

That would be enough

This has been issue 200 of *To Win Just Once*, published 21st December 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 3rd January 2020.

Orders for *LPBS* and *Trophy Hunter* plus any other contributions to Pevans by 10th January 2020.

(Next deadlines are 7th/14th Feb, 13th/20th March, 17th/24th April)

Waiting lists

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

Railway Rivals – Christian Bien, Mark Cowper, Rob Pinkerton, Anthony Gilbert, Jonathan Palfrey and Gerald Udowiczenko are awaiting the next one, anyone else? (Working map and rules provided).

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

Star Trader – There's room for 1-2 players in the current game. Rules provided.

Online games

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

Brass (at brass.orderofthehammer.com):

Keyflower (at www.boardgamearena.com): Pevans, Al Tabor, Chris A

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

Snowdonia (at yucata.de): Pevans

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

Credits

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Pevans continues his report from Spiel '19

Where *Chicago 1875* was a favourite

Not to mention *Amul*, *Yin Yang* and more

A Game by
Raymond Chandler III

Artwork by
Emily R. Dearring

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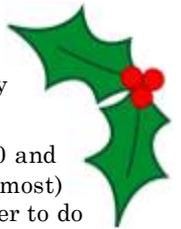
and online at www.pevans.co.uk/TWJO

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Chatter



My first job this issue is to wish all my readers a Merry Christmas and the very best for the New Year.

The second thing is to suddenly realise that this is issue 200 and therefore that I've been publishing this magazine for (almost) twenty years! Bloody hell. You'd think I'd have something better to do with my time. I'm afraid I haven't done anything to mark the occasion, it's just business as usual.

Speaking of which, I was so busy last issue, I forgot to include my usual Christmas grumble: the state of this year's mince pies. Sainsbury's is always my first port of call, but their "Taste the Difference" all butter, 'infused with brandy' mince pies were just nasty. In common with the other supermarket-bought mince pies, the pastry doesn't flake, it breaks down into tiny, sand-like particles. And there was no trace of any 'infused' brandy.

My next port of call was Asda for their "Extra Special" deep filled mince pies. Half-filled is closer to the mark. My first bite was pure pastry, which tasted ... rancid? It was absolutely disgusting. Apart from the taste, the pastry was thick and the mincemeat filling very, very sweet.

Tesco's "Finest" spiced rum mince pies were pretty ordinary: underfilled with too thick pastry and a lattice on top rather than a lid. At least the mincemeat filling was tasty, though I didn't detect any rum. Tesco's also do Rhubarb and Stem Ginger 'mince' pies in their Finest range. Let me make this clear, Tesco: they're **not** mince pies. They are sweet little pies with a spoonful of jam in the bottom that has a slight gingery tang.

Apparently, Which? found M&S's mince pies best this year, but I haven't tried them. Instead, as last year, the home-baked mince pies from our local bakery chain, Wenzel's, came out on top: good pastry and tasty filling. And bigger than any of the others.

With that out of the way, it's time to move on to my Christmas beers...

More games online

The latest arrival at yucata.de is *Snowdonia*, Tony Boydell's ingenious game of constructing a railway up a mountain. It's been a while since I played this, so this is a great opportunity to give it another go. Or three. Who'd like to join me?

'Zine Poll Results

Just after *TWJO* 199 went out, Alex Richardson published the results of the 2019 games 'zine poll. 39 voters rated 20 different 'zines and Alex compiled the votes

into an average score table and a Preference Matrix, adding each 'zine's results together to give a final score on which they were ranked.

And the winner is ... *Ode!* Swapping places with last year's winner, *Variable Pig*, which is second this time. I have to say that I don't know much about *Ode*, but it feels like John Marsden has been publishing it since time began. It is a long-term stalwart of the postal *Diplomacy* hobby and runs all sorts of other games. So, many congratulations to John.

To Win Just Once placed 8th (up from 13th last year) in the final table, with an average rating of 8.3, but only scoring 6.5 on the preference matrix. This suggests that *TWJO* readers don't see many other 'zines – I'm pretty sure it's the only *En Garde!* 'zine in the list. My thanks to all those who voted.

Online stats

TWJO 199 was published on 19th November and the PDFs were downloaded 208 times in the rest of the month. There were 87 downloads of issue 198 in November, to make a total of 291 in two months. The PDFs of number 197 were downloaded 46 times over the month, a total of 291 since publication.

Letters

Alex Bardy is quick off the mark with the plaudits.

Congrats on issue #199 – the big TWO HUNDRED next issue – oh my! A fantastic and stunning achievement, and something for which you deffo deserve several alcohol-infused beverages, go[o]d Sir! And if you remind me, or I remember, I need to buy you a beer!

Excellent idea, Alex, and one I hope other readers will take up. ☺

My comments on the games you mentioned that I am at least familiar with... *Undaunted: Normandy* – an excellent game, and much deeper than I originally thought. There is, however, still a risk that games can turn into a roll-fest if players end up just trading shooting opportunities to target an opposing unit's cards.

Mr Dommett has his own thoughts on mince pies.

We quite like two of Waitrose's offerings: Chocolate and sour cherry [and] Plum Honey and Ginger. ... but in a way, they aren't really mince pies!

No, they're not mince pies. In my book, a mince pie **must** contain mincemeat. (Note for non-Brits: this mincemeat is a mixture of dried fruit, sugar and spice and nothing to do with minced meat – though that is where the name originated.)

Tim Macaire has high expectations of this issue.

Whether the results come out before Christmas or not, we expect tales of mince pies; numbers cooked and eaten, the best and worst, and reminiscences of the good old days of mince pies.

You'll just have to make do with my thoughts on this year's crop, Tim.

Still October in Essen

Pevans continues at Spiel '19

Saturday at Spiel usually means shuffling painfully slowly along the aisles, bumping into the person in front when they suddenly stop to look at something. Plus being buffeted by those wearing huge backpacks. Yes, it's crowded. Very crowded. Despite the risks, Peter and I hit the popular hall 3.

Our first stop was Lautapelit (Lautapelit.fi), where we got to try *Amul* (designed by Remo Conzadori and Stefano Negro) with an entertaining Dutch gamer. This is a card-drafting, set-collecting game set around an Arabian market. It will apparently take up to eight players, each additional player not only adding extra cards to the deck, but adding different types of cards, opening up new tactical possibilities.

The drafting mechanism is interesting. Players choose a card each and these go into the market with a card off the deck (with three players) before being turned up. Then players take a card from the market. Hence it is possible to get your own card back, but you can't rely on doing this (unless you're first player that round). The other thing to note is that this doesn't change your hand very much.

After this, players choose another card which, when revealed, stays on the table



Three-player *Amul* in progress

in front of them. Unless it only has a hand icon on it: these cards only score if they're in your hand at the end and just get thrown away if they're on the table. As you'd expect, the game's complexity is all in the cards and their interactions. What you're looking for, of course, are combinations that will score lots of points. And you don't have long to do it as the game is played over just nine rounds.

There's a definite learning curve in getting to grips with what all the cards do. Luckily, it's an entertaining and appealing game to play and I can see it being popular. This is another one that I'm looking forward to playing some more – especially with different numbers of players. *Amul* gets a provisional 8/10 on my highly subjective scale.

Our next stop was at Stronghold Games (www.strongholdgames.com), who produce the US version of *Amul*. However, we had a go at *Potemkin Empire* (published under the Indie Boards & Cards brand – indieboardsandcards.com) with designer Jonathan Woodard on demo duty. The game is themed around the historical incident when fake villages were erected to impress Catherine the Great as she progressed along the Dnieper river on a visit to the Crimea.

