

To Win Just Once

(incorporating Les Petites Bêtes Soyeuses)



Pevans looks at
four new games

Including
Da Yunhe

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Chatter

First off, let me apologise for the late appearance of this issue. There's no particular reason for this, just things getting on top of me. I have pushed the deadlines for the games back a week as a result, but may need to make further adjustments later in the year.

Second thing to report is that Mike is recovering well after his operation. He sounded very cheerful when I spoke to him last week. However, he wasn't able to finish the latest *Star Trader* turn. Expect the report in next issue.

Normally this would be the issue where I report on this year's London Toy Fair. However, I didn't make it to the show this year (family commitments meant I was enjoying a few days in Swansea), so there's no report. Instead, I'll just have to tell you about the games I've been playing recently. This and the missing *Star Trader* mean that this may be a thin issue of *To Win Just Once*.

One thing I did do, however, was attend this year's weekend-long freeform role-playing game. I've missed the last couple of these for various reasons, so it was great to get to this year's game and see lots of old friends – in different costumes. My report on this follows, but is constrained by not wishing to give anything away for anyone who might play the game in the future.

My people watching has given me another instance of a headscarf being used for hands-free use of a mobile phone. This time was in Sainsbury's where I noticed a female shopper barking out instructions. I assumed she must have some errant children with her, though I couldn't see any. It was only when I got closer that I spotted the mobile sticking out from under her headscarf, enabling her to do the shopping while on the phone.

I've always found one of the challenges of Spring is getting a daffodil to flower in time for St David's Day (1st March). However, this year they're all over the place – apart from our garden, that is. There's a good crop along the base of the block of flats opposite, which has been out since 20th Feb. However, our daffodils – back and front – are just a bunch of leaves at the moment. The wall opposite has the advantage of being south-facing, but then, so is our back garden. We must just have late flowering daffs.

TWJO online

TWJO 171 was downloaded 125 times in February and the last week of January (it was published on 22nd). There were 120 more downloads of issue 170, taking it to 235 in two and a bit months. And TWJO 169 racked up a further 40 downloads to total 266 since publication.

To Infinity and Beyond!

Pevans spent a weekend *Across the Universe*

I was reminded at this event that it's now twenty years since the first weekend-long freeform (role-playing game) was held at the West Retford Hotel (in Retford, Notts) – and longer than that since the first of these games was run in the UK. That does make me feel old! However, the games remain great fun. In particular, they are an opportunity to get away from the real world for a weekend as you spend 48 hours (or so) in character.

This year's game, *Across the Universe*, was written by a UK team: Fiona Lloyd, David Brain and Charlie Paull “with additional material by Jon Crew, Traci Whitehead, Alan Paull, Emma O'Connell and Tym Norris.” It was billed as “A science fiction based game about identity.”

Now my previous experience of a science fiction freeform game was not a particularly good one. The game quickly became a long queue to speak to the GMs as players tried to find out how the technology worked. If a game is themed around ‘Cowboys and Indians’ or ‘Pirates’ or ‘Musketeers’, the participants have a good idea how things work. However, that's much trickier with SF, unless it's a well-known setting (*Star Trek*, say – though even here there could be lots of issues with transporters and so on).

When I raised this with David Brain before the game, he assured me that they had devised a way round this. The answer was: “You Are Your Own (Abilities) GM”. The idea is that, if a character has a skill and the player wants to use it to do something, they resolve it with other players. They grab anyone who's passing, explain what they're doing and the audience decides whether they succeed – and whether success might take a different form than expected.

This is a clever idea and I'll be interested to find out how well it worked. In particular, whether the GMs found that something significant had changed in the game without them being aware of it. Mind you, I suspect that's the kind of thing that regularly crops up in freeforms.

Anyway, my character was HG Wells. However, this is a version of HG Wells from another dimension: a steampunk universe where Wells is not just a writer, but an inventor/scientist in his own right. (yes, top hat and goggles were worn.) In fact, he has built a Time Machine, which he will demonstrate on Friday evening. He will be the first presenter at a symposium, along with other scientific luminaries of 1888. Yes, people like Nikola Tesla will be there. Along with Ada Lovelace, Captain Nemo, Doctor Moreau and others. Ahem.

It is quickly apparent that something odd is happening: there are all sorts of people in outlandish clothing at the symposium. The 7-foot squirrel costume is particularly good... It seems HG is not the only time traveller (one of them



HG Wells and his Time Machine (photo by Julie Winnard, aka Ada Lovelace).

arrived in a “DeLorean”, whatever that is). In the 20th century, the mansion in which the symposium is taking place became a hotel and the venue for an annual science fiction convention and all of these are merging into one.

Of course, with most of the characters (except those from 1888) thinking they’re at an SF con, they expect costumes, role-play and strange happenings. Nothing untoward, then. Apart from the wibbly-wobbly timey-wimey thing. Except that it seems there are people from at least four different 2017s and duplicates of some characters. Something is seriously wrong with the multiverse!

This is where the game takes off. Players’ characters have their own goals, but how relevant are they under these circumstances? What’s more, many of the characters are not who they seem or have other identities. Lots of familiar characters from science fiction appear – often as someone else’s alter ego. And, given the title of the game, I was not surprised to meet characters called John, Paul, George and Ringo.

The game ended with a suitable climax on Sunday morning. For HG Wells and the other characters from 1888, there was a final showdown with the evil Sir Topham Hatt and his automata. (I kid you not!)

As always, the game was great fun and it’s wonderful to just shut out the world for 48 hours. A game like this can be a really intense experience – not least because everyone is in costume and in character. I, for one, was still having ideas and looking to get hold of other characters the following Monday.

One of the best features of the game was the ‘Better than Life’ machine, which was part of one of the SF conventions (2034?). This allowed the characters to experience the ultimate virtual reality, where they became someone else for the duration. For the players, it means they’re role-playing a character, possibly with multiple identities, who’s role-playing a character... Organised in half-hour slots, Better than Life had six very different scenarios. While these allowed characters to get away from their reality for a while, each of them also provided clues for the players. Clever!

Many thanks to the creators and GMs for a terrific weekend. These games, like annual freeform convention Consequences, are organised by UK Freeforms. The best place to find out more is at www.ishtari.co.uk where there’s information about Consequences and past freeform games. There’s also an introduction to next year’s game: “Shogun” is set in a fictionalised version of Imperial Japan in 1598. I’ve booked my place.

A recent foursome

What Pevans has played recently

I met the charming Björn Müller-Mätzig at Spiel last October, where he introduced me to his game. *Da Yunhe: Der Grosse Kaiserkanal* is published by his own imprint, Müller-Mätzig Spiele. The title refers to China’s Grand Canal, which runs from Beijing to Hanzhou. (According to Wikipedia, the oldest parts of the canal date back to the 5th century BC, although the various sections were only combined a thousand years later.) The story of the game is that the canal has been sabotaged by rioters and the players are competing for the Emperor’s favour by restoring (or building new) sections.

The English translation of the rules is now available, so I’ve been able to play the game. Players’ actions each round depend on which action card they take. The start player gets to choose from all 10, passing the remaining 9 to the next player and so on. This gives players plenty of choice. Each card has three actions on it, in the form of icons, so there’s a bit of a learning curve getting to grips with these (as a player aid, I printed off extra copies of the rulebook’s last page which explains all the icons).



A *Da Yunhe* card: spend two Unrest to remove a canal, build one tile and turn over two

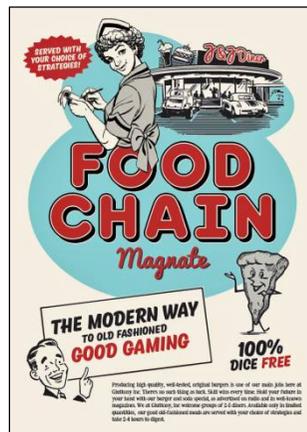
One action is adding hexagonal canal tiles from the player's stacks to their available stock. From there, they can be placed on the board with the build action to score the points value of the tile. Each player's set of tiles includes 'Unrest' tiles, which can be used to attack other players. Some of these start on the board. If built over, they go to a smaller, side board and the owning player can lose points for them – other actions can affect this. At the end of the round, the 'Inspector' travels along the canal, rewarding players for their completed sections and penalising them for any Unrest. The game ends when the inspector has completed four journeys – at least eight rounds, by my reckoning.

