

That would be enough

This has been issue 193 of *To Win Just Once*, published 12th April 2019. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2019

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by 26th April 2019.

Orders for *LPBS* and *Wits & Wagers*, plus any other contributions to Pevans by 3rd May.

(Next deadlines are: 31st May/7th June, 5th/12th July, 9th/16th August)

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 nearing an end, Martin Jennings, Rob Pinkerton, Anthony Gilbert, Jonathan Palfrey and Christian Bien are up for the next one, any more? (Working copy and rules provided).

Star Trader – Time for a new game! Anthony Gilbert, Przemek Orwat and Pevans are already waiting and there's room for plenty more. Rules provided.

Online games

Agricola (at www.boiteajeux.net): Pevans, Brad Martin

Brass (at brass.orderofthehammer.com):

Innovation (at www.boardgamearena.com): Pevans, Martin Abrahams

Keyflower (at www.boardgamearena.com): Pevans, Brad, Al, **one wanted**

Pax Porfiriana (at www.yucata.de):

Rajas of the Ganges (at www.yucata.de): Pevans, Brad Martin

Through the Ages (at www.boardgaming-online.com): **one pacifist wanted**

Credits

To Win Just Once issue 193 was written and edited by Pevans. The *LPBS* masthead (page 17) is by Lee Brimmicombe-Wood, as are the drawings on pages 15, 18 and 22. The illustration on page 20 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.

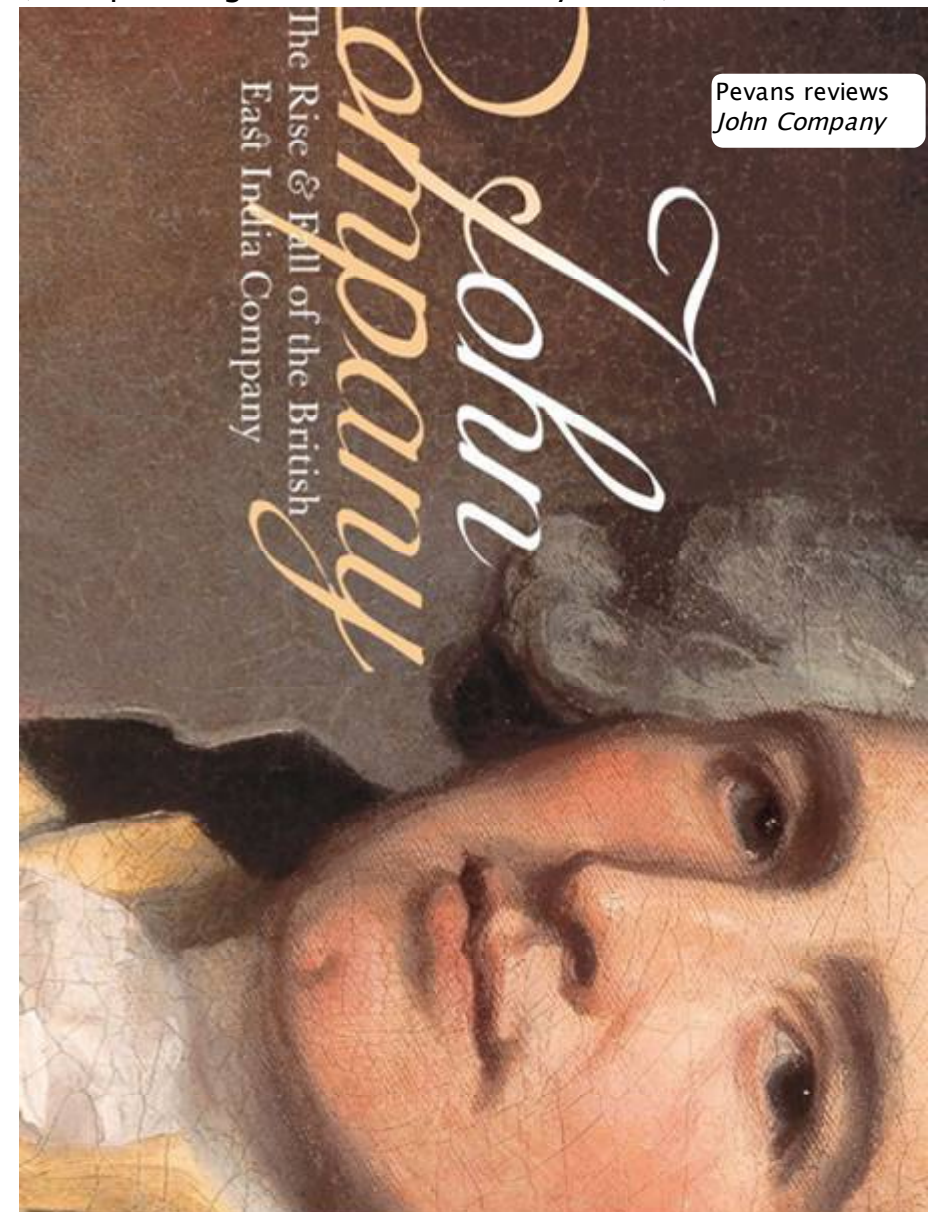
Printed and published by Margam Evans Limited
(A company registered in England and Wales, number 05152842,

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 193: April 2019
(LPBS 326: April 1671)

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

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Chatter

In preparation for the imminent arrival of the final season of *Game of Thrones*, Geraldine and I are watching the whole thing from the beginning again (hopefully, this means we'll remember what's going on – and who everyone is – when we get to the last episodes). However, the first thing that struck me when we started season 1 was that it looked old. Well, it did come out in 2011. But I think it's the HBO logo that really ages it. HBO was the future once, to coin a phrase, but seems to have all but disappeared in this world of online streaming.

Next week I'm off to Niagara Falls for this year's Gathering of Friends, so expect my report on what I played there in the next *TWJO*.

New Star Tradergame

Mike has only had a few responses from people for this game, so we're holding over the game start until we have some more players. Let Mike or me know if you're interested in playing – you can find the full rules hidden away on my website (www.pevans.co.uk/StarTrader50.pdf) along with an example 6-player map (www.pevans.co.uk/StarTraderbasemap.jpg).

Online stats

TWJO 192 was published in mid-March and the website stats show that the PDF versions were downloaded 187 times by the end of the month. The previous issue got 63 downloads, taking it to 267 in two months. Issue 190 was downloaded just 16 times in March for a total of 291 since publication.

Letters

Wayne Little has come over all spring like.

Hello Paul, I hope it is a lovely spring in your area. I live somewhat near Lake Elsinore, CA. They have currently a "superbloom" of poppies. Traveled through that area a week ago. I had the fortune and misfortune of seeing them. Two hours to get through the traffic on the freeway.

It looked quite something in the photos I've seen, so it's no surprise there were so many sightseers. The season's got to Tim Macaire too.

“Spring in the air!”

“Wait, why should I?”

This puts me in mind of: “Spring is sprung, the grass is riz, I wonder where da boidies is? ‘Da boid is on da wing,’ but dat’s absoid, I always tought da wing was on da boid.” But why is it said in a Brooklyn accent? Is it a Damon Runyon thing?

No, John, no...

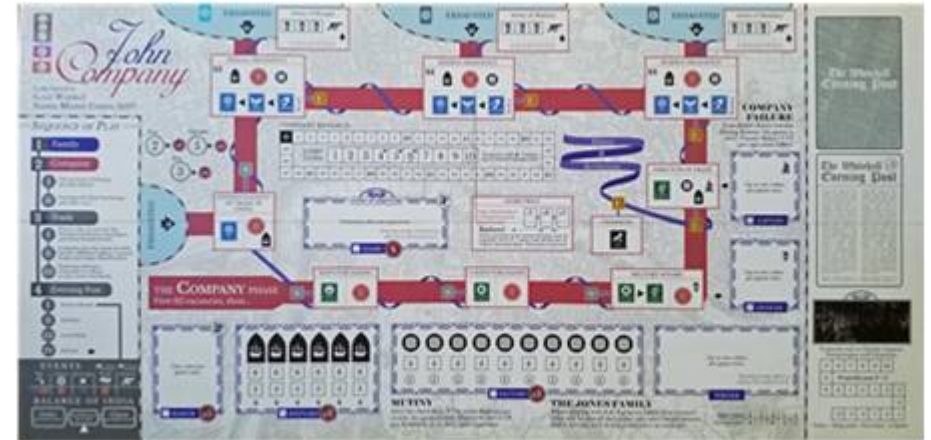
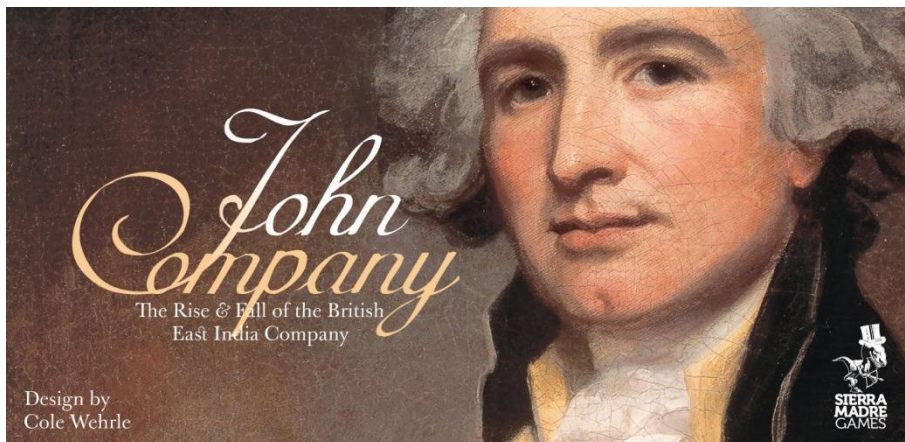
Pevans reviews *John Company*

A game about the British East India Company sounded fascinating, so I jumped at the chance to try *John Company* when Ralph Anderson suggested it at the Gathering. With Ralph leading the way, the four players worked together to ensure the success of the Company and share the (excellent) profits. Of course, the man who'd played before won the game, but it was a great experience. Since then, I've played the game several times and discovered that it doesn't always work this way...