The game is card driven and participants can just play one from their hand – if it has an event on it. However, it's more fun to take one of the cardboard building façades and add it to your row. A face-down card goes behind the façade to identify it as real or fake, but only you know. Of course, fake buildings are worth points at the end of the game, not real ones!



Playing *Potemkin Empire*: A fine selection of buildings – but are any of them real?

Whether they're real or fake, the different types of building provide actions for players – producing income, say, which is also worth points. The most important of these actions is sending a spy to challenge another player's building. Identify a fake and you get a reward, but if the building's real there's a penalty. The game lasts four rounds, after which the building cards are revealed and outrageous bluffing rewarded. It was good fun, even with just three players, so I'd like to try it with more. For the time being it gets a provisional 7/10 on my highly subjective scale.

Strolling past Belgian publisher Sit Down! (www.sitdown-games.com) stand, we were enticed to try *Wormlord* by co-designer Jonathan Bittner, who was refereeing each game. This is a good move as the game is a frantic, real-time scramble to deploy your army of worms to take control of the towers depicted on the board tiles!

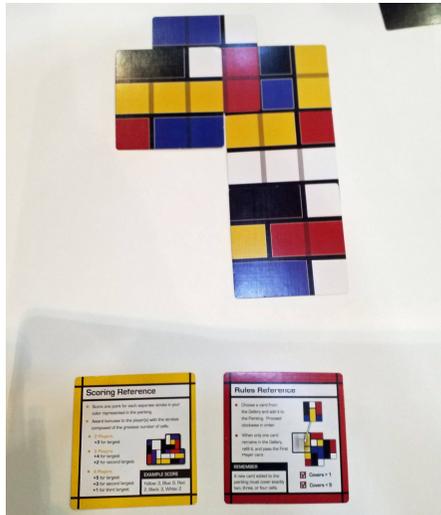
When I say worms, I mean short, fat shoelaces. To deploy one, you tie a loose knot and drop it on a square next to another of yours (or your start position). If an enemy worm is there, you untie it and ~~chuck~~ give it back. At first you think the game will take forever as players swap ownership of the towers. And then somebody sneaks a win! This is utterly hilarious and really does take about 10 minutes to play. That's a provisional 9/10 on my highly subjective scale.



The silliness that is *Wormlord* – loose knots only!

Peter and I needed something quieter after this and tried out *De Stijl*, whose Mondrian-style artwork attracted our attention. It was designed by Lucas Gerlach and is published by Quick Simple Fun Games (www.quicksimplefun.com), a new name to me. It's played with large square cards printed with blocks of four different colours (plus white) in a notional square grid, separated and divided by black lines.

Players simply take a card and add it to those on the table. The new card must overlap some squares of the cards already on the table, but not too many. Once

Starting our game of *De Stijl*

the cards run out, players score for the number of areas in their colour with a (substantial) bonus for the largest area.

The way the game plays, you can't help but add areas for your opponents as well as yourself. You just hope to come out on top – there didn't seem to be too much control, even in a two-player game (we scored for two colours each, by the way). There was a lot of thinking, but I'm not sure whether it made much difference. *De Stijl* is definitely not my thing and gets a provisional 4/10 on my highly subjective scale.

As we had discovered the day before, Game Brewer (www.gamebrewer.com) had a bar on their stand (in Hall 4)

servicing some excellent Belgian beer (well, that is where they come from). After a refreshing Tripel (a mere 7% alcohol-by-volume), we grabbed the opportunity to play *Dawn of Mankind*. Designed by Marco Pranzo (the man behind the terrific *Historia*), this is published by Tasty Minstrel Games (playtmg.com), who were sharing the stand with Game Brewer.

The idea is that you are growing and improving your prehistoric tribe – the meeples portray a stereotypical 'caveman' carrying a large club! It's a kind of worker placement game. Tiles in columns across the board provide actions, but you then have to wait for your meeples to be bumped on before you can move them to another space. This means you sometimes have no alternative but to take a whole turn to get them back in play.

Some actions provide resources. Others let you spend resources to enhance your tribe (bonus resources, higher points scoring and so on). However, the routes between action spaces are limited, so you need to plan where you want a particular meeple to go as it progresses across the board (and eventually 'dies' and goes back into stock). A key element, of course, is getting more meeples into play. I thoroughly enjoyed this clever little game, despite being comprehensively beaten by the German couple playing with Peter and me. Mind you, they had played the game before. That's a provisional 9/10 on my highly subjective scale.

Early on in the *Dawn of Mankind*, but I have discovered fire, which has to be good

Strolling back into hall 3, we found a table at Quined Games (www.quined.nl) to try something more heavyweight: *Chicago 1875: City of the Big Shoulders*. Even the name is heavyweight. And the designer is Raymond Chandler III. No, really. With an American gamer as third player, we worked through a couple of rounds (there are only five in a full game) using a demo set-up – which, we were warned, avoided the more cut-throat elements of the game.

The theme is businesses in several Chicago industries (I immediately think "meat-packing"). However, players are not necessarily business owners. In 18xx style, they buy and sell shareholdings in various companies and it's the Director (majority shareholder) who operates the company. As in 18xx games, there is a separation between players' money and companies' cash, with the companies (hopefully) paying dividends to share-holding players.

Running a company involves adding buildings, taking actions (such as hiring workers or automating processes), manufacturing the company's products and, finally, selling them to generate the company's revenue. This can then be paid out as a dividend, putting money in shareholders' pockets and raising the company's share price. Or revenue can be retained to provide investment funds at the cost of reducing the share price.



Chicago 1875: City of Big Shoulders with Poker chips for money

I was very taken with this game. For a start, it's great to see a game that deals with proper industrial businesses. This would be complex enough on its own, but the addition of share-dealing, with the scope this adds for manipulation, takes the game to a different level. I can't wait to play it properly and it's my favourite heavyweight from this year's Spiel. That's a provisional 9/10 on my highly subjective scale.

Peter and I found a terrific little Italian restaurant for dinner – it's essentially someone's front room with a small bar at the back of the room and a kitchen to the rear. I reckon you could just squeeze in 26 diners. We realised the food would be good when we noticed that the group occupying the large table when we arrived were Italian! And indeed it was.

Returning to the hotel, Peter and I tried out the copy of *Bushido* that the nice people at Grey Fox Games (www.greyfoxgames.com) had pressed on me. Designed by Pedro Mendoza, this is a two-player game of samurai-themed duelling. Unfortunately, neither of those two things appeals much to me. It's essentially a card game, with cardboard chips to represent what players accumulate during a fight and player boards to lay things out on.

We tried the training game first. This goes straight to the duelling rules so that you can get to grips with how this works first. Unfortunately, this means you skip a couple of important rules sections that make a big difference in understanding the game. During the duel, you play a card for the attack you're



Bushido: a Lightning Strike with my big hammer should do the trick

making. This, together with your weapon and current 'guard' give you a number of dice to roll – the different types of dice give you varying probabilities of hits, armour and dodging.

The hits go against your opponent, while the defensive results let you counter hits doled out in your opponent's *last* turn. This is rather clever: it gives you the opportunity to react to your opponent's attack in your turn. One other thing to note: you only pick up your attack cards by changing 'guard', which gives tempo to your opponent. The mixture of different weapons and the initial phase of drafting your attack cards suggests this is a game of some subtlety.

