

That would be enough

This has been issue 178 of *To Win Just Once*, published 7th October 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* and *Star Trader* to Mike by Friday, 27th October 2017.

Orders for *LPBS*, shots in *Great White Hunter* and all other contributions to Pevans by Friday, 3rd November 2017.

(Last deadlines for 2017 are: 1st/8th 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 current game is halfway through. Rob Pinkerton is up for the next one, who else? Working map and rules provided.

Star Trader – a new game is setting up and we have room for a few more players. Rules provided.

Online games

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

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

Imhotep (at www.yucata.de): Pevans

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

Navegador (at www.yucata.de): Pevans

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

Funkenschlag (Power Grid) (at famdepaus.nl): Pevans

Puerto Rico (at www.boardgamearena.com): Pevans

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

Credits

To Win Just Once issue 178 was written and edited by Pevans. The *LPBS* masthead (page 24) is by Lee Brimmicombe-Wood, as are the drawings on pages 22, 25 and 29. Tim Wiseman drew the pictures on pages 26 and 27 and Nik Luker the one on page 28. Game and book artwork is courtesy of the publisher. Photos were taken by Pevans (except where noted), who played with Photoshop.

Printed and published by Margam Evans Limited

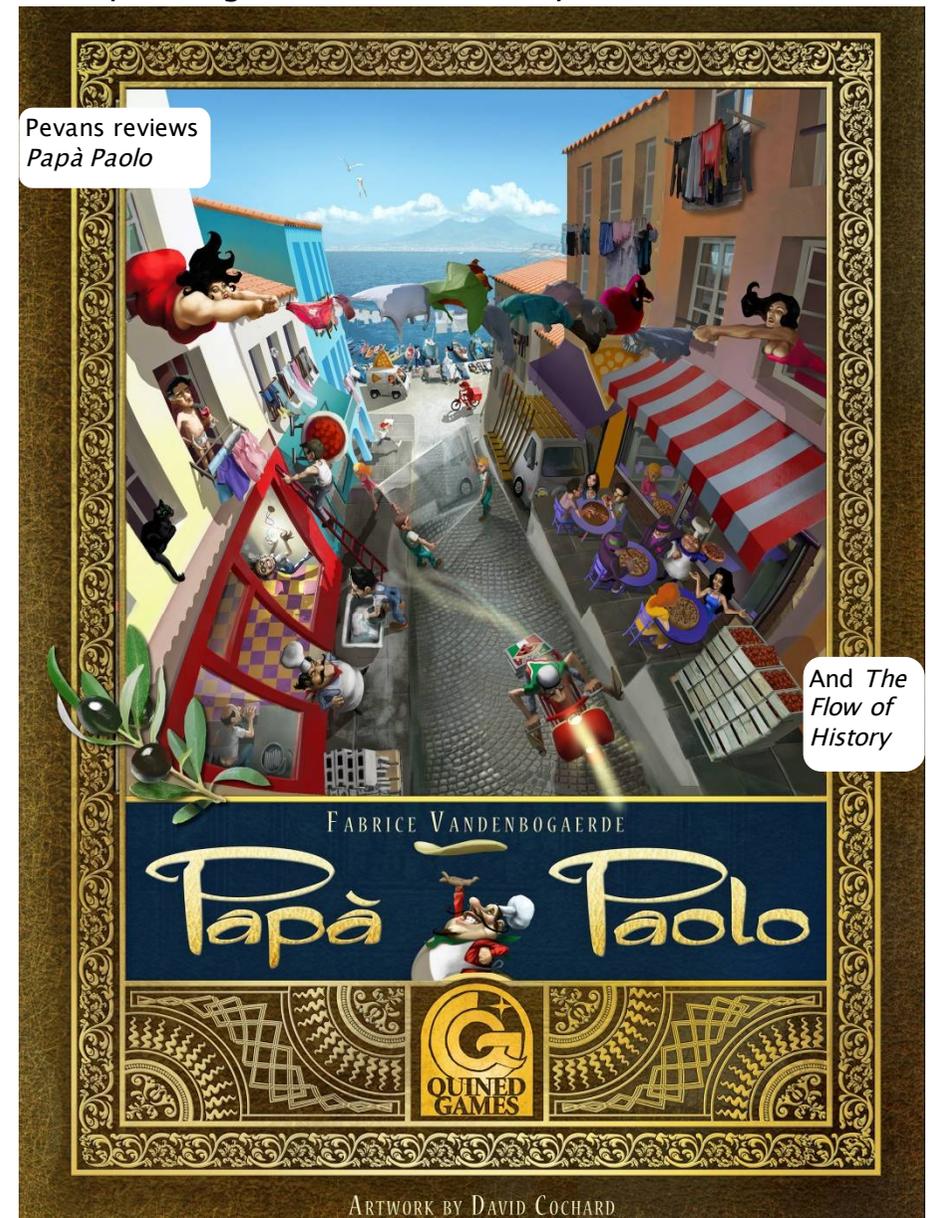
(A company registered in England and Wales, number 05152842,

Registered office: 180 Aylsham Drive, Uxbridge UB10 8UF)

Tel: 020 7183 6256, E-mail: TWJO@pevans.co.uk, Web: www.pevans.co.uk/TWJO

To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Issue 178: October 2017
(LPBS 310: December 1669)

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

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Chatter

Geraldine and I ended up going away for deadline weekend – three days visiting Swansea and Exmoor (not very far from each other, but with the Bristol Channel in the way). We had a very pleasant time, but returned with a stinking cold (Geraldine) and raging toothache (me).

This meant I had two hour-long sessions in the dentist's chair as root canals were drilled out and a week of antibiotics. What's more, I needed some stronger painkillers than the usual (paracetamol, ibuprofen), so I picked up some Co-codamol. Now, it's very clear on the packaging that this is potentially addictive (it's the codeine content). Hence it's only available in packs of 30 – unlike the 16s that paracetamol and ibuprofen come in.

What's more, the maximum dosage is 2 tablets four times a day with a dire warning not to take them for more than three days. Let me see: $2 \times 4 \times 3 = 24$. And they come in packs of 30. Anyone would think the pharmaceutical companies were trying to get people addicted.

Anyway, you'll be pleased to know that Geraldine is now recovered. I, on the other hand, face some more sessions with my dentist, but at least the pain has subsided. All of which is a lengthy way of explaining why this issue of *TWJO* is a few days later than expected.

It's clearly Autumn now, which means the Spiel games fair can't be far away. In fact, it's right at the end of October, a little later than it has been in recent years. I shall be in Essen to make my usual inspection of the new games, so I've pushed back the deadlines for the next *TWJO* to give me time to get back. Expect next issue in mid-November with my first impressions of the new crop of games.

TWJO online

Issue 177 was published right at the end of August and the PDF attracted 125 downloads to the end of September. September added 11 downloads for *TWJO* 176, taking it to 149 in (just over) two months. And issue 175 was also downloaded 11 more times, giving it a total of 189 since publication.

Letters

Chris Baylis takes up a point from last issue.

You have mentioned the buildings down the road from you a couple of times. Near us there is a fairly posh road (houses on one side in the £1m – £2.5m range and on the other £750K – £1.5m range) and behind the cheaper houses developers have bought the land and promised 600 houses, a Doctor's Surgery, a School and a Shop or two. Development is now under way and the Doctor's, School and Shops have been removed from the plans and another 20–40 houses have been added to the build. It's amazing what money and lying can get you. I

have no idea where 620 families are going to send their kids to school (waiting list already at most schools and pre-schools in the area) or what is going to happen when they are sick (Southend Hospital A&E is closing – Basildon is going to be closest, but 30 minutes away) plus the main road is narrow, just about room for one-car-each-way traffic, and of course they aren't widening it. Rochford was a nice quiet village but it's becoming a widespread sprawl slowly and surely.

That's all horribly familiar, Chris, and we have HS2 to contend with as well. Meanwhile, Jonathan Palfrey has some faint praise for my reading selections.

I looked into your book recommendations, and eventually decided to buy the Becky Chambers book [*The Long Way to a Small, Angry Planet*], which I've just finished reading. I don't think I liked it quite as much as you did, but it was a pleasant and sufficiently interesting experience; thanks for mentioning it. I may well buy the sequel.

I suppose what I look for in a novel are scenes that grab me in some way. I reread novels because I remember scenes that grabbed me and I want to experience them again, in detail. There are some authors whose defects and character faults I tolerate because they give me scenes that grab me. Becky Chambers doesn't seem to have defects that I have to tolerate, she seems a nice person and a good writer of sf, but on the other hand I look back on the book and I don't remember scenes that really grabbed me. Maybe I'll later reread the book and find some such scenes after all, when I get more familiar with it.

I see that she's worked as a technical writer, like me (though of course younger than me). Her people and her aliens are good, though they get along with each other implausibly well. Thinking of Larry Niven's aliens, they got along with other species up to a point, but there was always a gap between them that couldn't be completely bridged. With Chambers, the gap seems to be bridgeable. That's a very optimistic take on aliens from other solar systems. I suspect that, when we find them, the real ones will be more alien than that, and really difficult to get along with.

Her optimism is one of the things I really liked. The idea that, no matter how alien, we can all get along if we try. It is, as always, a lesson for today as much as for the far future. Jonathan returns to the subject a few weeks later.

I recently reread *The Long Way to a Small, Angry Planet* and liked it better the second time. It's a story primarily about characters, and the plot exists mainly so that the characters can interact in new ways. Most SF is the other way around: the point is the plot, and the characters exist mainly to implement the plot. On first reading, I wasn't ready for this difference in approach; on second reading, I realized what was going on.