The mechanisms of the game are quite intricate, so there's a lot to think about. The consequent issue is the amount of downtime between turns. Despite having selected their card at the start of the round, players can't really plan their turn as other players' actions will change the situation on the board. It's an interesting game that I will

certainly be playing again. For the time being *Da Yunhe* gets 6/10 on my highly subjective scale. The publisher's website is www.mueller-maetzig-spiele.de

I finally had a chance to play *Food Chain Magnate* a couple of weeks ago and now I'm kicking myself that I didn't play it ages ago. This is the 2015 publication from Splotter in the Netherlands and was designed by the usual team of Jeroen Doumen and Joris Wiersinga. As with most Splotter games, this is a bit of a monster. As they say on their website, "Splotter creates deep, complex games for strategy enthusiasts". They ain't kidding. Mind you, it has a hefty price tag, too, retailing at €75.

The game is about building up a fast food business: producing and selling drinks, pizzas and/or burgers. Players start with one outlet, positioned carefully on the randomly-placed tiles that show the roads and houses of the town. They have one staff member, themselves: the entrepreneur who's setting up the business. So, first order of business must be to hire staff: cooks, delivery boys, waiting staff. Then they can produce their famous pizza. And wait for someone to buy it...



Oops! Before doing any of that, players need to invest in marketing. They need marketing to sell things – and to attract customers to their outlets in preference to all these others springing up around town. Now the income starts rolling in. Time to think about: recruiting more staff, starting with a recruiter; training your staff, starting with a trainer; opening more outlets; building up your delivery fleet; and, of course, doing more marketing. One neat touch (there are many) is recruiting management trainees. They do nothing themselves, but can be trained to take many different roles, even – over time – running the business.

This is a wonderfully complex game that seems to have a real feel for the complexities of setting up and running a business. There are so many elements to it: the development tree of staff, the constraints of cash flow and the geography of the town that limits the reach of players' marketing and deliveries (a touch of *Fresh Fish* here). They may design some of the most complicated games around, but the Splotter guys get better and better. *Food Chain Magnate* gets a provisional 9/10 on my highly subjective scale and I await my chance to play it again. You can find Splotter at www.splottershop.com



Ulm in play at Swiggers games club

Another acquisition at Spiel '16 was *Ulm*, which came courtesy of Frank diLorenzo, proprietor of R&R Games. Designed by Günter Burkhardt, this is the English language edition of the game (with Huch! & friends producing the game in German and dV Giochi in Italian). The game is, of course, about the German city of Ulm (which I previously only knew of because it's on the *Thurn & Taxis* board) and the construction of its cathedral.

The board shows the 'quarters' (there are eight of them!) of the city with the river Danube running between them. Each player has a 'barge' (a wooden piece) on the river and will move this

forward. The quarters a player's barge is alongside define where they can place their 'seals' (wooden discs). Seals give players some sort of bonus, generally extra resources, depending on the specific quarter. Players also score points according to how far their barge has moved at the end of the game.

How players get their actions is a clever little sub-game of its own. The game starts with a 3x3 matrix of square tiles. Each turn, the current player draws a tile from the bag (and may be able to change this in some way, depending on what resources and/or special abilities they have). They slide their tile into the matrix, pushing along one row or column – but only if hasn't already been moved. They then get to do the three actions now in the row/column they moved. These can be to move their barge, place a seal (which costs money), take money, take tiles that have been pushed out of the matrix or buy a card (which costs tiles). Cards provide immediate bonuses or victory points at the end of the game.

There are all sorts of tactical considerations bound up in this, on top of choosing which actions the player wants to take. *Ulm* is a clever, involved game with lots of decisions to be made. Having played it a few times, with three and four players, it seems that letting your barge fall behind the other players' pieces is a bad move. So is allowing one player to get several seals in the same quarter – especially if they earning the bonus from having the coat of arms for that quarter (something provided by placing seals in early quarters). Phew! I give *Ulm* 7/10 on my highly subjective scale and expect that it will be appearing on the table again soon. For more on R&R, see their website at www.rnrgames.com

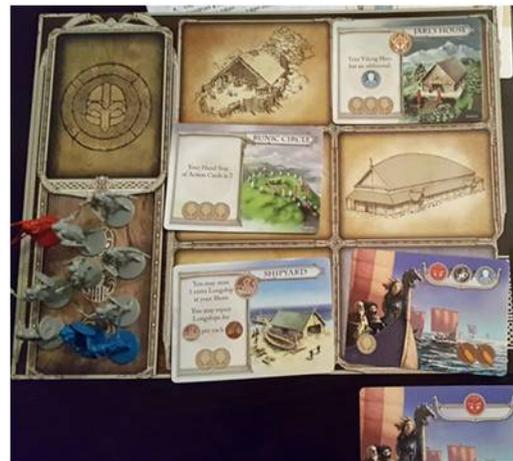
In the Name of Odin is the latest from Romanian publisher, NSKN Games. It's designed by Krzysztof Zięba and was a Kickstarter project which I supported. You won't be surprised to learn that the players are Vikings, trying to win the favour of Odin. To do this, they will build longships, recruit heroes and lead raids to garner the Fame (victory points) they need to win.

While the board shows a rough map of northern Europe, its purpose is to hold the various cards, counters and models (three different types of Viking warrior) used



In the Name of Odin in progress – though all the raids seem to have gone

in the game. Players start with a hand of cards which are used to power their actions each turn before re-filling their hand. Each card has two uses. The top symbol shows a colour of Viking and can be played to recruit models of that colour – the more cards, the more Vikings. These are moved from the 'Mead Hall' area of the main board to the player's own board.



My *In the Name of Odin* player board – my Shipyards lets me have a second longship

The lower symbols allow players to take the other elements of the game from the main board to the appropriate space of their own board. Craftsmanship symbols provide buildings, which give players special abilities and discounts, depending on their type and the specific card. Recruitment symbols let the player take a Hero card. These may be leaders for raids or provide a special ability, but a player can only have one at a time. Seamanship symbols let the player buy a longship, which will have a range and, perhaps, some other bonus.

The key action is carrying out a raid, of course. This means taking one of the available raid cards by using your longship (if it has sufficient range), hero and the number and type of Vikings needed for the raid (less any discounts). However, other cards are drawn (or played by your opponents) to add to the cost. You can use your own cards to counter this or lose some of the points gained from the raid. The game ends when all the raids have been carried out, final points are totted up and the player with the most wins.

Game play is pretty straightforward: you use your cards to get the stuff you need and accumulate bonuses and then carry out raids. There are some tactical niceties – for example, it makes sense to raid with a full hand of cards so that you've got the best chance of countering the cards drawn. However, the one game I've played was not a huge success: the consensus was that the game is heavy on luck and low on player interaction. I will try it again but for the moment it gets 6/10 on my highly subjective scale. Find more at NSKN's website: www.nskn.net

Reading Matter

I have been continuing my retro reading kick with e-books of James Blish's "Cities in Flight" series and EE 'Doc' Smith's "Lensman" novels. I have fond memories of both, but found them quite different when re-reading them. The

“Cities in Flight” are just that: whole cities flying around the galaxy thanks to the ‘spindizzy’ generators that seal them off with a force field and propel them. The stories concentrate on New York and its mayor, John Amalfi, with the earliest book actually a fix-up of several short stories. The series starts as a ‘young adult’ adventure and ends in deep metaphysical territory with the end of the cosmos – in AD 4004, reflecting John Ussher’s calculation of the date of God’s creation: 4004 BC.

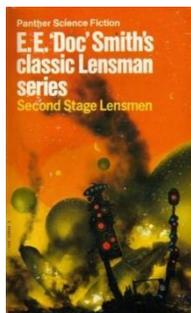
What surprised me was just how long-winded the books were, with large sections of scientific exposition. I did find the whole explanation of the spindizzy interesting, though. It starts “Einstein was wrong”, so I’m guessing we won’t see any spindizzies in the real world. The other thing that surprised me was the callous way people were killed, particularly if they are on the wrong side. Thus Amalfi thinks nothing of hijacking a derelict city from a repair yard, letting the people working on it die in the vacuum of space.

They are still interesting and entertaining books, but these days I found them hard work to get through. The 1950s attitude to women (the books were published 1956-62) is also very apparent and a bit disconcerting. While there is a significant female character, her main role is to be someone’s wife and come between the two main characters, both men.

The same attitudes can be seen in the Lensman series, the first of which was published in 1934. Most of the rest were published 1950-54 with the final volume in 1964. The explicit over-arching story is the battle between good and evil. Specifically, between the ancient races of Arisia and Eddore. The latter promotes its creed of greed, selfishness and megalomania, seeking to dominate the races of the galaxy. The Arisians, on the other hand, work behind the scenes, using their mental powers to encourage and enable races to oppose the Eddorians and establish benevolent power structures.

The embodiment of this is the Lens, which the Arisians give to worthy beings, enhancing their mental powers to enable them to lead the fight as the Lensmen of the Galactic Patrol. And this does mean men. Women have to use their ‘feminine wiles’ to contribute to the fight. Oh, and produce babies, of course – part of Arisia’s grand scheme is a breeding programme to produce men with the right stuff at the right time. Oh dear.

