

That would be enough

This has been issue 197 of *To Win Just Once*, published 6th September 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 20th September 2019.

Orders for *LPBS* plus any other contributions to Pevans by 27th September.

(Last 2019 deadlines are: 25th Oct/1st Nov, 29th Nov/6th Dec)

Waiting lists

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

Railway Rivals – the latest game has just started. Christian Bien, Mark Cowper and Rob Pinkerton are awaiting the next one, who else? (Working map and rules provided).

Sopwith – up for this game of WW1 aerial combat are: Rob Pinkerton, Jonathan Palfrey, Pevans.

Star Trader – A new game has just started, but we have room for 1-2 more players. Rules provided.

Online games

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

Brass (at brass.orderofthehammer.com):

Keyflower (at www.boardgamearena.com):

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):

Credits

To Win Just Once issue 197 was written and edited by Pevans. The *LPBS* masthead (page 21) is by Lee Brimmicombe-Wood, as are the drawings on pages 15, 23 and 24. Tim Wiseman drew the illustrations on pages 22 and 25 (Pevans added the beard), Theo Clarke the one on page 18 and the picture on page 30 is by SKS. Game and book artwork is courtesy of the publisher. Photos were taken by Pevans (except where noted), who played with Photoshop.

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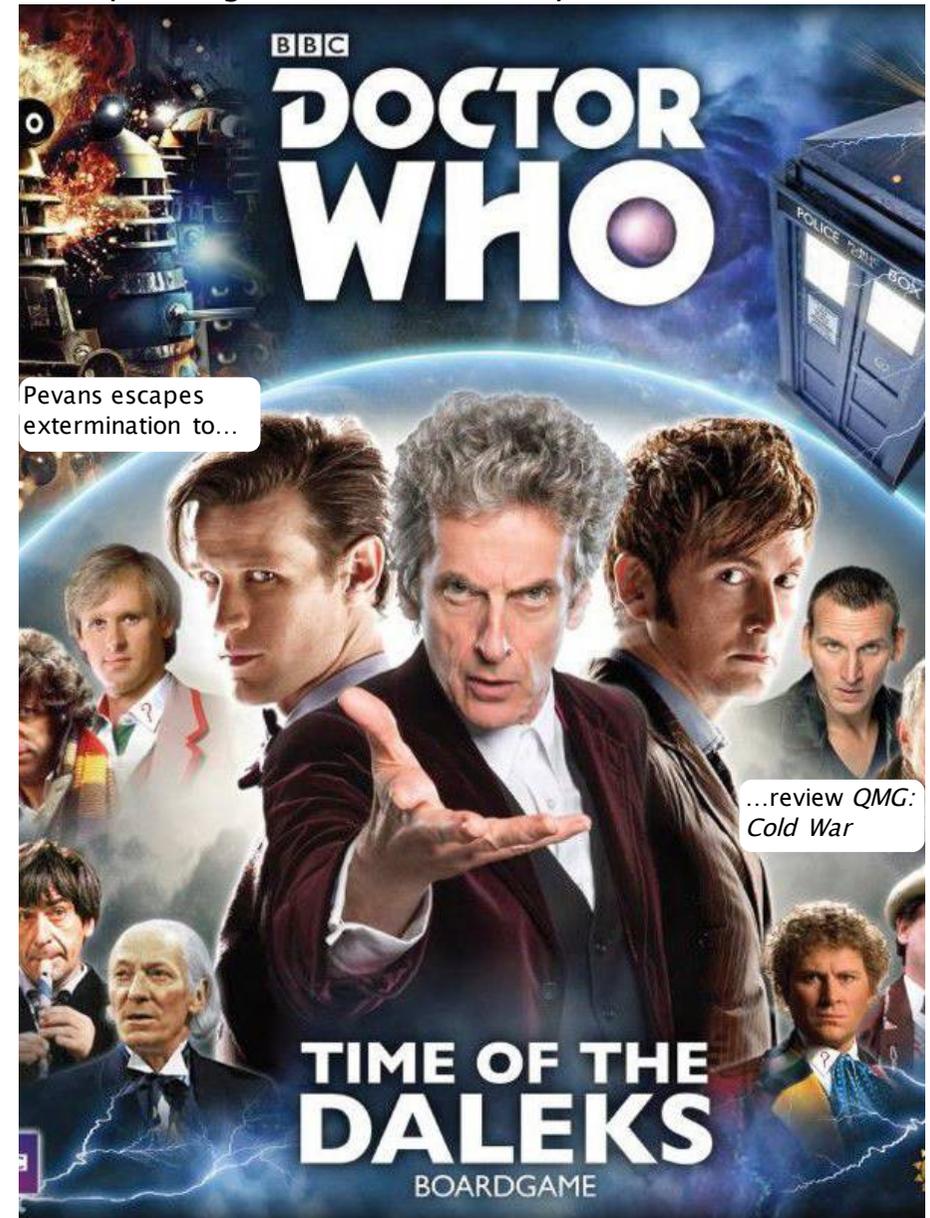
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

My apologies again that the last issue was a bit late (and even later for those who get *TWJO* on paper). Our unscheduled trip to Northern Ireland lasted over two weeks but I can report that Geraldine's father was much recovered when we left.

I had my usual question when visiting the province: what's with all the flags at half-mast? The answer is that the local loyalists adorn lampposts with flags in celebration of 12th July and don't take them down again. (It's usually the union flag or a St George's cross with the red hand of Ulster in the centre – though this year there were a few examples of the Parachute Regiment's standard as well.) However, they don't have a particularly long ladder, so halfway up the post is the best they can do.

I got caught out by another thing in Northern Ireland. Many years ago I learned that if you ask for "two fish-and-chips" in a chippie you'll get two portions of fish and one of chips. So I always order "fish-and-chips twice". In Norn Iron this gets me ... one portion of fish and two of chips. D'oh! The thing to order here is "two fish suppers".

Wits & Wagers

I've had a few comments on the version of this that I ran up until last issue. While I was congratulated on using questions on personal topics, several people (even Mike) found that they were essentially answering and betting at random. I did think this might be the case, but thought that the 'wisdom of crowds' could pull people towards the correct answers.

I'd like to try it again. Maybe I should just use traditional questions and put players on their honour not to look up the answers... There would probably be penalties for those who consistently got the right answers.

Trophy Hunter

Time for a new all-reader game, then, and I've returned to our perennial favourite. See page 20 for the rules, but essentially all you have to do is give me two 'shots' – co-ordinates on a grid that is A-T on one axis and 1-20 on the other.

Online stats

I published *TWJO* 196 on 1st August and the PDFs were downloaded 226 times in August. Issue 195 saw 220 downloads in July, making 514 in its first month or so. August added a further 46 for a total of 560 to date. *TWJO* 194 was downloaded 83 times through July and August, a total of 400 since publication (3½ months).

¹ "and a curry sauce" – that's my legacy from living in Brum for three years

Letters

Alex Bardy wants to plug an event.

I wonder what the general feeling is about the first UK Protospiel event coming to Nottingham in November? I'm not sure if this is your sort of thing, but would appreciate it if you can ... plug this in *TWJO* at some point - here's a link to the event page: www.trybooking.com/uk/book/event?eid=6859. I'll be there with a couple of my own prototypes, including *Agents in Time* and *Aliens Ate My Planet!*

Not really my thing, plus it's only a couple of weeks after *MidCon* and I won't be let out again so soon. ☺ Alex has some comments on my UKGE report too.

Galactic Era sounds interesting - have you played *Star Trek: Ascendancy*? I got it to the table a few times last year (and will have it at *MidCon* again this year), but it's a 3-4-hour beast, and I appreciate some gamers aren't fans of games that take this long... Personally, I love the way a game progresses from exploring the universe to 'conquering' it and *Galactic Era* sounds similar...

Being a fan of what the same designers and publisher did with *Firefly*, I would definitely be interested in trying *Ascendancy*.

I must admit that I read about *High Rise* elsewhere previously and have a sneaking suspicion it'll be something I'd probably enjoy playing. *Attention All Shipping* also sounds up my street - *Wasteland Express Delivery Service* was a hugely popular game with my group and that was a well-themed pick-up-and-deliver design imho... *Titan* also sounds very interesting, which is a sure sign that there's probably a lot of good stuff set to be released (or appearing on Kickstarter) in the run-up to Christmas. Ouch!

You are an enemy of the Daleks!

Pevans avoids extermination to review *Doctor Who: Time of the Daleks*

If you look on YouTube you'll find every version of the *Doctor Who* theme music. I play the original one to start off my games of *Doctor Who: Time of the Daleks*. I think this is amusing, but I may just be very sad. The game pits several incarnations of our time-travelling hero against his greatest enemy: the Daleks. A central spiral track has the Doctor's home planet, Gallifrey, at its centre. The Dalek spaceship piece starts at the other end of the track and moves forward one space each round. If it reaches Gallifrey, all the players lose. (The Daleks have destroyed the Time Lords at the beginning of Time and will rule the galaxy for ever. Or something.)



I'm the First Doctor, natch, with an interesting array of Companions (and an illegitimate number of 'Sonic' tokens - oops!)

The central board also represents Earth (where many of the Doctor's adventures are set) with spaces for three different adventures: in Past, Present and Future. If a Doctor loses one of these adventures, a Dalek piece (neat models, by the way) is placed there, making it harder to succeed next time. Even worse, if three Daleks are on Earth, all the players lose.