The game actually provides several scenarios. I've given the solo game a go, but otherwise have only played the 'Early Company' game. This charts the company from the beginning and ends after six rounds (about 90 years). The 'Campaign' game lasts for 10 rounds (at most) and includes the possibility that the company will have its monopoly (of trade east of Africa) revoked. This would bring in a whole section of the rules that I have not explored, with players running individual companies – the starting point for the 'Post-Monopoly' scenario.

John Company is a complex game so, even glossing over the details, my review is going to be lengthy. Please bear with me.

In most scenarios, the players represent families, whose members (wooden cubes in players' colours) work for John Company. Ideally, they want to get into jobs that will let them share in the company's wealth and then retire to take prestigious (read victory point-scoring) 'prizes'. The small board is cleverly laid out, showing the different offices in the company with several strands running through them to show the sequence of play in different phases of the round.



The *John Company* board. Yes, it's complicated...

The first thing that happens in a round is that players take a 'Family' action. This allows them to add cubes to one of the boxes on the board that has an ornate blue border (the first strand). This may have a cost (the game has £1, £3 and £10 chips for money and players start with a little) or a limit to the number of cubes they can place. In the centre of the board is one of these blue-edged boxes: each cube in here is a share in the company and costs money (the amount depends on the current share price).

Like most things in the game, buying a share has all sorts of implications. To start with, it puts some cash into the Company's coffers. Then, each share has a vote when electing a new Chairman. What's more, each shareholding player may nominate and be nominated as Chairman. Finally, every time the Company pays a dividend, each share earns £1 – in good times this is useful revenue, but will the Chairman pay out if someone else has more shares?

The round proper starts by filling any vacancies in the Company's offices. This follows the blue ribbon that wiggles round the board (the second strand), starting with the Chairman. As I've already mentioned, the Chairman is elected from the shareholders. There is a slightly fiddly procedure for this which I won't go into. A new Chairman's first job (after dishing out any money that's accrued from share purchases) is to appoint the 'Executive' offices, following that blue ribbon.

The 'Director of Trade', the first of the Executive offices, then fills the three 'Purchasing' offices, which are 'Senior' positions. This is the first reason why the Director of Trade is an influential position. Apart from the Chairman, the cubes that go into the Executive offices are promoted from the Senior offices. The Senior office-holders – and any remaining Executives – come from the pool of

'Writers' (clerks, effectively). (The Writers box is one of the places players can add cubes as their Family action.)

Who gets promoted brings us to one of the neat features of the game: promises. If a player promotes their own cube in preference to other players, they owe them a favour. They give them one of their cubes as a 'promise'. At the end of the game any promises still held by other players cost you 2 points. However, you may always buy them back, swap them for another cube or do the holder a favour (such as promoting their cube ahead of others). In fact, the rules allow players to trade all sorts of things, but note that agreements are not binding.

Once vacancies have been filled, it's time for each office holder to do their job – following the broad red stripe in a circuit of the board (third strand). The Purchasing Officers don't have much leeway: they must carry out their 'Purchase' action, spending as much as they can of the cash in their 'Treasury' and buying the cheapest available. Players who've bought Shipyards and Factories (placing cubes as their Family action) make Ships and Trade goods/Guns, respectively, cheaper for the Company and earn £1 for each that's used. Ships and goods purchased go to the Director of Trade to allocate (the second thing that makes this an influential position), while Guns go to Military Affairs to assign.

As well as Guns, Military Affairs may have Officers (players' cubes placed in the previous round's Family action) available. Both go to any or all of the trading offices (Bengal, Bombay and Madras), forming the army available to the 'President' of that office. The Director of Trade then distributes ships and trade goods to the Presidents. First, however, any players with Captains (players' cubes placed in the previous round's Family action) available, may buy ships. This is done in the same way as the Company's purchases, but paid from personal money. These ships, with a cube on top to show ownership, also go to the Director of Trade to assign. (Captains provide income for players each round, so they're generally a good idea.)

This brings us to the big three: the Presidents, each of whom has the same options. To begin with, each position has the card for the appropriate Indian region in front of them. This signifies that the Company can trade with this region. (The cards for other regions are set to one side of the board as these regions are 'closed' to trade.) A President has three actions available and may choose to do all, some or none of them, but must carry them out in a specific order. The key thing about these actions is that they are not certain. To succeed, the President must roll dice and take the lowest single result: 1 and 2 are success; 5 or 6 are failure (and the President is dismissed); 3 and 4 have no effect.

Clearly, to have a greater chance of success, players need to roll more dice. But, however many dice they roll, they cannot guarantee success, which is a nice touch. The general rule is that dice cost money – paid from the office's Treasury. There may also be a defensive value to the action which reduces the number of

dice rolled. Thus, a President may 'Campaign' – invade a region. They start with dice equal to the strength of their army (officers + guns) less the defence value printed on the region's card. Then they may buy 'mercenaries' to increase the number of dice. A successful campaign brings the target region under Company control and establishes a new (Senior) office – in the gift of the President.

A President's second action is 'Open Trade'. Success brings the target card to the Presidency so that the Company can trade with that region. Finally, the 'Sail' action is actually trading. If successful, the President can use Ships and/or Trade goods to meet the demand shown on the region card, generating revenue for the Company (and themselves). This is the main way the Company makes money, so it's crucial for the Company as a whole that the Sail actions work and, longer term, that there are more trade opportunities.

I described the Presidents as "the big three" because these are the posts that earn the Company its money and expand its influence. However, any President can only do this if they have the money (provided by the Chairman), military (provided by Military Affairs) and ships (provided by the Director of Trade). Hence the need for co-operation in the game if the Company is to thrive and expand. (Trade first, then conquer is clearly the way to go.) Unless, of course, members of your family hold all those jobs...

The Company's revenue is marked on a central track and the Chairman must spend it. First, they must pay the Company's costs: officers, guns and player Captains all cost money. (Building a large army gets very expensive.) If the share price has reached the bottom of its short track, the Company **must** pay a dividend, pushing up the share price and giving cash to shareholders. Any money left can be used for more dividends and/or shared out between the offices' Treasuries. For the Company to survive longer term, money has to go to the Presidents to finance next round's trade. Purchasing



India at the start: Bengal, Madras and Bombay are open for trading, Punjab controls Maratha and Sindh (the monochrome, striped cards are in Recession)



John Company: a selection of prizes

officers need cash to buy more ships, goods and guns to increase the trading and conquering opportunities. There's never enough.

The final stage of the round is to work through some random events. An 'Evening Post' card is turned over and this tells players how many regions of India have events. Each region card has a table on it and one event takes place, according to a die roll. This can cause the region to revolt (bad news if it's controlled by the Company), close it to trade or flip it into or out of Depression. These can have a big effect on the game – though cash in the appropriate President's Treasury can often be spent to mitigate this.

The next thing that happens is that Company officers may retire. This is crucial as this is the main way players can score victory points. When an officer retires, the cube can be placed on one of the 'Prize' cards (a random selection laid out at the start of the game), for a price. In effect, players are using their money to buy points. However, this is not something players can **choose** to do, it's all down to a die roll for each officer. This can be hugely frustrating. It's no good having a pile of cash – as you should have in the last rounds – if you don't roll the right dice.

Finally, there's an event in England. This can be a Bill in front of Parliament – effectively changing the rules (scoring points for factories and shipyards, for example). Players get to vote on this, using another fiddly mechanism. A little tidying up and it's time for the next round. Although the game can end early. If the Company's reduced to trading with one region or none, then India rebels and the Company is driven out. Alternatively, the game ends if the Company goes bust (in effect, runs out of money at least two rounds in a row).

So, what have we got here? First, the Company needs to produce substantial income every round or it will collapse. Thus, the game really needs to start with co-operative play – and even then, unlucky dice rolls can wreck things. With competitive players, whoever thinks they are in front (and it can be more than one player) can deliberately crash the Company to ensure they win – one of my games lasted just three rounds. Second, the luck element, particularly when office-holders retire, is huge. All of this stems, I think, from *John Company* being more of a simulation than a game. Much of what is in the game is there to reproduce what happened, or to show what could have happened, in history.