The stories are space opera on the grandest scale. At their most bonkers you get spaceships locked in combat as they hurtle across the galaxy, improvising new weapons and defences as they go. You get inconceivable power meeting unimaginable force. Regularly. But without any long-lasting effects: the patrol’s HQ on Earth survives a huge nuclear bombardment, for example, without affecting the rest of the planet.



Conversely, you then get detailed accounts of Lensmen stripping insulation off cables to wire equipment together. The thing that surprised me, though, was how gripping the books are. In contrast to the Blish books, the narrative sweeps you along even at its most barmy. However, people are still slaughtered wholesale. Mind you, the telepathic powers of the Lens allow Lensmen to be certain about who is guilty and, occasionally, to spot those who can be redeemed. I’m enjoying the books so far – I’m up to *Second Stage Lensman*, with just a couple more to go.

Games Events

I haven’t spotted anything in March, but Tringcon is 1st April at Marsworth Village Hall (just outside Tring in Hertfordshire). This is a one day, open gaming event, but needs to be booked in advance as capacity is limited (by the size of the hall). It’s run by Keith and Valerie Thomasson and the entry fee includes afternoon tea (mmm, cakes...). Find out more at www.fwtwr.com/tringcon

The week after Easter is time for this year’s Baycon: 19th-23rd April at the Exeter Court Hotel, Kennford in Devon (about 5 miles south of Exeter). This is essentially an open gaming event with a substantial games library, courtesy of the organising committee, and most people staying in the hotel. It’s a well-established and well-run event – though I’ve only managed to get along a couple of times over the years. However, it’s also nearing capacity, so I recommend checking before you go. You can find details in the Baycon group on Facebook: www.facebook.com/groups/baycon

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 Marylebone stations and a short walk from Bond Street Tube 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. 26th-29th October 2017, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: November 2017 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

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 45 of *Brass* (at brass.orderofthehammer.com) went badly for me. I finished last on 123 points, just behind our ringer, "Lop", on the tie-break. Steve won with 135 points from Mike's 131. Mike won game 46 with 157 points from me on 149, Steve with 139 and "Radish49" with 128. Game 47 has just started and I'd welcome some new players for the next one.

I seem to be getting better at *Castles of Burgundy* and would welcome other players at yucata.de or BoiteAJeux.net. And if you fancy playing *Keyflower*, let me have your ID at BoardGameArena.com and I'll invite you into a game.

boardgaming-online.com has an implementation of the new edition of *Through the Ages*. Al Tabor, Mike Reeves and I are discovering that it's just as tricky as the original. Anyone like to join us?

The latest game to appear at yucata.de is *Pax Porfiriana*. Our first (three-player) game was won by Mike Reeves from me and Mark Benson and we've started a four-player game with the addition of Brad Martin. Anyone else interested?

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

The second table on the right shows the games only subscription (including VAT, where applicable).

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

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Fictionary Dictionary

At the halfway point, Andy Kendall has a clear lead. Bill Hay remains in second place, though things have closed up behind these two.

Round 5 Scores

Name	This round	Total
Chris Baylis	2	7
Colin Bruce	2	14
Mike Dommett	1	8
Alex Everard	1	12
William Hay	0	15
Andrew Kendall	2	21
Nik Luker	4	14
Tim Macaire	2	9
Graeme Morris	3	9
Rob Pinkerton	3	5
Pam Udowiczenko	4	10
Bruce Whitehill	0	5

Round 6 definitions

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

Maud

1 Used in computing, one baud is equivalent to one bit per second. One maud (mega-baud) is equivalent to one million bits per second.

2 Unit of network speed – originally 'baud' (after Monsieur Baudot), to measure bits-per-second; now some engineers whimsically (and illogically!) use 'maud' for mega-bits per second.

3 The way lots of unfortunate Chinese citizens felt during the Cultural Revolution.

4 A minor character in *Dune*: Ma-Ud.

5 An article of clothing worn by 17th century vampires.

6 Inconsolable: the stage of drunkenness which comes after being maudlin.

7 A female Mod.

8 When one among their number is seriously injured lion tamers say that he or she was maud. The word derives from a combination of maw and mauled – the usual sources of injuries.

9 The collective noun for maiden aunts.

10 State of melancholy associated with being sent abroad to marry an emperor.

11 An ugly woman, as in “She’s a right Maud”.

Nitramine

1 A type of high propulsion fuel used for racing cars. It’s extremely fuel efficient at high speeds: one gallon will give 80mpg at 120 mph.

2 A place where you can dig up nitra, the death-black stone traditionally set in stygium jewellery.

3 Obscure Japanese delicacy: head lice with noodles.

4 Street slang for a new highly potent drug.

5 Brand of ramen noodles marketed in Italy as “the hottest thing in the kitchen”, due to the use of fiery chilli in the mixture.

6 A polysaccharide; one of the ingredients in fluoride tooth whitener paste.

7 Main compound in headlice lotions.

8 Not nitrayours.

9 A type of processed cheese that explodes when hit. Believed to have been partly responsible for the loss of the Lusitania when the cargo hold was hit by a torpedo.

10 An underground deposit of bat shit – used before the development of artificial fertilisers.

11 Ferocious predator of the common Nit. Your head is a jungle!

The next words are: Onomastic and Plica

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 24th March 2017

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.

Obama (*Railway Rivals* game 12)

Game report – Turn 3

AMERICAN CENTRAL RAILWAYS connected to Indiana and built towards Wisconsin. TYRANNICAL RACISM UNDER MY PRESIDENCY and CANNIS RAILWAYS continued south with TRUMP off the pace. UPTHUR CREEK RAILS headed southwest, building towards Missouri.

Builds

TYRANNICAL RACISM UNDER MY PRESIDENCY (TRUMP),

Gerald Udowiczenko – Black

a)(Decatur) – A60 – A59 – A58 – Z17 – Springfield (+6)

b)(Mattoon) – W24 – V23 – U23 – T22

c)(T22) – R21 – Q21 – P20 – O20

Points: 21 +6 = 27

AMERICAN CENTRAL RAILWAY

(ACR), Jonathan Palfrey – Green

a)(Chicago) – Q70 – Q71;

(Joliet) – P65 – Q65.

b)(Q65) – Aurora;

(Clinton) – Davenport (+6)

c)(V67) – W67 – Waukegan (+6);

(V60) – Rockford (+6);

(V58) – Freeport (+6)

Points: 44 +24 = 68

CANNIS RAILWAYS (CR), Paul Evans – Blue

a)(U25) – T24 – S25 – P23

b)(P23) – Mt Vernon – L21(+6)

c)(L21) – H19 – Murphysboro (+6)

Points: 49 +12 = 61

UPTHUR CREEK RAILS (UCR),

Mike Clibborn–Dyer – Red

a)(Pekin) – D54 – B55

b)(B55) – Springfield – X15

c)(X15) – T13 – Alton (+6)