Smaller boards represent other planets, each with spaces for two adventures (or 'Dilemmas' as they're called in the rules). Again, failure at any of these means a Dalek is placed. The sixth Dalek piece is actually the Dalek's creator, Davros. If a seventh Dalek piece is needed, all the players lose. Yes, it's easy to lose.

All of which makes this sound like a co-operative game. And, to the extent that all the players want to stop the Daleks, it is. Except that there is a winner: the first player to get their TARDIS piece to Gallifrey. All the TARDISES start on the Earth space on the track, a few spaces ahead of the Dalek ship. Players generally move forward when they succeed in an adventure - hence why they take 'em on.

The game is for 2-4 players and contains decent models of four incarnations of the Doctor: the first one (played by William Hartnell, thumbs behind his lapels), the most popular one (Tom Baker, unfeasibly long scarf round his neck) and two recent ones (Matt Smith, sonic screwdriver in hand, and Peter Capaldi). The Companions and Dilemmas are drawn from these Doctors' TV series. Thus we have some of the black and white episodes I remember from my childhood as well as very recent stories.

Players select a Doctor to play, snapping the base in their chosen colour to the model. They also take the TARDIS model with the same colour base, the player board for the appropriate Doctor and the cards for this Doctor and his initial Companion. Thus, if I take the first Doctor, which I usually do (but only because the second Doctor, played by Patrick Troughton, is in an expansion set), I also get Susan, his 'granddaughter'.

The game is all about rolling dice. When a Doctor takes on a Dilemma, the player will be faced with a number of symbols required to succeed. Some of these (1-3) come from the location the Doctor is at and are always visible. The others (2-3) come from the Dilemma tile, which is only turned up when the Doctor arrives. Thus players know some of what they have to do, but not the whole story.

The Doctor will roll up to eight dice to get the symbols needed, potentially re-rolling some or all of the dice and/or turning them to different sides until they succeed or have to concede. The standard, black dice have one of each symbol on them (there are six different symbols). Coloured dice have different numbers of some symbols. Thus, the red dice are 3/6ths fighting, 2/6ths tactics and 1/6th cunning. Each Doctor starts with four black dice and one coloured die. Their Companions and Equipment may add extra black and/or coloured dice and/or let them swap black dice for coloured ones before they start rolling. So your first goal is to make sure you can get the maximum eight dice.



My TARDIS is four steps from Gallifrey, but the Dalek ship is only two behind me

The reward for succeeding at an adventure is shown on the location – hence players know what potential reward they're going for. This will often include moving their TARDIS forward (or, occasionally, moving the Dalek ship back). The penalties for failure are shown on the Dilemma tile and thus only revealed when a Doctor arrives. These often include moving the Dalek ship two spaces forward. In addition, failure means a Dalek is placed on that location. This will zap one of the Doctor's dice whenever a player tries to resolve a Dilemma at that location. (The Dalek is removed if the Doctor succeeds.)

I've mentioned Equipment so I'd better explain this. Equipment is one type of 'Timey-Wimey' card which players may acquire and, once on their TARDIS board, provides a permanent advantage of some sort. The unfeasibly long scarf, for example, allows the Doctor one re-roll of one or two black dice. Other cards are Events, one-offs that can be played at a specific point in a turn. Installing equipment or playing an event generally means spending 'sonic charge' tokens. Players get a couple of these each turn and may get others from different sources. They can also be used to re-roll or turn dice.

What I haven't covered yet is what players do in their turn. First off, they can add equipment to their TARDIS board – if there's room – or play relevant events. They can then move, if they want to. However, as fans of the TV show will know, the TARDIS doesn't always take the Doctor where he wants to go (it takes him where he's needed). In the game you roll a die: two-thirds of the time you can move where you want. Otherwise you draw a random location, add two face-down dilemmas and chose one to take on.

Wherever you've ended up, you can now recruit a Companion, if you have room for one. This Companion provides their abilities for this adventure and, if you succeed, then becomes part of your crew. Next comes all the dice rolling, followed by the appropriate reward or penalty. After all players have taken a turn, the Dalek ship moves on a space. If it arrives at Gallifrey or there are three Daleks on Earth, the players lose. Otherwise the game continues.

On top of this, there are 'Time Anomaly' cards that are triggered as the Dalek ship progresses. These generally provide all the Doctors with a handicap until they deal with it – a threat that distracts them from the main thrust of the game. It is also possible for Doctors to co-operate in a particular adventure. This has not happened any time I've played. First, I'm playing with gamers and we want to win! Second, having another Doctor help doesn't increase the number of dice being rolled – they're split between the two. What it does do is let the helping Doctor use the abilities on **their** dice. This doesn't seem enough of an advantage.

As you can see, this game is a dice fest. In practice, I've found that players quickly get enough Equipment and Companions to succeed at most adventures. After that the game becomes a race. Unless someone gets really unlucky, which does happen. If that's all there was to the game, I probably wouldn't be playing it

again. However, what it does have is bags of atmosphere and incident from the TV show. That's enough to keep me coming back, particularly as I pick up the expansions. Each of these adds another two incarnations of the Doctor to those available, along with Companions and adventures from their storylines.

If you're a Doctor Who fan, *Doctor Who: Time of the Daleks* is good fun. For a while. You may want to get the game with the expansion that includes your favourite Doctor, of course. If *Doctor Who* means nothing to you, this probably isn't the game for you – though it's worth playing once or twice. It gets 6/10 on my highly subjective scale.

Doctor Who: Time of the Daleks was designed by Andrew Haught and is published by Gale Force Nine (www.gf9.com). It is a dice-rolling board game for 2–4 players, aged 14+ and takes a couple of hours to play (one game did run to over four hours). This review was first published in the *Gamers Alliance Report* for Spring 2019: www.gamersalliance.com

An iron curtain has descended

Pevans reviews *Quartermaster General: Cold War*



The idea behind all the *Quartermaster General* games is Napoleon's maxim that "an army marches on its stomach". Supply lines are key and players are trying to cut off their opponents' supply as much as attack their forces directly. Another common element is that the games are card-driven. There's a separate deck for each side (or part of a side – the original *Quartermaster General* is for up to six players in two teams re-fighting the Second World War) and managing your cards is important – running out is bad news, so forcing an opponent to discard cards is a useful tactic.

The latest addition to the series is *Quartermaster General: Cold War*, which pitches East versus West in the decades following World War Two. As designer Ian Brody admitted when I quizzed him, the war in this game is rather hotter than it was in real life. It is designed as a three-player game, though. The third side of the triangle is provided by the non-aligned powers. That is, China, India and various Nationalist causes popping up all over the world. Ian reported that it works well as a six-player game, too. The 'blocs' are then teams of two, each player still having their own deck of cards. For four and five players, one or two blocs are divided up. I've only played three-player so far, so that's what I'm reporting on here.



My first game: the reds have invaded the USA! And are running away with the game.

The game is played over a maximum of 19 rounds, with the winner being the player (or team) with the most points at the end. Points are scored after every second round for armies on the board and supply centres occupied solely by one bloc's army. However, it is possible for a player to win earlier: if they have at least 20 points more than the player in last place at the end of a scoring phase. However, before anyone declares victory, the second place player must give points to the one in third until the gap is reduced below 20. This clever rule means that whoever's in second place really wants to peg back the leader rather than squashing third place to make sure of second.

The board shows a map of the world, divided into fairly large chunks (Africa is two spaces, South America just one, though the sub-divisions of Europe are smaller). Some of these are printed with stars: supply centres. The key rule is that units must be able to trace a line of controlled areas back to an uncontested supply star. Players start with some armies, navies and air forces on the board (neat models of tanks, submarines and fighter jets). In a difference from earlier *Quartermaster General* games, conflict takes place when rival forces are in the same space, rather than adjacent. Thus we start with both a NATO army and a Soviet army in Germany. Trouble already!

Each player's turn (Soviet player first, then NATO and the non-aligned last) consists of playing cards and/or using previously prepared ones before re-filling their hand. The structure of a turn is a bit fiddly. Thus the Air Power phase is the only time you can use an 'Air Power' card – to build an air force or carry out a strike – or move an air force piece. The Action phase is central to your turn, but

you can only play or prepare a single card – and this can't be an 'Air Power' card. Nor can it be an 'Espionage' card: one of these may be prepared, in the subsequent Espionage phase, at the cost of discarding a second card.

Preparing cards is crucial, though. There's a brilliant example in the rulebook of how much you can do in a single turn with the right set of prepared cards while only actually playing one. Espionage cards are important because they are played face down, so your opponents don't know just what you're up to. Even if you know all the cards in all the decks you can't know just what's been prepared (though there may be some clues).

Other cards are prepared face-up and can be very useful as well. 'Status' cards give continuing abilities to a player, such as scoring an extra point for holding a particular area, or gaining an army whenever they build a navy. This latter kind of card is particularly useful as the cards for building forces are limited and may not be in hand at the right moment. However, the price of doing this is discarding cards, which requires weighing up the relative costs.

There's one other sort of card that is prepared and goes face up. Appropriate to the period, these are the nukes. Or 'WMD' (Weapons of Mass Destruction) cards as the game has it. (They're not all nukes – I sprayed Agent Orange all over the Balkans in one game.) Which brings us to a feature of the Cold War: Mutually Assured Destruction. Once players have nukes in front of them, they know that any use by one player will trigger retaliation by their target. The trick then is to do down the opposition without provoking them to respond with their WMDs.

