court Mlle Pacific. Jean has a trio of Pekinese wearing diamond collars to present to Kathy. This doesn't matter as neither will give way to the other – they are in enemy regiments, of



course. However, Terence has one way of breaking the deadlock: he pulls out a scroll, scribbles Jean's name on it and whistles. A couple of burly men materialise, Terence hands them the arrest warrant and they escort Jean to a comfortable cell in the Bastille. Not that it does the CPS any good: Kathy's not at home. Both men go courting someone else later in the month: one succeeds and one does not.

The second week sees Pierre's ball continue with just one addition: CPS Terence Cuckpowder. Possibly he's checking up on just where Kathy has got to. He rather disturbs the harmony of the event as he and Etienne Brule command opposing regiments. There's always one.

The only other people in the Fleur this week are Ali and Angelina, trying to live down the shame of "all those people turning up for an ice fair and being turned away." Beau and Maggie return to Bothwell's where Chopine Camus arrives, escorting Sheila Kiwi. Gaston and Bess visit Hunter's again. Only Coeur and Ada hit Blue Gables. The Frog & Peach has visitors this week: having won the affections of Betty Kant, Xavier Money is showing her a good time. He's feeling flush after paying off his loans. After a week in the red light district, Le Poutine Noir attends Red Phillips, drinking up the money his commanding officer (Bernard de Lur-Saluces) has given him.

A wake at Bothwell's

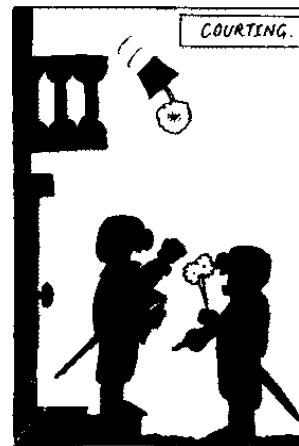
Week three is time for Sebastian Adis II's wake for the late Euria Humble. The venue is Bothwell's and the party is open to all. Not quite everybody turns up, but there are certainly plenty of people there. Marie and Sebastian's guests start with Beau Reese Jean Seine and Maggie. Coeur De Lion brings Ada. Charles Louis Desapear escorts Josephine. Claude Talon accompanies Anna Rexique. Félix Subercaseaux rolls up with Ulla Leight and a bulging purse, courtesy of the Shylocks. Gaston le Somme has Bess on his arm. Gaz Moutarde is unaccompanied – though he did visit his lady earlier in the month, he clearly doesn't feel the need to take her out in public. Jean Jeanie is also on his own, deciding not to bring Jacky this time. Jean Tétreault-Cauchon accompanies Lois de Lô and shows off his new Major's insignia. He has persuaded Lois to use his mother's recipe to make a "Tarte aux Myrtilles",



which they present to their host in thanks for his financial assistance the month before. Louis Oeuf Ur Terribles has failed in his courting, so he's on his own. Finally, Xavier Four-Hollandaise arrives with Leia Orgasma on his arm. Louis now discovers that his nice new uniform can be a disadvantage. It identifies him as a Royal Marine to his enemies in the 13th Fusiliers, such as Xavier. A duel will be required.

While the wake is going on in Bothwell's, senior Parisians are in the Fleur. Ali and Angelina are there again, exercised by being accused of snobbery – "me, with my proud but wholly humble beginnings!" Etienne and Belle visit, as do Pierre (le Sang) and Guinevere. Richard and Kathy are the last couple in the club. Jacques isn't quite so senior and is in Bothwell's with Thomasina, steering clear of the party. And the much less senior Le Poutine Noir is in Red Phillips.

Le Poutine returns to Red Phillips to complete his month, but is not alone: Louis Oeuf Ur Terribles is also in the club. Xavier Money and Betty hit the Frog & Peach again. Coeur De Lion and Ada are back in Blue Gables. Claude Talon takes Anna to Hunter's. Sebastian and Marie and Beau and Maggie are back in Bothwell's. The Fleur is graced by Ali and Angelina (still hiding from the "howling paparazzi"), Etienne and Belle and Pierre and Guinevere.