Points: 44 +6 = 50

GM Notes

Next Turn’s builds: 5, 6, 5

Orders to Mike Dommatt, 119

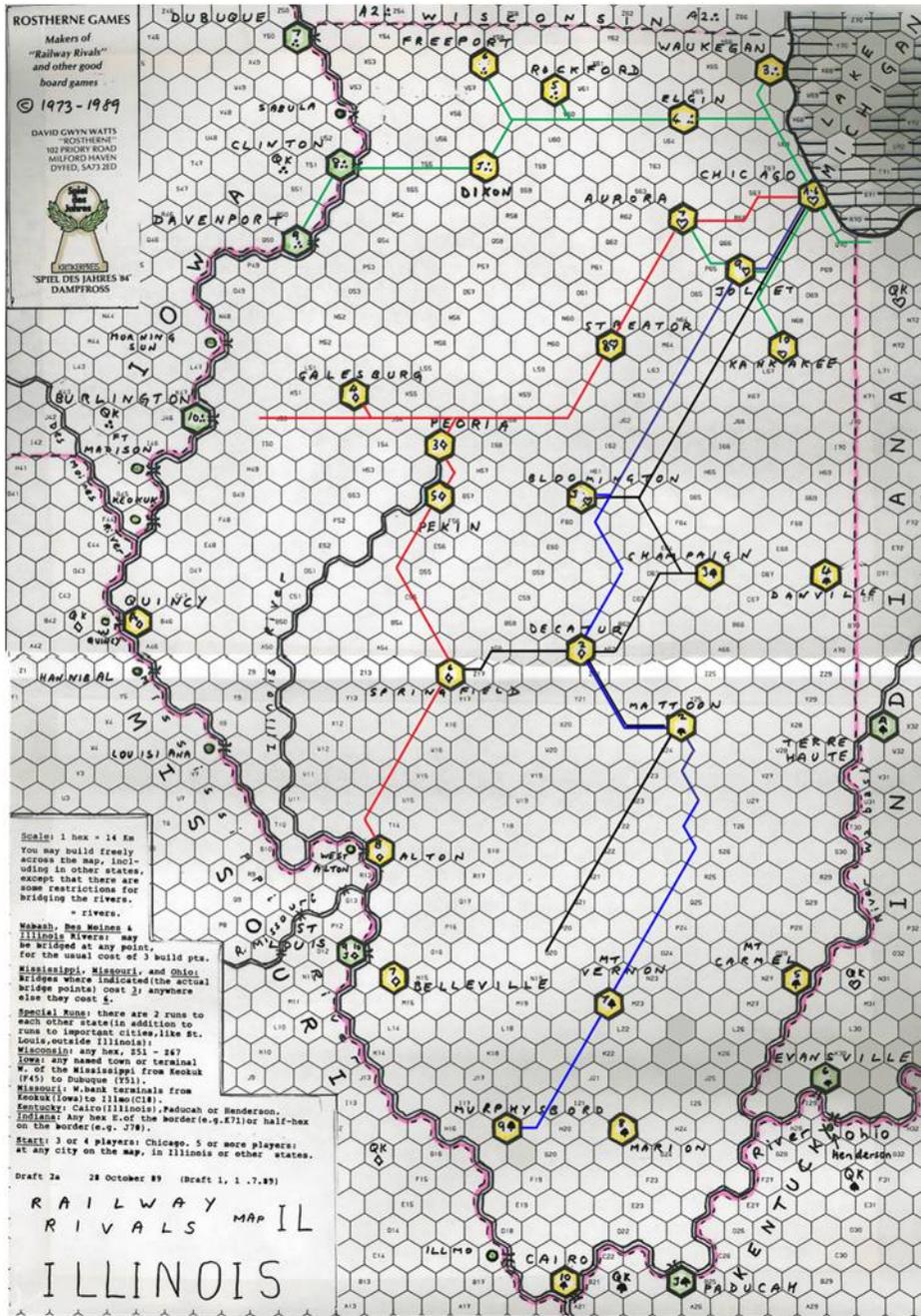
Victoria Road, Alton GU34 2DD

or by e-mail to

mike_dommatt@yahoo.co.uk

by 17th March 2017





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

Orders for June 1669 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 24th March 2017



May 1669 (303)

The warm May sunshine is very welcome in Paris after a cold winter. The city seems to be waking up from a long sleep: shutters are opened, clothing is brighter and the streets are busy once again. Some of those in the streets are furtive socialites on their way to clandestine meetings, clutching very sharp lengths of steel.

The first problem comes when Xander Cage (previously known only as 'X2'), Xavier Four-Hollandaise and Charles Louis Desapear have a scheduling clash. M Cage wants to fight Lieutenant-Colonel Four-Hollandaise first. Four-Hollandaise prefers to meet Brigadier-General Desapear before anyone else. And Desapear insists that Cage should be his first opponent. This impasse is broken by having the two more senior Parisians duel first: Desapear versus Four-Hollandaise.

As befits two infantry officers, the duel will be fought with rapiers. Only Four-Hollandaise has a second: the ever-fragrant Felix Antoine Gauchepied'er. This time Gauchepied'er is prepared for the sight of blood: he has a couple of orderlies standing behind him with a blanket. Their job is to catch him and then revive him with champagne. The diminutive Four-Hollandaise is clearly the underdog – even the injuries Desapear is carrying don't help him as he has old wounds of his own. Despite this, Desapear starts defensively with a parry. Four-Hollandaise is far more offensive: living up to his name, he farts at his opponent – much to Gauchepied'er's amusement.

The pungent aroma, fuelled by plentiful helpings of Jerusalem artichokes, has the useful effect of making Desapear back off. Four-Hollandaise follows up with insults (“your mother was a hamster and your father smelt of elderberries!”) and plants his boot in Desapear’s groin. He takes a slash from the rapier in doing so. As Four-Hollandaise recovers his balance (and Gauchepied’er is restored from the embrace of the blanket), Desapear follows up with a lunge. The second blow is too much for Four-Hollandaise, whose surrender is accepted. It’s too much for Gauchepied’er, too, who faints again. However, his momentum means he pitches forward, burying his nose in the mud.

Four-Hollandaise is clearly in no fit state to fight any more duels, much to M Cage’s disappointment. Balzac Slapdash is less disappointed as he’s not turning up for his duels anyway. With no Slapdash to fight, Bernard de Lur-Saluces meets Xander Cage in what is both men’s first actual duel this month. Cage is no military man and carries just a foil, while Lur-Saluces has a Fusilier’s rapier. He has two seconds as well: Gauchepied’er (and blanket) and Le Poutine Noir, a regimental colleague. It looks an even match, though Lur-Saluces is the more skilled swordsman. Both duellists start with a lunge. However, Lur-Saluces’s expertise means his blow strikes first. He then jumps back, anticipating a cut. However, Cage simply skewers him with a second lunge before he can recover his guard. Lur-Saluces concedes the fight. He is now too wounded to be able to meet Desapear, whose list of remaining opponents is getting shorter all the time.

Meanwhile, Jean d’Ice of the Cardinal’s Guard has been taking on Maurice Essai Deux of the King’s Musketeers. This could be the closest duel of the month as the two men are evenly matched and both wielding rapiers. Leonard de Hofstadt, another Cardinal’s man, is on hand as Ice’s second. The bout starts cautiously: Deux parries while Ice dodges. First blood goes to Ice as he lunges, but Deux quickly responds with a lunge of his own. Ice’s attack is the start of a furious lunge, though, and his cut lands just as Deux lunges again. The lunge is partly deflected by Ice’s cut, leaving Deux noticeably more injured. However, he presses on with the rest of his own furious lunge. Ice is still regaining his balance as Deux’s cut strikes home. Ice surrenders and cries off his next meeting, with Duncan d’Eauneurts.

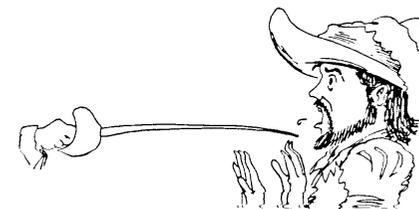
Maurice Essai Deux, on the other hand, proceeds to his appointment with Xander Cage. With both men freshly wounded, this doesn’t look like being a long fight. Deux parries. Cage pauses and then lunges. The additional skewering is too much for Deux. He surrenders and heads off for some medical attention, completely forgetting he’s to meet Balzac Slapdash. Not that Slapdash is around.

Thus, Charles Louis Desapear finally gets to scrap with Xander Cage. It could be a short fight, too. Desapear parries and jumps back. Cage waits and lunges. Another man skewered and another duel won for the man with the foil. Desapear has had enough, declining duels with Le Poutine Noir and the absent Slapdash.

The first sabre duel of the month pits Cuirassier Percy Mystic against Dragoon Xavier Money. Mystic has the greater expertise and the support of Bill de Zmerchant and Pierre Cardigan. He doesn’t bother with subtlety, but just slashes at his adversary. Caught by the vicious blow, Money concedes immediately.

Untouched, Mystic (and his seconds) moves on to become the latest opponent of Xander Cage’s foil. Mystic’s advantage is that he has a sabre. Again, he doesn’t worry about defensive manoeuvres, but just slashes. The hefty thump from the sabre is too much for Cage and he surrenders without getting a blow in. However, he’s not finished yet.

Claude Talon cannot be surprised that his first choice of duelling opponent doesn’t show up. Given that it’s Felix Antoine Gauchepied’er. He does receive a doctor’s note (signed “Trissy”) explaining that Gauchepied’er is “excused from fighting any duels due to his ‘delicate’ condition and his recently painted nails.” So Talon and his tomahawks show up as Percy Mystic’s next adversary. This time it’s Talon who has the greater skill, but it does him little good. As he sets himself to hurl his first axe, Mystic charges in and hits him with a slash. First blood to Mystic prompts Talon to surrender, leaving Mystic with three wins from three duels and without a scratch.



Two damaged duellists face each other next: Claude Talon versus Xander Cage. Cage has already fought four duels and has won three of them, while Talon just lost his first bout. Talon is the beefier of the two, but both men are injured, making it hard to say either has an advantage. Talon is also far more skilled, but his throwing axes are unpredictable. This could go either way. Cage goes for it, opening with a furious lunge. Talon jumps back from the initial lunge, plants his feet and hurls his tomahawk. As Cage spins round to deliver his cut, the flying blade slices through his neck. He’s dead before his body hits the ground. RIP.