The Escalation tracks are another neat mechanism. Each bloc has an Escalation track against the other two blocs. Playing an aggressive card generally increases



QMG: Cold War – the Soviets are everywhere, NATO has knocked out the Chinese, but the non-aligned player will win

your bloc's escalation level against the bloc you played it on. This is then a discount on the other bloc's use of WMDs against you – there is a victory point cost to using a WMD card. Hence, once you're attacked, it becomes cheaper to retaliate with WMDs. In turn these reduce the cost of your target striking back likewise. So far, the MAD threat has restrained players in my games.

The other cards are straightforward: building armies and navies and fighting land and sea battles. There are specific rules for each of these, the key thing being to make sure your forces are in supply. There are also events, which have an immediate effect. These can be quite powerful, but have to be the one card you play or prepare in your Action step.

Before a player's turn ends, they must remove any of their units that are not in supply. Ouch! You can discard cards from your hand – one per unit you want to save – to avoid this, but this quickly becomes expensive. Luckily, some event (and espionage) cards let you add new supply centres to the board. The big advantage of these is that you can now trace supply to somewhere else. Phew!

Most games start with rounds of cards being prepared – though as NATO I keep getting bothered by the Soviets making trouble in Europe early on. However, it is a card game, so you are always limited by the cards in your hand – and those in your deck. The player aids show how many of each type of card are in each bloc's deck and should be consulted often. There's also a useful mechanism that lets you pull a specific card from your deck at the start of your turn – at the cost of discarding several. Not something to be done lightly.

You can expect to have to discard some cards during the game, though. Ideally, you want to throw away cards that you're never going to need, but there's no way of knowing what might be useful later on. Hence, there are judgement calls all the way through. If you do run out of cards, anything that forces you to discard means you lose points instead and this is a quick route to losing the game. Thus, keeping cards is good. On the other hand, if you can get that 20-point lead, spending cards to get it is worth doing. Judgement calls, indeed.

The rules have some very useful suggestions on how to play each bloc, so I'll just mention what's special about the non-aligned bloc. This has units and cards in three different colours. These forces will not co-operate with each other and cards can only be used for the matching colour. The Indian and Chinese forces are vulnerable as they only start with one supply centre each – I have taken the Chinese out of a game by contesting Beijing when the non-aligned player couldn't afford to discard many cards. Conversely, the Nationalists pop up everywhere and don't need supply. It's challenging to play, but is in a good position to win if the Soviets and NATO fight each other.

The one issue I find with the game is that players can spend time dithering over just which cards to discard when they have to. This can make for a long game, so I encourage players to make quick decisions and suffer the consequences (as I did

in one game where the Soviets conquered the USA from Cuba!). I have thoroughly enjoyed playing *Quartermaster General: the Cold War* and give it a solid 8/10 on my highly subjective scale. With three players, I'd definitely go for this game, but with more I think the original game still has the edge.

Quartermaster General: the Cold War is a strategic, card-driven board game for 3/6 players (though it also supports 4 or 5), aged 14+ and takes two hours to play (really). It was designed by Ian Brody and co-published by Griggling Games (Ian's imprint - www.grigglinggames.com) and PSC Games (presumably the people we have to thank for the first-rate models - www.pscgames.co.uk). Thanks to Will Townshend of PSC for the review copy. This review was first published in the *Gamers Alliance Report* for Spring 2019: www.gamersalliance.com

Reading Matter

I finally caught up with the concluding part of Peter Hamilton's "Chronicle of the Fallers", *Night without Stars*. It's also the end of the saga he started in the "Void" trilogy. All of this is set in Hamilton's far future where the human "Commonwealth" is part of a galactic civilisation. The Void is a strange area that will eventually absorb the entire galaxy. In the "Void" trilogy we discover a human community on a planet inside the Void - where the laws of physics are very different: complex technology does not work, but psychic powers do, allowing 'dreamers' outside to follow what's happening inside.

In *The Abyss Beyond Dreams*, Nigel Sheldon, a leading member of the Commonwealth, forces his way into the Void, only to find a different human community on the planet Bienvenido. This has an early 20th century level of technology and an authoritarian aristocratic government, due to the constant threat of the alien "Fallers" (think *Invasion of the Body-Snatchers*, only more gruesome). Nigel engineers the overthrow of the aristocrats and destroys the Void. That's a really brief summary of a terrific novel that runs to 700 pages.

Night Without Stars takes up Bienvenido's story some centuries later. The planet (along with several others) is back in normal space, but isolated between galaxies. The revolutionaries that overthrew the aristocrats now run an equally authoritarian government. Without psychic powers, humanity is even more threatened by the Fallers. And the humans that still have vestiges of Commonwealth genetic and nano-technology are persecuted as "Eliters". However, this remnant explains why the first viewpoint characters we meet all have eidetic memories - something I initially thought was too coincidental.



In succession we meet Captain Chaing of the People's Security Regiment - the outfit that hunts and destroys Fallers. However, it also leads the hunt for subversives and Eliters and Chaing is hiding his own Eliter heritage. Then there's Ry Evine, an astronaut flying the equivalent of 1960s rockets to destroy the orbiting 'trees' from which Faller eggs descend. His mission dislodges something else and, back on the planet, he goes AWOL to find out what this was. And finally Florian: an Eliter outcast working as forest warden, who discovers a crash-landed Commonwealth spaceship. He rescues its occupant, a baby.

While Captain Chaing leads the hunt for the occupant of the spaceship, Florian must stay ahead of him to protect the baby. This grows at an accelerated rate to become an adult with full Commonwealth technology and the memories of another leading citizen - one of my favourite characters from these novels. And then they have to find a way to save Bienvenido's human population as the Fallers prepare to take over.

Hamilton has produced another terrific read in *Night without Stars*. The plot jogs along nicely, while giving us a well-realised repressive society. Despite the action being confined to one planet, the grand sweep of Hamilton's space operas somehow remains. Having read most of his books, I'm only too aware that he has no problem with killing millions and destroying whole planets, so the fate of Bienvenido remains uncertain right to the end. I look forward to finding out where he takes us next.

Games Events

The autumn occurrence of the long-running Tringcon is 21st September (at the Millennium Hall in Marsworth - near Tring). It's an open gaming day with a tea-time buffet and supports all sorts of tabletop games. I believe numbers are limited, because of the size of the venue, so check out the website (www.tringcon.org) and book sooner rather than later.

The latest Raiders of the Games Cupboard event (number XLVIII it says here) is the following weekend: 28th September at the Waterside Community Centre in Burton-on-Trent. This is another open gaming day in a pleasant venue. Check out the details at www.raidersofthegamecupboard.co.uk

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (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: 29th-31st May 2020 at the NEC (Halls 1-3 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: 8th-10th November 2019 at the Hallmark Hotel (and Hallmark Inn across the road) 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, plus a trade stand from Spirit Games. 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

Subscribing to TWJO

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

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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

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The Mote in God's Eye (Star Trader game 10)

Turn 2

At Gamma Leporis QUASAR bid 4 HTs and bought 12 Alloys and a dealership. GATES-LEARJET's bid of 1 was ignored and GAMLEPCO bought 4 at 3 HTs each plus a further 5 on contract using their Market Manager Position.

GAMLEPCO sold 4 Isotopes for 10 HTs each at Epsilon Eridani.

GAMLEPCO were also active at Tau Ceti, landing a cargo of Alloys and selling 9 of them at 7 HTs apiece to gain a Dealership.

Mu Herculis saw MONOGRAM and GATES-LEARJET selling Monopoles and Isotopes respectively on Contract.

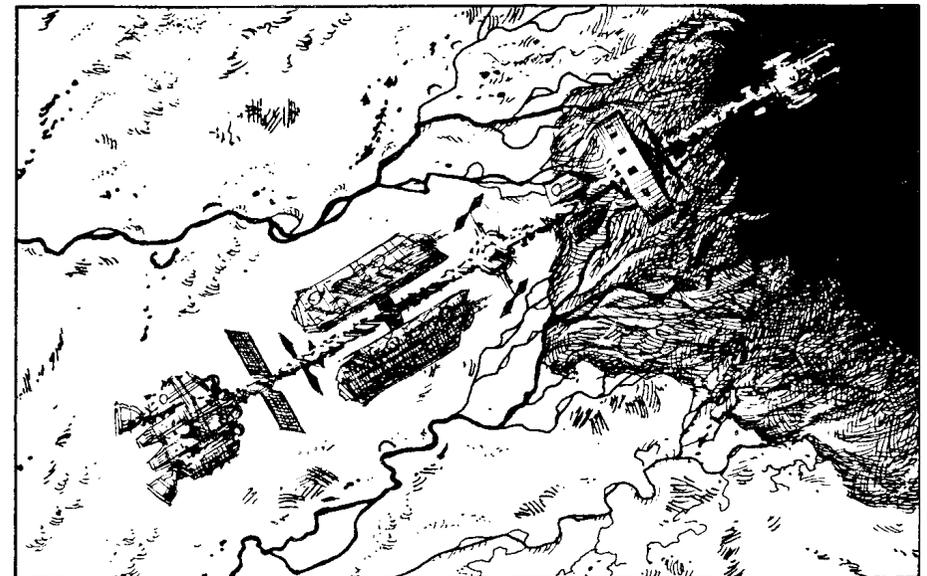
GATES-LEARJET were buying Isotopes at Sigma Draconis, taking 12 units at 7 HTs and gaining a Contractorship.

And at Beta Hydri, ARCHANGEL LINES were selling 4 Spice for 14 HTs each.