The bottom line for me is that playing *John Company* is an experience, full of interesting events and incidents. However, it's only fun if all players are

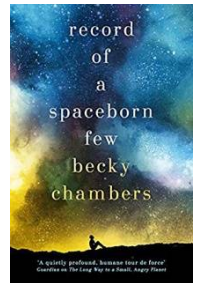
prepared to work together (initially at least) – and the dice don't let you down. It gets 7/10 on my highly subjective scale.

I should mention the solo game, since I have played this. The aim here is to conquer all eight Indian regions within 12 rounds (call me Clive). Most of the game's mechanisms are irrelevant, it's just about doing enough trade to finance an army and more trade to conquer regions and then hang on to them when they try to revolt. Essentially, the game becomes a long sequence of dice rolls. If enough of them go well, you win. If they don't, you lose. I was not impressed.

John Company was designed by Cole Wehrle and is published by Sierra Madre Games (www.sierramadre.eu). It is a strategy board game for 1–6 players, aged 12+, and takes 1–5 hours to play. This review was first published in Gamers Alliance Report, Summer 2018 (www.gamersalliance.com).

Reading Matter

Next on my reading list was *Record of a Spaceborn Few* by Becky Chambers. This is the third in her "Wayfarers" series – named after the spaceship at the centre of her terrific first novel, *The Long Way to a Small, Angry Planet* (see my comments in *TWJO 177* and *TWJO 179* for the second book, *A Closed and Common Orbit*). However, *Record of a Spaceborn Few* is rather different from the first two.



To begin with, it is set in the entirely human world (so to speak) of the Exodus Fleet – the generation ships that took the last survivors away from the devastated Earth centuries before. Now that humanity is part of the Galactic Commons (though still very much a junior member), the Exodans have been given a planetless solar system as their home. Their ships now orbit here, rather than travelling between the stars, and they have some alien technology to make their lives easier (artificial gravity for one). Many people have left the fleet – including one of the Wayfarer crew – but most still remain, preferring to continue their particular way of life.

The initially confusing thing about the novel is that we start with so many viewpoint characters. Chambers uses these different angles to give us an all-round picture of who the Exodans are and how they live. Thus we have a teenage Exodan who wants bright lights and action and to rebel against ... well, what have you got? We have the mother and her young children on the same Exodan ship – she's also the sister of our crewmember on the Wayfarer.

Then there is the ship's senior archivist, keeper of the records that make the Exodans who they are. She is also host to an alien anthropologist, whose reports are another of the strands through the book. And there is one of the ship's caretakers. No, not someone who mops floors, but someone who takes care of the

dead. Now, the Exodan ships are the ultimate closed systems. They must recycle everything. Including dead bodies. But, of course, they do this in a reverent and respectful way. Actually, the whole body-recycling process is quite interesting.

Contrary to my expectations, the many strands in the novel do not come together at the climax. Instead, they twine around each other, sometimes covering the same events from different angles. There is no climax, either, just an end. With a series of codas that show us the future of some the characters we've followed.

As you may have spotted, there is no plot. Yes, things happen and there are developments, but no core narrative. This should be a turn-off for me, but the book, like the others in the series, is a delight. Part of this is the way everybody in the book is well-meaning, tolerant and just trying to make things better for everyone. Chambers' view of the future is so wonderfully optimistic and the result has been some delightfully heart-warming stories.

Games Events

April brings us BayCon, another well-established board games event. It takes place at the Exeter Court Hotel in Kennford, a few miles south of Exeter in Devon, and now runs for five days: 24th-28th April. It's a well-run event – though I've only managed to get along a couple of times over the years. 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 (next to London Bridge station). For more info, see www.pevans.co.uk/Swiggers

Games Games Games Days: from noon(-ish) on the second Saturday each month – now at the Leon in Spitalfields Market (London E1 6DW). It's brightly lit, has big tables and they don't mind us stopping all afternoon. Closest stations are Liverpool Street (Tube and rail) and Shoreditch High Street (Overground).

UK Games Expo: 31st May – 2nd June 2019 at the NEC (Halls 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. 24th-27th October 2019, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: early November 2019 at the Hallmark Hotel in Derby. **MidCon** is a friendly board games convention in a decent hotel. Expect mostly open gaming plus a few organised events, including a bring 'n' buy and quiz. 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

Pevans's Wits & Wagers

Round 4 bets and payoff

Question 4 was what length Pevans trims his beard to. The answer is 5 mm.

Player	Answer	Bet on	Stake	Score	Total
Brick Amundsen	24	24	10	-10	60
Alex Bardy	30	15	5	-5	45
Colin Bruce	4	4	5	-5	65
Mark Cowper	500	5	10	30	80
Mike Dommett	4	6	10	-10	120
Alex Everard				0	70
Anthony Gilbert	5	3	10	0	80
Bruno Giordan				0	70
Andrew Kendall	6	9	10	-10	78
Nik Luker	3	3	10	-10	40
Tim Macaire		6	8	-8	56
Graeme Morris	3			0	60
Jonathan Palfrey		6	10	-10	60
Rob Pinkerton	9	30	10	-10	65
Alan Tabor	15	15	10	-10	130
Dean Talbot				0	100
Gerald Udowiczenko				0	73
Pam Udowiczenko		15	10	-10	70
Everybody else					80

Anthony Gilbert got the answer right, earning 10 points to offset what he lost betting on 3. Only Mr Cowper bet on the right answer, to bring him back to his starting position.



The evidence: beard trimmer, set to 5

Round 5 answers

The question is: how many 'O' levels did I pass? I had to explain Ordinary Levels to my non-UK readers (Al Tabor now thinks I went to Hogwarts), so let me give everybody the same information. According to Yahoo! answers "back in the days of O levels it was generally regarded that 5 would be a minimum acceptable number in terms of getting a broad education. It was also generally regarded that about 10 should be the maximum as any more than this would mean too much work for the student." That was the number being studied, of course.

Odds	Answer	Given by
4:1	10	Nik Luker
3:1	9	Mike Dommert*, Jonathan Palfrey, Pam Udowiczzenko
2:1	8	Mark Cowper, Tim Macaire, Alan Tabor
1:1	7	Andrew Kendall, Stewart Macintyre, Neil Pinkerton
2:1	6	Alex Bardy, Colin Bruce
3:1	5	Brick Amundsen, Anthony Gilbert
5:1	Less than these	

Round 5 bets

Mesdames, messieurs: faites vos jeux! Anybody and everybody can now bet on what they think is the correct answer above (staking up to 10 points), regardless of whether they gave an answer or not – nor does anybody have to bet on their own answer. Get it right and your bet pays out at the indicated odds (there's a 10-point bonus for anyone who gave the right answer).

Round 6 question

What year did Pevans and Geraldine get married?

Bets on round 5 answers and answers for the round 6 question to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF, UK or TWJO@pevans.co.uk by Friday 3rd May 2019

What's this all about?

This is our latest game that's open to all readers and is based on Dominic Crapuchettes's *Wits & Wagers* (published by North Star Games and used here with their permission). This is one of the very few trivia games that I give house room to because it's not just about being the biggest know-it-all.

* Mike's known me since before 'O' levels, though we didn't go to the same school

Each round a question is posed that has a number as its answer. Players' answers are sorted and given different odds. The middle number gets odds of 1:1, those either side of it 2:1, then 3:1 and 4:1 with the final category being 5:1 that the answer is smaller than anything else.

Players now bet on one (or two, in the last round) answer, staking up to 10 each round – except the last where they can go all-in – from their funds (80 to start with) – default bet is 10. The correct answer pays out at its stated odds with a 10 bonus for those who gave the correct answer in the first place (whether or not they bet on it). After seven rounds, the player with the most money wins.

As you can see, the game has plenty of scope for tactics and the winner is not necessarily the smarty-pants.

Now, the issue with running a trivia game in this medium is that everybody has time to look up (well, Google) the answers. So the questions for this game will be trivia about yours truly. The people with an advantage here are those who've known me for donkey's years (hi Mike, hi Pete), so I'll flag their answers.

I'll put the answers into (up to) seven bands, with the median answer at 1:1. If there are more than three answers higher than this, the remainder will be in the top 4:1 band. Anything lower than the lowest 4:1 band will go into the "smaller than anything else" 5:1 band.

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	£36.00	£43.00

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

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

Watercress (*Railway Rivals* game 13 - RR2344LH)

Turn 10

SWIFT has TIS breathing down their necks and these two are now about 60 points clear of the other three. GREAT is still in the black and grateful for that at least.