Florent Sans de Machine and Balzac Slapdash are also due to fight Talon. However, Sans de Machine is confined to his sickbed (it says here) and Slapdash is staying well away.

Hence, the last duel of the month is Gaston le Somme and his cutlass against Pepé Nicole and his rapier. The two duellists may be evenly matched, but le Somme has the bigger blade – though a distinct lack of expertise. This is not immediately apparent, however, as le Somme dances back from Nicole’s opening lunge. Nicole blocks, but his timing is wrong and le Somme gets him with a slash. This gives Nicole time to hit back with a slash and a cut as le Somme struggles with his ponderous blade. Another block is just too early to prevent the next cutlass slash, but Nicole lunges to score a hit and lunges again, only to take

another slash. He grits his teeth, lunges once more, almost falling over with the effort, and is rewarded with his opponent's surrender. He may have won, but Nicole has had the stuffing knocked out of him and declines to fight his other two duels: against Gaz Moutarde and Louis Oeuf Ur Terribles. Terribles hasn't turned up anyway.

Some new Ministers

Beau Reese Jean Seine has a few jobs to deal with at the start of May. First, he reschedules his debts. Then he sets up a substantial investment in Arms. Finally, he calls in a favour to persuade the General commanding Third Army to resign his position. It's not enough to get him to go, however.

Inigo Montoya applies to join the Royal Foot Guards. The regiment's commander, Bdr-General Amant d'Au, is quick to accept him. Montoya buys himself the rank of Captain and a horse. At least he's not on foot as he sets off to join the regiment on the frontier. Also on the road are Bill de Zmerchant and Felix Antoine Gauchepied'er, both heading off to join the Royal North Highland Borderers – though Gauchepied'er's motives may not be quite as pure as Zmerchant's...

Affairs of State occupy Minister Pierre le Sang. He turns down Etienne Brule's application for the post of Minister of Justice to appoint some nobody. Instead, he makes Brule Chancellor of the Exchequer. His Majesty confers the title of Marquis on the new Chancellor as a reward.

In the military, Bdr-General Jacques de Gain relinquishes his position as Quartermaster-General of Second Army to take command of the Heavy Brigade. Louis Oeuf Ur Terribles succeeds with his application to become Brigade Major of First Foot. This takes him out of the chain of command in the Royal Marines, so he volunteers for some action with a Frontier regiment.

Lieutenant-General Uther Xavier-Beauregard, commander of the Cavalry Division, invites Claude Talon to become Adjutant to the Division now that he's bought himself the rank of Lt-Colonel. Talon accepts, but can't get the job while it's still held by Gaston le Somme. You'd think Xavier-Beauregard would have known this, as he appointed le Somme just a couple of months ago.

Just one party

The best social event of May has to be Sebastian de la Creme's month-long party at the Fleur de Lys. Mainly because it's the only social event of May. It's not surprising that he and Di Lemmere attract a decent turnout of Parisian socialites. Top of the guest list is Chopine Camus, who brings Sheila Kiwi with him and stays all month. Charles Louis Desapear brings Josephine Buonoparte for the whole month too. Claude Talon, Chopine's number one in the Grand Duke Max Dragoons, escorts Anna Rexique and makes straight for the club's gaming tables. Here he lays two 200-crown bets, but cuts both of them when he sees what

the house rolls. He is back the following week, places another two bets, wins one and loses one. The same happens in week 3 and again in week 4. Overall, then, he's out of pocket (and down on status) from the two bets he cut, a deficit that's not helped by his generous donation to Paris's orphanage. Anna is not impressed.

Etienne Brule accompanies Belle Epoque to Sebastian's party, where they remain all month. Gaston le Somme brings Bess Ottede for three weeks, choosing to spend the last week of the month in the gym with his sabre. Jean d'Ice has Ava Crisp on his arm, but only for one week as he prefers the company of his rapier for the following three. Leonard de Hofstadt knows how to party: he and Frances Forrin attend all four weeks.



The arrival of Percy Mystic and Lotte Bottle prompts the first disturbance among Sebastian's guests. Percy is a member of the Archduke Leopold Cuirassiers, which causes friction with Chopine and Claude. As Percy and Lotte attend all month as well, there is plenty of opportunity for the three to trade insults. The other

Sebastian, Lt-Gen Adis II, drops in with Marie Antoinette for the first week only. For the rest of May he's attending to pressing business with his rapier.

Swindelle d'Masses Toadies to Sebastian with Lucy Fur on his arm and keeps this up all month. He has to spend a fair amount of time telling everybody that his name is Swindelle and not Sacramento (as reported last month). Was Nae Me escorts Vera Cruz for the month and last on the guest list is Xavier Four-Hollandaise. Xavier has Leia Orgasma with him, but rather neglects the poor woman to exchange challenges with Charles (he 13th Fusiliers, Charles 27th Musketeers). All month.

The one late arrival at Sebastian's party is Gaz Moutarde. After two weeks' practice with his cutlass and a week at home with his lady, Gaz rolls up in week four, unaccompanied. There is also one person ostentatiously not attending the party. Balzac Slapdash seems not to have understood the limits of Sebastian's invitation. Each week he turns up at the Fleur and each week he is refused entry. There must be better ways of spending a month than standing around in the Fleur's foyer.

The rest of the clubs

There are some other members in the Fleur through May. Pierre Cardigan takes Edna to the club for the month. Pierre le Sang and Guinevere d'Arthur occupy their private room for the duration, though Etienne Brule does pop in to pass on his monthly payment. Uther Xavier-Beauregard is with Henrietta the whole

time. He's hoping someone will Toady to him one day, but it doesn't happen this month. Frele d'Acier pops in with Freda de Ath at the start of the month, but then heads for the gym with his sabre for the rest of the time.

Blue Gables is the place for Coeur De Lion to spend the month with Ada Andabettoir. Florent Sans de Machine is there with Charlotte de Gaulle in week 1, but Florent has an appointment with his rapier for the next three weeks.

Xavier Money takes Betty Kant to the Frog & Peach for three weeks before taking up his sabre for the fourth. And Red Phillips is graced with the presence of Le Poutine Noir. On his own and just for week 2. This is after he's got away from the attentions of the footpads – a visit to the Bawdy houses can be dangerous, but he has spent all his cash. Two weeks of rapier practice complete his month.

Also starting May in the bawdy houses are Duncan d'Euaneurts and Pepé Nicole. Both indulge in a little female company, after which Pepé goes for the company of his rapier. However, Duncan is still skulking around the red light district the following week. He stops for the odd drink, while Henri Dubois, fresh from his week of regimental duties, is after female company. Both men attract the attentions of muggers, but neither has any spare cash. Henri then spends two weeks practising sabre, but Duncan is back outside the Bawdy houses in week 3. He finally spots what he's been waiting for. Indulging his lusts after two week's hard rapier practice, Rick O'Shea may be concerned about the footpads. He certainly doesn't expect the Commissioner of Public Safety to leap on him. "Aha!" cries Duncan, "You're nicked!" Rick's last week is spent in the less salubrious surroundings of the Bastille.

The triumphant Commissioner returns to his office, only to set off with another warrant. The new Minister of Justice has only had the job for three weeks, but is still arrested. The charges are conspiracy, fraud and treason.

This month's iron men are Bernard de Lur-Saluces, who practises rapier the whole time, Jacques de Gain, ditto, and Maurice Essai Deux, also ditto. Jean Tétreault-Cauchon only manages three weeks with his sabre as he spends the first week bathing (!) and then visiting his lady friend.

Ending the siege

The French troops need to draw the siege to a conclusion this month before being re-deployed for the summer campaign. The weather is not on their side, allowing a Spanish relief column to appear. The Queen's Own Carabiniers take a battering trying to stop the column. They are not wholly successful, but do delay the Spanish troops, bringing QOC commander Terence Cuckpowder promotion to (brevet) Brigadier-General.

The delay is just long enough for the Royal Foot Guards and the Frontier regiments to take the fort. And loot it to their heart's content. The RFG commander, Amant d'Au, receives a Mention in Despatches ("look at that man

loot!") and, much better as far as he's concerned, 1,500 crowns worth of booty. As he can't be promoted, Lt-Colonel Jean Jeanie gets two Mentions ("What's he moaning about now?" "He can't be promoted") and gets slightly more loot than his boss: it comes to 1,600 crowns. What's more, his name in the Despatches brings recognition from the King and the title of Viscount. Major Beau Reese Jean Seine makes do with a bit of plunder: 1,300 crowns' worth. But new Captain Inigo Montoya does best of all, grabbing 1,700 crowns' worth of goodies for himself. He is Mentioned in Despatches, too ("Top earner").