GATES-LEARJET spent money improving their Reputation, part of which came back in the

MONOGRAM INDUSTRIES launched their ship, named the Zamfir, and also spent money to lift the Corporation's standing.

QUASAR ENTERPRISES improved their standing and went to the financiers for a 500 HT loan over four Quarters. With this funding they laid down two Monarch



Hulls with a mixture of Cargo and Light Weapons pods, one at the Tau Ceti Yards and the other at Epsilon Eridani. Both ships have A class crew.

GAMLEPCO bought a Warehouse at Tau Ceti and laid down a ship of their own, a Phoenix Hull, also at the Tau Ceti yards.

ARCHANGEL LINES took Passengers to Beta Hydri and elsewhere and spent money improving their Reputation and their Business connections. They laid down a Phoenix Hull, Raphael, with Passenger, Light Weapons and a single Cargo pod plus A class crew at Tau Ceti, whose yards will now be quite busy.

The ASSOCIATION OF INTERSTELLAR ANARCHISTS got their ships together on Mu Herculis. Having spent judiciously on Initiative, they took advantage of OP 21 to buy a Battle Comm pod and a Hunter pod for the Needle, leaving Cargo pods on the surface. Or so it is said. Certainly their funds are depleted.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep	Player
A AIA	0 5 9	0	6th	41 -	Jerry Elsmore
B GamLepCo	3 0 3	0	3rd	183 22	Tony Gilbert
C Quasar Enterprises	10 3 5	0	2nd	96 34	Mark Cowper
D Monogram Inds	6 0 4	0	5th	290 30	Mike Dyer
E Gates-Learjet	7 4 3	0	4th	111 32	Paul Evans
F Archangel Lines	3 0 3	5	1st	145 47	Przemek Orwat

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

News

There were two new News chits this turn. The current list (new chits in **bold**) is:

- Turn 3 C5
- Turn 4 B6
- Turn 5 **P5**
- Turn 6 C4

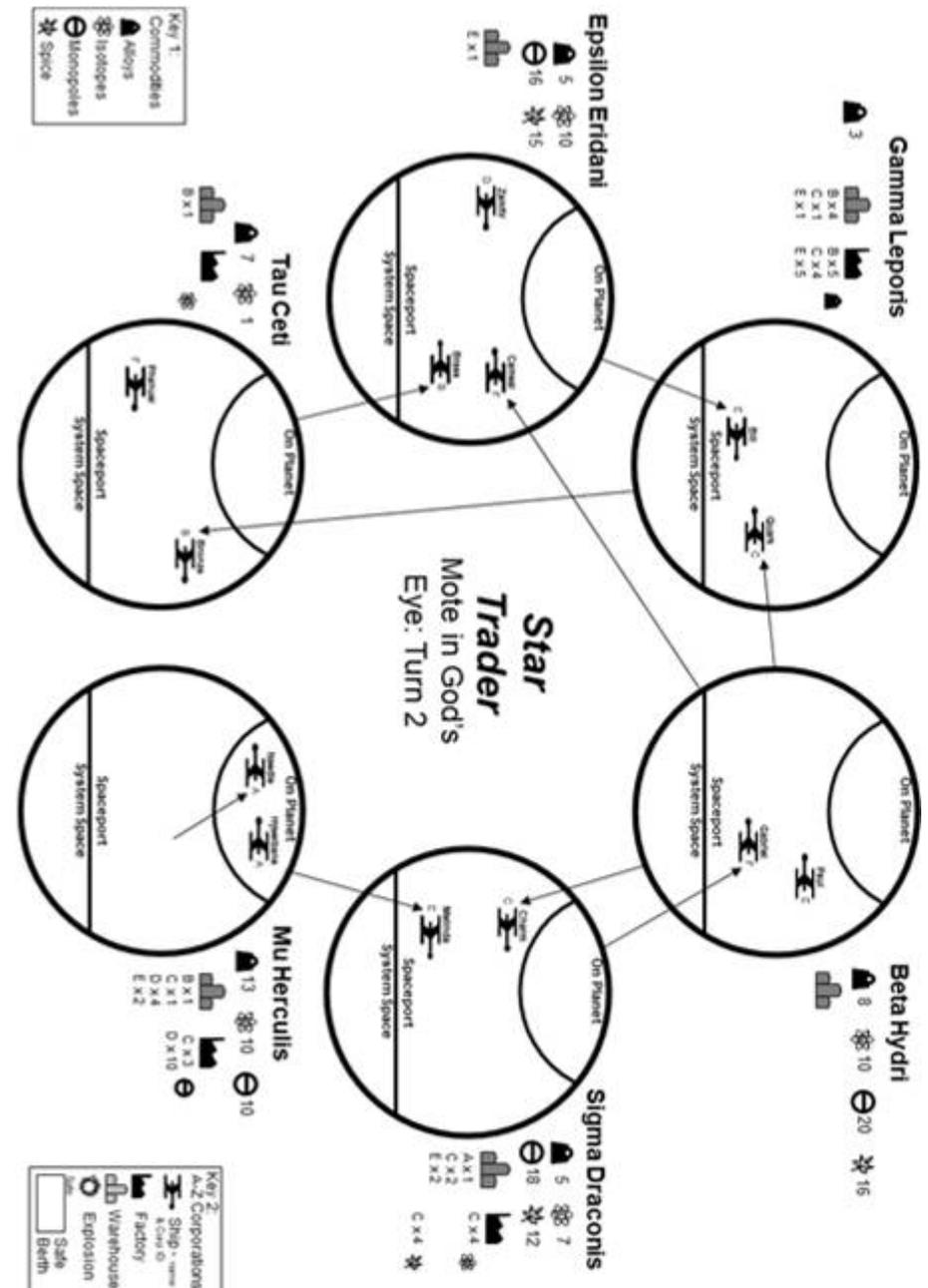
(Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

GM Notes

You can make hyperjumps conditional.

If you send revised orders, please label them "Set 2", "Set 3" and so on.

**Orders to Mike Dommatt, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommatt@yahoo.co.uk
by Friday, 20th September 2019**



UpLoders (*Railway Rivals* game 14 - RR2387KT)

Turn 2

STEAMPUNK IPA continued to build in the south and west and, we trust, dodged the cars in Paris. SCHWEIZER MACHINENFABRIK and FOGGY BOTTOM RAILWAYS built together into Indiana, after which SWF built across the Green river while FBR built to Bowling Green after the arrival of GRACELAND MYSTERY TOURS who were laying track southwest and northeast to Ohio. NASHVILLE CATS RAILROAD crossed the ridge and reached Knoxville. BIEN'S INTERNATIONAL EXPRESS NETWORK tunnelled through the ridge and is to the east of NCR.

Builds and Points

BIEN'S INTERNATIONAL EXPRESS NETWORK (BIEN), Christian

Bien - Brown

Builds:

- a)(X32) - X33;
(Middlesboro) - O37
- b)(O37) - Morristown (+6)
- c)(M37) - Johnson City (+6)

Points: 32 +12 = 44

NASHVILLE CATS RAILROAD

(NCR), Jonathan Palfrey - Green

Builds:

- a)(L28) - J29
- b)(J29) - Rockwood - K31 - Knoxville (+12)
- c)(Nashville) - M20;
(Nashville) - J18 (4 to SIPA)

Points: 26 +12 -4 = 34

SCHWEIZER MACHINENFABRIK

(SMF), Martin Jennings - Red

Builds:

- a)(U17) - Henderson - X16 (+3)
- b)(Henderson) - Y15 - Evansville;
(Hopkinsville) - R16
- c)(X16) - Owensboro (+6);
(R16) - R17

Points: 26 +9 = 35

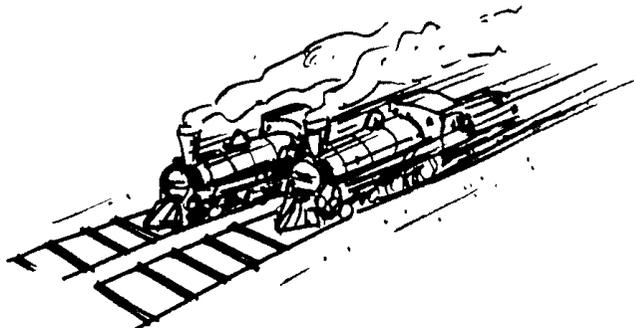
GRACELAND MYSTERY TOURS

(GMS), Mike Dyer - Purple

Builds:

- a)(U26) - U24 - S23
- b)(S23) - S22 - Bowling Green (+6);
(Frankfort) - E81
- c)(E81) - F81 - Covington (+6);
(U25) - Elizabethtown (+6)

Points: 32 +18 +4 = 54



FOGGY BOTTOM RAILWAYS

(FBR), Rob Pinkerton - Blue

Builds:

- a)(U15) - V15 - W15 - Henderson -
Y16 (+3)
- b)(Y16) - Evansville;
M19 - N19 - O20
- c)(O20) - P20 - Q21 - Bowling Green
- S22 - S23 (4 to GMT)

Points: 26 +3 -4 = 25

GM Notes

Next turn's rolls: 3, 6, 4

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 20th September 2019

Online Games

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

Game 8 of *Agricola* (at www.BoiteAJeux.net) is looking pretty even so far.

Brass game 80 was our first game with Przemek (Steve missed out) and was a win for me. 81 had the same cast and went to Mike. Game 82 is well under way, Steve being a participant rather than Przemek. If anyone else wants to join in, we can probably get two games going.