This turn's races

Race results					Scores					
					BASH	MDCR	SLOUGH	TIS	GREAT	SWIFT
22	S1	NORTH	25	Havant/Cosham		10+1	20-2	0+1		0
23	12	Brighton	23	Midhurst/Haslemere				10		20
24	14	Horsham/Reigate	32	Southampt'n	0	10+1-7	0-1+7	20-2		+2
25	26	Hayling/Gosport	41	Reading	10-6	20+1+1	+5-1			
26	35	Portsmouth	62	London		5+2+3		20-2		5-3
27	51	Slough/V Water	43	Newbury/Andover	0		20		10	
28	54	F'nbrough/Farnham	63	London	15+4	0	15-7	0-2	0	+5
TOTAL					23	47	56	45	10	29

JR = Joint Run; ERP = Exchange of Running Powers

Builds and points

BASINGSTOKE ASSOCIATED STEEL HIGHWAY (BASH), Bob Blanchett - Black
Builds: None
Points: 166.5 +23 = 189.5

MISSED, DELAYED AND CANCELLED RAILS (MDCR), Mike Dyer - Blue
Builds: None
Points: 132.5 +47 = 179.5

SLOW LOCOMOTIVES ONLY USED GENTLY ON HILLS (SLOUGH), Brad Martin - Orange
Builds: None
Points: 122 +56 = 178

TIGER IN SMOKE (TIS), Jonathan Palfrey - Green
Builds: None
Points: 197.5 +45 = 242.5

GRAND RAIL EAST ATLANTIC TRUNKLINE (GREAT), Rob Pinkerton - Red
Builds: None
Points: 5.5 +10 = 15.5

SLOW WAGON IN FAST TRAFFIC (SWIFT), Gerald Udowiczenko - Yellow
Builds: None
Points: 220.5 +25 = 245.5

GM Notes

Players can enter up to five races (plus any held over from a previous turn).

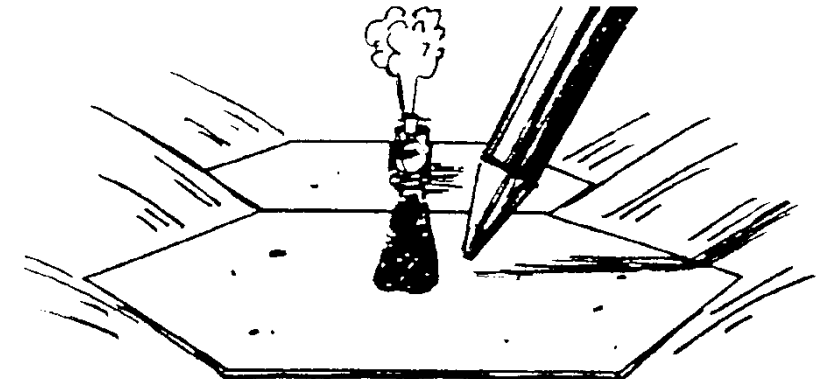
All companies may carry out joint runs and exchange of running powers with other companies should they wish, though it pays to start negotiations for these soon after the adjudication is sent out.

After the races, you may build up to 4 build points. **Remember: known junctions and parallel builds are deducted from these points.**

Next turn's races

Race	From	To
29	S3 EAST	52 Windsor/Maidenhead
30	13 Shoreham/Haywards Heath	61 London
31	16 Three Bridges/Dorking	45 Winchester/Stockbridge
32	22 Arundel/Chichester	31 Southampton
33	25 Havant/Cosham	52 Windsor/Maidenhead
34	36 Portsmouth	53 Guildford/Aldershot
35	42 Reading	66 London

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
 or by e-mail to mike_dommett@yahoo.co.uk
 by Friday, 26th April 2019



Games from Pevans

Mail order board and card games in the UK

Blame Space

The Captain's dead, the computer's acting strangely ("I'm afraid I can't do that") and the spaceship's been sabotaged. Luckily, it's not your fault. But can you avoid the blame? This is a quick-playing card game of pointing the finger at your fellow players.



For 2-6 players, aged 12+, playing time 45-90 minutes: **£15.00**

Red Alert

It's a big box containing some big (and small) spaceship models and a really big 'board' (it's actually a rather nice cloth). The game is "Commands & Colors" in space, in effect. The first scenarios introduce the game's mechanics, with a clever mechanism for the subsequent ones. My copies come with a bonus spaceship squadron.



For 2 players, aged 12+, playing time 90 minutes: **£90.00**

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 74 (at brass.orderofthehammer.com) went to Steve Jones by a whole 5 points from me. Game 75 is about to end, so I'll be setting up a new one shortly.

I made a mess of game 21 of *Through the Ages: a New Story of Civilization* (at boardgaming-online.com) where Mike Tobias took a closely-fought win. Mike also won our third pacifist game. Game 22 has started, along with another three-player pacifist game – who wants to make a fourth?

Our latest game of *Pax Porfiriana* (at yucata.de) went to Brad Martin, who survived the Depression handily. Time for a new one – anyone want to join us?

Al Tabor is interested in playing *Keyflower* (at BoardGameArena.com), but we need another player or two. Let me have your ID and I'll invite you into a game.

We're down to three players for *Agricola* (at www.BoiteAJeux.net), so there's room for at least one more. Let me know if that's you.

Rajas of the Ganges (at BoardGameArena.com) is a game I thoroughly enjoy. Who'd like to give it a go? Drop me a line and I'll set up a game.

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

Orders for May 1671 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 3rd May 2019



April 1671 (326)

There is still a dearth of duelling in Paris despite the Spring weather making outdoor activities more appealing. Paris certainly considers that the Field Marshal's challenge to the Commissioner of Public Safety has cause. However, CPS Felix Anton Gauchepied'er scorns the city's opinion and just sends a note to his rendezvous with Uther Xavier-Beauregard. It reads simply, "I don't fight murderers/demons" and is signed "Baroness Gauchepied'er". This puts rather a dent in Gauchepied'er's status this month, but none of her personalities care.

I don't need no stinking portfolio

Despite having a month to go as Chancellor of the Exchequer, Etienne Brule accepts the Minister of State's offer of remaining part of the Government while relinquishing the specific job. Duncan d'Euaneurts appoints Marquis Brule a Minister without Portfolio and leaves the Chancellorship empty for the time being. Brule is also invited to take command of the Horse Guards Brigade by Inspector-General Chopine Camus, but prefers his Ministerial position. That's another appointment that remains vacant – as do Inspector-General of Infantry and First Army Adjutant. Conversely, Percy Urbain Fanci-Free's attempt to become Brigade Major of the Horse Guards fails because the post is still occupied.

Following the death of Arthur Dent last month, Georges Hommemince is now in charge of the Princess Louisa Light Dragoons. As the regiment is in the field, he has to leave Paris to take command of his troops. He finds time to cement his position by buying the rank of Colonel before departing.

His increased social standing permits Hugh Jass to buy the rank of Major that eluded him last month. This makes him acting commander of the 13th Fusiliers.

George Dueppre's purchase is of the horse he needs to secure his existing rank in the Picardy Musketeers.

New boy Alonzo Fonde-Lapatrie doesn't bother with Paris: he volunteers for service in a Frontier regiment from the off.

How do we solve a problem like Felix A?

April's social events begin with Duncan d'Euaneurts, the Minister of State, hosting a discussion in the Fleur de Lys. The topic is what to do about the "profound lunacy" displayed by Commissioner Felix Anton Gauchepied'er (an example of which is taking place in the club). Duncan is joined by several senior Parisians. Chopine Camus brings Sheila Kiwi with him. Leonard de Hofstadt escorts Frances Forrin. Pierre le Sang accompanies Guinevere d'Arthur. Minister of War Terence Cuckpowder has Leia Orgasma on his arm. Field Marshal and Minister without Portfolio Uther Xavier-Beauregard (released from the Bastille now he's made the expected 'donation' to the Exchequer) brings Henrietta Carrotte. Minister without Portfolio Swindelle d'Masses would have joined them, but his social standing does not meet what Duncan considers sufficient.

Duncan proposes that "Sir Alan de Frocked is prevailed upon by all to volunteer FAG's battalion of the Cardinal's Guard to the front until his tenure as Commissioner of Public Safety expires, so that any further harm he does is actually to His Majesty's enemies rather than to His loyal ministers and subjects." He also suggests that a ballot of Fleur members is held with a view to barring the Commissioner from the premises (see Press). Finally, Duncan asks



"for any further suggestions regards FAG's tenure as CPS, the difficulty being that FAG is a follower of the political theorist Terence May, who proposes that power should be held onto for as long as possible and long after an appropriate time for resignation has passed."

The proposals are met with much wise nodding of heads, but actually discussing them is moot due to the noise come from elsewhere in the club. Investigation reveals that CPS Felix Anton Gauchepied'er is in the house – with a massive entourage drawn from the ranks of the Cardinal's Guard and Public Safety office. Felix is clad in a silk wedding dress and is, apparently, celebrating 'her' marriage to Sheikh Yadik Al-Abowt. The late Sheikh is represented by a mannequin in Arab garb. Re-scheduling his debts has allowed Felix to push the boat out.

Spotting Duncan, Felix is beside herself. "Ah Dunkie, what a marvellous surprise and how lovely to see you, darling!" she shrieks. Felix reaches into the cleavage of his dress and pulls out a crumpled slip of paper. "Now, before we go getting all excited, sweetie, I regret to say it's not an invitation to the wedding – what with you being an obnoxious, treasonous liar and Horseman of the Apocalypse and all that – but an invite to spend a week with us as we celebrate our honeymoon back at the Bastille!"