It's a bad month for Balzac Slapdash, despite now being a full Colonel (all it takes is money). He spends three weeks trying to woo the same woman, but is repeatedly turned down. He makes a dejected figure as he sits in the bawdy houses, nursing a glass of something. Maybe he's getting his revenge by ignoring the girls... Louis Oeuf Ur Terribles has problems of a different kind: the first half of his month was spent on a young lady's doorstep, arguing with other would-be suitors. The first week was bad enough, swapping insults with Félix Subercaseaux. The second week was a three-sided dispute between Louis, Félix and Charles Louis Desapear. Plenty of duels for the new arrival, it seems.

Jacques de Gain remains Paris's iron man, spending all month practising rapier. He'll get bored with it eventually. Maybe. Bernard de Lur-Saluces gives him some competition, spending three weeks with his rapier and ending up in the bawdyhouses. He does not ignore the young ladies. Frele d'Acier puts in three weeks with his sabre following his visit to the Fleur. It's three weeks' practice for Jean Tétreault-Cauchon, too, dipping out only for the wake. Pepé Nicole starts in the Bawdyhouses with some female company before his three weeks' rapier company. Rick O'Shea has three weeks with his rapier, choosing week 3 for his

visit to the red light district. The local thugs take him for a likely target, but are disappointed to find his purse empty. Uther Xavier-Beauregard is the last of the three-weeks-in-the-gym crowd. After his week in the Fleur he sticks to his sabre.

On top of these, Amant d'Au practises his knife work for two weeks. His sabre keeps Chopine Camus amused for a fortnight. Claude Talon spends two weeks chucking his little axes about. Gaz Moutarde has a fortnight with his cutlass. Henri Dubois practises sabre twice. So does Jacques As. Pierre Cardigan squeezes in two weeks of sabre practice. His rapier is Xavier Four-Hollandaise's companion for two weeks. And a lot more drop in for the odd week.

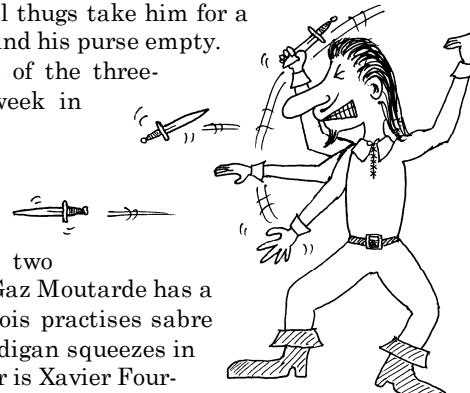
D-icey

While the Royal Foot Guards keep warm in Paris, the rest of the Guards Brigade – along with the Heavy Brigade and the Frontier regiments – are freezing their toes (and other extremities) off on the frontier. Well, in the camp around the latest Spanish fort to be invested anyway. Nobody wants to make trouble, not even the Spanish, so it's a quiet month all round with lots of card and dice games.

Guards Brigadier Was Nae Me slips on a patch of ice as he makes his way back to his quarters one evening. He lands painfully on the crowns he's just won, giving himself a nasty bruise. Still, 700 crowns buys a lot of ointment. His Brigade Major, Maurice Essai Deux, does just as well and doesn't fall over. Colonel Duncan d'Eauneurts, commanding the King's Musketeers, stands aloof from the card play and is neither a loser nor a winner.

Brigadier-General Leonard de Hofstadt also abstains from the gambling, which wins him a Mention in Despatches ("What, no cards?"). His number two, Lt-Colonel Alan de Frodded doesn't even get that. However, Major Jean d'Ice collects 300 crowns for his skill with the dice.