Al, Brad and I are playing *Keyflower* (at BoardGameArena.com) with a couple of others. I'd like to play more, so let me have your ID and I'll invite you to a game.

I want to play more *Pax Porfiriana* (at yucata.de) and I'm going to stamp my foot until more players turn up!

Our 24th game of *Through the Ages: a New Story of Civilization* (at boardgaming-online.com) was a win for me and game 25 is halfway through. Our 4th pacifist game went to Przemek with a stonking score. If more people are interested, I'll set up more games.

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.

And the latest arrival at BoardGameArena.com is *Clans of Caledonia*. I've only played the game ftf once, but thoroughly enjoyed it and will be starting a learning game on BGA. Who would like to join me?

Trophy Hunter

Start-up

This game is essentially a *Battleships* variant and is open to all readers of *TWJO*. The 20 x 20 grid represents a safari park that needs to cull some of its animals. The players are hunters who've paid for the opportunity 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 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

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.

**Send your first shots to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by 27th September 2019.**

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 (no more points for the first square/s) – at least +1/-1. 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 2½ each. Note Gorillas are minus points this time.

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.

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 September 1671 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF, UK or
lpbsorders@pevans.co.uk
by Friday 27th September 2019**



August 1671 (330)

The last month of the campaign season arrives with mixed feelings of anti-climax and anticipation. The anti-climax is in the front lines, where there's just mopping up to do. The anticipation is in Paris, where the return of the army will mean a resumption of partying next month.

In the meantime, Major Greg de Bécqueur of the King's Musketeers has suggested that his superior officer, the current Lieutenant-Colonel of the regiment, should consider his position. Bécqueur calls in a couple of favours to support this. His request is also backed by Bastian de LaGarde, Beau Reese Jean Seine, Duncan d'Éauneurts and Terence Cuckpowder. It's less of a resignation, more of a vaporisation. Bécqueur buys the rank, of course, leaving a vacancy at Major in the KMs. There's a similar vacancy in the Royal Foot Guards as Major Seine buys the empty rank of Lt-Col in that regiment.

The Picardy Musketeers gain a Captain in the person of Zavier Ulric Turenne. Captain Turenne sets off in his nice new uniform to join his regiment in action. However, Bendoit de Tres's application to the same regiment fails. What's more, Hugh Jass doesn't want him in the 13th Fusiliers either, leaving him to join a Frontier regiment.

Xavier Money admits Amaury Saint-Yves to the Grand Duke Max Dragoons and Saint-Yves spends his cash buying himself a Captaincy. He is quickly en route to the front with the other recruits. So, too, is Jacques Gillier, a new arrival in Paris who's now junior Major in the Archduke Leopold Cuirassiers. This was facilitated by Frele d'Acier, who admitted him to the regiment, and by his large loan.



The most surprising recruit, though, is the Commissioner of Public Safety, the one and only Felix Anton Gauchepied'er. The campest of camp signs up with the Queen's Own Carabiniers – well, she is a Queen, you know – and buys the rank of Major. Despite Gauchepied'er's well known aversion to putting himself in danger, he is off to join the army – albeit travelling in style in his coach, accompanied by a whimpering Trissie.

Brigadier-General Etienne Brule resigns his position as Minister without Portfolio and accepts the Inspector-General's (Chopine Camus) offer of becoming Brigadier of the Dragoons. What Lt-General Camus has failed to notice is that Brule is only a brevet Bdr-Gen and not in the Dragoon Brigade, so he's not eligible for the post. Which is occupied by Xavier Money anyway.

General Leonard de Hofstadt, commander of First Division, makes no mistake in appointing his Aide, Lt-Col Greg de Bécqueur, to be his Adjutant. Les Anonyme seems to have boobed though. Buying himself the rank of Lt-Col in 53rd Fusiliers (he has precedence over the junior Major in the 53rd, Hercule D'Engin, who'd also like to be Lt-Col) means he can no longer get the appointments he had applied for: Aide to a General and Brigade Major of Second Foot.

Time to go home

First Army isn't expecting to have much to do this month as there's no point in the Spanish launching any further relief attempts. However, the troops are harried and probed as they prepare to return to Paris and the Cavalry Division is deployed to see off the attackers. The Frontier troops take little notice of the occasional musketball flying past and fresh private Bendroit de Tres survives without any trouble.

Grand Duke Max's chase off one Spanish reconnaissance force after a flurry of musketry. There are few casualties, but one of them is acting commander Lieutenant-Colonel Padamus Da Grim. A musketball ricochets off the pommel of his saddle to catch him under the jaw. RIP. The good news is that the Dragoons capture a couple of supply wagons into the bargain, so there's loot to be shared by the survivors. Major Augustin Fourier takes 500 crowns worth for himself. The new Captain, Amaury Saint-Yves, dives in for a bit more than this figure.

Their colleagues in the Dragoon Brigade, Princess Louisa's, see no real action, but their commander, Georges Hommemince, collects just over a hundred crowns worth of booty. Dragoon Brigadier Xavier Money makes the best of it with a

decent Mention in Despatches. This brings him a Knighthood even as he's claiming over 500 crowns worth of the GDMD's plunder. His rank is made permanent as well, making him eligible to command any Brigade next month.

Heavy Brigade finds little action. The Crown Prince Cuirassiers skirmish with some Spanish cavalry scouts, allowing Major Ben e'Volence to scoop up a couple of hundred crowns worth of loot. He is brevetted to Lt-Col and Mentioned in Despatches ("Excellent pick-up from horseback"). Colonel Chris Knight is also Mentioned ("Stays safely in his saddle") and brevetted – to Brigadier-General in his case.

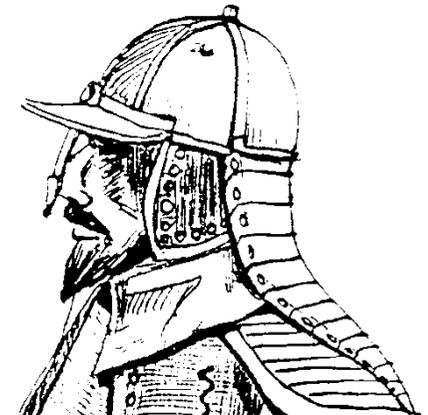
Bdr-General Frele d'Acier, commanding Archduke Leopold's Cuirassiers, is disappointed not to encounter any enemy. He and Major Jacques Gillier have no reward for their month, but Acier does take over command of the Brigade for the journey back to Paris. For First Army commander Jacques de Gain there is a few hundred crowns worth of booty and a token MiD ("He's still in charge").

Passing the baton

For Second Army there's still some mopping-up to do – and the ever-present hope of stumbling across a cache of something valuable as the soldiers ransack the fortifications. This is mostly First Division's job – Second Division is busy filling in the siegeworks (infantry) or watching out for any surviving enemy trying to escape (Horse Guards). General Pierre le Sang, commanding the Army, wraps up the campaign with a nice round thousand crowns worth of loot and two Mentions in Despatches ("He's going to be Field Marshal") before returning to Paris to collect his marshal's baton.

General Leonard de Hofstadt commands First Division with Lt-Col Greg de Bécqueur serving alongside him, now as Divisional Adjutant. The two get prize pickings of the loot, Bécqueur taking well over a thousand crowns worth, while Hofstadt's cut comes to over fifteen hundred crowns. The General appears in the Despatches as well ("He's in the money").

The Guards expect to get the lion's share of the booty, so Brigade Major Bastian de LaGarde is pleased to get even more than General Hofstadt. There's a brief Mention for him (He's in the money"). It's the King's Musketeers who actually do the work, subduing a last squad of Spanish infantry. They turn out to be holed up with a whole heap of goodies and KM commander Duncan d'Eauneurts walks off with well over two thousand crowns worth.

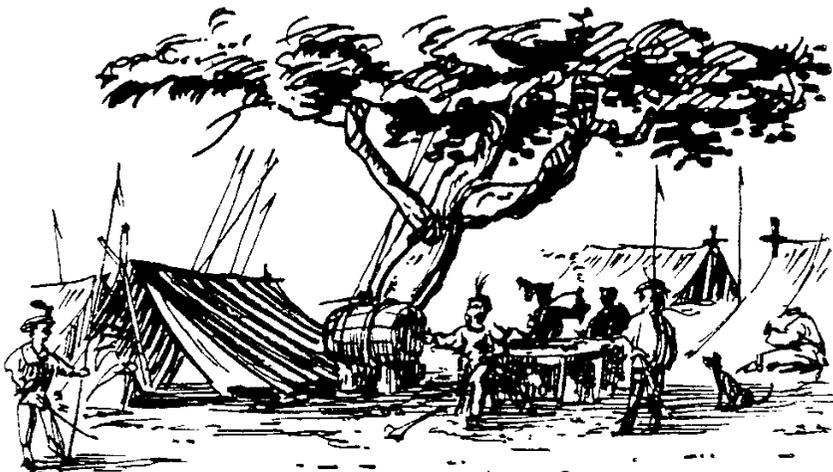


The Cardinal's Guard take over a tower, but it proves to be unstable after the previous months' bombardment and collapses with several members of the regiment inside. There is an immediate scramble to get the bright shiny things glinting in the rubble. Unfortunately, some of these are the brass on Bdr-General Alan de Frocked's uniform. RIP. Lt-Col Jean d'Ice takes over command of the regiment and receives promotion to Colonel to cement this plus a Mention in Despatches ("It's an ill wind"). His share of the takings is worth well over fifteen hundred crowns.