Results for the Frontier regiments are mixed, as usual. Regiment 1 holds its own, as does PLLD Major Annibal Lechiffre, attached. Regiment 2 takes a pounding from the Spanish guns before they fall silent. RM Major Louis Oeuf Ur Terribles is attached and dodges the cannonballs to gain a minor Mention in Despatches ("excellent shimmy").

Frontier regiment 3 is bolstered with first battalion of the Cardinal's Guard under Lt-Colonel Alan de Frocked. They do well, following the Foot Guards over the ramparts and getting in on the looting. DG Major Jean Ettonique, attached to the Frontier regiment, survives a close encounter with a Spanish pike to pile up 1,100 crowns' worth of booty. Frocked does even better: his earnings are just shy of two thousand crowns.

General Bill de Zmerchant,
Lt-General Richard
Shapmes and CPC Colonel

Felix Antoine Gauchepied'er are all serving with the RNHB, but can't help the Highlanders avoid a mauling. There are still Mentions in Despatches for Shapmes and Zmerchant (who "look good in a kilt"), but the reverse for Gauchepied'er, whose found in the laundry. Gauchepied'er claims that he was only there because of the importance of clean uniforms for 'his' men. Quite why he is draped in the dirty linen isn't clear – Paris will have to make up its own mind. ❖

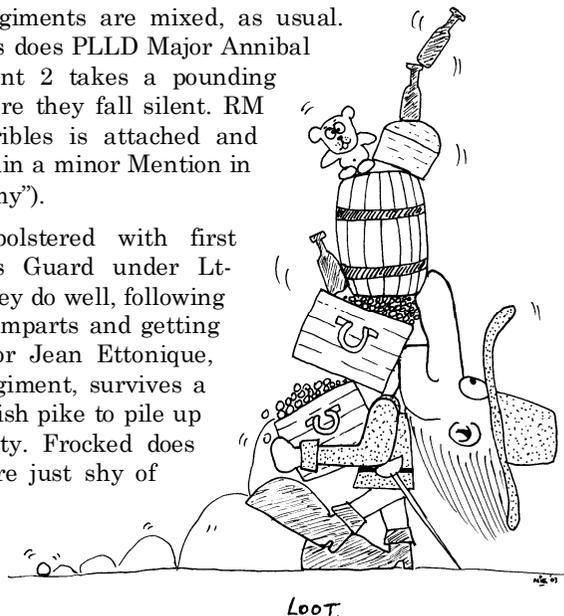
Press

Announcements

Officers of His Majesty's Army:
I am currently in need of a new aide de camp. If you are a gentleman (SL 8+) of the appropriate rank (Lt.

Colonel) and are interested in serving His Majesty at my side, please submit your application to me as soon as possible. Long live the King!

† Earl Pierre le Sang
Field Marshal of France



SECURITY OPERATIVES SOUGHT

The Commission of Public Safety is seeking to appoint two loyal subjects of His Majesty as secret security operatives. Applicants are sought from those appearing on the members lists of Bothwell's and Hunter's.

The duties will consist of covert surveillance and the serving of warrants upon suspected traitors.

The identities of all applicants will remain confidential, whether successful or not, and a small remuneration to cover incidental expenses is offered. If interested in serving His Majesty in this vital task, then please apply in confidence to

† Colonel Sir Duncan d'Eauneurts,
Commissioner of Public Safety

Those who seek preferment in the autumn are expected to show reckless bravery during the summer if they wish to impress.

† General (possibly to be Field Marshal) Bill de Zmerchant

Mes Braves!

If you have not engaged in frivolity these last few days, more fool you, because the Cavalry Division rides to war! Vive le Roi! † UXB

TREASON TRIAL

His Excellency the Minister of Justice will face charges of Treason at the beginning of June, His Excellency Field Marshal Earl Pierre le Sang presiding.

The charges have been brought following the interception of correspondence from the Ministry of Justice to various gentlemen offering

to overlook embezzlement in return for hefty bribes. The Minister is, therefore, accused of Conspiracy to defraud His Majesty's Treasury and Commissariat.

Witnesses for both the prosecution and defence are, of course, more than welcome to attend the proceedings.

† Commissioner d'Eauneurts

KING'S MUSKETEERS WANTED !!!

The King's Musketeers – the regiment that gave the phrase “All for One, and One for All!” to the French language – is seeking recruits. The regiment will be seeing service at the front over the Summer, so there is imminent opportunity for Glory to be gained.

In Paris, duties will consist mainly of bringing those members of the Cardinal's Guard ill-mannered enough to inflict themselves on polite society to their knees – the preferred position for prayer, I'm told – at swordpoint.

Gentlemen [SL 6+] of rude good health [EC4+] are cordially invited to join France's Premiere Fighting Regiment. Those whose ambitions exceed their finances are welcome to contact the Colonel, Sir Duncan d'Eauneurts, privately.

TREASON TRIAL

Brigadier-General le Marquis Rick O'Shea will face charges of Treason at the beginning of June, His Excellency Field Marshal Earl Pierre le Sang presiding.

Brigadier O'Shea is accused of wilfully endangering the lives of His Majesty's soldiery by diverting

considerable funds away from the purchase of necessary supplies and into his own pockets while serving as an Army Quartermaster during the last Summer's Campaign. Witnesses for both the prosecution and defence are, of course, more than welcome to attend the proceedings.

† Commissioner d'Eauneurts

Despatches from the Front

To the Dragoon Guards

Sirs,

I will meet you on the field of honour when my health has recovered, and should I survive service for His Majesty at the front.

† Cuckpowder

Social

To all Gentlemen of Paris,
Let it be known that His Excellency Lt-General Sir Sebastian de la Crème wishes to throw another party to celebrate, well, an excuse might present itself!

He wishes to celebrate all month again. Please do contact me: RSVPs will ensure that one is not disappointed.

Anyone of good standing will be welcome, please bring your ladies and be ready for a good time.

Vive la France, Vive le Roi!

† Jean-Charles Regnard, Aide to His Excellency Lt-General Sir Sebastian de la Crème

[OOO, all PC of SL 10 or higher are invited along with their mistresses for 4 weeks of partying at the Fleur de Lys.]

Matters of Honour

Notice to Sir Pepé Nicole

Monsieur, it pains me to say that I will not be able to meet you in the forests as previously arranged this month due to... Clearly, if you do wish to meet me before the summer campaign sequence, you would be welcome to join me at the front with a view to a voluntary race to the Spanish lines, or perhaps a river assault of their positions?

Best Wishes, † Louis

Military Missives

Gentlemen,

If news of April's busy social schedule has reached your ears at the clubs and/or the front, you know that for some reason several “gentlemen” of Paris have taken offense at either my lack of nobility or membership in the famed GDMD. I've always relied upon my brother Jean to be my second; but he has recently been busy serving our fair France at the front and I am not sure if he will be in Paris in May. Therefore, I am writing you both to see if:

Jean, will you be back from the front?

Xavier, would you be willing to serve as a second in place of or in addition to Jean?

Gitchi-miigwetch (great thanks) for your brotherhood!

Yours, † Gitchi-Biizhew

Mon Ami

Certainly I will be happy to be your second. I don't have a second, either, so would be honoured if you could do

the same for me, if the situation arises.

Your brother-in-arms,

† Xavier

Certainly, I am always willing to assist one of my brothers in GDMD or its friends.

† CT

Personal

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

I'm pleased to relate that Baron Brule survived his encounter with Sir Terence. In fact, thanks to the latter's poor physical state, their only encounter ended with Baron Brule being arrested on the charge, it seems, of being in the wrong regiment. At least he was able to host his party beforehand.

My own gathering the week afterwards, in memory of Count Jacques Shitacks, was reasonably well attended I'm pleased to say. I'm tempted to host another gathering when the Summer campaign is concluded.

I myself had another meeting with the timorous de la Creme last month, but it was something of a damp squib I'm afraid. Although perfectly willing to bandy insults, he seems disinclined to raise his sword these days. He seems equally indecisive as a host, having invited numerous gentlemen to his club this month whilst apologising in advance for the fact that he may not turn up. An extraordinary way to offer hospitality, if you ask me, born out by the fact

that he later decided not to insult his potential guests in this way and actually pledge to turn up to his own event...

The rumours reaching you regards the Commissioner abusing his powers are only partly true. There was an outstanding warrant for the gentleman arrested which Sir Terence chose to serve when meeting him on the same lady's doorstep. Even so, the charge, effectively for being in a regiment of which the Commissioner disapproved, did little to add lustre to his office.

Things are about to change now that I'm Commissioner at last, I'm pleased to say. I heartily disapprove of misusing the office to pursue regimental rivalries, so no members of the Cardinal's Guard need fear being so victimised. All outstanding warrants have been rescinded and my own will be issued only on the instruction of the Minister of State rather than in pursuit of my own personal advantage.