The cavalry get some exercise as they need to take the horses out for a run occasionally. Heavy Brigadier Sebastian de la Crème is brevetted to Lt-General just for being there. Brigade Major Felix Antoine Gauchepied'er receives a Mention in Despatches ("Really? Puce with orange!"). He is busy re-scheduling his debts at long range, thus allowing him to buy the rank of Lt-Col. There's also a mention for Lt-Colonel Percy Mistic, commander of the Archduke Leopold Cuirassiers for his bravery in actually scouting the enemy positions. He reports that they're all shivering in their tents too.



Having volunteered for action, PLLD Captain Annibal Lechiffre barely survives his first month in the field. Assigned to frontier regiment 1, he makes the mistake of venturing onto a frozen pond when sent to collect water. The ice shatters, pitching him into the freezing liquid below. Luckily he's not alone and his companions haul him out in double-quick time. After he's thawed out in front of a fire, he's none the worse for wear. ♦

Press

Social

Baron Brev. B. Gen Etienne Brule will be hosting a party at his club, the Fleur de Lys, during Week 1. Members of Society of SL 13 or above and their mistresses are welcome. As the members of the QOC will almost certainly be engaged in refresher training after that unfortunate incident where the troopers of 1st squadron thought that currying the horses meant rubbing them with garam masala, they will doubtless appreciate that the invitation does not apply to them.

shall combine the AGM with a 'Spring' themed masked Ball.

Trissy and I will provide the refreshments, so do all come along, darlings, and let's have a wild time! We will be arranging some fun games to play as well as dancing, drinking and having a damn fine time. If you insist upon bringing a woman with you, then fine, but they will be entertained in the front of house bar while all of us gentlemen will be taking ours in the rear*.

† Felix & Trissy

* Shame on you, we of course mean the Rear Bar!

Gentlemen of Paris, please join me at my club in March Week 1 for a pancake and crepe party to celebrate "Jiff Lemon Day". Bring your ladies and your favourite brandy.

Yours, etc, † XM
(Social level 5+ welcome. Regimental enemies of Grand Duke Max's Dragoons will not be welcome. Costs paid for impecunious guests.)

Calling all men!

The next meeting of the ARSE club will be held in the third week of March at Blue Gables. This will be our AGM and as everyone else seems to be holding balls at the moment (lucky them, Trissy and I say!) we

Announcements

Enterprising LCol required to help steer the Cavalry Division to victory as Adjutant. Apply in writing to UXB. No Rear Area Melon Farmers please.

† UXB

Despatches from the Front

My darling Ava,
It is wretchedly cold here at the Front and I find myself longing for your warm embrace. Thankfully we will be back in Paris soon and hopefully I will have some Spanish gold to give to you as a present.

† Your beloved Jean D'Ice

Matters of Honour

General Ali Vouzon:

I can understand you having a hangover on New Year's Day, but allowing it to keep you from appearing in public for the whole month? You are clearly a lightweight beside whom M Gauchepiedier appears manly, and will have difficulty holding a sword (assuming you remember to get up that day). Such a person should not aspire to the company of real carousers, and may expect to be challenged.

† BdZ

Personal

Mon cher Sebastian,

You misunderstand. I have nothing against peasants, as long as they know their place – which is in the lesser regiments and not in my club or in command of the third army.

Your Obedient Servant,

† Beau Reese Jean Seine

Lord Percy Percy says that, as fashion is tending towards the void, officers in the King's Musketeers have very fashionable minds.

Gentlemen of Paris

Has anyone seen Count Ali Vouzon, our city military governor? He did not attend his own ice festival.

I hope he has not fallen through the ice. How safe is it to have large numbers of the people on the Seine when it freezes?

In my new role in government, I will demand action from the Paris Meteorological Society. In 1610

Johannes Kepler produced *Strena Seu de Nive Sexangula* (A New Year's Gift of Hexagonal Snow). Although he is from the Empire his work should be adopted.

I would expect this to be in place for next winter and we will have no more disappearances.