Peter's and my training game saw him take me out in short order. Switching to the full game, which is still pretty straightforward, saw a much longer fight where we both had a much better idea what we were doing. I eventually prevailed with a simple strategy: hit 'im wiv a large 'ammer! Despite the good things about this, it's so much not my kind of game that I can't see me playing it often. *Bushido* gets a provisional 6/10 on my highly subjective scale.

We finished off our Saturday evening with a couple more games of *Blitzkrieg!* (see last issue for my first impressions on this game), proving that I can beat Peter both as Allies (who have the advantage of winning ties) and Axis. Peter's strategy as the Axis of bombing me into submission didn't work and I didn't try it when it was my turn to be the guys in grey. This was definitely my most-played game of Spiel '19.



Checking out of the hotel meant a leisurely start to the last day of Spiel '19. Sunday is a bit quieter than Saturday, anyway. Our initial stroll took us into

corners we hadn't visited before and Peter picked up a copy of *Clans of Caledonia* (and some goodies) from the nice guys at Karma Games (karma-games.com).

Our peregrination took us to Devir (www.devir.com) where I suggested having a go at *Paris: La Cité de la Lumière*. Yes, another two-player game! Designed by Jose Antonio Abascal Acebo, it's also a game of two halves. First you place square tiles of cobblestones into the box – I do like a game that's played in the box. The tiles are divided into squares of one or both players' colours and many also have a neutral square with a streetlight. As an alternative action, you can reserve one of the polyomino building tiles.

Once all the cobbles have been laid, the second half is placing your reserved building tiles onto cobbled areas of your/both colours, marking ownership with a 'chimney' in your colour and avoiding the streetlights. Having set up a block of cobbles to fit one of your large buildings, it's so annoying when your opponent plonks one of his buildings into it! The crucial thing is that buildings need to be illuminated by (next to) streetlights to score. There's also a bonus for the biggest contiguous group – which made a big difference in our game.

Now, this is a two-player game that's pretty abstract. It shouldn't appeal to me, yet it does. Possibly it's the subject matter or the evocative artwork, but I did enjoy it and give *Paris: La Cité de la Lumière* a provisional 7/10 on my highly subjective scale.

While we were with Devir, we thought we'd give *La Viña* a go. This one was designed by Jose Ramón Palacios and is essentially a card game. However, there is a central track, along which players advance their grape-picking pawns.



Final positions in *Paris - City of Light* and the annexe just gives me the biggest group



Collecting grapes in *La Viña* - I already have a couple in one of my baskets

After this and a bite of lunch (these days visitors to Spiel don't have to rely on the Messe's concession stands, there are half a dozen clumps of food wagons about the place, providing all sorts of interesting cuisine), we strolled over to hall 5 to see a game that had been recommended to me, *Yin Yang* from Taiwanese publisher BGNations and designed by DuGuWei. This involves each player tossing half a dozen Chinese coins each turn (or possibly using the turtle shell provided to shake

time-honoured fashion, your pawn (two each in a two-player game) can move forward as far as you like, but can't come back. It's then the turn of the pawn at the back, thus possibly allowing a player multiple turns in a row. Wherever your pawn lands, you pick up an adjacent grape card and add it to one of your baskets.

The aim is to pick the right grape varieties in the right values to meet (at least) the minimum requirements of the objective cards at the end of the track. These score points and are then covered by a barrel tile, making the next objective available. It's not that simple of course – right the way through the game there are limitations on what you can do (though I'm not sure these were explained correctly) that make the game trickier. In addition, some grape cards show tools. Taking one of these cards gives you the appropriate tool, which you can use to break the rules in some way. On first acquaintance, *La Viña* is a nice enough lightweight game. That's a provisional 6/10 on my highly subjective scale.



Here's my *Yin Yang* player board at a late stage, programmed with my actions for the turn (three from coins and the rest from tiles I've picked up earlier).



The main board for *Yin Yang* plus obligatory turtle shell

them). These give black/white (or heads/tails) combinations that you use in different ways, starting with an immediate action.

However, the key use of the coins is in pairs as your actions for the turn ('programmed' in advance). As the game progresses, you'll pick up action tiles that provide a specific action each, so you get more and more actions as the game goes on. And much of what you're doing is travelling around the provinces on the board, collecting goods and building temples – one element of the scoring is area majority at the end.

This is a cracker. There are plenty of options, lots of decisions and clearly different strategies. And the programming element is a nice challenge in getting the best out of the actions available to you each turn. Plus the clever use of a unique (?) component. That's a provisional 9/10 on my highly subjective scale. Now, where can I lay my hands on a copy?

A happy few hours playing *Yin Yang* brought my Spiel experience to an end this year. Time to retrace my journey and head home: U-bahn to the station, train to the airport and flight home. All nicely efficient and uneventful. A big thank you to Dominique Metzler and the rest of the organisers at Friedhelm Merz Verlag for another splendid four days. Next year's fair is scheduled for 22nd-25th October 2020 and I fully intend to be there. For more information, see the website: www.spiel-messe.com/en (for the English language version).

Games Events

As ever, the year kicks off with the winter Stabcon: 3rd-5th January 2020 at the Britannia Hotel in Stockport. It's a fun weekend of open gaming of all sorts – I reckon one of its strengths is that there are board games, role-playing games, CCGs and wargames going on. Email bookings@stabcon.org.uk to find out more.

A fortnight later is the seventh Handycon: 17th-19th January at the Holiday Inn in Maidenhead (SL6 2RA). This is a highly successful recent addition to the calendar with plenty of open gaming and an emphasis on inviting games designers to playtest their designs. See www.handycon.co.uk/handycon-january

Later in the month is Oxcon, a pub-based weekend event in the centre of Oxford: 26th and 27th January 2020 at The Cape of Good Hope OX4 1EA). It's mostly open gaming, but there is a *Catan* tournament on the Saturday. For more information, see www.facebook.com/events/801519423516790

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 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. 22nd-25th October 2020, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.spiel-messe.com/en

MidCon: 13th-15th November 2020 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

Trophy Hunter

Turn 3

This turn's shots

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

Chris Baylis is away with the kelpies: “Gis His’ as in the Haggis animal heeding in thae boosh gets his.” He hits a Gorilla, which is bad news, returning his score to its starting point.

Graeme Morris reports “Much relief chez Morris now that I can claim to be taking pot shots at politicians (for whom open season is 24/7/365).” I make that 24 hours/day, 7 days/week, 365 weeks... err, no.

Scores

Player	Shots	This turn	Total
Alex Bardy	B6, H5	2.50	4.17
Chris Baylis	G15	-4.00	0.00
Colin Bruce	I4, I9	2.50	2.50
Charles Burrows	D18	4.00	4.00
Mark Cowper			4.00
Mike Dommett	P20	4.00	4.00
Anthony Gilbert	G4, I4	0.00	1.67
William Hay			0.00
Andrew Kendall	J15, K15	0.00	-4.00
Nik Luker	M15, N16	0.00	4.00
Tim Macaire	G6, G4	0.00	6.67
Graeme Morris	H3, I4	0.00	5.00
Rob Pinkerton	I9	2.50	2.50
Gerald Udowiczenko	H3, I4	0.00	0.00
Pam Udowiczenko	F6, P13	0.00	0.00
Matt Wale	H5	2.50	10.50
Graeme Wilson	I4, Q2	0.00	-4.00
Paul Wilson	G4, C19	0.00	8.00

Tim Macaire has his own opinion: “And Bill’s idea can’t be right; they’re all Lion(s).”

What’s this all about

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 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 $2\frac{1}{2}$ each.

An animal is dead when all its squares have been hit. No more points can be scored for this animal. However, animals worth minus points are patched up between turns and thus each hit scores (negative) points.