Good point, Jonathan. SF is often characterised as being about ideas, but this book is clearly about the people (in the widest sense). Meanwhile, I'd better get on with Becky Chambers's second book, *A Closed and Common Orbit*, as Jonathan's getting ahead of me.

Double pepperoni, hold the anchovies!

Pevans reviews *Papà Paolo*

When I saw the title *Papà Paolo* on Quined's stand at Spiel '16, my first thought was that it was about shenanigans in the Vatican. A closer look showed the game's theme to be more Papa John's than Il Papa. Yes, it's a game of delivering pizzas – nominally in Naples, but I don't think this has any effect on play. The game is played over five rounds, during which players expand their 'neighbourhood', make pizzas and bid for contracts to deliver them. Delivered pizzas are worth points at the end, with bonuses for players' 'experience' and penalty points for any leftover pizzas.

Each player has their own small 'experience' board with tracks showing how good they are at four different things. A clever touch is the L-shaped markers that show players' progress on the tracks without obscuring the value of the space they're on. The yellow track shows how much money the player will get when they take the 'sponsorship' action. The blue how many extra pizzas they produce. A table on the left of this shows how much players have to pay to produce 1-5 pizzas and they get their extras on top of this. The red track indicates the maximum number of pizzas the player can deliver when they take the 'instant delivery' action. And the green track denotes how many different routes they can take when delivering – in effect, how many delivery bikes they have.

Players start with a rectangular tile – two squares – from which they will build up their own neighbourhood by adding the square tiles they acquire. These starting pieces have the player's pizzeria on one square (with an initial stock of pizzas) and a section of town on the other. Like the other neighbourhood tiles, the town section will have one or more streets and 1-3 houses with roofs in red, green, blue or yellow. (As an aid, there's always a delivery van in the same colour shown on the street and each colour of roof has a specific – though tiny – icon.)



Papà Paolo being demonstrated at Spiel '16

These houses are where players deliver pizzas, leaving them for the end of game scoring – and also preventing any further pizzas being delivered there. The bonus for delivering to all the houses on a tile is to advance your marker on the matching experience track – hence the colour coding. As each starting tile has a different colour of house roof on it, each player has an initial nudge towards one of the experience tracks. They are also numbered, giving the initial turn order.

Players' other pieces are four delivery bikes (chunky wooden pieces in their colour with stickers showing a moustachioed delivery 'boy' on a scooter), one chef – another chunky wooden piece with stickers – and a heap of pizzas. These are square wooden blocks in the player's colour with red, green and white stickers to make them look like pizza boxes. Note that the usual player colours are already in use, so players' choice is between purple, brown, orange and white.

At this point I'd better make it clear that I'm describing the four-player game, as I've not played *Papà Paolo* with two or three players. The game's main board has a two-player side and a four-player side and there is an overlay for the three-player game. This makes the game subtly different with different numbers of players. There are two main sections to this board: a 4 x 4 grid where players take city tiles or actions (it's a 3 x 4 grid in the three-player game) and the Piazza where players bid for 'delivery contracts' and 'investments'.

At the start of the round, the grid is filled with city tiles, the round's delivery contracts go at the top of the Piazza area and four investment tiles (red, green, blue and yellow) are placed beside the Piazza. In addition, a selection of coins is distributed randomly, one at the bottom of each column in the grid and at the left of each row. These will be taken by the player with the most (or closest) pieces on that row/column once all pieces have been played. This money forms a useful boost to players' funds and adds another factor to weigh up when deciding where to place on the grid. Amusingly, these coins are called 'kickbacks' in my (first edition) game, but 'tips' in the second edition rules.

The first stage of a round, then, is to place your 'action' pieces (the delivery boys) on the grid. The first player places their first piece and carries out their action. Then the second places on an unoccupied space and so on until everybody's placed and actioned all four and all 16 spaces are occupied. After placing a piece, you have two options: take the city tile from that space or carry out an action. My experience is that you'll want to take 1-2 tiles every round, taking 2-3 actions as well. However, there may be good tactical reasons (or even necessities) for doing something different.

Taking a city tile means adding it to your neighbourhood. As you'd expect, there are rules on how to place it: orthogonally adjacent to another tile, matching the square grid, but in any orientation as long as it's connected by streets to your pizzeria. Streets cannot end against the buildings of another tile, but some tiles show dead ends – there are also cross-roads, T-junctions, straights and curves.



A closer look at *Papà Paolo* board at Spiel '16

The crucial thing to think about, however, is how you're going to deliver pizzas from your pizzeria to the houses on the tile – both in terms of connections and distance across the tiles.

The four possible actions are shown both across the top and along the right of the grid. Thus, initially, each action is available in seven places. As the grid fills up, this rapidly decreases, so you need to keep an eye on what actions are still available to you. The 'Sponsorship' action gets you as much cash as shown by the marker on your yellow experience track. You'll probably need to do this at least once during a game, but remember that money doesn't count towards winning. 'Buy Ingredients' lets you make pizzas, spending money according to the table and adding any extras due, as shown by the marker on your blue experience track. Be aware that each pizzeria has a maximum capacity, though.

'Express delivery' costs two cash and allows you to immediately deliver pizzas – up to the number shown on your red experience track. This has to be a single delivery route (so no back-tracking), but can be any length. If you can deliver to all the houses on a square, of course, this pushes your marker along the matching experience track, potentially improving what you get with your next action. The other reason for doing this is simply to get more pizzas delivered – or to allow you to bid for a smaller contract.

Finally, the 'build' action lets you add another pizzeria to your neighbourhood, providing another position to start deliveries from. These cost cash according to their capacity and come with a couple of pizzas on them, so another reason for buying one is simply to get more pizzas into your neighbourhood.

With all that out of the way, it's time for the tips to be given out and play moves on to the Piazza. At the top of each column here is a delivery contract, showing the maximum number of pizzas that can be delivered and the maximum range (from a pizzeria) the delivery can go. Each delivery must be able to trace a route along streets from a pizzeria to the tile/s it is delivering to. The number of deliveries you can make depends on the current value of your green experience track, of course. Thus a contract for 5 pizzas at a range of two means your route must go across two city tiles at most. If your experience lets you make two deliveries, this can be two separate routes, each crossing/reaching a maximum of two city tiles, but you're still limited to delivering 5 pizzas in all.

Players bid for the contract they want, placing their 'chef' piece (which has been denoting turn order until now) in the appropriate column. How high up the column they place it depends on how much they want to spend (probably everything in the last round, making it useful to have cash at that point). Once everybody's bid, anyone who's been outbid must move their chef: either higher up the same column (above the high bidder) or to the same or higher level of a different column. Only when each player has a column to themselves is the auction over. It's been a while since I saw this mechanism in a game and it remains very clever.

From highest bid to lowest, players now pay their bid, take their delivery tile and choose an investment tile. These match the four actions/experience tracks in colour and can be used either to take the corresponding action or to increase experience on that track. Being able to take an action at this point can be really useful. For example, using an instant delivery when you've ended up with a smaller contract than you wanted. Or buying a pizzeria to enable you to fulfil a large contract. However, most of the time these will be used to improve experience. And the order they're taken matters, too, as it's an opportunity to thwart your opponents!



My neighbourhood towards the end of a game (at the Gathering)

The turn order for next round is the reverse of the final bids in the Piazza – a reason to think about bidding low, when you generally want to bid high, for the larger contracts. And players finally deliver pizzas according to their contract, observing the restrictions of number of pizzas, number of routes and lengths of routes. As always, when all the houses in a square have a pizza on them, the player increases their experience on the corresponding track on their board. As city squares have 1-

3 houses indicated on them, 1-house tiles make it much easier to increase your experience. However, each pizza delivered is a point at the end of the game, so 3-house tiles score better. Yes, this is another factor to consider when choosing which tiles to take.

Rinse and repeat, as they say. As there's a specific set of delivery tiles for each round, the contracts get bigger: more pizzas for longer distances. This is very necessary as players' neighbourhoods get larger and clogged with pizzas already delivered – a second pizzeria can be very handy. It also matches the strategy of going for one-house tiles early on, making it easier to increase experience, and three-house tiles later, for the points, when you can deliver more pizzas.

After five rounds, it's time to score up. Most of players' points will come from the pizzas they've delivered: 1 point each. Players get a bonus according to their lowest experience track – an incentive to develop all of these. And there's a separate bonus for each marker that's reached the end of its track – an incentive to specialise. My experience suggests hitting the max on two tracks can definitely be done, but achieving three probably means no points from your lowest track. Finally, any undelivered pizzas go in the bin, subtracting one point each from the player's score. (I won my last game when my main opponent had a pizza left over – it tends to be close.) 32 is the top score I've seen, with 25 from pizzas delivered.

I wasn't expecting too much from *Papà Paolo* when I picked it up – as it was from an unknown designer and a small publisher – but I have found it thoroughly enjoyable and something of a hit with my games group. It certainly gives players an awful lot to think about. Simply choosing which city tile to take involves a lot of factors. Early on, you want tiles with few houses and lots of streets. Guess what: tiles with lots of streets have lots of houses! Then it's a question of which colour. And its position on the grid: does it offer a large tip? Does it block an action you want to take? Aagh!