Unfortunately His Majesty failed to offer me a title when I took up the position of Commissioner but, hopefully, once he is aware of how diligently I'm fulfilling my duties, such will be forthcoming. It's certainly not all wine and roses let me tell you, Maman. I've been obliged to spend most of this month combing various establishments on the Rue Bourdel for possible traitors with barely a minute to myself. (Please ignore any twisted rumours you may hear regards my activities there.) Indeed, any letters you send in the future should be posted to my new

office at Le Châtelet, on the Rue St Denis in the Quartier des Halles. That way, they should enjoy more immediate attention from,

Your Dutiful Son,

† Duncan

P.S. I will be leading my regiment to the front for the whole Summer, so hopefully I'll be able to make a dent regards the remaining mortgages when I return.

Finishing his weekly correspondence to Katie, Amant rummages around his tent with the letter from the new applicant in hand. Seeing his Major pass his tent he pokes his head out.

"Have you heard anything more about that counter espionage program, Giles?"

"No, sir. Perhaps it was a ploy?"

Amant mutters and re-reads the application from Inigo Montoya.

"How can anyone make sense regarding the mind of Paris. Surely this is the man they meant to send... that or he's a complete buffoon!"

Giles listens stoically and waits.

"They certainly chose his name with... boldness and creativity, sir. I'm sure the men will welcome him eagerly."

Lord Percy Percy says, as fashion is tending towards the embarrassing, Cuckpowder's service as CPS was very fashionable.

To all of the recruiting officers of Paris,

I would like to introduce myself – I am Swindelle d'Masses. I come from a long line of very capable military men

of the d'Masses line. I would like to offer my services to a regiment, but I have not yet decided on who that honour should fall. I would be most pleased to receive offers from your fine institutions. Unfortunately, I have run a little short on funds during my long trip from the family lands to the south, so assistance with my appointment would be most welcome. In return, I would be pleased to offer my services to my new home in any way my new commander would see fit and promise to serve with honour.

Your recruit, † Swindelle

To the no-account 2nd Army Adjutant:

I see you, lazing about our hall of warriors, doing nothing but drinking your commander's brandy when you think none are looking. Perhaps you should take your rusty sabre to another job in our Great Father's army. The Archduke Leopold's Cuirassiers need a stable boy.

† Jean-Claude Talon.

Poetry Corner

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

Scrawled on a Privy Wall at Horse Guards Club...

The CPC new uniforms look so gay,
Their new CO has had his say.
This will help them in the saddle,
But after inspection they waddle.
The FAG wants a roll in the hay.

Points Arising

Next deadline is 24th March 2017

As most characters will be on active service for the next three months, **I will run June and July back to back. Please send two sets of orders for this deadline.** Orders for July may be conditional on what happens in June – if there is a major impact on any characters in June, I will give the affected players an opportunity to modify their July orders. Replacement characters for anyone who dies in June will start in August.

June is the start of a new season. **All characters start the month in Paris and all duels must be fought.** Any vacant appointments not taken by player characters will be filled by NPCs – unless a post is appointed by a player character, who may order that it is left vacant (if you have an appointment or a rank that allows you to appoint posts, don't forget to do so).

June is the start of the campaign season. **All units listed on the “Army Organisation” table will be in action** (any volunteers will serve with the Frontier regiments). Characters who are part of one of these units can only avoid active service by resigning from their regiment and/or appointment.

Next turn is the last month characters can make investments for

Announcements

None!

this campaign. The return on investments will be paid in September.

Absent friends

I had no orders (“No Move Received”) from the following and they suffered the consequences:

X4 (Mark Nightingale) has NMR'd.

Total now 1

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 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.

Duels

Results of May's duels

Xander Cage (gains 1 Exp) beat Charles Louis Desapear.

Charles Louis Desapear (gains 1 Exp) beat his enemy Xavier Four-Hollandaise (with FAG).

Felix Anton Gauchepied'er didn't turn up to fight Claude Talon and lost SPs.

Florent Sans de Machine declined to meet Claude Talon as he was under half Endurance.

Percy Mystic (with BdZ & PC, gains 1 Exp) beat his enemy Claude Talon.

Claude Talon (gains 1 Exp) killed Xander Cage.

Percy Mystic (with BdZ & PC, gains 1 Exp) beat Xander Cage.

Percy Mystic (with BdZ & PC, gains 1 Exp) beat his enemy Xavier Money.

Xavier Four-Hollandaise declined to meet Xander Cage as he was under half Endurance.

Pépé Nicole (gains 1 Exp) beat his enemy Gaston le Somme.

Pépé Nicole declined to meet Gaz Moutarde as he was under half Endurance.

Balzac Slapdash didn't turn up to fight Bernard de Lur-Saluces and lost SPs.

Bernard de Lur-Saluces declined to meet Charles Louis Desapear as he was under half Endurance.

Xander Cage (gains 1 Exp) beat Bernard de Lur-Saluces (with LPN & FAG).

Charles Louis Desapear declined to meet Balzac Slapdash as he was under half Endurance.

Balzac Slapdash didn't turn up to fight Claude Talon and lost SPs.

Balzac Slapdash didn't turn up to fight Maurice Essai Deux and lost SPs.

Xavier Four-Hollandaise declined to meet Balzac Slapdash as he was under half Endurance.

Charles Louis Desapear declined to meet Le Poutine Noir as he was under half Endurance.

Jean d'Ice declined to meet Duncan d'Eauneurts as he was under half Endurance.

Maurice Essai Deux (gains 1 Exp) beat his enemy Jean d'Ice (with LdH).

Pépé Nicole declined to meet Louis Oeuf Ur Terribles as he was under half Endurance.

Xander Cage (gains 1 Exp) beat Maurice Essai Deux.

Grudges to settle next month:

Florent Sans de Machine (Rapier, 3 rests) has cause with Jean Ettonique (Sabre, Seconds CT & HD, adv.) as he's not Noble but higher SL.

Alan de Frocked (Rapier, Seconds LdH, adv.) has cause with Swindelle d'Masses (Foil, 1 rests) for pinching Lucy.

Chopine Camus (Sabre, adv.) and Percy Mystic (Sabre, Seconds BdZ & PC, 3 rests) have mutual cause for being in enemy regiments.

Charles Louis Desapear (Rapier, adv.) and Xavier Four-Hollandaise (Rapier, Seconds SdC & FAG, 2 rests) have mutual cause for being in enemy regiments.

Claude Talon (Dagger, Seconds JE, adv.) and Percy Mystic (Sabre, Seconds BdZ & PC, 2 rests) have

mutual cause for being in enemy regiments.

“adv.” shows who (if anyone) has the advantage of higher 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 because one of the duellists is already at the Front. Orders conditional on a challenge being voted cause are acceptable.

New Characters

Gerald Udowiczenko gets the Bastard son of a very wealthy Baron: Init SL 6; Cash 675; MA 5; EC 1 (X1).

Trials

Rick O'Shea and the NPC Minister of Justice will be on trial at the beginning of next month (after duels, but before anything else) on charges of treason. The Commissioner of Public Safety, Duncan d'Eauneurts, will prosecute and 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.

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

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 __
Provincial Military Governors: RS/N/N/N/N	
City Military Governor __	Adjutant-General SA2
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety DdE (until March 1670)	
Chancellor of the Exchequer EB (until April 1670)	
Minister of Justice N (until August 1669)	
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

Royal Foot Guards: 2
Queen's Own Carabiniers: 5
Frontier regiment 1: 3
Frontier regiment 2: 5

Frontier regiment 3: 2
Frontier regiment 4: 5
RNHB regiment: 5

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/_
Cavalry Division (Field Ops)	UXB/N/GIS
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/_
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	First Foot Brigade	N2/N/_
Horse Guards Brigade	N4/N/JE	Second Foot Brigade	BdLS/N/LPN
Heavy Brigade	__/_/_/FAG	Third Foot Brigade	N3/N/N2
Dragoon Brigade	N4/N/CT	Fourth Foot Brigade	N1/N/_

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

Frontier Regiments

				(On campaign for June–Aug)	
	F1	F2	F3	F4	RNHB
Colonel	N3	N6	N5	N4	N5
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	
54	Madelaine de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	LdH
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	SdM
30	Leia Orgasma	13	B	XFH
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	PM
12	Charlotte de Gaulle	12		FSdM
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		WNM
31	Bess Ottede	12	I/W	GIS
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	CT
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	SdIC
53	Angelina de Griz	10	B	
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	JdI
59	May Banquot l'Ideé	9		
2	Betty Kant	8	I	XM
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	SA2
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7		FdA
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	EB
13	Josephine Buonoparte	6	I/W	CLD
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	CDL
25	Lois de Lô	5	B	