After 10 turns or when the board is clear (except for any snakes), the player with the most points wins.

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

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.

Other symbols	
X	Missed shot

UPPER CASE = this turn, lower case = last turn, ~~Strikeout~~ = dead animal

Send your shots to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or to TWJO@pevans.co.uk by 10th January 2020.

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

Paper edition	UK	Europe	World
10-issue (1 year) subscription	£27.00	£36.00	£43.00

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

Turn 5

"What's this about?"

"Head office has said we're selling Isotopes at a big discount here at Mu Herculis."

"Oh, are they in the warehouses?"

The two men walked towards the Warehouse doors and into the space behind. There was a distinct lack of anything.

At Gamma Leporis GAMLEPCO bought 5 Alloys on Contract as the price fell.

QUASAR sold 6 Alloys for 4 HTs each at Epsilon Eridani, but failed to sell Isotopes at 12 HTs as they were undercut by GAMLEPCO, selling 12 at 8 HTs apiece to get a Dealership. However, QUASAR sold 8 Spice for 14 HTs each and gained a Dealership in Spice.

ARCHANGEL sold one Alloy for 5 HTs at Tau Ceti and GAMLEPCO sold 5 on Contracts before buying 8 Isotopes for 7 HTs each and being made Contractors.

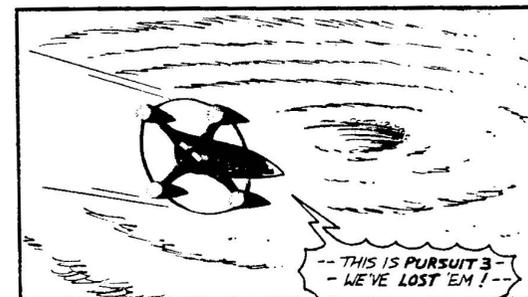
Mu Herculis saw prices rising as a new planet was colonised in the system. Demand for everything rose and GATES-LEARJET sold an Isotope on Contract. QUASAR offered to sell Isotopes at 13 HTs, but had to admit they didn't have any in system. MONOGRAM sold 5 more Monopoles on Contracts and appreciated the rise in receipts.

GAMLEPCO sold 2 Alloys for 4 HTs each at Sigma Draconis and bought 2 Isotopes for 3 HTs apiece, after which GATES-LEARJET bought 5 on Contracts. GAMLEPCO then bought 7 Spice at the price of 10 HTs and took a Dealership.

Beta Hydri saw GAMLEPCO unable to buy Isotopes for 7 HTs as the price rose, but they did sell 14 Alloys for 4 HTs each and became Contractors, shutting out Quasar's bid of 5 HTs to sell in the process.

MONOGRAM INDUSTRIES will be more cheerful this Quarter. After the loss of their Dagger Hull, they sneaked their Piccolo Hull past the ASSOCIATION OF INTERSTELLAR ANARCHISTS' ships at Mu Herculis and can now ship Monopoles off planet.

ARCHANGEL LINES loaded with Passengers as usual and, after selling their Flute Hull



at Gamma Leporis for 90% of value, went to the Federation Bankers and repaid their loan as it became due.

GATES-LEARJET took their trip to the Banks as well, having sold the Bill at Gamma Leporis, again for 90% of Market value. However, they then took out a new 209 loan over 4 Quarters and started by laying down Steve, a Phoenix hull with Cargo and Light Weapon Pods and A class crew at Tau Ceti Shipyards.

QUASAR ENTERPRISES have their loan due next Quarter. They were quite quiet otherwise.

GAMMA LEPORIS CORPORATION decided to add additional storage and bought Warehouses at Sigma Draconis and Beta Hydri Spaceports.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep	Player
A AIA	0 5 9	7	3rd	15 -	Jerry Elsmore
B GamLepCo	9 0 3	0	6th	337 34	Tony Gilbert
C Quasar Enterprises	10 3 5	6	2nd	226 40	Mark Cowper
D Monogram Inds	6 0 4	0	4th	140 35	Mike Dyer
E Gates-Learjet	10 4 3	0	5th	147 40	Paul Evans
F Archangel Lines	4 0 4	15	1st	209 40	Przemek Orwat

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

News

EV 6 took place this turn, with prices at Mu Herculis rising as a result.

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

Turn 6 C4, C7

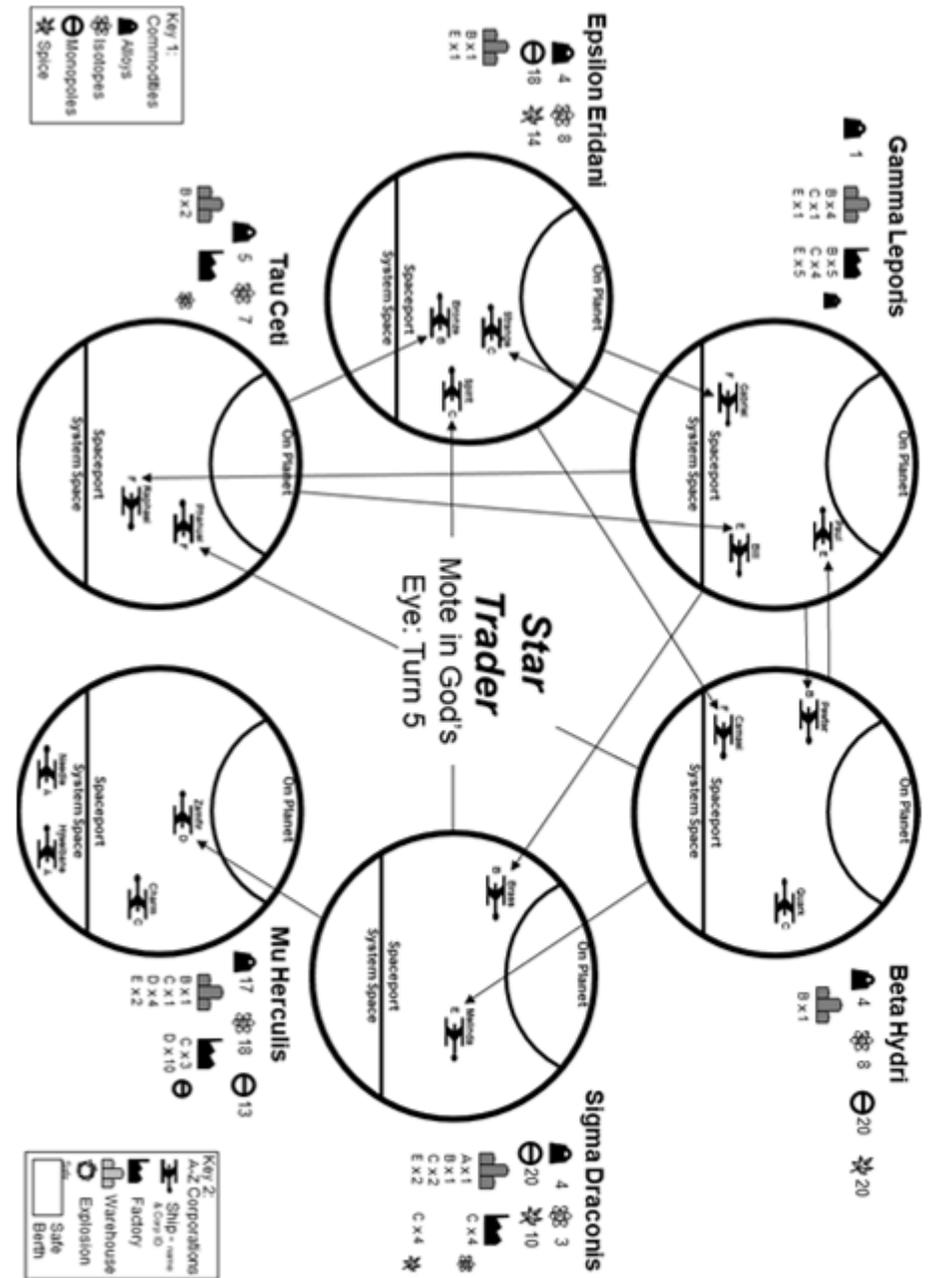
Turn 7 B6, P3, B8

(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

There is NO maximum capacity for loading with Monopoles, Spice or, indeed, Furs or Tempus (rule 7.1, Cargo capacity).