Sincerely,

† Earl Frele d'Acier,
Minister without Portfolio

Monsieur L'Editor,

Your attempt to get your reporters into my New Year Masquerade Ball at Bothwell's was a failure; the doormen saw through their "fake sheikh" guises and dumped them head first into the nearest public midden. The ball was a great success – among those attending were Industrialist Alain de Sucre and his 16 apprentices, popular baker and cake-maker Marie Berry with her new beau Paul Hollybois, plus her daughters Melanie and Susanna, English Noblewomen Terese Mai and her dance instructor Monsieur Le' Brexit, Donald Trompe L'oeil and his Russian countess Ivana, plus numerous other gentry, too many to mention. Obviously your little journal was blissfully unaware of such events on account of your guttersnipe reporters failing to be allowed in, hence your erroneous and rather silly attempts to undermine the event by calling it a "quiet affair". The (sadly) usual payment to the "Lost Women of Montmartre" fund set up by the dearly departed Quasi Le Bossu will suffice.

† Adjutant General Adis II

Colonel Sir Duncan d'Eauneurts, OC
The King's Musketeers, Aide to Field Marshal le Sang, to

Brigadier Sebastian de la Creme, OC
Heavy Brigade

Brigadier de la Creme,

I've just received a concerned letter from your Dear Maman, who seems beside herself at the thought that I may prosecute you for sheer spite should I be fortunate enough to be appointed Commissioner of Public Safety. Please assure the good lady that the duties of the Commissioner are solely to root out traitors to the Crown. Those uninvolved in treasonous activities need have nothing to fear. Any enquiries made regarding treasonous activities will naturally be guided by the Minister of State who, as a regular second of yours, seems unlikely to have any doubts concerning your loyalty to His Majesty. (Unless you are involved in treasonous activities of some kind, of course).

Indeed, since your antics on the duelling field are a constant source of amusement and provide a never-ending vein of material for the ribald doggerel His Majesty Himself finds of some small merit, removing your head (unless on said duelling field) would also be totally against my own interests surely?

Speaking of the duelling field, Sirrah, impugning my honour by suggesting I might be related in some way to your village beggar or have some inexplicable predilection towards perverting the course of justice are insults which needs must be answered. Pray have your seconds

call on me at your earliest convenience.

† Colonel Sir Duncan d'Eauneurts

Brigadier Sebastian de la Creme, Commanding Officer – Heavy Brigade to

Colonel Sir Duncan d'Eauneurts, Commanding Officer – The King's Musketeers

Sir Duncan,

I have just received a rather disturbing missive which has your name on the bottom of it. I say such as I cannot believe it could be from you, but must, in fact, be from some imposter.

I say this because the letter refers to correspondence from my mother, a lady so ill and infirm that she is unable to write. My mother does not write letters, nor have them written on her behalf, for she was meticulous in her younger life and would not trust anyone to convey her words on her behalf. The fact that my dear mama is on her death bed makes this even more upsetting to me, I am unsure if I shall see her again before she passes.

I wrote to my mother recently. Perhaps some cur has intercepted my letter and then wrote to try and stir further trouble between us? I mean, after all, we did settle our dispute on the duelling field, did we not? You are a knight of the realm, are you not? I cannot possibly imagine why you would wish to challenge a man who is fighting for King and country to a further duel, a man who is still recovering from injuries from previous bouts on the field of honour?

Surely you would not debase yourself to such a degree? No, I cannot think such a thing.

I enclose a copy of the letter such that you might investigate its source of origin, a skill that would be useful, no doubt, should you ever achieve your ambition to take the role of Commissioner.

Regards,

† Sebastian de le Crème

Post Script: It seems some blackguard is also writing terrible, non-rhyming and frankly scurrilous so-called poetry in your name. You may wish to investigate that as well?

Colonel Sir Duncan d'Eauneurts, OC King's Musketeers, to
Brigadier Sebastian de la Creme, OC Heavy Brigade
Brigadier de la Crème,

I have too much correspondence and too little time to check the provenance of every missive I receive – though I can understand how such may well be a hobby of yours. What does concern me is the veracity of its contents.