It should surprise no-one that Felix is there to arrest Duncan. Certainly the Minister of State himself is well prepared. First, he apologises to his guests for the "unwarranted interruption and inconvenience". He shows nothing but a bored contempt for the guards who hustle him out of the club, ordering the detachment of King's Musketeers waiting outside to bring his belongings ("mattress, bedding, armchair, candles, desk, chamber pot, writing materials and books") to his "temporary accommodation" in the Bastille.

While this is going in in the Fleur there are actually two parties in Hunter's. Or should be. As Colonel Hommemince has left Paris to take over his new command, his guests for Arthur Dent's wake are left standing around outside. That's Augustin Fourier, Ben e'Volence, Georges Dueppre, Hugh Jass and 'X1' (asking if anybody knows where Arthur's towel is). Inside the club, Greg de Bécqueur's spring celebration takes place. Greg and Jenny Russe welcome Bendoit de Tres, Hercule D'Engin and Xavier Money. The last is the only guest to be accompanied. He has Betty Kant on his arm.

Florent Sans de Machine is also in Hunter's, escorting Charlotte de Gaulle. Bastian de LaGarde takes Cath de Thousands to Bothwell's to start their April.

Strangely, it seems most of Duncan's guests are surprised that he's been arrested and spending a week in the Bastille. Only Uther has made alternative plans. The others turn up to the Fleur in week 2 expecting to Toady to Duncan again. Yes, Chopine, Leonard, Pierre and Terence are all left outside the club, where Swindelle continues his vigil. They are joined by Hercule D'Engin, who clearly has not heard the news.

It is now the turn of Bastian and Cath to welcome some guests. They are still in Bothwell's where they provide drinks and refreshments to those who have attended the masque, "The Triumph of Justice". Joining them are Chris Knight, Florent and Charlotte, Georges Dueppre and Deb Estaround, Greg de Bécqueur and Jenny, Padamus Da Grim and Xavier with Betty. Exactly the same set turns up the following week.

By this time, nobody expects Duncan in the Fleur. Except Leonard, who turns up and is left outside once more. Inside the Fleur, Pierre is entertaining Guinevere and Terence Leia. However, Terence and Leia have some guests: Gaz Moutarde and Swindelle d'Masses. Gaz may have spent a week with his lady friend, but draws the line at taking her out in public. Swindelle is very relieved to have finally made it into the club, as is his companion, Lucy Fur, who left in a huff the preceding weeks.

Old dog, old tricks

The end of April is, of course, the Jacques As Memorial Stakes, hosted by the Crown Prince at the Prix d'Or. Everybody who is in Paris is at the event. Well, everybody except Bastian and Cath, who are in Bothwell's again, looking after their guests, Florent and Charlotte. And Leonard and Frances are in the Fleur, where Leonard wonders about placing a bet, but doesn't. A total of 13 riders enter the race, but Sir Gaz Moutarde is the clear favourite, due to his skill and small size. Conversely, Bendoit de Tres is a big bloke with some skill and Viscount d'Eauneurts is a big bloke with no skill (though he is feeling energised after his visit to "The Frankfurter's Rest" in the red light district the week before). Also at the bottom of the heap is Augustin Fourier. He may be in the Grand Duke Max Dragoons, but his skill is lacking.

Other notable entrants include Baron Gauchepied'er who is, of course, wearing a dress (red this time) and is thus sitting side saddle. The big blonde wig may also



be an encumbrance. Various ladies have come with their beaux and cheer them on from the grandstand, along with the Crown Prince. Chris Knight, Padamus Da Grim and 'X1' are also in attendance and vying to buy His Highness a drink.

The horses have a straight run from the start and this goes according to form. By the time they reach the first corner, Gaz is a length ahead. The pack jostling behind him consists of Chopine Camus (cheered on by Sheila), Georges Dueppre (Deb is his partisan), Pierre le Sang (Guinevere urging him on) and Terence Cuckpowder (backed by Leia). Right on their tails are Ben e'Volence (applauded by Di), Greg de Bécqueur (supported by Jenny), Hercule D'Engin and Xavier Money (championed by Betty). Felix Anton Gauchepied'er would be with them, but has dropped back as he struggles to hold his wig in place. Duncan and Augustin (egged on by Josephine Buonaparte: "Go GDMD!") are on his tail, while Bendoit brings up the rear – though he does have some fine new racing gear.

The horses pound around the first corner, Gaz taking quite a wide line while Duncan is hard on the rails. As they hurtle down the back straight, it's clear Gaz is having real trouble controlling his mount. Chopine and Pierre have no such trouble and pass him to take the (joint) lead. Terence is next with Hercule and Xavier now alongside him. Gaz slots in behind them, next to Duncan. Suddenly bare-headed, Felix follows, having caught up to Ben. Almost last, Bendoit is flying and is up to Georges and Greg, who aren't. And struggling at the very back is Augustin.

Once round the second and final bend, the horses dash for the finish line. Gaz has finally got things under control, digs in his spurs and charges forward. He passes several riders, but can't quite catch the equally speedy Pierre, who crosses the line to take the trophy. Hercule hangs on to share second place with Gaz. A good length down on them is a gaggle of mounts all bumping each other in an effort to gain an advantage: Duncan and Felix are the main protagonists – they are regimental enemies, of course – as they catch the fading Terence and are then barged by a speedy Greg. Chopine drops just behind them, but ahead of Ben and Xavier. Bendoit finishes in 11th, in front of Georges, and Augustin just walks his mount to the line in last place.

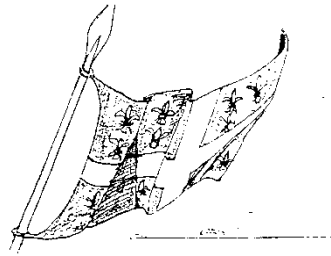
The Dauphin hands out the prizes, congratulating Pierre on a fine win – "life in the old dog yet!" he notes. Then it's drinks all round while His Highness avoids Felix's heavy-handed attempts at flirting with him. Duncan runs interference, blocking Felix's path and slapping him with his glove in a regimental challenge.

This month's iron man is, of course, Jacques de Gain. He shows no sign of being tempted by any party or even the race: it's four solid weeks of rapier practice for him. Pierre Cardigan's only distraction was a visit to the Bawdyhouses at the start of April before putting in three weeks with his sabre. Jean d'Ice follows the same schedule, but his weapon is the rapier. Others practising sabre for three weeks are Hugh Jass and Uther Xavier-Beauregard. Augustin Fourier and Ben

e'Volence practise for two weeks (sabre and rapier, respectively) before heading to the Prix d'Or.

The siege goes on

Out on the frontier, the army continues its siege. The Frontier regiments pretty much hold their own for once. Newcomer Alonzo Fonde-Lapatrie is attached to regiment 1 and is promoted to Subaltern. Subaltern Boul Ogne is already there, but gets no further reward this month. Brigadier-General Charles Louis Desapear does better, leading patrols of Frontier troops and coming back with booty worth an excellent one thousand crowns.



The Royal North Highlanders use their mountaineering experience to try scaling the enemy walls. It's not a successful operation, but the soldiers take some booty away with them. Volunteer battalion commanders Bdr-Gen Bernard de Lur-Saluces and General Sebastian de la Creme both gain a Mention in Despatches. Creme's share of the loot is 200 crowns, while Lur-Saluces takes 600 crowns.

The month's action goes much the same for the Royal Foot Guards: no military advantage, but some plunder. There are also Mentions for the regiment's commander, Amant d'Au, and second in command, Jean Jeanie. Seven hundred crowns come to Au and to Captain Luc Azzat. Jeanie picks up just 400 crowns worth, while Major Beau Reese Jean Seine can only manage 200 crowns, despite wearing a very tall hat to attract the enemy's attention.

Under Bdr-Gen Alan de Frocked, the Cardinal's Guard (all one battalion of it) makes a sally against the ramparts. It doesn't go well, but Frocked gains a Mention in Despatches ("at least he made an effort") which brings him a Barony.

It's a quiet month for the Royal Marines with Lieutenant-Colonel Henri DuShite making his rank permanent, but nothing for CO Robert d'Lancier.

The cavalry are patrolling in case any enemy forces attempt to relieve the siege. Princess Louisa's Light Dragoons run into a Spanish force reconnoitring and chase them from the field. Colonel Georges Hommemince basks in the glory, ransoming a captured officer for 1,000 crowns and receiving a Knighthood.

In contrast, the Dragoon Guards find a mixed Spanish force and take casualties from the hastily-deployed enemy artillery. Commanding the regiment, Bdr-Gen Etienne Brule survives handily, but earns nothing. There's a Mention in Despatches for Lt-Colonel Jean Ettonique, who maintains order in first squadron, helped by Captain Paul d'Udderjuan, who is also Mentioned ("excellent discipline here"). Major Henri Dubois escapes the shelling. However, the personal bravery of his fellow Major, Percy Urbain Fanci-Free, gets him an extensive write-up in the Despatches. He is elevated to Baron by a grateful monarch. ❖

Press

Announcements

MINISTRY OF STATE ANNOUNCEMENT

Marquis Etienne Brule has resigned as Chancellor of the Exchequer after many years of devoted service, for which I would like to publicly give thanks on behalf of His Majesty. Monsieur le Marquis has been appointed as a Minister without Portfolio with special authority to investigate the rumours of heresy amongst the Cardinal's Guard. (If claiming that various of His Majesty's Ministers are Horsemen of the Apocalypse isn't heretical, I'm sure I don't know what is.)