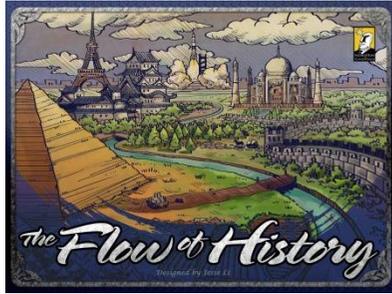
Luckily, the game is relatively forgiving, providing opportunities to recover (a bit) if you do get something wrong. This means scores are usually close and it's a fight right to the end. Physically, the production is good with chunky wood and solid cardboard pieces. The stickers make everything look bright – one quibble is that the illustration of the board is a bit too busy, particularly when the city tiles are laid out on the already printed squares. It all adds up to a fun, challenging game that I'm usually happy to play: I give it 7/10 on my highly subjective scale.

Papà Paolo was designed by Fabrice Vandebogaerde and is published by Quined Games in the Netherlands (the first edition sold out a while ago, but a second printing is now available). It is a strategy board game of delivering pizzas for 2-4 players, aged 10+, and takes 20 minutes/player to play (that's the official figure, I suggest more like 30 mins/player and longer for your first game). This review was first published in the summer 2017 edition of *Gamers Alliance Report* (www.gamersalliance.com).

Grab the future!

The Flow of History reviewed by Paul Evans

I have noticed Taiwanese publisher Moaideas Game Design at Spiel before – mainly to wonder how the name is pronounced (I'm leaning towards moa-ideas) – but last October was the first time I'd stopped by their stand. The attraction was a civilisation-development card game called *The Flow of History*. I played a couple of rounds at Spiel and enjoyed it enough to order a copy (they'd already sold out!). A few months later I've played it several times, so how does it stand up?



The main component of the game is, of course, a hefty deck of cards. There are 67 solid cards, slightly larger than standard playing cards and with a matt finish. As well as these, the box contains some plain wooden discs – generic 'Resource' tokens – and a coloured pawn for each player (up to 5). There is also a reference card (double the size of and much thicker than the main cards) in players' colours. These give the turn sequence on one side and icon explanations on the other – both very useful when you first play the game.

It will come as no surprise, given the game's theme, to find that the cards are divided into different 'Ages'. These are distinguished by a Roman numeral on both sides of the cards and different coloured backs for each Age. Thus, we begin in Antiquity and progress through Ages I to V. At the bottom of the deck (just after The Internet, the last card in Age V) is The Future. Drawing this card ends the game and we score up. Players' scores depend on the icons on their cards: 'Culture' icons are a point each, with other icons scoring a point for each two. Some cards will give bonuses on top of this. The Pyramids card, for example, gives its owner one point for each Wonder (like the Pyramids) they have. And whoever has the most points wins, of course.

However, I'm getting ahead of myself. Returning to the cards, they come in six different types, distinguished by a colour and symbol. Wonders are one type and players can have as many of these as they can get hold of. On the other hand, each player can only have one 'Leader' at a time, discarding the old one when they get a new one. Cards of the other types – 'Construction', 'Government', 'Knowledge' and 'Military' – are stacked by type/colour in front of players. In general, only the top card of each stack is in effect. However the cards are splayed so that the production icons at the bottom remain visible and can be used. Thus, while cards are not as useful once they've been covered, accumulated icons makes each civilisation more powerful as time goes by – a clever touch.

The effects of each card are given by icons and a text description in the centre and the type of effect by another icon. Thus, some cards have permanent effects (while on the top of their stack, of course), some provide an action to be used in the player's turn and some take effect instantly (and only) when placed. For example, the Lighthouse card (a Construction) has the permanent effect of providing 'Science' and 'Industry' icons – as well as the 'Trade' icon at its base that will still be available after it's been built over.

A particular instant effect of some cards (usually Military) is 'Attack'. This lets the player placing the card make an immediate attack on another player, if their Attack strength (Attack icons) exceeds the other's Defence strength (Attack and Defence icons). The result of the attack depends on the card, but is usually bad news for the target. Hence, building up your Defence strength is prudent. There are also 'Attack all' cards that let one player attack all other players whose defence is less than their attack. However, players can only attack with these cards, which limits the amount of warfare. And, while it's annoying to be on the receiving end, the effects of attacks are not out of balance with the other cards. (Hence, deciding to follow a military strategy is not all-powerful.)

The game starts with each player taking some resources and a random starting Government card. This card just provides a single icon, but gives the players an initial advantage in some aspect of the game – yes, one of them is an Attack icon. The deck is arranged in order of Age, with the cards shuffled within each Age, and placed face down with The Future on the bottom. The Antiquity cards form the initial face-up selection available to players. The first player – chosen randomly – takes their first turn, then the second and so on until The Future arrives. After each player's turn, any cards taken are replaced from the deck.

In their turn, a player can carry out just one of five available actions. They can 'Invest', placing some resources and their pawn on one of the available cards. They can 'Complete', taking a card they invested in earlier. A player can 'Snipe', taking the card another player has invested in. They can 'Activate' a card they already have that has an action on it. Or they can 'Harvest' to gain resources. Simple enough – though some of the tactical options are already presenting themselves – but the real complexity is, of course, in the cards.



The Flow of History's initial (Antiquity) cards



Going well so far: now, what to bid on? Or use Aristotle to grab Philosophy...

To start with, there are clearly things to consider when investing, quite apart from whether the card will be useful. How much to invest? Can another player snipe me? Do I want to be sniped? The game's getting tricky and this is only the first action. Completing an investment (in a later turn) means spending the resources you put onto the card, of course. However, many of the cards provide an 'investor bonus', giving resources for specific icons on the investor's existing cards. For example, taking Philosophy gives the investor one resource for each Science icon visible on their cards. Later on in the game, players may be getting back as much as they bid.

When Sniping a card, the sniping player gives the investor as much as they bid and then takes the card, returning the resources invested to the supply. Apart from effectively getting their bid back, the investor gets some compensation. They take as many resources as 'Trade' icons they have and then take half of what's left in the supply. Being sniped can be very worthwhile! Note, however, that the available supply is a limit. And it starts empty. The only resources available initially are the discs players start with.

One of the effects of the 'Harvest' action is to add resource discs to the supply. When taking this action, a player adds as many discs to supply as they have 'Harvest' icons on their cards. Then they take half of what's in the supply – with a minimum of the value of the current Age. Note that the half is rounded down, so harvesting when there's an even number of discs in supply (or will be after you've added any) is preferred.

When a player takes a card, whether through completing an investment or sniping, they add it to their display. A Leader replaces any existing leader, a Wonder is just added, while any other card stacks on top of the player's existing pile of this type (if any), splayed out so that the production icons at the bottom of older cards remain. If it's an instant, attack or attack all card, its effect takes place immediately (and will never be used again). Cards with a permanent effect are then in effect and those with a turn action can be used on the player's next turn. Finally, scoring effect cards are used at the end – providing bonus points.

And that's the game. The mechanics of playing are fairly simple, particularly as players can only do a single action in their turn. While that action will often be immediately obvious, there are times when players need to consider their options and the occasional action may take a while to resolve – Attack all, in particular. However, the major cause of delay is when you're learning the game and need to consider each new card as it appears. This aside, the game moves along quickly and it can be quite a surprise that you've arrived at the end.

Despite its title, *The Flow of History* is a very tactical game, rather than strategic. What you want to do will depend on the cards available and the cards and resources you already have. And there are some neat tactical options, such as ending the game early if you have a card that lets you grab The Future when it turns up. (I'm sure this is a metaphor for something, but I'm coming up empty.)

Having said that, it clearly makes sense to try to capitalise on your starting card at the beginning of the game. Everybody has very few production icons at this point, so it's a real advantage. This often dictates which Antiquity card you want – though other players may jump in just to stop you getting it. Gamers! Then the cards you take will steer you in particular directions. Since The Pyramids give you extra points for each Wonder, for example, you have an incentive to pick up more Wonders.

Another general point is that it's worth keeping an eye on anyone building up Attack icons and making sure your defence is high enough. Alternatively, consider sniping Attack cards away from them. The problem with this is that you're unlikely to be able to make use of the Attack yourself. What's more, the opportunity cost of taking a card you really don't want may be worse than suffering the attack. Decisions, decisions...

The Flow of History still lives up to my initial experience and can be summarised as *Through the Ages* meets *Innovation* – both games I thoroughly enjoy. With

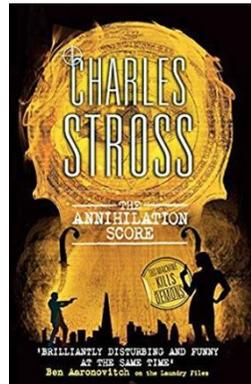
players who've played before it bounces along really quickly, while providing some tricky tactical decisions and a satisfying conclusion. I've carefully refrained from reading through all the cards, so I can still be surprised by what pops up – especially if someone combines cards in a clever way. Full marks to designer Jesse Li for an attractive and entertaining game: it gets 9/10 on my highly subjective scale.

I must finish by highlighting one of the neat features of the game: the apposite quotations or historical information on the cards. Thus the Crossbowman military card has a quote from Sun Tzu, Astronomy one from Plato, while Iron Works features a bit of WB Yeats. These have no effect on the game, of course, but they are entertaining and informative. My particular favourite is on The Future. Taken from the film *Blade Runner*, it is the stirring final words of dying replicant Roy Batty (played by Rutger Hauer). Brilliant!

The Flow of History is a civilisation-development card game designed by Jesse Li and published (in Taiwan) by Moaideas Game Design (judging by the artwork on BGG, a US edition is coming from Tasty Minstrel). It is for 3-5 players, aged 12+ and takes 60-90 minutes to play (depending on the number of players and their experience). This review was first published in *Counter* issue 76.