Colonel Jean Jeanie commands the Royal Foot Guards and sets his men a sterling example. For this he is brevetted to Bdr-Gen. His silver collection is later valued at just over fifteen hundred crowns. No promotion for Lt-Col Beau Reese Jean Seine, but he does get a fulsome Mention in Despatches [redacted] to go with his rather more than a thousand crowns worth of plunder. Sadly, the streak of silver spotted by Captain Luc Azzat is a booby-trap and he is the regiment's only casualty this month. RIP.

The acting Brigadier of First Foot is RM Lt-Col Henri DuShite and he stays out of trouble for the month. This leaves Major Alonzo Fonde-Lapatrie in charge of the Royal Marines and following his colleague's lead. Picardy Musketeer Captain Zavier Ulric Turenne just does what he's told. However, that's enough to earn him promotion to Major.

The Royal North Highlanders take out the final Spanish refuge. General Sebastian de la Creme and Field Marshal Uther Xavier-Beauregard each command a battalion and share in the glory. For Creme, this means over fifteen hundred crowns worth of booty. Xavier-Beauregard makes do with under a thousand plus a Mention in Despatches ("Last month as marshal") before heading for Paris to hand in his baton.



The soldiers of Second Division are in a grumbly mood as they spend more time with shovels. Divisional Adjutant Robert d'Lancier finds enough time to pocket a couple of hundred crowns worth of goodies, ignoring the opportunity to command First Foot (well, it would only have been until the start of September). Lt-Colonel Hugh Jass, commanding 13th Fusiliers, does better with 500 crowns finding its way into his coffers. His opposite number in the 53rd, Lt-Col Les Anonyme, is acting commander (the Colonel is acting up as Brigadier) and may be out of his depth. Certainly there's no reward for him or Major Hercule D'Engin.

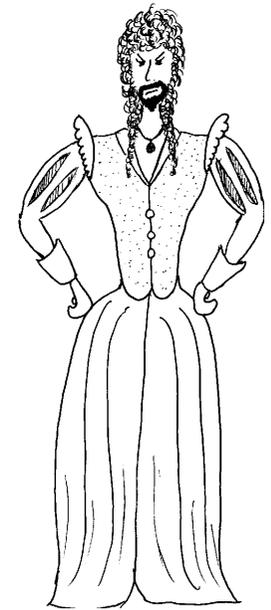
Slightly further afield, the Horse Guards regiments run down enemy stragglers. Brigadier Swindelle d'Masses wraps up his campaign with just over 300 crowns worth of loot. There's a hundred crowns less for Brigade Major Perci Urbain Fanci-Free. It's Mentions all round in the Dragoon Guards, mainly for sticking to their regulation uniform. That's Bdr-Gen Etienne Brule, Lt-Col Jean Ettonique and Major Henri Dubois.

The reason for their reward is the display of flamboyance that is the Queen's Own Carabiniers now that their new Major has arrived. Yes, Felix Anton Gauchepied'er adds a dash of completely-over-the-top to the normally reserved cavalymen. As pink sashes and shiny tiaras proliferate, Gauchepied'er receives a Mention in Despatches ("She's here!"), over 500 crowns worth of goodies and follows her new commander up the chain with promotion to Lt-Colonel.

Boys / girls come out to play

Could anything in Paris compete with that? Well, let's see. While Gaz Moutarde, Horace Bury and Pierre Cardigan are visiting their mistresses (or prospective mistresses) and Justin Thyme takes his mistress, Sue Briquet, to the Frog & Peach, the Guards Reserve is assembling. Waving bottles and staggering slightly, Chopine Camus and Terence Cuckpowder arrive at the gates of the Bastille, followed by liveried staff carrying a couple of tapped casks. The cheerful duo demand entrance loudly so that "Feely weely can 'ave a drink wiv us!" The guards' protestations that the Commissioner is not at home are shouted down by the increasingly belligerent and decreasingly drunk pair. When the gates are barred, they order the casks set down, light fuses and retire, joining the entire Guards Reserve Battalion in the side streets.

The explosion leaves the gates scorched, but still solid and the Bastille guards even less inclined to admit anyone, insisting they need orders from Major Gauchepied'er. The military rank confuses Chopine and Terence, neither of



whom believes that any regiment would admit Felix, as a private, let alone a senior officer. However, there is a definite impasse here. While Chopine goes about his business, Terence settles down with the Reserve, blockading the Bastille for the rest of the month on the assumption that his prey is within.

Missing out on the fun are Bernard de Lur-Saluces and Balzac Slapdash, who spend their first week in the gyms with their rapiers. In fact each puts in three weeks practice across the month. Bernard breaks in week 3 for a visit to the Bawdyhouses for some female company and a date with the footpads. He's carefully spent his cash, so the muggers get nothing and he gets a sore head. Balzac completes his August in Blue Gables with Alison Wonderlandt and some dice. He places three bets, losing the first but winning the next two to emerge ahead of the game.

After his adventure, it's two weeks sabre practice for Chopine, interrupted by a week in the Fleur de Lys with Sheila Kiwi. Pierre Cardigan turns up for two weeks with his sabre after his courting succeeded at the second attempt. Horace Bury also failed when he went courting, so a visit to the red light district is called for. He gives the footpads some exercise, but no cash, and then hits the gym with his rapier.

After visiting his lady, Gaz Moutarde visits his cutlass. Three times. And Justin and Sue stick to the Frog & Peach all month. ❖

Press

Announcements

Ministerial Announcement on behalf of the Public Safety Ministry

Let it be known that any talk of civil war against the King by Commissioner Queen Felix is totally false and the direct result of misinformation and bare-faced lies promoted by Minister of State d'Eauneurts. Her Majesty the Commissioner wishes it to be known that she is fully supportive of His Majesty King Pevans and is, indeed, the King's most loyal servant.

Recent acts of unrest against the barracks of the King's Musketeers and the interrupted attempt to blow up the residence of said MoS d'Eaunerts – foiled thanks to the

close proximity of Her Majesty the Commissioner and her agents – are clear signs of the people's displeasure. Rest assured, continuing investigations to prove evidence of the MoS's direct involvement are ongoing.

† HRH Queen Felix
Commissioner of Public Safety
Major if the French Army

Marquis Chopine Camus

I would like to apply for command of the Heavy Brigade. I have had a successful and distinguished military career and, as you know, I served under you when I first joined the military several years ago.

Yours sincerely,

† Count D'Acier

Military Missives

Dear Brigadier-General Money,
I seek to join the Grand Duke Max's Dragoons, and therefore hope to gain your approval for the same. The papers are full of stories of the bravery and heroism of the Dragoon Brigade and of your regiment in particular, and I hope I may play my own small part in such stories in the future.

My father is a gentleman of considerable means, and I assure you that you will find me worthy of serving under you. I have some small skill of commanding the loyalty of men, and believe I will prove capable of leading them in battle in such a way as to bring honour to you and the regiment.

I have the honour to be,
Your Obdt. St,

† A. Saint-Yves

Bonjour Monsieur Saint-Yves,
Welcome to the GDMD. We would be honoured to have such a fine young man in our regiment.

Please report to Sergeant Strong-in-the-Arm at the barracks on Thursday. He is our recruiting sergeant and will organise your training, etc.

Yours, etc, † XM

B.Bdr-General Count Frele d'Acier
I, Jacques Gillier, son of le Marquis la Villedieu-de-Comblé, hereby apply to join the most illustrious of France's mighty Cavalry Regiments, the Archduke Leopold Cuirassiers. It is the wish of my dear father that I should travel from Poitou and join His Majesty's army and fight the

Spanish. He strongly recommended the ALC and I hereby seek admittance to the regiment and place myself under your orders.

I remain, † Jacques Gillier

Sir,

As I'm newly arrived in Paris, I cannot be sure of the reliability of my manservant. I do hope that my letter to you was received. If it was, please accept my apologies for sending this again. If it wasn't, I thought it would be best to write afresh and request your permission to join the ALC. I will report to the recruiting serjeant at the start of the month.

Your servant,

† Jacques Gillier

Jacques Gillier,

Welcome to the regiment. I trust my adjutant made this as smooth as possible, but we are at the front. I do hope you can get here in time to slaughter a Spaniard or two.

Yours Sincerely,

† Count D'Acier

Matters of Honour

To FAG

Sir (and I use that term in its loosest possibly sense),

It was with some relief that I heard that you do not consider me to be a suitable candidate for your next catamite. Of course if a proper Frenchman had felt insulted by my comments he would have challenged me to a duel, but we all know your track record on that front. And speaking of fronts, it did not go unnoticed that you cowardly resigned

your commission just before the regiment was due to go to the Front and risk life and limb for our country, something else honourable Frenchmen are happy to do.

In the vain hope that you have the slightest shred of honour left in that perverted carcass you call a body, I am challenging you to discuss these matters further on the field of honour when I return from the Front. And finally, I refuse to give you even a single Crown.

GOD SAVE KING PEVANS!

† Lt. Col. Sir Jean D'Ice

Social

General le Marquis Sebastian de la Crème invites those notables to his club to celebrate the return of the valiant fighting men of France in the 4th week of September.

Why not join him for a drink or two, raise a glass to those that have fallen and celebrate the successes of those that earned them?

[OOO: party week 4, for SL 18+ and Fleur de Lys.]