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ or by e-mail to mike_dommett@yahoo.co.uk by Friday, 3rd January 2020



UpLoders (*Railway Rivals* game 14 - RR2387KT)

Turn 5

STEAMPUNK IPA laid track across Kentucky and look to be building into Elizabethtown, leaving only NCR not connecting there. SCHWEIZER MACHINENFABRIK continued to build south and west in western Tennessee. GRACELAND MYSTERY TOURS headed into Georgia and then build west from Clarksville. NASHVILLE CATS RAILROAD was also Georgia-bound and did some connecting in the west. BIEN'S INTERNATIONAL EXPRESS NETWORK built into Kentucky and FOGGY BOTTOM RAILWAYS built towards the Cumberland River.



Builds and Points

BIEN'S INTERNATIONAL EXPRESS NETWORK (BIEN), Christian Bien - Brown

Builds:

- a)(N41) - Kingsport; (+6)
(N41) - N42 - Bristol; (+6)
(U32) - W31 - W30
- b)(W30) - W29 - X28 - X26 (6 to GMS)
- c)(X26) - X23 (1 to GMS, 1 to FBR)

Points: 69 +1 +12 -8 = 74

NASHVILLE CATS RAILROAD (NCR), Jonathan Palfrey - Green

Builds:

- a)(Rockwood) - E28;
(Morristown) - K38
- b)(E28) - Chattanooga; (+3)
(K38) - J38
- c)(J38) - J39;
(K12) - L11 - Paris (1 to SIPA)

Points: 40 -1 +3 = 42

SCHWEIZER MACHINENFABRIK (SMF), Martin Jennings - Red

Builds:

- a)(M10) - M7 - Dyersburg;
(R16) - R20 (1 to GMS)
- b)(Owenboro) - X22
- c)(C18) - B18

Points: 34 -1 = 33

GRACELAND MYSTERY TOURS (GMS), Mike Dyer - Purple

Builds:

- a)(Rockwood) - E28;
(Clarksville) - O15
- b)(E28) - Chattanooga; (+3)
(O15) - O14
- c)(O14) - O13

Points: 59 +1 +3 +7 = 70

FOGGY BOTTOM RAILWAYS (FBR), Rob Pinkerton - Blue

Builds:

- a)(E88) - E89 - D89 - Ashland;
(B80) - Lexington - Z30 - Y31

b)(Y31) - X31 - W32 - V31 - U31 (1 to BIEN)

c)(U31) - T30 - Somerset;
(T30) - S31

Points: 20 -1 +1 = 20

STEAMPUNK I. P. A. (SIPA), Anthony Gilbert - Black

Builds:

- a)(N16) - T19 (1 to FBR, 2 to SMF)
- b)(T19) - V20
- c)(V20) - W21 - W23

Points: 75 +1 -3 = 73

GM Notes

Order layouts: Your Name, Company Name, Company Colour.

Don't forget when races start that you can exchange running powers or have joint races with other companies. And races start after the this round of building.

Next turn's rolls: 4, 6, 5

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 3rd January 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 9 of *Agricola* (at www.BoiteAJeux.net) was a win for yours truly in a very close game (1 point was the winning margin and last place was only 5 behind). Time to set up a new game...

Technical issues resolved, *Brass* game 84 (at www.brass.orderofthehammer.com) completed with a win for Mike Tobias. He won game 85 too! Here's hoping we can stop him in game 86 - anyone want to join in?

Al Tabor and I are playing *Keyflower* (at BoardGameArena.com) with a couple of other people. Our first game ended with me tying for first place. Chris A makes a third player - who wants to join us?

Can I get any takers for *Rajas of the Ganges*? It's a game I really enjoy (managing your stock of dice can get tricky) and it's available at yucata.de

The latest game at yucata.de is Tony Boydell's magnificent *Snowdonia*. This is a game I'd really like to play some more: who'd like to join me?

Game 27 of *Through the Ages: a New Story of Civilization* (at boardgaming-online.com) is reaching its conclusion. Pacifist game 6 went to Mike, while Przemek came back to take game 7. Game 8 is pending - who wants to join in? Or the next standard 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 **Error! Bookmark not defined.**). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engage.co.uk).

Orders for December 1671 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 10th January 2020



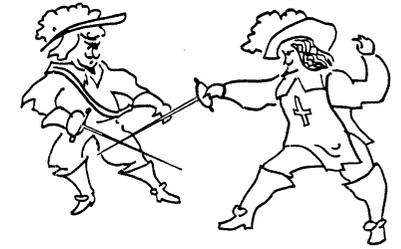
November 1671 (333)

The nights are drawing in, which means the mornings are also dark and provide plenty of obscurity for Parisians with matters of honour to settle in the usual way. Major Augustin Fourier of the Grand Duke Max Dragoons and Lieutenant-Colonel Jacques Gillier of the Archduke Leopold Cuirassiers are at daggers drawn over their respective regiments. To be accurate, it's actually sabres that are drawn as both are cavalry units. This looks a fairly even fight and both men are trusting enough not to have seconds with them. Augustin keeps it simple: he slashes. Jacques tries to dodge the attack, but his timing is wrong and the blow strikes home. He steps back to assess the damage and then charges at his opponent. Just as Augustin slashes again. Running along the length of Augustin's sabre means this attack does far more damage than the first and a surprised looking Jacques hits the ground at Augustin's feet. RIP.

Another of Archduke Leopold's guys, Major Will Iamnot, also has a duel this month. However, his disagreement is over the affections of a certain young lady. His opponent, Bastian de LaGarde (who's actually a Major in the Royal Foot Guards), was completely indiscreet. Their differing regiments mean it's rapier versus sabre – and LaGarde is less proficient at swordplay. However, his main handicap is his size. Iamnot is not a big guy, but he is much bigger than LaGarde. Hercule D'Engin seconds LaGarde, but there's no sign of Frele d'Acier who was invited to second Iamnot. Iamnot anticipates a lunge and LaGarde obliges. The thrust is parried and Iamnot ripostes to score first blood – not that

his sabre tip does much damage. It's enough for LaGarde, though: he surrenders.

As a man of noble birth, Balzac Slapdash is not used to associating with commoners like Greg de Bécqueur and has challenged him – even if he is Lt-Colonel of the King's Musketeers. Interestingly, it is Slapdash who brings a rapier to the duel, while Bécqueur carries a foil. Bécqueur carries old injuries, too, cancelling out his advantage in physique. He has two seconds, Duncan d'Eauneurts and Hercule D'Engin, but their advice can't make up for his lack of skill. However, neither man bothers using his weapon: they just put the boot in. Slapdash pauses at the start of the fight, allowing Bécqueur to get his kick in first. Slapdash shrugs this off and applies his own boot to prompt a surrender.