Reading Matter

I'm now up to the seventh of Charles Stross's Laundry novels (about the branch of the security services that defends against the occult – a tricky job in the age of computers when magic is just mathematics). *The Annihilation Score* has Mo O'Brien as its protagonist – the wife of Bob Howard, who's been the 'hero' of the stories so far. Mo plays the violin. As readers of the earlier books will know, her violin is actually a demon trapped in violin form which she uses to kill demons and suppress other manifestations of the occult.



The story picks up right at the end of the previous book, *The Rhesus Chart* (see my review in *TWJO* 163), with Bob and Mo falling out (well, he has invited an ex-girlfriend and current vampire into the house in Mo's absence – it's a long story. Called *The Rhesus Chart*). A theme that continues across the recent books is that magic is leaking into the everyday world (the end of days is approaching). In this book, this is manifested as super-powers. And Mo is seconded to a cross-agency group dealing with the use of powers: by both wannabe heroes and villains.

Mo's team not only have to respond to the individuals who discover they have powers, but also with a serious super-villain. Not to mention the usual idiocies of bureaucracy and the need to report to several different bosses – ah, matrix

management! On top of this, Mo is struggling to control her demon-violin, whose bloodlust threatens her sanity and the lives of all in her vicinity. However, one of the charms of Stross's books is the humour he finds in these situations. Thus, the super-villain is excoriated not (just) for his demands, but for printing them in Comic Sans font! The stories are great fun, but I recommend starting at the beginning with *The Atrocity Archives*.

Games Events

Yes, Spiel is almost upon us. This year's dates are 26th-29th October and it's at the usual venue of the Messe (Exhibition halls) in Essen, Germany. As always, it's a wonderful opportunity to play – and buy – new games (and old – there are plenty of stalls with secondhand and vintage games). While the core of the event is the Germany industry, games publishers (and visitors) from across the world will be there. Anyone who's a gamer should attend – though not necessarily every year. Details are on the organiser's website: www.merz-verlag-en.com

After Spiel, it will be time for MidCon: an excellent opportunity to try the games that people have brought back from Essen. This is a bit later, too, this year: 17th-19th November at the comfortable Hallmark Hotel in Derby (just across the road from the main station). This is one of my favourite events, though the change of date means I won't be able to make it this year. ☹ To find out more and book your place, see the website at 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 Marylebone stations and a short walk from Bond Street Tube station.

UK Games Expo: 1st-3rd June 2018 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: 17th-19th 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

Great White Hunter

Turn 2

This turn's shots

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
1																				
2		x						X												
3																				
4										X										
5		x		x																
6																				
7																x				
8						X	E													
9						X	e	E					x							
10						X	X	X										X	X	
11											x									
12		X														x				
13													b							
14						£	£													
15						£	e				x		x			x				
16					x	X		x												
17		x				x				X						x				x
18				a								X								
19				X						x					X					x
20																				x

Well, that's one Elephant taken care of, though the other one is still hanging on. Tim Macaire does best out of this, but Nik Luker remains our leader.

"Might as well poach some of that ivory, or try to," says Andy Kendall.

Chris Baylis claims, "I have updated the lens on my camera so that I get better, clearer, less pixelated shots in future." This doesn't seem to help, though.

Scores

Player	Shots	This turn	Total
Chris Baylis	R10,O19	0	4
Charles Burrows	G14	1.25	1.25
Mark Cowper	B12,J4	0	0
Mike Dommett	K17,M18	0	0
Jerry Elsmore	F14	2.5	2.5
Bill Hay	G14	1.25	1.25
Andy Kendall	F9,H9	2.5	2.5
Rob Lee	F16,F10	0	0
Nik Luker	H9	2.5	7.5
Tim Macaire	F15	5	5
Dave Marsden	F9,G8	2.5	2.5
Graeme Morris	8F,8G	2.5	2.5
Rob Pinkerton	F8,H10	0	0
Gerald Udowiczenko	D19,G14	1.25	1.25
Pam Udowiczenko	H2,G10	0	0
Matt Wale	G14	1.25	1.25
Graeme Wilson	S10,D19	0	5
Paul Wilson	H10,F14	2.5	2.5

What's this about?

This game is essentially a variation of *Battleships* and is open to all readers of *TWJO*. Set in the late 19th century, a 20 x 20 grid represents an area of the African bush, while the players are all hunters looking to bag trophies.

All you have to do each turn is nominate two squares to take pot-shots at: F9 and M17, say (the second is only used if the first misses). Letters (A-T) run across the grid and numbers (1-20) up and down (thus A1 is the top left corner).

The first hit on each animal scores points in proportion to

Key

Animals	Symbol	Size (squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	20

Other symbols

	X	Missed shot
UPPER CASE = this turn, lower case = last turn, Strikeout = dead animal		

Notes: animals go up and down or left and right, not diagonally, with two exceptions. Elephants are blocks of four squares; each Snake is two diagonal squares and moves by up to three squares a turn.

Animals only touch (if at all) at corners and only Snakes will go next to a Bush.

its size. For example, a Lion is three squares and worth 15 points, so the first hit scores $15/3 = 5$ points. If several players hit the same square at the same time, they share the points; if several players hit different squares of the same animal at the same time, they get the points for the square they hit.

Once an animal has been identified, subsequent shots share the points of the square they hit (there are no points left for the square(s) hit initially) with a minimum score of 1 point. So if players A and B hit the second square of that lion and C gets the third, C gets 5 points and A and B get $2\frac{1}{2}$ each.

An animal is dead when all its squares have been hit. No more points can be scored for this animal. After 10 turns or when the board is clear (except for any snakes), the player with the most points wins.

**Send your shots to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Friday, 3rd November 2017.**

Games from Pevans

Mail order board and card games in the UK



Championship Formula Racing

Terrific motor racing game (inspired by the venerable *Speed Circuit*). It's actually pretty simple. Until the other cars get in the way, damn them! I have the 'retailer exclusive' edition, which is slightly different (more tracks, for a start).

For 1-8 players, aged 13+, playing time 45 minutes: **£50.00**



Guns & Steel

A clever take on civilization development, this card game provides an entertaining challenge to make the best of the cards' two sides. There are two versions of the game in the box – three if you merge the two.

For 2-4 players, aged 12+, playing time 60 minutes: **£12.00**



Hellweg Westfalicus

The eponymous 'Westphalian Highway' runs through this game of trading in medieval Germany. Players establish trade routes to buy and sell at a profit. Basic economics, but a clever game.

For 2-4 players, aged 10+, playing time 45 minutes: **£25.00**



Online at www.pevans.co.uk/Games

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.

Brass game 56 (at brass.orderofthehammer.com) has just finished with a victory for yours truly: 153 points to Steve's 146 and Mike's 142, with our ringer, Phadrus00, on 97. I have set up game 57 and players are invited: the password is pevans56.

I'm hankering for another game of *Keyflower*. If you fancy playing, let me have your ID at BoardGameArena.com and I'll invite you into a game.

Through the Ages: a New Story of Civilization continues to frustrate me (at boardgaming-online.com). The fifth game went to Al Tabor (178 points) from Mike Reeves (144), Pevans (114) and Brad Martin (93). We've started game six – if you'd like to join a game, let me know.

Pax Porfiriana continues (at yucata.de) with the last game going to Mike Reeves. Another game has started and I'm certainly available to play more – let me know if you'd like to give it a go.

My practice game of *Imhotep* at yucata.de did not go very well, but I'm up for a competitive game. Who'd like to join me?

The latest arrival at yucata.de is *Navegador*, my favourite of Mac Gerdt's round games. I won the practice game and am now looking for some real opponents...

Meanwhile, *Power Grid (Funkenschlag)* is proving as tough online as in real life. Anyone want to join me at famdepaus.nl?

Voyager (Star Trader game 9)

Start-up

We have nine players so far – there's room for a few more. Starting positions are shown below and on the map (factories, ships and warehouses).

Corporation A: **Costra Nostra Pizza Inc (CNPI)** – Mark Cowper
Special Ability 8: two Corco Zeta spaceships instead of one Clarinet

Corporation B: **Oxfords Not Brogues (ONB)** – Mike Clibborn-Dyer
Special Ability 1: Four Dealerships at the start (Petroleum at Epsilon Eridani, Spice at Alpha Centauri, Alloys at Tau Ceti and Isotopes at Mu Herculis)

Corporation C: **Federated Association of Truckers Co-operatives And Traders (FATCAT)** – Jerry Elsmore
Special Ability 13: Hot Shot Navigators (+2 on Hyperjump rolls)

Corporation D: **Solar Spice & Liquors (SSL)** – Pevans
 Special Ability 9: Agent Ferret (starts at Mu Herculis)

Corporation E: **Swiss Mercenary Fleet (SMF)** – Martin Jennings
 Special Ability 19: Charismatic Chairman (+2 Reputation each round)

Corporation F: **Lisping Tree (LT)** – Michael Martinkat
 Special Ability 20: Influential Friends (extra Connections)

Corporation H: **Intersidereal Novices (IN)** – Mateusz Ochman
 Special Ability 16: Battle Comm Pod (replaces one Cargo pod)

Corporation J: **Red Star Lines (RSL)** – Przemyslaw Orwat
 Special Ability 7: Four Isotope Factories at Sigma Draconis

Corporation K – Bob Parkins
 Special Ability 9: Agent Percent (starts at Mu Herculis)