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

		Regiments																											
Col	LCol	Maj 1	Maj 2	Capt 1	Capt 2	Capt 3	Capt 4	Capt 5	Capt 6	RFG	CG	LDH	ADP	KM	DGE	DG	EOC	ALC	CPC	RM	CC	CDL	13F	PLD	53F	27M	4A	69A	Gscn
Ada	Jl	BRJS	N5	N2	IM	N6	N6	N1																					
Ldh	Adf	Jdl	N1	N3	N6*	N5	N5	N1																					
Dde	Fda	Med+JE+	N5+	N1	N6*	N2	N2	N1																					
EB	TC	N2*	N2	N2	N2	N2	N2	N2																					
PM	AGC	N1	N1	N5	N4*	N4	N4	N1																					
FAG+	GM	N5	N6	N1	N1	N4	N4	N1																					
GIS	CT+	LOUT+	N1*	N3	N4	N3	N3	N1*																					
CDL	N6	N7	N6	N3	N6	N6	N3	N1*																					
BdLTS+BS	N4	N4	N4	N3	N3	N3	N3	N3																					
JTC	N6	N6	N6	N6	N6	N6	N6	N6																					
AL	N2+	N2+	N2+	N2+	N2+	N2+	N2+	N2+																					
N5	N5	N5	N5	N5	N5	N5	N5	N5																					
N3	N3	N3	N3	N3	N3	N3	N3	N3																					
N6	N6	N6	N6	N6	N6	N6	N6	N6																					
N2	N2	N2	N2	N2	N2	N2	N2	N2																					
N1*	N1*	N1*	N1*	N1*	N1*	N1*	N1*	N1*																					

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	ECPlayer
PIS	Earl Pierre le Sang	24	72	Comfy	Fld Marshal	/State Min.	7	Guinevere	Flr	4 Bill Howell
PC	Count Pierre Cardigan	24	58	Withy	General/Min w/o Port		9	Edna	Flr	5 Matt Shepherd
JdG	Count Jacques de Gain	23	64	Filty	Bdr-General/Hvy Brigadier		20		Flr	6 Ben Brown
UXB	Count Uther Xavier-Beaureg'd	22	55	Withy	B.Lt-General/Cav Div Commandr		14	Henrietta	Flr	4 Pete Card
BdZ	Earl Bill de Zmerchant	22	F	Comfy	General/1st Army Commandr		7		Flr	3 Tim Macaire
FdA	Earl Frele d'Acier	19	49	Comfy	Lt.Colonel DG/Min w/o Port		9	Freda	Flr	3 Peter Farrell
EB	Marquis Etienne Brule	19	47	Comfy	B.Bdr-General DG/Chancellor		2	Belle	Flr	4 James McReynolds
RS	Earl Richard Shapmes	19	F	Withy	Lt-General/Prov.Mil.Gov		13		Flr	4 Charles Popp
AdA	Viscount Amant d'Au	19	F	Rich	B.Bdr-General RFG/Min w/o Port		8		Flr	5 David Brister
Jl	Viscount Jean Jeanie	17	F	Rich	Lt.Colonel RFG/Min w/o Port		20		Both	3 Andrew Kendall
SA2	Sir Sebastian Adis II	16	36	Comfy	B.Lt-General/Adjutant Gen		5	Marie	Both	4 Mark Cowper
DdE	Sir Duncan d'Eauneurts	16	33	Comfy	Colonel KM/CPS		5		Flr	5 Paul Lydiate
ROS	Marquis Rick O'Shea	16	22	Rich	Bdr-General		5		Both	6 Paul Wilson
TC	Sir Terence Cuckpowder	16	F	Withy	B.Bdr-General QOC		4		Flr	4 Mike Dommett
SdIC	Sir Sebastian de la Creme	16	+65	Comfy	B.Lt-General/Min w/o Port		4	Di	Flr	5 Alan Percival
WNM	Earl Was Nae Me	15	47	Withy	Bdr-General/Gds Brigadier		8	Vera	Hunt	3 Mark Farrell
CC	Sir Chopine Camus	15	32	Comfy	B.Bdr-General GDMD		7	Sheila	Both	4 Stewart Macintyre
GM	Sir Gaz Moutarde	15	31	Rich	B.Bdr-General RM		3		Both	2 Mike Clibborn-Dyer
BRJS	Sir Beau Reese Jean Seine	14	F	Comfy	Major RFG/Gen's Aide (1st Army)		4		Both	3 Bill Hay
Jdl	Sir Jean d'Ice	13	20	Comfy	Major CG		5	Ava	Both	3 Tym Norris
CT	Claude Talon	12	27	Comfy	Lt.Colonel GDMD/Drgn Brig Maj.		4	Anna	Hunt	4 Cameron Wood
AdF	Alex de Frocked	12	F	Withy	Lt.Colonel CG/Gen's Aide (2 Army)		3		Both	2 Charles Burrows
JE	Jean Ettonique	12	F	Withy	Major DG/HGds Brigade Maj.		7		Both	5 Tony Hinton-West
LdH	Leonard de Hofstadt	12	+46	Comfy	B.Bdr-General CG		5	Frances	Hunt	5 Neil Packer
XFH	Xavier Four-Hollandaise	11	35	Comfy	Lt.Colonel 13F		5	Leia	Hunt	2 Francesca Weal

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
PN	Sir Pepé Nicole	11	24	Comfy	B.Bdr-General 69A	7		BG	3	Colin Cowper
CDL	Sir Coeur De Lion	11	20	Comfy	B.Bdr-General PM	5	Ada	BG	3	Graeme Wilson
MED	Maurice Essai Deux	11	20	Comfy	Major KM/Gds Brigade Maj.	4		Hunt	3	Olaf Schmidt
CLD	Charles Louis Desapear	11+43	Comfy	B.Bdr-General 27M		2	Josephine	BG	4	Martin Jennings
GIS	Gaston le Somme	11+37	OK	Lt.Colonel RM/Cav Div Adjutant		2	Bess	Hunt	3	Jerry Spencer
BdLS	Bernard de Lur-Saluces	10	20	Comfy	B.Bdr-General 13F/2 F Brigadier	5		Hunt	2	Rob Pinkerton
IM	Inigo Montoya	10	F	Comfy	Captain RFG	4		Hunt	3	Graeme Morris
PM	Percy Mystic	10+57	Comfy	Lt.Colonel ALC		7	Lotte	BG	3	Ray Vahey
SdM	Xavier Money	10+37	Poor			4	Lucy	Hunt	4	Craig Pearson
XM	Florent Sans de Machine	8	10	Comfy	Captain GDMD	3	Betty	F&P	3	Pam Udowiczzenko
FSdM	Felix Anton Gauchepied'er	8	9	Comfy		6	Charlotte	BG	4	Nik Luker
FAG	Henri Dubois	7	10	Comfy	Subaltern DG	1		BG	4	Jason Fazackarley
HD	Louis Oeuf Ur Terribles	7	F	OK	Major RM/1 F Brigade Maj.	2		BG	3	Wayne Little
LOUT	Jean Tétreault-Cauchon	6	9	OK	Lt.Colonel PLLD	3		F&P	5	Dave Marsden
JTC	Annibal Lechiffre	6	F	OK	Major PLLD	5		F&P	5	Daniel Blanchette
AL	Balzac Slapdash	5-14	OK			6		F&P	2	Marc Blanchette
BS	Le Poutine Noir	5	13	Poor	Major 13F/2 F Brigade Maj.	5		F&P	4	Matthew Wale
LPN	Xander Cage	5	RIP			5		RP	5	Neil Pinkerton
xxx		3-	2	Poor		1				Gerald Udowiczzenko
X4										Mark Nightingale

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+

That would be enough

This has been issue 172 of *To Win Just Once*, published 5th March 2017. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2017

Deadlines

Orders for *Railway Rivals* to Mike by Friday, 17th March 2017.

Orders for *LPBS*, votes and definitions for Fictionary Dictionary and all other contributions to Pevans by Friday, 24th March 2017.

(Next deadlines are: 21st/28th April, 26th May/2nd June)

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.engage.co.uk

Railway Rivals – the latest game is under way. Who's up for the next one? Working map and rules provided.

Star Trader – David Buchholz and Jason Fazackarley are waiting for the next game. 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

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

Pax Porfiriana (at www.yucata.de): Pevans

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

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

Vinci (at www.yucata.de): Pevans

Credits

To Win Just Once issue 172 was written and edited by Pevans. The *LPBS* masthead (page 18) is by Lee Brimmicombe-Wood, as are the pictures on pages 16, 20 and 22. The drawing on page 24 is by Nik Luker. 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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