Gentlemen of Paris,

I hope to remain as Aide to the Crown Prince (Whom God Preserve) next year and would be glad to receive applications from those who would like to socialise with His Royal Wideness. Priority will be given to those who assist my application and those who increase my collection of portraits of King Pevans (I particularly like those on the high denominations).

† Luc Azzat

After the increasingly bizarre theatrical antics we are subjected to in Paris, it is positively refreshing to get some honest soldiering done here in such fine company, despite the occasional shower of musketry and grey clouds of smoke. I shall miss it on my return when, God willing, I intend to stand every serving officer a drink at the Fleur in the first week of September. † UXB

To celebrate my promotion to Colonel of the RFG, I will hold a party at my club in Week 3 of September. All RFG and those holding military rank of Captain or above at the end of August are invited, and their ladies. Costs paid.

Personal

Inside the Commissioner's private office at the Bastille.

"Trissy, the situation is desperate! That swine Dunkie has a stranglehold on the Government and all of my efforts have so far failed to dislodge him, thanks to that fool of a King."

"What can we do, sweetheart? The Guards seem to be ignoring us and there is already talk of your replacement coming soon. I even saw some of them throwing knives at your portrait and laughing at how you're going to be the next occupant of the cells!"

"I know we can't trust any of them any more. It's only dear old Alain and Perci that have stayed loyal, but beastly Dunkie has his eyes on them too. Desperate times call for

desperate measures, darling: we need a re-think and I am going to have to declare a temporary ceasefire against the King and re-join the Army. We need the cash; plus, if I can get a regiment behind me, along with my cunning plan of external intervention from abroad, we can begin a fresh offensive."

"But which regiment can you join? Dunkie has the KM stitched up, and so many other traitors will deny you entry into their regiments. What is left?"

"Fear not, my love. I have already thought of that! Am I not a Queen? Therefore there is only one natural choice: The Queen's Own. And with me at their head they will soon be fully behind their Commanding Officer and their Queen!"

"Oooh, how simply super, Felix, what a genius you are. Let me just change into my best frock and we can get straight over to the recruiting office. What fun this is going to be and I can see Dunkie's piggy little face now – he's going to be livid!"

To the Minister of State

From Sir Alain de Frocked,
commander of the Cardinal's Guard

Dear Sir,

With all the brave men of France spending the summer fighting the Spanish for our King, we hear grave news that the 'white feather division' – a.k.a the Guards Reserve battalion – spend their time seeking other regiments' barracks. The Cardinal's Guard's barracks are like our equipment: pristine and well looked after. The KM will not find it a

suitable home.

It is another example of the bullying mafia that from time to time rises to prominence in Paris. Firstly it was the Royal Marines; now you propose it is the CG that is to be persecuted. You are disappointed that the CG took in a persecuted individual, but the Holy Father preaches that we should give sanctuary to those in need.

Your obedient servant, † AdF

To: His Majesty, King Pevans

Sire, there has been a terrible misunderstanding as a result of misinformation sewn by the despicable Dunkie d'Euaneurts (who I did advise you to get rid of months ago). Now, let me explain about this silly notion of civil war. Of course it was all a mistake and my actions and words in the Court when we last met were all part of the theatrics of the moment. I am sure, given your laughter and clear enjoyment, you are not at all offended or bearing any grudge against sweet little me, your most loyal of servants.

I have issued a Ministerial proclamation to fully clarify the matter and, to further demonstrate my undeniable loyalty, I have returned to your Army to serve you against the Spanish and ensure our borders are properly protected. You may rely upon me, Majesty, or may I call you Pevansypoos, darling, to be at your side all the way?

Love and kisses,

Queen Felix
Commissioner of Public Safety
Major of the French Army

Sir,
I believe you are in Paris.
Would you be able to join in assaulting the Bastille to remove the deluded CPS? You will not go unrewarded.

† Cuckpowder
Minister of War

My Lord Marquis,
I remain at your disposal. Please inform me where and when I need to report. I have been deeply troubled by the bizarre and unnatural screechings from the heart of the Watch. It is a deep and shameful affront to His Majesty's Established Rule of Law.

My Sword is the King's through your arm and it is my prayer that we will prevail and re-establish a natural and lawful order beneath the light of God and the Wisdom of our King.

Your Servant,

† Xavier Ulric Turenne

To: His Imperial Majesty Emperor Satohito, Ruler of Japan and its dependencies

Your most imperial Majesty,

I send you sincere greetings from France and the offer to establish greater links between our two countries.

May I also say how much I simply love those kimono thingies that you wear out there and it would be most delightful if I could have one to wear while conducting my official duties as not only are they absolutely divine, darling, it would further demonstrate the connection between us. I am sending several of my personal

dresses to you in exchange and I hope you like them, especially the red one – it's always been one of my personal favourites.

Now, I was wondering if you could spare me one of those ninja or samurai fellows for a little job I have planned here. It wouldn't be for long, just a quick 'in and out' job (ooo-er, chuckle) and once they've dispensed with the target they can be straight back on the boat home.

Look forward to hearing from you darling.

† HRH Queen Felix

Poetry Corner

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

The soldiers who follow the prince
Don't march quite so much as they
mince.

That's the reason, of course,
That they ride on a horse:

To see them on foot makes you wince.

† Le Salame Disparu



Points Arising

Next deadline is 27th September

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

The new Military Appointments and any empty Government Appointments will be filled at the start of September – by NPCs where they are not taken by player characters. A player character with an appointment that lets him appoint another post chooses who gets this – which may be a player character, and NPC or left vacant. So, if you have applied for an appointment – or hold a rank – that allows you to make other appointments, don't forget to do so (or NPCs will get the jobs).

Note that the military appointments shown on the Greasy Pole (and character sheets) **have expired**. They are shown as a reminder that the incumbent gets +1 on his chance of being appointed if he has re-applied for the same position.

Next month is September and any returns on investments will be paid out. Any shortfalls must be made good this month or the investment will be lost.

FAG's term as Commissioner of Public Safety expires at the end of September. Anyone wishing to apply for this position should do so with their Sept orders (to be actioned at the start of October). However, Minister of State DdE may appoint anyone (who qualifies) to the position.

Absent friends

X1 (Martin Jennings) has been floated as Martin's travelling for work

X2 (Nik Luker) has been floated as "real life has taken over again"

Welcome

Sebastian Emde joined us in time for this turn. He "played *En Garde!* for a couple of times about 25 years ago..." Welcome to *LPBS*, Sebastian.

Farewell

David Brister is unable to carry on with *LPBS* for personal reasons, so I have removed his character (AdA).

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

Alonzo Fonde-Lapatrie applies for Brigade Major of all Brigades

Alonzo Fonde-Lapatrie applies for Aide to General

Les Anonyme applies for Division Adjutant of all Divisions

Les Anonyme applies for Aide to Field Marshal

Les Anonyme applies for Army Adjutant of all Armies

Bastian de LaGarde applies for Brigade Major of Guards Brigade

Bastian de LaGarde applies for Aide to General

Bernard de Lur-Saluces applies for Province Mil. Governor

Bernard de Lur-Saluces applies for Division Commander of all Divisions

Bernard de Lur-Saluces applies for City Military Governor

Bernard de Lur-Saluces applies for Inspector General Cavalry

Bernard de Lur-Saluces applies for Inspector General Infntry

Ben e'Volence applies for Brigade Major of Heavy Brigade

Ben e'Volence applies for Aide to General

Ben e'Volence applies for Division Adjutant of all Divisions

Ben e'Volence applies for Aide to Field Marshal

Beau Reese Jean Seine applies for Minister without Portfllo

Beau Reese Jean Seine applies for Minister of Justice

Beau Reese Jean Seine applies for Minister of War

Chris Knight applies for Army Adjutant of all Armies

Chris Knight applies for Brigadier of Guards, Horse Guards and Dragoon Brigades

Chris Knight applies for Army Quarter Master Gen. of all Armies

Chris Knight applies for Chancellor of Exchequer

Chris Knight applies for Minister of Justice

Etienne Brule applies for Brigadier of Horse Guards and Dragoon Brigades

Etienne Brule applies for Army Quarter Master Gen. of First Army

Etienne Brule applies for Chancellor of Exchequer

Etienne Brule applies for Minister without Portfllo

Etienne Brule applies for Minister of War

Felix Anton Gauchepied'er asks NPC Lt.Colonel of Queen's Own Carabiniers to resign

Felix Anton Gauchepied'er asks NPC Major 1 of Queen's Own Carabiniers to resign

Felix Anton Gauchepied'er applies for Brigade Major of Guards, Horse Guards, Heavy and Dragoon Brigades

Felix Anton Gauchepied'er applies for Aide to General

Felix Anton Gauchepied'er applies for Chancellor of Exchequer

Felix Anton Gauchepied'er applies for Minister of Justice

Felix Anton Gauchepied'er applies for Queen

Frele d'Acier applies for Brigadier of Heavy Brigade

Greg de Becqueur applies for Division Adjutant of First, Second, Third and Cavalry Divisions

Georges Hommemince applies for Brigadier of Dragoon Brigade

Georges Hommemince applies for Army Quarter Master Gen. of First Army

Jacques de Gain applies for Army Commander of all Armies

Jean d'Ice applies for Army Adjutant of all Armies

Leonard de Hofstadt applies for Army Commander of all Armies

Terence Cuckpowder applies for Province Mil. Governor

Terence Cuckpowder applies for Division Commander of all Divisions

Terence Cuckpowder applies for City Military Governor

Terence Cuckpowder applies for Inspector General Cavalry

Terence Cuckpowder applies for Inspector General Infntry

Terence Cuckpowder applies for Adjutant General

Terence Cuckpowder applies for Commnr. of Public Safety

Terence Cuckpowder applies for Minister of War

Applications

Here are the appointments again, this time in the order in which they will be resolved, with the characters who are applying for each post.