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep	Player
A Costra Nostra Pizza Inc	7 0 0			500 20	Mark Cowper
B Oxfords not Brogues	0 0 7			500 20	Mike Clibborn-Dyer
C FATCAT	0 0 7			500 20	Jerry Elsmore
D Solar Spice & Liquors	1 0 6			500 20	Paul Evans
E Swiss Mercenary Fleet	2 0 5			500 20	Martin Jennings
F Lisping Tree	0 7 0			500 20	Michael Martinkat
H Intersidereal Novices	0 7 0			500 20	Mateusz Ochman
J Red Star Lines	0 7 0			500 20	Przemek Orwat
K	0 0 7			500 20	Bob Parkins

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

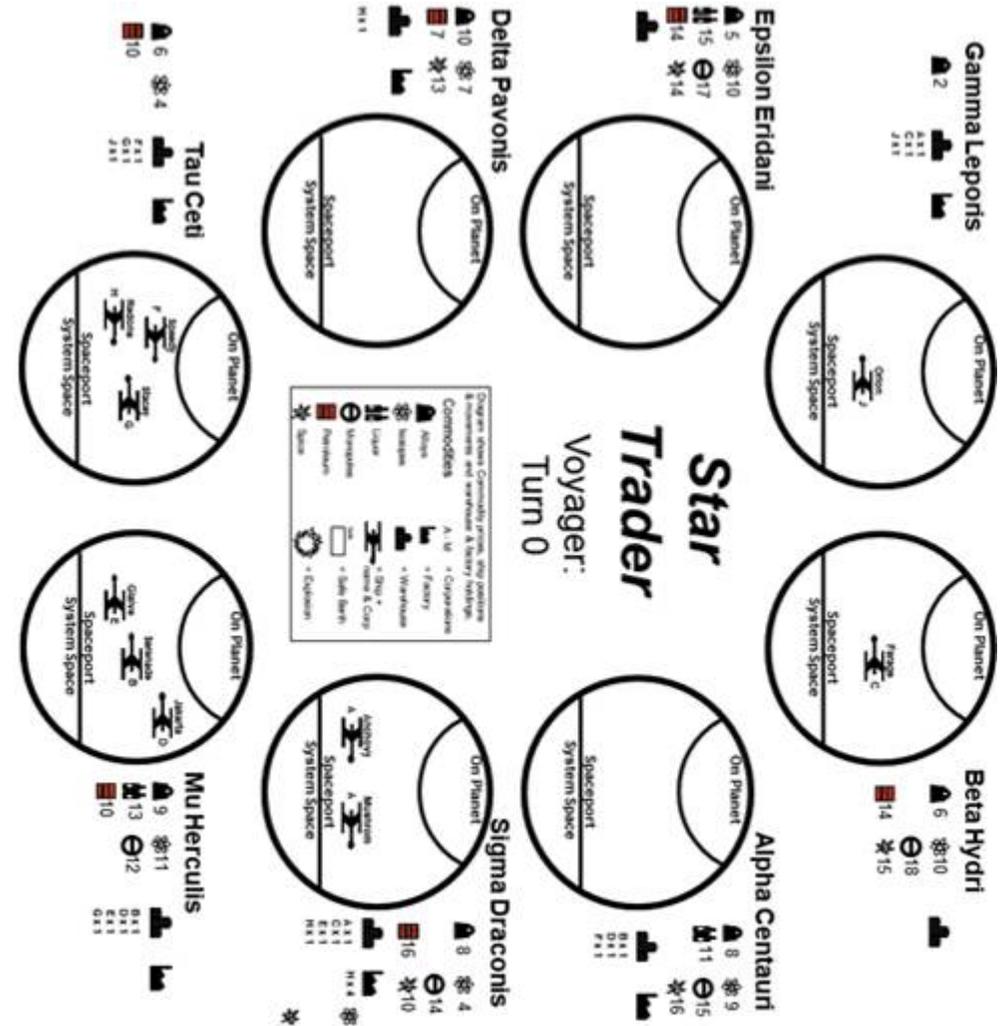
GM Notes

Two Corporations have the same special ability. There was a “can’t those who sent orders in have first choice even if it’s duplicate” query and I decided yes.

Please head your orders with your Name, Corporation Name and Corporation letter. It saves me a lot of time.

You can rename your ships. Some have names I gave them.

Orders for the first turn to Mike Dommett, 119 Victoria Road,
 Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk
 by Friday, 27th October 2017



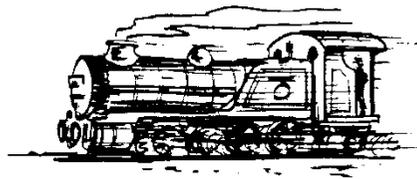
Obama (*Railway Rivals* game 12)

Game report - Turn 8

Race results					Scores			
					TRUMP	ACR	CR	UCR
10	JC	Dixon	3S	Champaign		+2	20-2	10
11	5C	Rockford	5H	Chicago	0		10-5	20+5
12	QC	Iowa	7D	Belleville	20+5			10-5
13	2D	Decatur	QH	Indiana		10+7	20-7	0
14	5D	Pekin	7S	Mt Vernon		10	20-2	+2
15	JD	St Louis	9C	Davenport	20-8+5			10+8-5
16	JS	Paducah	QD	Missouri	20-8+2	10-2	0+8-1	+1
17	10S	Cairo	2H	Chicago	20			10
18	8H	Streator	3C	Waukegan	20-5			10+5
TOTAL					91	37	61	81

JR = Joint Run; ERP = Exchange of Running Powers

UPTHUR CREEK RAILS takes a small lead into the next round, just ahead of AMERICAN CENTRAL RAILWAY, while CANNIS RAILWAYS drops a little. TYRANNICAL RACISM UNDER MY PRESIDENCY brings up the rear at the moment, but the races haven't been kind to them.

**Builds and scores**

TYRANNICAL RACISM UNDER MY PRESIDENCY (TRUMP), Gerald Udowiczenko - Black
Builds: none
Points: 82 +37 = 119

AMERICAN CENTRAL RAILWAY (ACR), Jonathan Palfrey - Green
Builds: (West Alton) - R12 - Q13 - P13 - St Louis (cost 6)
Points: 133 +81 -6 +1 = 209

CANNIS RAILWAYS (CR), Paul Evans - Blue
Builds: (V54) - Sabula (cost 4, 1 to ACR)
 (S15) - R15 - Q15 - P14 (cost 3, 1 to UCR)
Points: 119 -9 +61 = 171

UPTHUR CREEK RAILS (UCR), Mike Clibborn-Dyer - Red
Builds: None
Points: 123 +1 +91 = 215

Next turn's races

Race	From		To	
19	5S	Mt Carmel	6H	Chicago
20	9S	Murphysboro	8D	Alton
21	QS	Kentucky	KC	Iowa
22	9H	Joliet	3D	Peoria
23	KH	Indiana	10C	Burlington
24	4D	Galesburg	AC	Wisconsin
25	3H	Chicago	9D	St Louis
26	7S	Mt Vernon	6C	Freeport

GM Notes

Players may enter up to 6 races plus any held over from previous turns. After the races, each player may build up to 8 build points, including known costs to others. The build points available after the races will reduce by 2 each turn.

**Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD
 or by e-mail to mike_dommett@yahoo.co.uk by 27th October 2017**

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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	Else-where
10-turn (1 year) subscription	£6.00	£5.00

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

Orders for January 1670 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 3rd November 2017



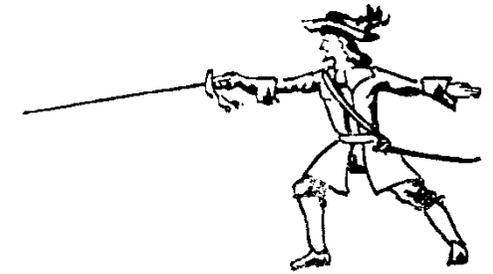
December 1669 (310)

Christmas is coming, the poultry of your choice is getting fat and certain Parisians are *en route* to a spat. In fact, there are only a few, select duellists this frosty December, but at least all of them show up.

First off, the mysterious 'X1' has a meeting with Charles Louis Desapear. This is a rare thing: a duel fought with foils – neither man is currently associated with any regiment. The beefy Desapear appears three times as big as the pint-sized 'X1', which suggests this fight will be one-sided. Desapear expects some sort of lunge. He starts with a parry, which is premature, but then jumps out of the way of the initial lunge from 'X1'. However, his own attack is a slash, which does no damage, while X1's second lunge strikes home. Desapear finally remembers to use a lunge himself. This blow brings a surrender, but still no name, from his secretive opponent.

Henri Dubois chooses to meet Swindelle d'Masses for his first duel this month. This is fought with both men's regimental sabres – no surprise given this is about regimental honour. The old injuries evident on d'Masses make this a more even fight than it would otherwise have been. Both men have seconds from their respective regiments: Jean Etonique for Dubois and CO Terence Cuckpowder for Masses. Dubois catches his adversary napping, drawing first blood with a lunge. This does little damage, but even a little is enough to push Masses over the edge and he surrenders.

Cuckpowder is Dubois's second opponent and the neutral Uther Xavier-Beauregard arrives as Cuckpowder's second. Despite being nominated as well, Etonique remains at his comrade's side. Cuckpowder has obvious wounds, too, and is similarly pinked by an early lunge from Dubois. He retaliates with a slash, prompting Dubois to concede. His 'conspicuous consumption' this month is largely of alcohol and bandages.



Same as the old boss

The big question this month is who His Majesty will choose to take Pierre le Sang's place as Minister of State now his term is over. The candidates are... well, just Earl Sang it seems. The King takes time to deliberate and hear representations from Ministers without Portfolio Beau Reese Jean Seine and Sebastian de la Creme. Sang has a word with him too and receives, by way of response, his re-appointment and the title of Viscount.