Am I to understand that you deny likening me to your village beggar and stating that I would sink so low as to pervert the cause of justice should I be appointed as Commissioner? If so, the word of a serving Brigadier must be respected and you will have no case to answer. If you don't deny it, however, pray have your seconds call on me as requested.

† Sir Duncan d'Eauneurts

To those who have recently received gifts from me, know that they come with no attachments or indeed any requirements for future services. I entered Paris a poor peasant many years ago and I leave a Count, General and Minister of War for his Most Noble Majesty. I make the gifts so that others may forge their own glorious destinies for the betterment of our great Nation.

Yours,

† The General, Count Shitacks

Adiss II:

Sir, I concur with your statements. Felix Gauchepied'er, in his resignation letter (which arrived long after his departure), was not prepared to be brave, loyal and willing. I trust he will return from the front a reformed character.

† Cuckpowder

To: B Bdr Gen Cuckpowder

My apologies for the confusion last month with Mdm Forrin. I was so smitten with the lady that I simply had to have her. A fact that appears to have been reciprocated. Unfortunately this has led to the matter of honour that has now hopefully been settled.

I would hope that this would not become an issue between us and to that end I would like to offer my services as your second should you come up against any further difficulties with scoundrels on the doorsteps of Frances fine young ladies.

† Baron d'Masses

To Lt Col d'Acier

I am disappointed that you passed up the opportunity to meet the enemy in battle, risking your life in the service of his Majesty. Still, we all serve as best we can, and there is always the danger of a paper cut.

† UXB

Poetry Corner

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

"I'm for it!!!" shouts Creme with alarm.

"It's my head Duncan wants – not my arm!!!

If I write to my Mummy
And call him a Dummy,
Perchance this will keep me from harm?"

† Dde

Points Arising

Next deadline is 25th Nov 2016

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

Any vacant appointments will be filled by NPCs. Player characters may keep posts they appoint vacant by saying so in their orders.

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

PY Philippe Yerbouttes (Paul Appleby) has NMR'd. Total now 5 and is sent to a Frontier regiment X2 (Gerald Udwiczzenko) has NMR'd.

Total now 1

FSdM (Nik Luker) has been floated for personal reason.

LdH (Neil Packer) has been floated as his PC has died. No flowers, please.

Farewell

David Olliver has decided to retire Jacques Shitacks and take a break from the game. Thanks for the farewell pieces, David. Have fun and

you'll be very welcome when you return.

I've had nothing further from Geoff Bowers and his subscription has lapsed. I have therefore decided to remove his unused character – I will set up a new one as/when he returns.

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. Please give your name and your

Announcements

Bernard de Lur-Saluces asks NPC Brigade Major of 2nd Foot Brigade to resign

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.

Gaston le Somme applies for Division Adjutant of First Division

Gaston le Somme applies for Division Adjutant of Cavalry Division

Trials

Jean Ettonique will be on trial at the beginning of next month (after duels, but before anything else). Commissioner of Public Safety Terence Cuckpowder will prosecute and the Minister of State, Pierre le Sang, will sit in judgement. Players are welcome to submit press for the trial – if you want this to have any effect, send it to the CPS and/or MoS beforehand.

If JE is convicted, he may appeal to the King to commute his sentence and any player may use influence for or against this.

Duels

Results of February's duels

Terence Cuckpowder (under half Endurance, gains 1 Exp) killed Con d'Masses.

Grudges to settle next month:

Felix Anton Gauchepied'er (Dagger, Seconds XFH) has cause with Jean Tétreault-Cauchon (Sabre) for pinching Lois.

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

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

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

Félix Subercaseaux (Rapier, 2 rests) and Louis Oeuf Ur Terribles (Cutlass, adv.) have mutual cause as neither stood down over Angelina.

Charles Louis Desapear (Rapier, adv.) and Félix Subercaseaux (Rapier, 1 rests) have mutual cause as neither stood down over Angelina.