This leaves a vacancy at the Exchequer of course. Potential candidates for the post should contact me privately in the first instance.

Looking ahead, the current Commissioner of Public Safety will be forcibly removed at the end of September (presuming he fails to exhibit the good sense to resign beforehand). I would be pleased to hear from any gentleman who expects to have sufficient rank to fill this post and desires to be considered for it at their earliest convenience.

† Viscount Duncan d'Eauneurts,
Minister of State

Sign found pinned to the notice board in the mess at the GDMD:

Lads – Just to remind you, we're off to the Front in June. Get your partying in now before the hard graft starts.

† XM

To: All Cavalry Commanders
Gentlemen,

Despite posting standing orders indicating any request to take commands to the front must be approved by the office of the Inspector-General of Cavalry, rumours & tittle-tattle have reached me that some elements intend to go to the front without the required permission in April.

While some may disagree with this policy, it will be enforced to ensure all commands have the highest number of sabres available to field (along with a suitable office cadre) for the campaign season.

† (Brev) Lt. Gen The Marquis
Chopine Camus, Inspector of Cavalry

Social

Public Safety Ministry
Announcement

The Ministry is delighted to announce the official marriage between Commissioner Gauchepied'er and former Commissioner Al-About.

All of Paris, even Dunkie & Beauregard, are invited to celebrate this marvellous occasion and to observe the official crowning of Commissioner Gauchepied'er as Queen of Wadi El-foud during week 2 of May. The crowning ceremony will be held at the Bastille and then everyone back to the Fleur for drinks and nibbles.

Carousing costs paid for guests and their mistresses or masters.

† Commissioner Gauchepied'er

To celebrate his upcoming return to active service as the Commander of the Second Army for the summer campaign, Viscount Pierre le Sang will be hosting a gathering at his club, the Fleur de Lys, for Week 3 of May. All military officers, current and former, and their ladies are invited to attend and carouse at his expense.

***** Party May Week 4 *****

Ladies, Gentlemen and Soldiers of La Belle France

To give our glorious Army the best start possible to the campaign season, I will host a party for them at my club in Week 4 of May. Only friends of the GDMD and their ladies will be welcome, but all social levels will be admitted and all costs paid.

Dress uniform will be required for service personnel.

† XM

Despatches from the Front

Correspondence to Minister Jacques de Loot

Dear Minister,

I am relieved that the Ministry of Justice is in new and safe hands, since I have become aware of a conspiracy to pervert (and I use the word advisedly) the laws of Paris.

Part of my duty as commander of the King's Escort was to ensure the safety of the Bastille area and one night our patrol overheard two raddled demi-mondaines chatting at the front gate (the fading of their charms meant that they had no trade to disturb them).

“We have to do something about Dunkie, darling. He's showing us both up and people think MEN's uniforms are the smartest. Have you seen his calves in those silk stockings? Half of Paris is swooning over them, and we don't get the attention we deserve.”

“Don't worry, Trissy dear, it's all in hand. My cunning plan will see him accused of treason. He'll be exiled to the Frontier for a year, and WE will be leaders of fashion once again!”

I was not able to identify the two ageing conspirators, but fortunately the Crown Prince was accompanying our mission to keep Paris safe that night (the man is a saint, I tell you). I enclose an affidavit from His Royal Highness.

† Capt Luz Azzat, somewhere on the Spanish frontier.

Personal

I'm not sure I'd want to go to a party where I wasn't wanted.

† La Parapluie Rouge

Dear Felix

Duty calls – off to the front. Back September. Good luck in hunting down the Antichrist. Look out for black cats, horses snorting fire and milk turning sour – all signs of Devilry.

Love to Achmed – make sure his chopper is well-oiled.

† Le Furet

Lord Percy Percy says, as fashion is tending towards the ineffectual, the current CPS is incredibly fashionable.

Inside the Fleur raucous laughter and celebration are taking place as the recently wed happy couple of Commissioner Gauchepied'er and former Commissioner Al-About enjoy their reception. The bride is resplendent in a silk wedding dress and golden tiara and, blushing, takes pride in showing everyone her magnificent ring (the one on her finger!): a sizeable diamond adorns a shiny golden band while the groom's more modest plain golden ring shows the inscription of 'True Love'.

As the couple celebrate, a CPS agent approaches Gauchepied'er and quietly whispers into his ear, pointing to a group of patrons across the room. The Commissioner leaps to his feet, a huge smile appearing on his face as he calls his entourage together and make his way towards the group.

“Ah Dunkie, what a marvellous surprise and how lovely to see your darling! It's my wedding, don't you know, and when my new husband said he had a big surprise for me later I thought, well er... well...” Felix affects a blushing stammer. “I thought what any new bride would as their wedding night approaches,” he giggles. “But now I know what he meant – he has given me a chance to deliver an invite to you in person, so here it is.” Felix reaches into the cleavage of his dress and pulls out a crumpled slip of paper. “Now, before we go getting all excited, sweetie, I regret to say it's not an invitation to the wedding, what with you being an obnoxious, treasonous liar and Horseman of the Apocalypse and all that stuff, but an invite to spend a

week with us as we celebrate our honeymoon back at the Bastille!”

Commissioner Gauchepied'er then nods to several of his agents who grab the hapless Minister of State and drag him towards the exit while a cheer and frenzied clapping erupts from the remainder of the CPS's entourage.

“Oh, and just before you leave, darling, I know what a stickler you are for the correct attire to match the occasion so we won't be needing those togs that you've got on now.” Felix turns to his personal bodyguard, Achmed “The Axe”. “Achmed honey, be a sweetie and go and get Dunkie his costume for the coming week. Yes, the stained leather loincloth, the small one... it's in the sack on the floor over there, you can't miss it – it has the open crotch/cat flap. Ah, splendid. you've found it.”

Turning back to Minister d'Eaunerts, he continues, “Oh, Dunkie, we're going to have so much fun, you and I. I've simply been waiting so long for this and we've already got a nice cell made up for you and I absolutely must show you our new set of 'pears of anguish' – they only arrived last week and you can be the first to try them out!”

Mon cher Gauchpieder,

There's some idiot running round Paris pretending to be you. I suggest you lock him up to learn some manners. † Cuckpowder

NOTICE TO THE ESTEEMED MEMBERS OF THE FLEUR DE LYS Gentlemen,

It will not have escaped your notice that visits to the club have been soured of late by the odious presence and lunatic antics of a pox-addled degenerate gaining entrance by virtue of holding the post of Commissioner of Public Safety.

Whilst I have every sympathy for the mental affliction suffered by the Commissioner, the fact remains that gentlemen visit the club in order to escape worldly cares for a while – not so that they may observe the final stages of degenerative mental diseases.

I therefore propose that the rules of entry for the club (Ministers and those of high social standing) be administered more strictly in the future, with only the bearing of a Ministerial Title automatically granting access.

Needless to say, although enjoying many of the privileges of a government Minister, the Commissioner of Public Safety does not actually possess a Ministerial title and under the above proposal would be denied access to the club in the future. Surely I cannot be the only member who finds the Commissioner waving warrants about in these hallowed halls to be somewhat tawdry?

I request, therefore, that all esteemed members of the Fleur de Lys cast a vote either for or against my proposed motion at their earliest convenience, with a majority vote deciding the

future rules of access and abstentions not being counted either way.

Your Servant,

† Viscount Duncan d’Eauneurts

The ongoing Trials and Tribulations of Perci Urbain Fanci-Free
Sometimes life just springs a surprise and you end up visiting places you never intended to. On my way to the Bastille, Le Furet was stopped in his tracks by a missive from the boss (The Drag Queen himself): it’s off to some place I’ve never heard where the Spanish seem to have holed up behind some walls. The lads said they had built it to protect a fine crop of onions from the birds and that we could take care of the crop, wearing them around our necks on string (huh, as if that would ever take on). I obviously dissuaded them; it would have been a fashion faux pas!! Well, we rode around looking splendid as usual, waving our berets at the walls, scoffed at the poor old CG digging out the latrines, cheered on the RFG as they Hokie-Cokied back and forth up to the Ramparts to the tune of “Le Grand old Duke of Lyon, he had 10,000 men” etc and commiserated with the PLLD on the loss of their Colonel. It’s a god-forsaken place – I hope my application to be Brigade Major is successful, so I can return to the streets of Gay Paris, to watch the fine ladies serenade in their spring frocks along the banks of the Seine, instead of riding around trying to find a Spanish to skewer... if only I was that lucky!

Citizens of Paris

Do not be afraid. As witnessed at the trial of Count Xavier-Beauregard, incontrovertible evidence was presented by our brave CPS that he (UXB) was indeed one of the Four horsemen of the Apocalypse, WAR. Our clever CPS, dressed piously in sackcloth and ashes, was then able to show that the Minister of State was part of this diabolical quartet, namely the Horseman of Conquest, as he was forced into publicly blocking and protecting his fellow Horseman. Immediately after the trial, UXB challenged our brave CPS to a duel; is this not the behaviour of a warlike creature? But do not fear; our CPS is a man of God, holding a senior role in no less than the Cardinal’s Guard. Pray for him to rid our city of the evil cabal that sits at the top of our government.