In military circles, Major Jacques ZeLad of the 13th Fusiliers urges his Lieutenant-Colonel colleague to resign so that he can buy the rank. However, ZeLad is not aware that someone else is been bending the man's ear – none other than the eccentric Lt-Colonel of the King's Musketeers, Felix Antoine Gauchepied'er. The two men cancel each other out and the incumbent stays, leaving ZeLad stuck at the rank of Major.

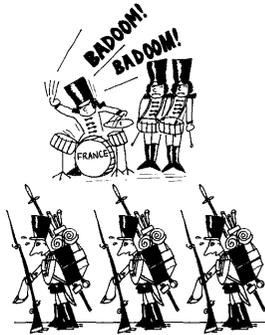
Brigadier-General Terence Cuckpowder has had enough of his Number One (and acting regimental commander while Cuckpowder leads the Horse Guards). He joins forces with Sebastian Adis II and Swindelle d'Masses to persuade the man to quit, allowing Masses to acquire the rank for himself (though he's also serving in the Brigade).

Flush with his borrowings, new boy Raoul Bernard de Chenin Blanc offers his services to the Royal Foot Guards, but is turned down out of hand by the regiment's commander, Colonel Amant d'Au. That was a waste of some fine new clothes.

The Field Marshal, Bill de Zmerchant, appoints Louis Oeuf Ur Terribles of the Royal Marines as his Aide. "Thanks, Monsieur M," responds Terribles, to his new boss's bemusement. He is a Viscount, after all, and none of his names starts with an M...

As commander of the Cardinal's Guard, Lt-Colonel Alan de Frocked decides that the regiment should assist the Frontier troops during the hard season of Winter.

However, he permits first battalion to remain in Paris, as Major Jean d'Ice has other plans. Not to be outdone, Lt-Colonel Felix Antoine Gauchepied'er volunteers his battalion of the King's Musketeers too. He spends some time looking out his warmest clothes before departing.



Two squadrons of the Dragoon Guards are off to the frontier as well: both Lt-Col Frele d'Acier and Major Jean Ettonique give their commands their marching orders. Or should that be trotting orders? Anyway, first and second squadrons leave Paris, taking a reluctant Captain Henri Dubois with them.

The last man in this small exodus is the disgraced Sébastian Da Silva, no longer of the Royal Marines and in search of redemption.

There's only one Bill de Zmerchant

There is only one social event of note this month: Viscount Bill de Zmerchant's two-week bash at the Fleur, which is open to all. And almost all who are in Paris turn up. Thus, the guest list begins, alphabetically, with Amant d'Au and Katy Did. Bernard de Lur-Saluces is next, followed by Beau Reese Jean Seine, who has Maggie Nifisent on his arm. Charles Louis Desapear escorts Emma Roides. Duncan d'Euaneurts is on his own. With his comrades on their way to the frontier, Etienne Brule is the sole representative of the Dragoon Guards and Belle Epoque accompanies him. Florent Sans de Machine brings Charlotte de Gaulle and is horrified to see a nobody like Bernard at the party: he issues a challenge in the strongest possible terms.

Gaston le Somme escorts Bess Ottede. Gaz Moutarde has Anne Tique on his arm. Having been allowed to remain in Paris by his CO, Jean d'Ice arrives with Ava Crisp. He engages those of his enemy regiment who are present in dispute: that'll be CPS Duncan d'Euaneurts. Jacques ZeLad has a ladette with him, Angelina di Griz, and is the second person to take exception to Bernard's presence. Leonard de Hofstadt attends with Frances Forrin. The refreshed Minister of State, Pierre le Sang, is there, bringing Guinevere d'Arthur with him. Etienne is quick to hand him his regular monthly donation. Roméo Boudreaux has not been able to maintain his erstwhile lady in the manner she expects and is thus unaccompanied. Raoul Bernard de Chenin Blanc has no plus one and neither does Ranso Mware.

Marie Antoinette is with Sebastian Adis II. The other Sebastian, Baron de la Creme, escorts Di Lemmere. Swindelle d'Masses has Lucy Fur and an argument with Etienne of the DGs, as he's in the Queen's Own. Terence Cuckpowder is CO of the QOC, so he joins the confrontation with Etienne, rather neglecting his date, Fifi. Uther Xavier-Beauregard brings Henrietta Carrotte. Vera Cruz

accompanies Was Nae Me. 'X1' is mysterious on his own, but takes exception to both Bernard and Charles. Xavier Monet brings up the rear and Betty Kant.

Stuck in the foyer is Louis Oeuf Ur Terribles. He knows he's there to Toady to his boss, but can he remember the fellow's name? "M... M-something... I'm sure it starts with M," he mumbles, but this cuts no ice with the maître d'.

There are several other members in the Fleur, all trying to avoid the party. Jean Jeanie and Jacky Tinne sit at the bar. Pierre Cardigan takes Edna Bucquette into a back room. Richard Shapmes has a different idea: he and Kathy Pacific sit at another table watching the goings-on.

Chopine Camus takes Sheila Kiwi to Bothwell's, thus staying completely out of the way. As do Jacques Diabolick and Mary Huana at Hunter's.

The second half of Bill's bash is only marginally smaller than the first. Beau and Terence (and their ladies) are the people who don't return, having found better things to do. There are fewer others visiting their clubs, too: Richard and Kathy are back in the Fleur, but no-one else is. Louis Oeuf Ur Terribles has finally worked something out: he's not going to get in to the Fleur. He adjourns to Hunter's instead, drowning his sorrows with Sue Briquet.

Ice cold in Paris

The third week of December is much quieter. Etienne Brule provides some entertainment, laying bets in the Fleur with Belle egging him on. Five wagers at the houses minimum see him win two, lose two and cut one to end up a few hundred crowns out of pocket, but with some kudos. Pierre le Sang brings Guinevere to the Fleur de Lys and they welcome Duncan as their guest. Richard and Kathy, occupying their table in the club, have less to watch, but are still amused when Jean d'Ice and Ava Crisp turn up as Sebastian de la Creme's guests, along with Bernard de Lur-Saluces. That's because Jean and Duncan renew their exchange of insults as members of enemy regiments.

Bothwell's finds several members turning up this week: Gaston le Somme brings Bess, Sebastian Adis II escorts Marie, Swindelle d'Masses accompanies Lucy and Was Nae Me has Vera on his arm. Sebastian is off carol singing afterwards – "in aid of the fallen women of Montmartre," he claims – but can't persuade anyone to join him. Louis Oeuf Ur Terribles and Sue return to Hunter's, which is also the location for Charles Louis Desapear and Emma. Blue Gables is frequented by Florent Sans de Machine and Charlotte. Xavier Monet and Betty go to the Frog & Peach. And Roméo Boudreaux is the sole visitor to Red Phillip's.

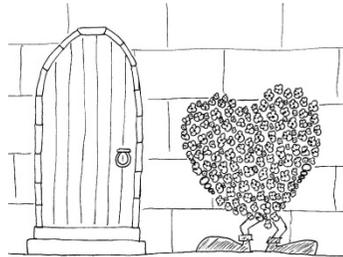


1669 wraps up with much the same group in the Fleur de Lys waiting for the New Year. Etienne lays some more bets, losing three of this week's five to end further out of pocket, but continuing to earn some acclaim. Duncan and Jean continue to squabble, as Pierre and Sebastian's guests, respectively. Richard just people-watches.

Swindelle d'Masses and Was Nae Me are back in Bothwell's with their companions. Louis Oeuf Ur Terribles and Sue return to Hunter's. Florent Sand de Machine and Charlotte continue in Blue Gables. However, there's a bit of a gathering in the Frog & Peach as Xavier Monet hosts a New Year party for the Grand Duke Max Dragoons and friends. Inigo Montoya, now a Major, is the other member of the GDMD and turns up with Deb Estaround. His ostentatious dress makes him as conspicuous "as a well-illuminated Christmas tree" – though without actually adorning himself with little candles. Roméo Boudreaux has a special invitation from their host. However, Sebastian Adis II hasn't and is not allowed entry, despite declaring himself ready for a swim. Having spent a week at the Bawdyhouses for some company, Ranso Mware hangs around the club, waiting to see if any of the Dragoons will take a dawn dip in the Seine. And showing off his new conquest, Anna Rexique, is 'X1'.

Inigo is up for it, stripping off his party gear and diving into the river in naught but a brief pair of breeches. Royal Marine Louis Oeuf Ur Terribles is patrolling the Seine in a rowing boat, toasting his regimental enemies ironically and sniggering at the way they've turned blue. Hauled back onto dry land before hypothermia can set in, Inigo is revived by liberal application of the fine cognac that Xavier awards him.

Jacques Diabolick isn't seen about much as he's camped on the doorstep of a certain young lady. He has no chance to press his suit, however, as she's out all month. Luckily, Mary doesn't hear of his antics. Bill de Zmerchant isn't quite sure who he's courting, but this doesn't matter as she's out, too. He opts for a visit to the Bawdyhouses for New Year. Raoul Bernard de Chenin Blanc is successful when he goes courting, but keeps this to himself. And Jacques ZeLad's hangover cure is spending a couple of weeks at home with Angelina.



While Jacques de Gain makes his usual claim to be iron man of the month, the accolade is shared with Balzac Slapdash. Both of them spend four weeks practising rapier. Inigo Montoya has three weeks' practice before the GDMD party. Others hit the gyms after partying – whether alone or with others. Beau Reese Jean Seine and Jean Jeanie are in the gym with their rapiers for three weeks. Chopine Camus, Pierre Cardigan and Terence Cuckpowder practise sabre

for three weeks. Amant d'Au throws daggers, Gaz Moutarde hefts a cutlass and Uther Xavier-Beauregard swishes a sabre, all for two weeks.