Colonels in and out

Brigadier-General Jean Jeanie, commander of the Royal Foot Guards, has suggested that it's time for the incumbent Brigadier of the Guards to step down. He calls in a favour to back up this request, but it's the overwhelming influence of Beau Reese Jean Seine that makes it a certainty. No influence is required for Bdr-Gen Jeanie to gain the appointment: his social level makes it a shoo-in.

Lower down the social scale, Captain Thierry d'Actyl wants to be Regimental Adjutant of the 53rd Fusiliers. First, the current adjutant must be persuaded to quit. That's easily achieved when the influence of Les Anonyme, Ben e'Volence and Greg de Bécqueur is applied. Anonyme then appoints Actyl to the position.

Felix Anton Gauchepied'er has another go at getting rid of his commanding officer in the Queen's Own Carabiniers. However, the favour he calls in is more than countered by Jean d'Ice and Uther Xavier Beauregard. The Colonel stays in place and Gauchepied'er remains Lt-Colonel.

New arrival Lars Kristmass applies to Colonel Duncan d'Eauneurts for admission to the King's Musketeers. The Colonel checks the size of his biceps and turns him down.

Another fresh face in Paris is Norman de Bastille, who makes his application to the 69th Arquebusiers. It fails, leaving him with plenty of borrowed cash. It also means he's not qualified to accept the offer to become Aide to Lieutenant-General Terence Cuckpowder.

Lt-Col Ben e'Volence is qualified to become Aide to the Field Marshal and quits as Adjutant of Cavalry Division on taking up his new post.

Subaltern Marc de Zorro may be in action with his squadron of the Queen's Own, but this doesn't stop him buying promotion to Captain. His new rank sees him

transferred to 2nd squadron. However, these troops are not at the front, so Captain Zorro serves the last month of the season in a Frontier regiment.

KM Col Duncan d'Éauneurts gives second and third battalions of the King's Musketeers their instructions. "Let's go get Gauchepied'er," he orders. As it's the last month of the season, there are several other volunteers. Colonel Jean d'Ice activates the Cardinal's Guard; Lt-Col Hugh Jass the 13th Fusiliers; and General Swindelle d'Masses steps up to command an RNHB battalion.

Having been 'requested' to make a donation to the Exchequer, Etienne Brule makes an event of it. He invites the Parisian Press to join him as he hands in a hefty chest of cash at the Louvre. His reception by the palace guard is not what he expected ("Give it here, then, matey"), so he marches his entourage to Les Invalides (the veterans' hospital founded a year ago) to witness a further donation. Asked why this is a much smaller amount, he responds, "I serve France and our magnificent King – God bless His Majesty! And I know that he will use my donation to aid the poor and sick in France such that his works, compared to my own, will be like the Sun compared to the Moon. Truly, His Majesty is a river unto his people."

Pierre le Sang provides his (much larger) contribution to the Exchequer without any such fuss.

The parties start, eventually

With no social events organised, the first week of November is rather low key. This doesn't stop young Phillipe F'Loppe getting excited about the prospect of attending his first party in Paris. He finds his personal invitation (see Press) "a little disconcerting, but the proverbial beggar should not be overly choosy I suppose." And off he goes to make his preparations, including signing up as a member of Red Phillips.

There a couple of Toadies, but otherwise socialites are mainly to be found in their own clubs. One Toady is Thierry d'Actyl, who pops in to Hunter's to discuss regimental matters (i.e. donate to the "53F Veterans' Fund") with his CO, Colonel Les Anonyme. Over drinks, paid for by Thierry, the main discussion is the derisory one crown Ben e'Volence has sent Les as 'sponsorship' (see Press). They are not alone in the club. Georges Hommemince brings Angelina di Griz to Hunter's for a quiet drink. Robert d'Lancier has Bess Ottede to hold his drink while he rolls the dice, wagering 200 crowns on each throw. He loses his first bet, but presses on to win the next two. He cuts when he sees the house's fourth roll, loses the fifth and cuts the sixth. This leaves him somewhat out of pocket, but ahead on social status.

The other Toady is in Bothwell's, where Norman de Bastille joins Greg de Bécqueur and Katy Did for some avuncular tips on life in Paris. ("Neither a borrower nor a lender be" perhaps. Oops, too late!) Other members enjoying the

ambience of Bothwell's are Alonzo Fonde-Lapatrie, accompanied by Ella Fant (who's not sure about trying the club's Turkish bath), and Percy Urbain Fanci-Free with Fifi.

The Fleur de Lys attracts a decent crowd, which pushes up the bar profits nicely (especially for those with bonds in the club, who get a dividend this quarter). Beau Reese Jean Seine brings Maggie Nifisent for a drink or two. Etienne Brule escorts Kathy Pacific. Jean Jeanie has Jacky Tinne on his arm. Leonard de Hofstadt is accompanied by Frances Forrin. Pierre Cardigan brings Edna Bucquette. Pierre le Sang accompanies Guinevere d'Arthur. And Uther Xavier-Beauregard has Henrietta Carrotte in tow.

At the opposite end of the scale, Red Phillips sees a couple of members roll up: Edouard Jogue and Ivor Edward Defrane, both of whom enjoy a selection from the club's cellar. There are two members in the Frog & Peach, too, and both men have female company. Horace Bury brings Belle Epoque while Sue Briquet accompanies Justin Thyme. Only Henri DuShite visits Blue Gables, but he does have Ingrid la Suède on his arm. The rest of his month comprises two weeks cutlass practice and one at home with Ingrid.

The second week sees Greg de Bécqueur (and Katy) back in Bothwell's, though with a much expanded guest list, to celebrate the Feast of St Martin ("patron of the poor, soldiers and winemakers," claims Greg). This kicks off (alphabetically) with Augustin Fourier who, after a week in the gym with his sabre (to which he will return for the rest of the month), brings Pet Ulante with him. Les Anonyme switches from host to guest mode. Georges Hommemince and Angelina enjoy a drink on their host. Hercule D'Engin shows up on his own, having dealt with his need for female company at the Bawdyhouses the week before. Phillipe F'Loppe has Ada Andabettoir on his arm, so everybody knows what he was doing the week before (especially Greg, who provided funds and advice to the young man – see Press). As they were here last week, Percy Urbain Fanci-Free and Fifi don't see much change – though the drinks are on Greg this time. Xavier Money is in a peevish mood, despite the presence of Betty Kant on his arm. Apparently not being in a regiment makes it difficult to practise with your regimental weapon...

Alonzo Fonde-Lapatrie and Ella are back in Bothwell's too, Alonzo grumbling that the club doesn't have a "roof-top infinity pool". And Bastian de LaGarde pops in for a higher quality drink than he had at the Bawdyhouses the week before (though the female company probably made up for it). Lars Kristmass is Blue Gables' sole visitor this week as he checks out the establishment he's just joined (before disappearing again to spend two weeks failing at



courting). It's definitely a step above the Bawdyhouse he was just in. Justin Thyme and Sue return to the Frog & Peach. While both Edouard Jogue and Ivor Edward Defrane are back in Red Phillips. Members of the Fleur de Lys continue to patronise their club. That's Beau Reese Jean Seine and Maggie; Etienne Brule and Kathy; Jean Jeanie and Jacky; Leonard de Hofstadt and Frances; Pierre le Sang and Guinevere.