Finally, we still have 2 Horsemen on the loose: Plague and Death. I have been pondering this – many of our regiments are continually out fighting at our borders and a number of brave men have fallen – this shows to me that Death is abroad. And what better place to spread plague than infecting our Ladies of the night, who do great service to rid us of our lust whilst earning a little coin. I notice that a certain Hercule D’Engin appears to be spending a large amount of time in our Bawdyhouses. Mesdames, watch out for this individual as he may be the 3rd Horseman, Plague! Furthermore, this “Gimp” in Hector’s House of Pain appeared at the same time as the Horsemen were starting to be

uncovered. Coincidence? Does two and two not equal four? What are these “Unique Services” offered? Why are so many of our citizens queuing for up to 2 weeks to see this person?

Finally, a warning to the Horsemen: God is on our side! Our brave and clever CPS is uncovering you one at a time. Your days are numbered and you will soon be washed away in a sea of righteousness.

† Sir Percy Urbain Fanci-Free

In the courtyard of the Bastille Commissioner, the Baroness Gauchepied’er paces around deep in conversation with a small group of men as a screen of Cardinal’s Guard soldiers watch in a protective circle.

“This Dunkie is proving to be a real pain and he simply has to be gotten rid of post haste and I think I have the perfect plan!”

“But how, Commissioner?” enquires a concerned-looking CPS official. “He is the Minister of State and, don’t forget, Commander of the King’s Musketeers... that will be a tough nut to crack!”

“Pah, Dunkie is a fool. He will prove no match for me once I have established my royal connections to that fat oaf of a King. You see, if I become family to King Pevans, he has to take my side once I get Dunkie in Court and then no amount of influence from the likes of Beauregard and the other traitors can save his neck,”

“Yes, but how, Commissioner? Tell us how.”

“Simple, Henri. I shall marry the Crown Prince and then, as the King’s

son-in-law, my position is safe and Dunkie's doom guaranteed, ha ha!"

"With respect, Commissioner, to marry into royal blood one must have royal blood oneself and what claim can you lay to such lineage?"

"I shall marry the darling Sheikh. He was sort of a King in his lands and so when I marry him I can become a queen and thus qualify for Prinny's hand in marriage. Go find me a priest, any old drunken fool will do, just make sure he's legitimate for carrying out marriages and we can send out an official announcement and have a party and crowning next month. Of course, we shall have to have a wake soon after what with poor Sheikhy being dead, but I must be a queen and I must marry Prinny!"

Brigadier Viscount Duncan d'Eauneurts, OC King's Musketeers, to Major Florent Sans de Machine, OC 3rd Btn King's Musketeers, Greetings

Major de Machine,

Thank you for serving as my second of late, especially since the retirement of General Was Nae Me.

I would be more than happy to serve as your second if called upon. Indeed, given the Commissioner's fixation with duelling deaths (presumably the root of his arrant cowardice in never turning up to any), I would strongly advise that I was so designated. The fact that he had one of my officers judicially murdered demonstrates that he would have no hesitation in having either of us murdered on the duelling field if he could arrange it.

† Brigadier d'Eauneurts

OBSERVATIONS ON THE FORTHCOMING 'TREASON' TRIAL

It will come as no surprise that our deluded Commissioner has levelled a bogus charge of 'Treason' against my person on the basis that I am one of the Four Horsemen of the Apocalypse, to wit Pestilence – despite, so the legal establishment informs me, this not actually being recognised as a treasonable offence.

Still, since it is obvious to all that the Commissioner has been struck by a pestilential affliction of the brain, no one has expected any sense from that quarter for some considerable time. Does it really need stating that I can take no credit – or blame – for this unfortunate circumstance?

Nevertheless, this preposterous charge is to be brought before His Majesty at the beginning of May. I trust I may count upon the support of all gentlemen of sense in this matter? Naturally, those Ministers speaking to His Majesty on my behalf will not be forgotten when their current ministerial appointments expire. (Needless to say, those Ministers actually supporting these baseless charges against me will not be forgotten either...)

Fortunately, I am informed that the Commissioner has now utilised all the arrest warrants with which he was issued at the beginning of his term. That Paris may soon return to some semblance of normality is the dearest wish of

† Brigadier Viscount Duncan
'Eauneurts,

His Majesty's Minister of State

To: (Brev) B. Gen The Marquis Etienne Brule, Dragoon Guards
Sir,

I have no hesitation in appointing such an upstanding member of French aristocracy to this command. As you say, your regiment's actions have proved to be impressive and I see no reason not to expect the same in your future.

I will include my recommendation for this position in my forthcoming orders.

I trust my faith in your military prowess is not misplaced.

† (Brev) Lt. Gen The Marquis
Chopine Camus, Inspector of Cavalry

Primus: I understand the CPS says no one understands him.

Secundus: Yes, I understand he spends most of his time in his rooms and has taken to wearing black and skulls.

Primus: Small one?

Secundus: No, large human ones, fairly fresh.

Primus: ah, that explains the flies.

Poetry Corner

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

The musketeer's life is so gay:

This privileged, rich popinjay

Likes to dress up in blue,

With a feathered hat too,

And prance around far from the fray.

† Le Salame Disparu

Points Arising

Next deadline is 3rd May

Nobody dies!

I have updated the *LPBS* house rules and the PDF document is available from any *LPBS* web page. There aren't any significant changes, but I have added in the clarifications I've published here since the last version.

While I'm at it, let me remind you that your orders need to be accurate. I only take what you've written, so if you say you're going to a party at Hunter's and there are two of them, it's pot luck which one you end up at.

The Minister of Justice's term expires at end of next month. Characters should apply for this post with their May orders – though Minister of

State DdE will make the appointment (if he's still in post in June).

Absent friends

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

BO Boul Ogne (Dean Talbot) has NMR'd. Total now 3 and is sent to a Frontier regiment

X3 (Charles Popp) has NMR'd. Total now 1

ARGH (Bob Blanchett) has been floated due to Bob's continuing hospitalisation – get well soon, Bob!

BS (Matthew Wale) has been floated as "a family crisis looms". Hope it passes okay, Matt.

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 that you're still there.

Orders (and press) should be emailed to lpbsorders@pevans.co.uk – you'll get an automated reply when the message arrives in my mailbox. Please give your name and your character's name and specify actions in full detail. If you want a query answered before the deadline, please use LPBS@pevans.co.uk instead.

Announcements

Percy Urbain Fanci-Free asks NPC Brigade Major of Horse Guards Brigade to resign

Percy Urbain Fanci-Free applies for Brigade Major of Horse Guards

Swindelle d'Masses applies for Brigadier of Horse Guards Brigade

Duels

Results of March's duels

Felix Anton Gauchepied'er didn't turn up to fight Uther Xavier-Beauregard and lost SPs – voted cause 7:1.

Gauchepied'er (Dagger, 4 rests) have mutual cause for being in enemy regiments.

Grudges to settle next month:

Augustin Fourier (Sabre, adv.) and Antoine Robert G Herville (Rapier, 1 rests) have mutual cause as neither stood down over Josephine.

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

Duncan d'Eauneurts (Sabre, Seconds FSdM, adv.) and Felix Anton

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.

Trials

Duncan d'Eauneurts will be on trial at the start of May (after duels, but before anything else) on charges of “Kidnapping, Treason, Murder, Gaining entrance to various establishments under false pretences (e.g. The Cucumber Patch, The Mare's Meadow) and for being Pestilence, the First Horseman of the Apocalypse.”

CPS Felix Anton Gauchepied'er will prosecute and, since DdE is Minister of State, His Majesty will sit in judgement. Anyone may use influence (or bribes) on the King for or against DdE being guilty and for commuting the sentence if he is found guilty. Players are welcome to submit testimony, interventions or complete nonsense as Press – to the CPS as well if you want it to be taken into account.

New Characters

None!