Charles Louis Desapear (Rapier) and Louis Oeuf Ur Terribles (Cutlass, adv.) have mutual cause as neither stood down over Angelina.

Etienne Brule (Sabre, Seconds FdA, 5 rests) and Terence Cuckpowder

(Sabre, adv.) have mutual cause for being in enemy regiments.

Charles Louis Desapear (Rapier, adv.) and Xavier Four-Hollandaise (Rapier, Seconds SdLC & FAG, 1 rests) have mutual cause for being in enemy regiments.

Bill de Zmerchant (2-Hand, adv.) challenges Ali Vouzon (Rapier, 2 rests).

"adv." shows who (if anyone) has the advantage in Expertise: his first

duelling sequence need only contain six actions.

Challenges to be voted on:

Bill de Zmerchant challenges Ali Vouzon for allowing his hangover to overcome his responsibilities.

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

Craig Pearson gets the Bastard son of a wealthy Earl: Init SL 8; Cash 450; MA 4; EC 4 (X1).

Paul Appleby gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 3; EC 1 (X3).

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	
Inspectors-General: of Cavalry __	Adjutant-General SA2
Commissioner of Public Safety TC (until April 1669)	of Infantry __
Chancellor of the Exchequer ROS (until April 1669)	
Minister of Justice __	
Minister of War __	
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.

Battle Results

Guards Brigade: 3	Frontier regiment 1:3
Cardinal's Guard: 4	Frontier regiment 2:6
King's Musketeers: 5	Frontier regiment 3:6
Heavy Brigade: 5	Frontier regiment 4:5
Archduke Leopold Cuirassiers: 4	RNHB regiment: 2
Crown Prince Cuirassiers: 3	

Army Organisation and 1669's Summer Deployment

First Army (Assault)	BdZ/BRJS/N3/N
First Division (Assault)	--/--/N6
1st Foot Brigade (Assault) - RM PM	
2nd Foot Brigade (Assault) - 13F 53F	
3rd Foot Brigade (Assault) - 27M 4A	
Frontier Division (Assault)	N2/N/N5
Frontier Regiments (Assault)	
Second Army (Field Ops)	N4/AdF/N3/JdG
Cavalry Division (Field Ops)	UXB/N/—
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Third Army (Defence)	N1/N/N5/EB
Guards Brigade (Defence) - RFG CG KM	

Organisation and Deployment for the Campaign Season

with Army and Division posts (Commander/Aide/Adjutant/QMG)

Entries are ID for player characters, N (+MA if needed) for NPC, — for vacant

Brigade Positions

Guards Brigade	WNM/N/MED
Horse Guards Brigade	N4/N/JE
Heavy Brigade	SdIC/N/FAG
Dragoon Brigade	N4/N/CT
First Foot Brigade	N2/N/FS
Second Foot Brigade	BdLS/N/N6
Third Foot Brigade	--/--/N2
Fourth Foot Brigade	N1/N/—

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

Frontier Regiments

	F1	F2	F3	F4	RNHB	(Siege for Mar-May)
Colonel	N3	N4	N4	N6	N4	
Attached						
Also at the Front						