Queen*: FAG

Minister of War: BRJS, EB, TC

Minister of Justice: BRJS, CK, FAG

Minister without Portfolio: BRJS, EB

Chancellor of the Exchequer: CK, EB, FAG

Commissioner of Public Safety: TC

Army commander: JdG (all), LdH (all)

Adjutant-General: TC

Inspector-General of Infantry: BdLS, TC

Inspector-General of Cavalry: BdLS, TC

City Military Governor: BdLS, TC
 Division commander: BdLS (all), TC (all)
 Province Military Governor: BdLS, TC
 Army Quartermaster-General: CK (all), EB (1st), GH (1st)
 Brigadier: CK (Gds, H Gds, Drgn), EB (H Gds, Drgn), FdA (Hvy), GH (Drgn)
 Army Adjutant: Anon (all), CK (all), JdI (all)
 Aide to Field Marshal: Anon, BeV
 Division Adjutant: Anon (all), BeV (all), GdB (1st, 2nd, 3rd, Cav)
 Aide to General: AFL, BdLG, BeV, FAG
 Brigade Major: AFL (all), BdLG (Gds), BeV (Hvy), FAG (Gds, H Gds, Hvy and Drgn)

* No, it's not really an appointment

Duels

Results of August's duels

There were none.

Grudges to settle next month:

Luc Azzat (Rapier, 5 rests) has cause with Balzac Slapdash (Rapier, adv.) for pinching Alison.

Amant d'Au (Foil, 5 rests) has cause with Pierre Cardigan (Sabre, adv.) for pinching Edna.

Jean d'Ice (Rapier, Seconds LdH, adv.) challenges Felix Anton Gauchepied'er (Dagger, 3 rests).

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

Challenges to vote on

Jean d'Ice challenges Felix Anton Gauchepied'er for calling him bovine (see Press).

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

Sebastian Emde gets the Second son of a wealthy Gentleman: Init SL 4; Cash 500; MA 6; EC 2 (HB).

Charles Burrows gets the First son of a well-to-do Count: Init SL 12; Cash 275; MA 1; EC 3 (X3).

Tim Macaire gets the Second son of an Impoverished Baron: Init SL 7; Cash 40; MA 6; EC 4 (X4).

Graeme Wilson gets the Bastard son of a very wealthy Baron: Init SL 6; Cash 675; MA 6; EC 3 (X5).

Tables

Other Appointments

King's Escort: Ensign __	Captain __
Cardinal's Escort: Ensign __	Captain __
Aides: to Crown Prince __	to Field Marshal __
Provincial Military Governors: __/__/__/__/__	
City Military Governor __	Adjutant-General __
Inspectors-General: of Cavalry __	of Infantry __
Commissioner of Public Safety FAG (until September 1671)	
Chancellor of the Exchequer __	
Minister of Justice __	
Minister of War __	
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.

Army Organisation and 1672's Summer Deployment

First Army (Field Ops)	--/--/--
First Division (Field Ops)	--/--/--
Guards Brigade (Field Ops) - RFG CG KM	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Cavalry Division (Field Ops)	--/--/--
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Second Army (Siege)	--/--/--
Frontier Division (Siege)	--/--/--
Frontier Regiments (Siege)	
Third Army (Defence)	--/--/--
Second Division (Defence)	--/--/--
3rd Foot Brigade (Defence) - 27M 4A	
4th Foot Brigade (Defence) - 69A Gsc n	
RNHB Regiment (Defence)	
Third Division (Defence)	--/--/--
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
UXB	Count Uther Xavier-Beaureg'd	26	F	Withy	Fld Marshal	/Min w/o Port	18		Flr	4	Pete Card
PIS	Viscount Pierre le Sang	25	F	Rich	Fld Marshal	/2nd Army Commdr	7		Flr	4	Bill Howell
EB	Earl Etienne Brule	25	F	OK	B.Bdr	-General DG	4		Flr	4	James McReynolds
AdA	Count Amant d'Au	25	RIP								David Brister
PC	Count Pierre Cardigan	24	38	Rich	General		9		Flr	5	Matt Shepherd
FdA	Count Frele d'Acier	24	F	Withy	B.Bdr	-General ALC/Hvy Brigadier	20		Flr	3	Peter Farrell
SdIC	Marquis Sebastian de la Creme	24	F	Withy	General	/Min w/o Port	5		Flr	5	Alan Percival
DdE	Viscount Duncan d'Eauneurts	24	F	Rich	B.Bdr	-General KM/State Min.	8		Flr	5	Paul Lydiate
JdG	Count Jacques de Gain	23	F	Flthy	General	/1st Army Commdr	24		Flr	6	Ben Brown
BRJS	Marquis Beau Reese Jean Seine	22	F	Comfy	Lt.Colonel	RFG/Min w/o Port	7		Flr	3	Bill Hay
JJ	Count Jean Jeanie	21	F	Flthy	B.Bdr	-General RFG	28		Flr	3	Andrew Kendall
CC	Marquis Chopine Camus	20	54	Withy	B.Lt	-General/Insp.Gen.Cav	9	Sheila	Flr	4	Stewart Macintyre
TC	Marquis Terence Cuckpowder	20	47	Withy	B.Lt	-General/War Minister	6		Flr	4	Mike Dormmet
SdM	Sir Swindelle d'Masses	18	F	Withy	Bdr	-General/HGds Brigadier	6		Both	4	Craig Pearson
LdH	Baron Leonard de Hofstadt	18	F	Withy	B.General	/1st Div Commandr	7		Flr	5	Neil Packer
JE	Count Jean Ettonique	17	F	Rich	Lt.Colonel	DG/Min w/o Port	21		Both	5	Tony Hinton-West
BdLS	Marquis Bern'd de Lur-Saluces	17	+62	Rich	Lt-General		12		Both	3	Rob Pinkerton
AdF	Baron Alan de Frocked	16	RIP								Charles Burrows
GM	Sir Gaz Moutarde	15	31	Withy	Bdr	-General	4		Both	2	Mike Clibborn-Dyer
JdI	Baron Jean d'Ice	15	F	Withy	Colonel	CG/FMshl's Aide	8		Both	3	Tym Norris
BdLG	Sir Bastian de LaGarde	14	F	Withy	Major	RFG/Gds Brigade Maj.	4		Both	1	Jerry Spencer
FAG	Baron Felix A Gauchepped'er	14	F	Comfy	Lt.Colonel	QOC/CPS	8		Flr	4	Jason Fazackarley
HD	Baron Henri Dubois	13	F	Comfy	Major	DG	7		Both	3	Wayne Little
CK	Baron Chris Knight	12	F	Comfy	B.Bdr	-General CPC	11		Hunt	2	Paul Wilson
LA	Luc Azzat	12	RIP								Tim Macaire

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
PUFF	Baron Percy Urbain Fanci-Free	11	F	Comfy	Major	DG/HGds Brigade Maj.	8		Hunt	2	Mark Cowper
GdB	Greg de Bequeur	11	F	Comfy	Lt.Colonel	KM/1st Div Adjutant	6		Hunt	5	Anthony Gilbert
AFL	Sir Alonzo Fonde-Lapatric	10	F	Comfy	Major	RM	7			2	Graeme Morris
GH	Sir Georges Hommence	10	F	Withy	B.Bdr	-General PLLD	6		Hunt	1	Cameron Wood
RdL	Robert d'Lancier	10	F	Comfy	B.Bdr	-General RM/2nd Div Adj't	7		Hunt	4	Steven Malecek
XM	Sir Xavier Money	10	+ F	Withy	Bdr	-General/Drgn Brigadier	7		BG	3	Pam Udowiczzenko
PDG	Padamus Da Grim	9	RIP								Graeme Wilson
BS	Balzac Slapdash	8	13	Comfy			9	Alison	BG	4	Matthew Wale
X1		8	0	OK			4			3	Martin Jennings
Anon	Les Anonyme	8	F	Poor	Lt.Colonel	53F	3			4	Bruno Giordan
AF	Augustin Fourier	8	F	Comfy	Major	GDMD	3		BG	3	Brick Amundsen
JG	Jacques Gillier	8	F	OK	Major	ALC	4			2	Mark Nightingale
HDE	Hercule D'Engin	6	F	Comfy	Major	53F	2			2	Gerry Sutcliffe
BeV	Ben e'Volence	6	F	Poor	B.Lt.Colonel	CPC	5		F&P	3	Ash Casey
JIT	Justin Thyme	5	11	OK			5	Sue	F&P	2	Gerald Udowiczzenko
X2		5	0	Poor			1			4	Nik Luker
HDS	Henri DuShite	5	F	Comfy	Lt.Colonel	RM	7			4	Dave Marsden
HB	Horace Bury	4	4	Poor			6		RP	2	Sebastian Emde
ZUT	Zavier Ulric Turenne	4	F	Poor	Major	PM	3		RP	1	Bob Blanchett
HJ	Hugh Jass	4	F	OK	B.Lt.Colonel	13F	3			3	Ray Vahey
ASY	Amaury Saint-Yves	4	F	OK	Captain	GDMD	5			3	James Schoonmaker
BdT	Bendroit de Tres	2	F	Poor			2			5	Olaf Schmidt

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+