Off to Rome

The new season see the French army in a defensive posture. The Frontier regiments are bolstered by the Cardinal's Guard – two battalions of the regiment anyway – and two separate squadrons of the Dragoon Guards. Plus Felix Antoine Gauchepied'er and some of the King's Musketeers.

Major Jean Ettonique and the DG second squadron join Frontier regiment 1. The regiment has a quiet month, so there's no reward for Ettonique.

The first squadron of the Dragoon Guards reinforces Frontier regiment 2. Spanish cavalry ambushes the infantry as they take up their winter positions. Sébastian Da Silva tries to stem the rout, but the result of one man standing in front of a cavalry charge is predictable. RIP. Frele d'Acier leads his DGs in a counter-charge, stopping the Spaniards in their tracks. There is a Mention in Despatches for Lt-Col Acier ("excellent counter-charge") and another for Captain Henri Dubois ("stopped the Spaniards!"). Acier gains elevation to the title of Viscount into the bargain.

The King's Musketeers and the flamboyant Gauchepied'er are assigned to Frontier regiment 4, along with ALC commander Percy Mystic. Spotting enemy troops reconnoitring the French positions, Mystic leads a charge that sends them packing. Sadly, being at the front of the charge is not the best position for longevity and Brigadier-General Mystic falls to a hostile pike. RIP. As the most noticeable figure on the battlefield – admonishing his troops to comport themselves delicately – Lt-Col Gauchepied'er has his rank made permanent. Checking over the dead for knick-knacks nets him the best part of a thousand crowns' worth of loot.

Expecting to be in action, the Cardinal's Guard find themselves diverted to escort His Eminence to Rome following the sudden death of Pope Clement IX. The first priority is making sure the Spanish don't get their man onto the Papal throne and a few (!) French troops in Rome will surely help... Unfortunately, this brings no military reward to the regiment's commander, Lt-Col Alan de Frocked. ❖



Press

Announcements

KING'S MUSKETEERS ANNOUNCEMENT

The regiment will be seeing service at the front over January and February. All officers must ensure their men are ready to march on New Year's Day, hangover or no.

† Brigadier d'Éauneurts

The Horse Guards Brigade, or part of it, may be going to the front to blow the cobwebs away. Representations will be entertained.

† Cuckpowder

Do you have what it takes to wear the coveted green tunic?

The Dragoon Guards offer a life of action and adventure! Positions are available for the best and bravest. Wield your sword in the service of France! Win glory! Apply to join the Dragoon Guards today!*

* LEGAL DISCLAIMER: Before signing any enlistment form, read it carefully and consult with your lawyer. Your glory may vary. Sword not to be taken internally.

Quartermaster-General Sebastian Adis seeks an aide. No timewasters. Must like cake, as Marie Antoinette likes to bake and the QMG is putting on large amounts of weight trying to eat it all, hence his frequent forays (retreats) to the gym. Once per month, the aide will be expected to attend the QMG at his club to discuss procurement strategy and to host meetings with arms dealers.

The 2nd army is still seeking ambitious staff officers ahead of next year's campaign season. I will be entertaining candidates of suitable rank at the Fleur all January. † UXB

Social

Lt Col Money
Sir, whilst the Picardy Musketeers are not formal friends to the GDMD, I would be honoured if Thomasina and I would be admitted to the GDMD New Year's party. I look forward to a "bracing" swim in the Seine as well.

Your servant,

† Captain Boudreaux, PM

Mon Ami,

We would love to have you both. I promise that you will be well looked after.

Yours, etc

† XM

To all Citizens of Paris

It has been a while since we've seen a horse race, so I intend to throw a New Year's race, to take place on the first week of January.

Come one, come all* to this prestigious occasion, either to race or spectate. Who will win and become the first new year's racing champion? Place your bet, put your money where your mouth is!

† Baron De La Crème

*I mean, there are standards!

[OOO, race event week 1. SL 9+ welcome]

Personal

Brigadier-General Sir Duncan d'Éauneurts, OC King's Musketeers, to

Lt.Colonel Felix Anton Gauchepied'er, OC 1st Bttn King's Musketeers,

Greetings

Lt.Colonel Gauchepied'er,

Welcome to the Regiment. I'm pleased to see that the recruiting sergeant now understands his instructions and would like to congratulate you on your rapid promotion.

I regret, however, that your behaviour is already giving me some cause for concern. I thought I'd made it perfectly clear before submitting your application that a Musketeer NEVER shirks his obligations on the Field of Honour unless unhealed wounds preclude his attendance? Yet I learn that in your very first week with the regiment you slink off to the front before facing up to your obligations to Major Sir Jean Ettonique – not to mention those to the disappointed guests who, thanks to your unforgiveable irresponsibility, spent a fruitless week outside Hunters. Such behaviour brings the Regiment into significant disrepute and I will not have it, Sir, d'ye hear? Any repeat of such behaviour will see you serving at the front until I'm satisfied that you've learned some manners. I trust I make myself perfectly clear on this point?

On the subject of duelling, I would have you know that the King's Musketeers are gentlemen, Sir, and choose their weapons accordingly – rather than unschooled savages or

circus performers who see the duelling field as an opportunity to hurl inappropriate missiles at their opponents. If you feel unsure in the use of gentlemanly weapons I suggest you spend any free time you may have with the regimental fencing instructor until further notice.

It is also customary for gentlemen to be accompanied to affairs of honour by reputable seconds. As your commanding officer, I will be duty bound to serve you in this wise should you so wish – but I will take a very dim view should a hale and hearty principal fail to make an appearance. I was well aware of your flamboyant nature and somewhat bizarre dress sense before authorising your application to join the regiment. Such matters are, I feel, no concern of mine. Cowardice, however, either on the field of honour or the field of battle, is something that will never be tolerated in the King's Musketeers so long as I have the privilege of commanding the regiment.

On the latter point, I was pleased to see that you conducted yourself admirably during your recent encounter with the Spaniards and that the first battalion performed bravely under your command. I look forward to observing your military performance at first hand in January and February when the whole regiment will be serving at the front.

† Brigadier d'Éauneurts

Jacques Diabolick appears to be a case of Nominative determinism, judging by his verse.

† Le plume vert

Brigadier Sir Duncan d'Éauneurts, OC King's Musketeers, His Majesty's Commissioner of Public Safety and Minister of Justice, to

Field Marshal Viscount Bill de Zmerchant, His Majesty's Minister of War,
Greetings!

Your Excellency,
So sorry to learn of the illness which kept you indisposed last month. I hope that you have since made a full recovery and look forward to dining with you at the beginning of December,

Your Servant, † Sir Duncan

Lord Percy Percy says, as fashion is tending towards the gargantuan, Jean D'ice has a very fashionable stomach.

Who the heck is "Lord" Percy Percy anyway? Seems being an anonymous gossip monger is fashionable these days...

De Frocked and Gauchepied'er: And such bosoms are demanded as dramatic necessities.

Dear what's your name? Colonel of the Picardy Musketeers:

It seems the men of the Picardy Musketeers have little faith in you. I think it is due to your pot gut and lack of drive.

Plus it is rumoured you've got a tiny set of tools in the tool-shed, and nobody likes that. Why don't you retire to your mother's house, and allow me to run the show and get the lads some proper leadership? † JD

Etiquette for Sir Gaston

Another tip: Do not kneel behind a Minister. The phrase 'sucking up' is not meant to be taken literally

† La Pantaloon Rouge

Private members room at Hunters Club

"Felix darling, here's a letter arrived for you from Dunkie... it looks very official, what does it say love?"

"Oooh Trissy, Dunkie has got all cross with me because of that duel-y thing I missed last month. I mean, doesn't he understand how much it cost me to get those dresses mended after the last time PLUS the fact that even after 3 good washes you could still see stains on them? Sometimes I wonder just what these military people think we ladies are supposed to do with ourselves by getting caught up in these so called 'affairs of honour!'"

"Well don't worry about it, sweetheart, you're better than all of them. Long after we're all gone people will still remember what you have achieved in Paris, furthering the cause of fashion and... and... well, stuff... Anyway what are you going to do about Dunkie's letter?"

"Sigh... I suppose I best show him that I'm the right girl to be his Lt Colonel thingy... better impress him with more of this army carryings on... go pack some winter dresses and furs, darling, and we'll head off to the war again. Maybe this time the King will even make me a Dame if I impress them with some top class costumes... Ooh! Imagine that, Trissy, little me, Dame Felix of Paris!!"

Jean Ettonique

Rest assured, sir, that your application is top of the pile should the post become vacant.

† Cuckpowder

Great party last month, Xavier & Roméo ... let's just divvy up the prize money between you two. † JZL

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

Apologies for the tardy reply. Since returning from the front, in addition to my governmental duties I've had a regimental dinner to organise and various other demands on my time. I'm pleased to hear that the regaining of our former status in Picardy is such a comfort for you. Where a suitable match for Madelein is concerned, however, I have grave

Points Arising

Next deadline is 3rd Nov 2017

The deadline is a week later than usual as I'm away at Spiel at the end of October.

For those who need a refresher, the horse racing rules are section 25 in the *LPBS* house rules.

Absent friends

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

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

reservations about Paris as a means to this end. The gentlemen here seem to have a universal aversion to marriage and change their partners with alarming regularity. Perhaps some scion of a noble house in Picardy might be the best solution here?