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

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	RS
54	Madelaine de Proust	17	I	AdA
35	Katy Did	16	B	BRJS
42	Maggie Nifisent	16	B	JdI
55	Jacky Tinne	16	B/W	PIS
52	Guinevere d'Arthur	15	B/W	TC
10	Frances Forrin	14	B	FC
21	Helen Highwater	14	W	N4
48	Fifi	14	B/W	N4
62	Alison Wunderlandt	14	B	N5
11	Laura de Land	13	B	N5+
16	Ophelia Derrière	13	B	N1
26	Ella Fant	13	B	N1
27	Lucy Fur	13	B	N2
30	Leia Orgasma	13	B	XFH
45	Cath de Thousands	13	B	N5
8	Lotte Bottle	12	B	N4
12	Charlotte de Gaulle	12	B	N4*
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12	I/W	GIS
31	Bess Ottede	12	I/W	CC
1	Sue Briquet	11	B	CT+
4	Anne Tique	11	W	FS+
9	Deb Onaire	11	W	AV
40	Sheila Kiwi	11	—	N6
63	Carole Singeurs	11	—	N6
20	Emma Roïdes	10	—	N6
33	Anna Rexique	10	W	N7
38	Pet Ulante	10	W	N5
43	Di Lemmere	10	B	N6
53	Angelina de Griz	10	B	N3
56	Ingrid la Suède	10	—	N3
6	Viv Ayschus	9	—	N4
57	Ava Crisp	9	—	N4
59	May Banquot l'Idee	9	—	N5
2	Betty Kant	8	I	N6
19	Jenny Russe	8	W	N6+
32	Sal Munella	8	WW	N4
41	Marie Antoinette	8	B/I	N3
49	Mary Huana	8	B/I/W	N2+
34	Freda de Ath	7	W	N5
39	Thomasina Tancenjin	7	I	N1
50	Ulla Leight	7	I	N1
5	Belle Epoque	6	B/I	N1
13	Josephine Buonoparte	6	I/W	N1
24	Violet Bott	6	I/W	N2
15	Ada Andabettoir	5	B/I	N3
25	Lois de Lô	5	B	N2

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC Player
PC	Count Pierre Cardigan	25	54	Wlthy	General/Min w/o Port	9	Edna	Flr	5	Matt Shepherd
PLS	Earl Pierre le Sang	23	69	OK	Fld Marshal/ State Min.	7	Guinevere	Flr	4	Bill Howell
JdG	Count Jacques de Gain	23	24	Flthy	Bdr-General/2nd Army QM Gen.	20		Flr	6	Ben Brown
JS	Count Jacques Shitacks	23	RIP							David Oliver
AV	Count Ali Vouzon	22	58	Rich	B.Lt-General/City Mil.Gov	9	Angelina	Flr	1	Graeme Morris
BdZ	Earl Bill de Zmerchant	22	56	Comfy	General/1st Army Commandr	6	Mary	Flr	3	Tim Macaire
UXB	Count Uther Xavier-Beauregard	22	52	Wlthy	B.Lt-General/Cav Div Commandr	14	Henrietta	Flr	4	Pete Card
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	48	Wlthy	Lt-General/Prov.Mil.Gov	11	Kathy	Flr	4	Charles Popp
Ada	Viscount Arnant d'Au	19+	92	Rich	B.Bdr-General RFG/Min w/o Port	8	Katy	Flr	5	David Brister
FdA	Earl Frele d'Acier	19+	64	Comfy	Lt.Colonel DG/Min w/o Port	9	Freda	Flr	3	Peter Farrell
J	Earl Jean Jeanie	17+	55	Wlthy	Lt.Colonel RFG/Min w/o Port	18	Jacky	Both	3	Andrew Kendall
TC	Sir Terence Cuckpowder	16	44	Comfy	B.Bdr-General QOC/CPs	4		Flr	4	Mike Dommett
ROS	Marcous Rick O'Shea	16	36	Rich	Bdr-General/Chancellor	5		Both	6	Paul Wilson
WNM	Earl Was Nae Me	16	F	Wlthy	Bdr-General/Gds Brigadier	8		Hunt	3	Mark Farrell
GM	Sir Gaz Moutarde	15	29	Rich	B.Bdr-General RM	3		Both	2	Mike Clibborn-Dyer
JA	Sir Jacques As	15	25	Comfy	Lt.Colonel GDMG	4	Thomasina	Both	4	Joe Farrell
CC	Sir Chopine Camus	15	25	Comfy	B.Bdr-General GDMG	5	Sheila	Both	4	Stewart Macintyre
DdE	Sir Duncan d'Eauneurts	15	F	OK	Colonel KM/FMShi's Aide	5		Both	5	Paul Lydiate
SA2	Sir Sebastian Adis II	15+	50	Comfy	B.Lt-General/Adjutant Gen	5	Marie	Both	4	Mark Cowper
SdIC	Sebastian de la Creme	14	F	Comfy	B.Lt-General/Hvy Brigadier	4		Both	5	Alan Percival
BRJS	Sir Beau Reese Jean Seine	14+	42	OK	Major RFG/Gen's Aide (1st Army)	4	Maggie	Both	3	Bill Hay
JE	Jean Ettonique	12	28	Comfy	Major DG/HGds Brigade Maj.	7		Both	5	Tony Hinton-West
AdF	Alan de Frocked	12	F	Comfy	Lt.Colonel CG/Gen's Aide (2 Army)	3		Both	2	Charles Burrows
Jdl	Sir Jean d'Ice	12	F	Comfy	Major CG	5		Both	3	Tym Norris
PN	Sir Pepé Nicole	11	31	Comfy	B.Bdr-General 69A	7		BG	3	Colin Cowper
CT	Claude Talon	11	25	Comfy	Major GDMG/Drgn Brigade Maj.	4	Anna	Hunt	4	Cameron Wood