Competing parties

There are two events to attend come the third week of November. Bastian de LaGarde celebrates becoming Guards Brigade Major in Bothwell's, while Ben e'Volence holds a party in Blue Gables (two weeks sabre practice has been enough). Bastian's bash sees Les Anonyme suddenly produce a female companion, Carole Singeurs. Greg de Bécqueur attends with Katy. Georges Hommemince has Angelina of course. Percy Urbain-Fanci-Free is attached to Fifi. Last to arrive is Will Iamnot, another sabre practiser, with Leia Orgasma on his arm. "All is forgiven," he tells his host.

Ben's been busy with his sabre practice, so Di Lemmere has been doing most of the organising. As there are noticeably more guests than at Bastian's do, she's done a good job. Bendoit de Tres has no companion as both his earlier courting attempts were unsuccessful (hence his trip to the red light district to finish off his November). Edouard Jogue gets away from Red Phillips for once, but is still alone (hence ditto). Horace Bury brings Belle, having popped out for his first week of rapier practice (there's another to come). Justin Thyme and Sue move across from the Frog & Peach. Norman de Bastille has a tale to tell: paying a visit to the Bawdyhouses last week, he attracted the local footpads. However, one of the ladies had already deprived him of his cash. For Phillipe F'Loppe and Ada this is a step down from last week's party, but Phillipe is grateful for any opportunity to advance his social standing. It's a step down for Xavier Money and Betty as well.

Hercule D'Engin's step down involves spending the week at his club, the Frog & Peach. Ivor Edward Defrane is the only one in Red Phillips, then heading for the Bawdyhouses to complete his November. Alonzo Fonde-Lapatrie and Ella stop in Bothwell's, but keep away from Bastian's party, preferring the hog roast that Alonzo has ordered. And the same couples are in the Fleur with the addition of Chopine Camus, after three weeks of sabre work-outs, with Sheila Kiwi.

Bastian continues partying into week 4. His guest list is the same, apart from Will Iamnot, who's back for a third week with his sabre. Alonzo Fonde-Lapatrie and Ella are still in Bothwell's as well, but decide they need to 'de-tox' this week.

Balzac Slapdash follows three weeks of rapier practice with a visit to Blue Gables with Alison Wunderlandt and a little judicious gambling. He places three bets of 50 crowns apiece, winning the first two and losing the third to end up ahead of the game. Justin Thyme and Sue remain in Blue Gables as the guests of a member. Though that member is Xavier Money this time. And Betty makes four.

Hercule D'Engin is alone in the Frog & Peach again. While the Fleur sees the usual five couples once more. However, Ben e'Volence and Di turn up in the Fleur too – as the guests of Pierre le Sang and Guinevere.

Apart from those already mentioned, iron man in the gyms this month is, of course, Jacques de Gain with his four weeks solid rapier practice. Chris Knight and Henri Dubois follow a classic template: a visit to the Bawdyhouses for female company followed by three weeks practice (with sabre in both cases). Pierre Cardigan, Robert d'Lancier and Uther Xavier-Beauregard have a slight variation on this: their first week is in their clubs with their mistresses, then it's three weeks in the gym – cutlass for Robert, sabre for Pierre and Uther. Thierry d'Actyl only manages two weeks with his rapier, what with his meeting with Les Anonyme and a visit to the Bawdyhouses (where he escapes a brush with the footpads when he reveals an empty purse). After two weeks vainly trying to court a woman who is out on the town, Terence Cuckpowder turns up in a gym to work out his frustrations with his sabre. Having taken advice, Phillipe F'Loppe chooses to practise rapier for a week to complete his eventful month.

A bit of a bloomer

Out on the frontiers, French troops continue the latest siege. The Cardinal's Guard roll up to join in the fun and encounter a Spanish relief column. The Spaniards were not expecting to run into a Guards regiment and are quickly seen off by the Cardinal's men. Colonel Jean d'Ice is brevetted to Brigadier-General and collects over a thousand crowns worth of booty from the fleeing enemy.

Lieutenant-Colonel Hugh Jass leads the 13th Fusiliers who join the Frontier regiments behind the palisades of the besieging force.

Two battalions of the King's Musketeers arrive, too, but their commander's main concern is the whereabouts of Felix Anton Gauchepied'er. Discovering that his QOC squadron is attached to Third Frontier regiment, Colonel Duncan d'Eauneurts leads his men to cut off those positions. Here he finds the troopers and subalterns of the Queen's Own in picket lines, but not their commander.

"Begging your pardon, sir," explains a nervous Carabinier, "Her Queen-ness and what's-her-face have gorn 'to undertake a daring reconnaissance of the Spanish positions' and ordered us to hold back in the lines."

Checking which way the duo went, Eauneurts double times the Musketeers in pursuit. The trail leads them into heathland where they spot flashes of white up



ahead. As they get closer, the white resolves into a pair of ladies' bloomers being waved aloft and then they see their prey. Gauchepied'er and Trissy, in their usual garb of ladies' dresses, are on horseback and conducting a parley with Spanish officers. At the approach of the Musketeers, they turn to give a two-fingered salute, accompanied by several large blown raspberries.

Before Eauneurts can order the sweating Musketeers to charge, a substantial force of Spanish cavalry materialises out of the brush. Seeing the French soldiers stop and begin to charge their muskets, Gauchepied'er hastily thrusts papers (including, apparently, a volume entitled "The deficiencies of dinky Dunkie, MoS, and his little man's syndrome") at the ranking Spanish officer. The Spaniard looks at the papers with surprise, then beckons the two deserters to proceed behind the Spanish ranks, triggering a cry of "Fire!" from Eauneurts.

At long range, the sporadic volley from the Musketeers knocks a couple of enemy cavalrymen out of their saddles, but misses its intended target. And troops on foot have no chance of catching the cavalry as they canter off. Eauneurts is brevetted to Brigadier-General in recognition of his command abilities.

Back with Frontier regiment 3, the now Captain Marc de Zorro has no troops to command and serves with the frontier soldiers. He quickly learns that sitting on a horse makes him a prime target for the enemy's gunfire. Still, he takes over five hundred crowns worth of loot when the regiment chases off a sortie by the besieged Spaniards. That will pay for repairing the bullet holes in his uniform.

Lieutenant-General Bernard de Lur-Saluces continues to command a battalion of the Royal North Highlanders – and wear a kilt – with great aplomb ("It's all in prefect working order, madam"). This brings him a double Mention in Despatches and despatching the enemy brings him two thousand crowns worth of loot. Brigadier-General Swindelle d'Masses arrives to take command of another battalion and over-exerts himself trying to match the success of his senior comrade. Feeling the pressure, as he zigs when he should have zagged under fire and a musketball drills a hole in his head. RIP. ❖

Press

Announcements

From the office of Third Army Command:

Third Army is in need of suitably qualified senior staff. In particular, a trustworthy Quartermaster-General and a highly competent Adjutant may be appointed on receipt of a suitable direct application.

Send direct applications as well as any references to Army CO.

† General Leonard de Hofstadt

The sad individual calling himself 'Queen' is sought so that suitable medical attention and help can be given to him. All information gratefully received.

† Cuckpowder, CPS

Social

***** Christmas Party *****

Xavier Money would like to invite all good men of Paris to a Christmas Party at his club, Week 4 December 1671. We will roast the turkey, "Boris", together with the goose, "Donald", and drink good wine. Bring your mistresses (and your own indigestion cures). Costs paid.

Pre-Christmas bash

Come and meet Santa (and his Santa-ess) at Bothwell's in weeks 1 and 2 of December. All good little boys and girls* welcome and I'll cover the bill. 'Elves** can sneak in round the back so long as you pay for your own excesses. No riff-raff.***

So... have you been a very good boy?