Your loving Son, † Duncan
Brigadier Sir Duncan d'Éauneurts, His Majesty's Commissioner of Public Safety, Le Châtelet, Rue St Denis, Quartier des Halles, Paris.

Poetry Corner

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

The man in red is making a list:
Who has been naughty and who nice.
Whene'er you go out and get pissed
The Cardinal knows in a trice.

PN Pepé Nicole (Colin Cowper) has NMR'd. Total now 3 and is sent to a Frontier regiment

X2 (Daniel Blanchette) has NMR'd. Total now 1

X5 (Marc Blanchette) has NMR'd. Total now 3 and is sent to a Frontier regiment

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.

Announcements

Jacques Diabolick asks NPC Colonel of Picardy Musketeers to resign

Richard Shapmes asks NPC Province Mil. Governor to resign

Duels

Results of December's duels

Charles Louis Desapear (gains 1 Exp) beat 'X1'.

Henri Dubois (with JE, gains 1 Exp) beat his enemy Swindelle d'Masses (with TC).

Terence Cuckpowder (with UXB, gains 1 Exp) beat his enemy Henri Dubois (with JE).

Grudges to settle next month:

Florent Sans de Machine (Rapier, 1 rests) has cause with Bernard de Lur-Saluces (Rapier, Seconds JZ & IM, adv.) as he's not Noble but higher SL.

Jacques ZeLad (Rapier, Seconds BdLS, 3 rests) has cause with Bernard de Lur-Saluces (Rapier, Seconds JZ & IM, adv.) as he's not Noble but higher SL.

'X1' (Foil, 4 rests) has cause with Bernard de Lur-Saluces (Rapier,

Seconds JZ & IM, adv.) as he's not Noble but higher SL.

Jacques ZeLad (Rapier, Seconds BdLS, adv.) has cause with Charles Louis Desapear (Foil) as he's not Noble but higher SL.

'X1' (Foil) has cause with Charles Louis Desapear (Foil, adv.) as he's not Noble but higher SL.

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

Etienne Brule (Sabre) and Swindelle d'Masses (Sabre, Seconds TC) have mutual cause for being enemies.

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

Bill de Zmerchant (2-Hand, adv.) challenges Jacques Diabolick (Rapier, Seconds RM).

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

Challenges to vote on:

Bill de Zmerchant challenges Jacques Diabolick for personal insults.

All duels listed above (including any to be voted on) must be fought next month. Orders conditional on a challenge being voted cause are acceptable.

New Characters

Ray Vahey gets the Second son of a wealthy Baron: Init SL 7; Cash 500; MA 1; EC 3 (X3).

Paul Wilson gets the Bastard son of an Impoverished Earl: Init SL 8; Cash 36; MA 6; EC 2 (X4).

Marc Blanchette gets the Bastard son of a small Merchant: Init SL 2; Cash 23; MA 6; EC 4 (X5).

Tables

Army Organisation and 1670's Summer Deployment

First Army (Field Ops)	N1/N/GIS/SA2
First Division (Field Ops)	--/--/ADf
Guards Brigade (Field Ops) - RFG CG KM	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Cavalry Division (Field Ops)	JdG/--/--
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Second Army (Siege)	UXB/N/N1/N
Frontier Division (Siege)	N1/N/N3
Frontier Regiments (Siege)	
Third Army (Defence)	N6/N/N2/N
Second Division (Defence)	WNM/N/N3
3rd Foot Brigade (Defence) - 27M 4A	
4th Foot Brigade (Defence) - 69A Gsc n	
RNHB Regiment (Defence)	
Third Division (Defence)	--/--/N2
1st Foot Brigade (Defence) - RM PM	
2nd Foot Brigade (Defence) - 13F 53F	

Organisation and Deployment for the Campaign Season with Army and Division posts (Commander/Aide/Adjutant/QMG) Entries are ID for player characters, "N" (+ MA if needed) for NPC, __ for vacant

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
PLS	Viscount Pierre le Sang	24	62	Withy	General/State Min.	7	Guinevere	Flr	4	Bill Howell
PC	Count Pierre Cardigan	24	39	Rich	General	9	Edna	Flr	5	Matt Shepherd
BdZ	Viscount Bill de Zmerchant	23-	1	Comfy	Fld Marshal/War Minister	7		Flr	3	Tim Macaire
UXB	Count Uther Xavier-Beaureg'd	23	63	Withy	B.General/2nd Army Commndr	16	Henrietta	Flr	4	Pete Card
JdG	Count Jacques de Gain	23	59	Flthy	B.Lt-General/Cav Div Commandr	21		Flr	6	Ben Brown
AdA	Count Amanat d'Au	22+	73	Rich	Colonel RFG/Min w/o Port	9	Katy	Flr	5	David Brister
EB	Marquis Etienne Brule	22+	70	Rich	Colonel DG/Chancellor	3	Belle	Flr	4	James McReynolds
FdA	Viscount Frele d'Acier	21	F	Comfy	Lt.Colonel DG/Min w/o Port	13		Flr	3	Peter Farrell
RS	Viscount Richard Shapmes	20+	66	Withy	Lt-General	15	Kathy	Flr	4	Charles Popp
JJ	Count Jean Jeanie	20+	63	Rich	Lt.Colonel RFG/Min w/o Port	23	Jacky	Flr	3	Andrew Kendall
DdE	Sir Duncan d'Eauneurts	19	58	Comfy	B.Bdr-General KM/CPS	5		Flr	5	Paul Lydiate
SdIC	Baron Sebastian de la Creme	18	54	Comfy	B.General/Min w/o Port	4	Di	Flr	5	Alan Percival
TC	Baron Terence Cuckpowder	18	47	Withy	B.Bdr-General QOC/HGds Br'dier	6	Fifi	Both	4	Mike Dommatt
WNM	Viscount Was Nae Me	18+	55	Rich	B.Lt-General/2nd Div Commandr	11	Vera	Both	3	Mark Farrell
BRJS	Baron Beau Reese Jean Seine	17+	53	Comfy	Major RFG/Min w/o Port	4	Maggie	Flr	3	Bill Hay
GM	Sir Gaz Moutarde	16	42	Rich	B.Lt-General	4	Anne	Both	2	Mike Cilborn-Dyer
SA2	Sir Sebastian Adis II	16	41	Comfy	Bdr-General/1st Army QM Gen.	5	Marie	Both	4	Mark Cowper
CC	Sir Chopine Camus	15	27	Comfy	Bdr-General	8	Sheila	Both	4	Stewart Macintyre
LdH	Sir Leonard de Hofstadt	15+	51	Comfy	Bdr-General/Gds Brigadier	5	Frances	Both	5	Neil Packer
GIS	Sir Gaston le Somme	14	41	Comfy	Colonel RM/1st Army Adjutant	2	Bess	Both	3	Jerry Spencer
JE	Sir Jean Etonique	14	F	Withy	Major DG	9		Both	5	Tony Hinton-West
BdLS	Bernard de Lur-Saluces	14+	55	Withy	B.Lt-General/Adjutant Gen	7		Both	2	Rob Pinkerton
JdI	Sir Jean d'Ice	14+	48	OK	Major CG	5	Ava	Both	3	Tym Norris
AdF	Sir Alan de Frocked	13	F	Withy	Lt.Colonel CG/1st Div Adjutant	3		Both	2	Charles Burrows
SdM	Swindelle d'Masses	13+	46	OK	Lt.Colonel QOC/HGds Brigade Maj.	4	Lucy	Both	4	Craig Pearson

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
IM	Inigo Montoya	12	21	Comfy	Major GDMD/LtGen's Aide (BdLS)	5	Deb	Both	3	Graeme Morris
PM	Sir Percy Mistic	12	RIP							Ray Vahey
CLD	Charles Louis Desappear	12+	41	Comfy	Bdr-General	3	Emma	Hunt	4	Martin Jennings
RBCB	Raoul Bernard de Chenin Blanc	11	25	Poor		5			4	Olaf Schmidt
JD	Jacques Diabolick	11	21	Comfy	Lt.Colonel PM/1 F Brigade Maj.	1	Mary	Hunt	3	Cameron Wood
LOUT	Louis Oeuf Ur Terribles	11+	33	Comfy	Lt.Colonel RM/FMshl's Aide	2	Sue	Hunt	5	Dave Marsden
SDS	Sebastian Da Silva	10	RIP							Paul Wilson
HD	Henri Dubois	9	F	Comfy	Captain DG	1		BG	3	Wayne Little
PN	Sir Pepé Nicole	9	F	Comfy	Colonel 69A	7		BG	3	Colin Cowper
FAG	Felix Anton Gauchepped'er	9	F	Comfy	Lt.Colonel KM/Gen's Aide (SdIC)	7		Hunt	4	Jason Fazackarley
XM	Xavier Money	9+	39	Comfy	Lt.Colonel GDMD	5	Betty	F&P	3	Pam Udowiczzenko
F5dM	Florent Sans de Machine	9+	35	Comfy		3	Charlotte	BG	4	Nik Luker
JZ	Jacques Zelad	7+	43	OK	Major 13F	5	Angelina	F&P	2	Francesca Weal
RM	Ranso Mware	7+	39	OK	Major PM	2		F&P	3	Graeme Wilson
X1		6+	41	OK		5	Anna	F&P	1	Gerald Udowiczzenko
RB	Roméo Boudreaux	5+	39	Poor	Major PM	1		RP	4	Mark Nightingale
X2		3-	2	Poor		3			5	Daniel Blanchette
B5	Balzac Slapdash	2-	4	Comfy	B.Bdr-General	9			4	Matthew Wale
X5		2	RIP							Marc Blanchette

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+