Tables

Army Organisation and 1671's Summer Deployment

First Army (Defence)	JdG/__/__/AdF
Cavalry Division (Defence)	N5/N/N3
Heavy Brigade (Defence) – ALC CPC	
Dragoon Brigade (Defence) – GDMD PLLD	
Frontier Division (Defence)	N4/N/N5
Frontier Regiments (Defence)	
Second Army (Siege)	PIS/N/N5/N
First Division (Assault)	LdH/__/N1
Guards Brigade (Assault) – RFG CG KM	
1st Foot Brigade (Assault) – RM PM	
RNHB Regiment (Assault)	
Second Division (Siege)	N5/N/RdL
2nd Foot Brigade (Siege) – 13F 53F	
3rd Foot Brigade (Siege) – 27M 4A	
4th Foot Brigade (Siege) – 69A Gsc n	
Horse Guards Brigade (Field Ops) – DG QOC	

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	N2/N/BdLG
Horse Guards Brigade	__/__/N3
Heavy Brigade	N2/N/N2
Dragoon Brigade	N4/N/N5
First Foot Brigade	N2/N/N1
Second Foot Brigade	N2/N/N4
Third Foot Brigade	N4/N/N3
Fourth Foot Brigade	N5/N/N2

Current CO/Aide/Brigade Major of each Brigade; entries are ID for player characters, “N” (+ MA if needed) for NPC, __ for vacant

Frontier Regiments

	(Siege for Mar–May)				
	F1	F2	F3	F4	RNHB
Colonel	N4	N1	N5	N5	N7
Attached	BO CLD				BdLS SdIC
Also at the Front	Royal Foot Guards Cardinal's Guard – 3 Bn only Dragoon Guards Archduke Leopold Cuirassiers Royal Marines Princess Louisa Lt Dragoons – 2 Sqn 3 Sqn only				

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

Battle Results

Royal Foot Guards: 3	Frontier regiment 1: 2
Cardinal's Guard: 5	Frontier regiment 2: 5
Dragoon Guards: 5	Frontier regiment 3: 3
Archduke Leopold Cuirassiers: 2	Frontier regiment 4: 1
Royal Marines: 3	RNHB regiment: 2
Princess Louisa Lt Dragoons: 1	

Other Appointments

King's Escort: Ensign N	Captain __
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince LA	to Field Marshal Jdl
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General N
Inspectors-General: of Cavalry CC	of Infantry __
Commissioner of Public Safety FAG (until September 1671)	
Chancellor of the Exchequer __	
Minister of Justice N (until May 1671)	
Minister of War TC (until August 1671)	
Minister of State DdE (until November 1671)	

Shows who holds appointments outside military units:
 ID for Characters, “N” for NPC, __ for vacant, “CPS” for additional posts held by the CPS.

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	
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	TC
45	Cath de Thousands	13		BdLG
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		FSdM
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	GD
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	BeV
53	Angelina de Griz	10	B	
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idée	9		
2	Betty Kant	8	I	XM
19	Jenny Russe	8	W	GdB
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	AF
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Lô	5	B	

Regiments

Col	RFC	CG	KM	DG	OOC	ALC	CPC	RM	CDM	13F	PLLD	53F	27M	4A	69A	Gscn
CoI	AdA	AdF	DdE	EB	SdM	FdA	N4	RdL	Xm	GD						
LCol	Jl	Jdl	N6	JE	N3+	N4	CK	HDS	PdG		GH	N4				
Maj 1	BRJS	N2+	N1	HD	N1	N4	N2+	N1	N2	N1+	N4+	N3	N5+			
Maj 2	BdLG+ FAG	N1	N3	FSdM	N1	N6	N6	N2	N6	N4	N4	N4	N2	N3+		
Capt 1	LA	N5	N1	N1	N1	N6	N6	N2	N6	N4	N1	N6	N4	N1	N6	N2+
Capt 2	N6	N5	N1	N1	N1	N4*	N2	N2	N6	N4	N6	N5	N5	N5	N6	N2
Capt 3	N3	N1*	N6*		N6		N2	N2	N2	N2	N3*	N3	N3*	N5	N1	N1
Capt 4	N2*	N2			N3*		N6		N5	ARCH	N6*	N4*	N4*	N6*	N5*	N2*
Capt 5							N2*									
Capt 6																

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.

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
UXB	Count Uther Xavier-Beauregard	26	77	Comfy	Fld Marshal	Min w/o Port	16	Henrietta	Flr	4	Pete Card
PIS	Viscount Pierre le Sang	25	67	Rich	General	2nd Army Commdr	7	Guinevere	Flr	4	Bill Howell
EB	Marquis Etienne Brule	25	F	Comfy	B.Bdr-General	DG/Min w/o Port	3		Flr	4	James McReynolds
AdA	Count Amant d'Au	25	F	Fthy	B.Bdr-General	RFG/Min w/o Port	11		Flr	5	David Brister
DdE	Viscount Duncan d'Euaneurts	24	55	Rich	B.Bdr-General	KM/State Min.	8		Flr	5	Paul Lydiate
PC	Count Pierre Cardigan	24	54	Rich	General	Min w/o Port	9		Flr	5	Matt Shepherd
FdA	Count Frele d'Acier	24	F	Withy	B.Bdr-General	ALC/Min w/o Port	18		Flr	3	Peter Farrell
JdG	Count Jacques de Gain	23	41	Fthy	B.General	1st Army Commdr	24		Flr	6	Ben Brown
SdIC	Marquis Sebastian de la Creme	23	F	Withy	General	Min w/o Port	5		Flr	5	Alan Percival
BRJS	Marquis Beau Reese Jean Seine	22	F	OK	Major	RFG/Min w/o Port	5		Flr	3	Bill Hay
JJ	Count Jean Jeanie	21	F	Rich	Lt.Colonel	RFG	27		Flr	3	Andrew Kendall
CC	Marquis Chopine Camus	20	+61	Withy	B.Lt-General	Insp.Gen.Cav	9	Sheila	Flr	4	Stewart Macintyre
TC	Marquis Terence Cuckpowder	20	+60	Withy	B.Lt-General	War Minister	6	Leia	Flr	4	Mike Dommatt
LdH	Sir Leonard de Hofstadt	18	46	Comfy	B.Lt-General	1st Div Commandr	5	Frances	Flr	5	Neil Packer
JE	Count Jean Ettonique	17	F	Rich	Lt.Colonel	DG/Min w/o Port	18		Both	5	Tony Hinton-West
SdM	Sir Swindelle d'Masses	17	+55	Comfy	B.Bdr-General	QOC/Min w/o Port	6	Lucy	Both	4	Craig Pearson
GM	Sir Gaz Moutarde	16	44	Rich	Bdr-General		4	Anne	Both	2	Mike Clibborn-Dyer
AdF	Baron Alan de Frocked	16	F	Rich	B.Bdr-General	CG/1st Army QMG	3		Both	2	Charles Burrows
JdI	Sir Jean d'Ice	15	34	Comfy	Lt.Colonel	CG/FMshl's Aide	6		Both	3	Tym Norris
FAG	Baron Felix A Gauchepped'er	14	31	Comfy	Major	CG/CPS	8		Flr	4	Jason Fazackarley
BdLS	Marquis Bern'd de Lur-Saluces	14	F	Rich	B.General		12		Both	3	Rob Pinkerton
BdLG	Bastian de LaGarde	13	40	OK	Major	RFG/Gds Brigade Maj.	4	Cath	Both	1	Jerry Spencer
HD	Baron Henri Dubois	13	F	Comfy	Major	DG	3		Both	3	Wayne Little
CLD	Charles Louis Desapear	13	F	Withy	Bdr-General		3		Both	4	Martin Jennings
LA	Luc Azzat	12	F	Comfy	Captain	RFG/C.Prnce Aide	3		Both	2	Tim Maccaire
CK	Sir Chris Knight	12	+55	OK	Lt.Colonel	CPC	10		Hunt	2	Paul Wilson

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
PUFF	Baron Percy Urbain Fanci-Free	11	F	OK	Major	DG	8		Hunt	2	Mark Cowper
FSdM	Florent Sans de Machine	10	31	Comfy	Major	KM	3	Charlotte	Hunt	4	Nik Luker
GH	Sir Georges Hommemine	10	F	Comfy	Colonel	PLLD	6		Hunt	1	Cameron Wood
RdL	Robert d'Lancier	10	F	Comfy	B.Bdr-General	RM/2nd Div Adjutant	7		Hunt	4	Steven Malecek
GdB	Greg de Bequeur	10	+35	Poor	Captain	GDMD/GDMD Regt. Adjit.	6	Jenny	Hunt	5	Anthony Gilbert
AFL	Alonzo Fonde-Lapatric	9	F	Poor	Subaltern		6			2	Graeme Morris
PdU	Paul d'Udderjuan	9	F	Comfy	Captain	DG	3			3	Bruno Giordan
XM	Xavier Money	9	+46	Withy	B.Bdr-General	GDMD	5	Betty	BG	3	Pam Udowiczenko
GD	Georges Dueppre	9	+41	OK	Colonel	PM	6	Deb	F&P	3	Mark Nightingale
PdG	Padamus Da Grim	8	+43	Comfy	Lt.Colonel	GDMD	8		F&P	2	Graeme Wilson
BS	Balzac Slapdash	7	7	Comfy			9		BG	4	Matthew Wale
AF	Augustin Fourier	7	+28	Poor	Major	GDMD	2	Josephine	F&P	3	Brick Amundsen
X1		6	+21	OK			5		F&P	2	Gerald Udowiczenko
X3		5	-2	Poor			5			3	Charles Popp
HDS	Henri DuShite	5	F	Comfy	Lt.Colonel	RM	5			4	Dave Marsden
HDE	Hercule D'Engin	5	+31	OK			2			2	Gerry Sutcliffe
BdT	Bendroit de Tres	5	+28	Poor			2			5	Olaf Schmidt
BeV	Ben e'Volence	5	+28	Poor			5	Di	RP	3	Ash Casey
HJ	Hugh Jass	4	10	Poor	Major	13F	3		RP	3	Ray Vahey
ARGH	Antoine Robert G Herville	4	3	Poor	Captain	PM	5			2	Bob Blanchett
BO	Boul Ogne	2	F	Comfy	Subaltern		2			4	Dean Talbot

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+