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC Player
CDL	Sir Coeur De Lion	11	23	Comfy	B.Bdr-General PM	5	Ada	BG	3	Graeme Wilson
LdH	Leonard de Hofstadt	11	F	Comfy	B.Bdr-General CG	5		Hunt	5	Neil Packer
CdM	Baron Con d'Masses	11	RIP							Craig Pearson
XFH	Xavier Four-Hollandaise	10	20	Comfy	Lt.Colonel 13F	5	Leia	Hunt	2	Francesca Weal
GIS	Gaston le Somme	9	23	Comfy	Lt.Colonel RM	2	Bess	Hunt	3	Jerry Spencer
CLD	Charles Louis Desapear	9	20	Comfy	B.Bdr-General 27M	2	Josephine	BG	4	Martin Jennings
BdLS	Bernard de Lur-Saluces	9	19	Comfy	B.Bdr-General 13F/2 F Brigadier	5		BC	2	Rob Pinkerton
MED	Maurice Essai Deux	9	F	Comfy	Major KM/Gds Brigade Maj.	4		BC	3	Olaf Schmidt
PM	Percy Mystic	8	F	Comfy	Lt.Colonel ALC	7		BC	3	Ray Vahey
FS	Félix Subercaseaux	8+	24	OK	Major PM/ 1 F Brigade Maj.	6	Ulla	BG	1	Mark Nightingale
FSDM	Florent Sans de Machine	7	10	Comfy		3		BC	4	Nik Luker
FAG	Felix Anton Gauchepied'er	7	F	Comfy	Lt.Colonel CPC/Hvy Brigade Maj.	5		BC	4	Jason Fazackarley
XM	Xavier Money	7+	22	Comfy	Captain GMD	5	Betty	F&P	3	Pam Udowiczenko
HD	Henri Dubois	6	9	Comfy	Subaltern DG	1		F&P	3	Wayne Little
BS	Balzac Slapdash	5-	5	OK	Colonel PLLD	6		F&P	4	Matthew Wale
AL	Annibal Lechiffre	5	F	Comfy	Captain PLLD	5		RP	2	Marc Blanchette
X6	5 RIP							Geoff Bowers		
JTC	Jean Tétreault-Cauchon	5+	19	OK	Major PLLD	3	Lois	RP	5	Daniel Blanchette
LOUT	Louis OeufUr Terribles	5+	15	Poor	Captain RM	2		RP	5	Dave Marsden
X2	4-			2	OK	2		3Gerald Udowiczenko		
PY	Philippe Yerbouttes	4	RIP					Paul Appleby		
LPN	Le Poutine Noir	4+	12	Comfy	Captain 13F/ 13F Regt. Adj.	5		RP	5	Neil Pinkerton

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, Wlthy = 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+