† Alonzo Fonde-Lapatrie

* SL 9+ with +1 if you have one

** SL 6-8

*** i.e. no 69A

B.Gen (Brev) Viscount Etienne Brule invites each of you and a companion of your choice to a party at the Fleur in the fourth week of December. Rank and Social Level are not an issue. All Frenchmen are brothers under our wise and just King, and the theme of the party is "Fraternité". Each participant is requested to make a donation of 25 cr to the Dragoon Guards' Benevolent Fund – providing a better life for yesterday's heroes.

Personal

E'Volence

I am afraid I must decline your offer of sponsorship. The name of the 53rd is worth far more than your paltry offer and, in any case, we are unable to accept the nickname by which the Crown Prince Cuirassiers is known. Even if it were fitting, it would just cause confusion.

† Colonel Les Anonyme

To: Colonel Les Anonyme, 53rd Fusiliers

From: Lt Colonel, e'Volence, CPC

Colonel Les Anonyme

I have checked with the brokers of the city and, despite their warnings that I am offering well over the odds for the 'privilege' [and by that I mean fate worse than death] of sponsoring [i.e. ridiculing] your regiment, I'm willing to go as high as one whole Crown in my sponsorship for the 53rd Fusiliers. For this market-leading sum, I suggest one of the following name changes:

- le pire de tout (The worst of all)
- tas de merde (Pile of Crap)
- espèce de rate (some sort of a miss)
- bête comme ses pieds (as stupid as his feet)

I am sure you will choose unwisely but, in truth, you should be grateful as my offer is infinitely higher than anyone else in Paris has been prepared to make. That said, it is offered in the hope that the name will finally match the true nature of the 53rd.

Yours, in revulsion,

† Lt Col e'Volence

To: King Pevans and his corrupt Officials

Her Majesty, Queen Felix, can no longer tolerate the appalling state of France, which has been allowed to fall into a nest of villainy under your rule. Thus, I am renouncing my allegiance until such time as you are all dead and/or removed from office, at which time I will return to rule my people and a new era of ~~madness~~ prosperity will flourish for all.

My sweet friend, His Majesty King Charles II of Spain, has given me asylum and a base to continue my operations against you. What's more some of these Spanish men are simply gorgeous, all swarthy and hairy and ooohh, so butch!! Trissy and I are so looking forward to getting to know them!

So to Dunkie, Cuckpowder, d'Ice, Beauregard, de Becqueur and a whole host of other traitors your Queen says a firm good riddance and trusts that nothing but ill fortune and ruin become the lot of you.

To my darling boy Perci: I advise you to follow me as soon as you can. I will have a word with King Charliekins to ensure you are safely escorted to safety in Madrid. Just present yourself to any of the Spanish forces and you will get free passage.

† HRH Queen Felix

Monsieur F'Loppe,

I understand you had rather a difficult time of it in October, and would like to offer you a leg up, as it were, to restore your standing in society.

I shall be hosting a party in Bothwell's on the eleventh day to

mark the feast of Saint Martin of Tours, patron of the poor, soldiers, and winemakers. Soldiers and winemakers make a fine combination, and we shall have plenty of both in attendance, but we really need a token poor person. Perhaps you could help us in that regard. I hope to see you there.

Please do not dress finely, as that would rather spoil the effect. On the other hand, a gentleman should not come alone on such an occasion. Might I suggest you seek a young lady of appropriate station to accompany you. Perhaps you could call upon Mlle. Andabettoir the prior week and enquire if she may be available?

A word of warning, though, should you succeed in joining the Crown Prince Cuirassiers before the party: the commanding officer of the 53rd Fusiliers has been invited, and would take offence at your presence.

Best wishes,

† Lt. Col. Greg de Bécqueur,
King's Musketeers

Mon Vieux Baron Fancy-Free,

The hope in your last letter was fulfilled, though you did not need to go to all that trouble to teach me the lesson that you are as incompetent with a sword as you are with a pen. I feel, however, that you need a reminder that, whatever may be usual in the Dragoon Guards' barrack-room, civilised men do not refer to courage by referring to round objects. I call on you to justify this barbarity in the field.

† MdZ

To: Captain N6, Regiment Adjutant, 53rd Fusiliers

From: Lt Colonel e'Volence, CPC Captain,

Only the idiot 53rd would seek to replace a man with your service and military ability with a dolt of lesser standing, ability and understanding.

Points Arising

Next deadline is 10th January

Thanks to Jason for the finale to the saga of FAG – and to Paul Lydiate (DdE) for the additional material.

Next month is the start of a new season. **All characters start the month in Paris and all duels must be fought.** Any vacant appointments not taken by player characters will be filled by NPCs. However, if a player character appoints the position, they may leave it vacant. (If you have an appointment or a rank that allows you to appoint other characters to posts, don't forget to do so).

Next month is December and mistresses' influence will be renewed at the end of the month. A good reason to court a new mistress next month and gain twice as much influence. ☺

For the avoidance of doubt, as they say, let me make it clear that there's a difference between asking an NPC to resign from a regiment and to quit their appointment. Thus, as this month, a Captain in the 53F can resign as regimental adjutant while remaining a member of the regiment. Resigning from the regiment would take him out of the unit and, in this case, lose him the appointment as

To this end, I beseech you to resign. It seems wholly apt that the 53rd Fusiliers are released of the apparent burden of your brilliance as it only serves to slow their rapid decline into the bowels of military potency.

† e'Volence

well. So, please make sure what you're asking for (and/or supporting with influence).

Absent friends

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

JE Jean Ettonique (Tony Hinton-West) has NMR'd. Total now 1

ZUT Zavier Ulric Turenne (Bob Blanchett) has NMR'd. Total now 1

ASY (James Schoonmaker) got the benefit of the doubt (I had emails from James but no actual orders) and was floated

FdA (Peter Farrell) was floated as Peter was stuck in La Rochelle "with no access to a computer"

GM (Mike Clibborn-Dyer) was floated as Mike's "currently out in Vietnam with very limited internet access"

Welcome

Mark Williams joined us in time for this turn. Welcome to LPBS, Mark, and enjoy the game.

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

Beau Reese Jean Seine applies for Minister of Justice

Duncan d'Eauneurts applies for Minister of State

Duels

Results of November's duels

Augustin Fourier (gains 1 Exp) killed his enemy Jacques Gillier.

Will Iamnot (gains 1 Exp) beat Bastian de LaGarde (with HDE).

Balzac Slapdash (no Expertise) beat Greg de Becqueur (with HDE & DdE).

Grudges to settle next month:

Marc de Zorro (Sabre, adv.) challenges Percy Urbain Fanci-Free (Sabre, 1 rests).

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

Challenges to be voted on

Marc de Zorro challenges Percy Urbain Fanci-Free for using foul language.

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

Mark Williams gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 1; EC 4 (NdB).

Mark Nightingale gets the Second son of a wealthy Knight: Init SL 6; Cash 500; MA 3; EC 6 (X1).

Jason Fazackarley gets the Bastard son of a wealthy Viscount: Init SL 9; Cash 450; MA 1; EC 2 (X2).

Craig Pearson gets the Second son of an Impoverished Earl: Init SL 9; Cash 40; MA 5; EC 1 (X3).

Tables

Army Organisation and 1672's Summer Deployment

First Army (Field Ops)	JdG/_/_/Anon/_/_
First Division (Field Ops)	_/_/_/GdB
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)	_/_/_/JdI/N
Frontier Division (Siege)	_/_/_/N1
Frontier Regiments (Siege)	
Third Army (Defence)	LdH/N/_/_/_/_
Second Division (Defence)	_/_/_/_/N6
3rd Foot Brigade (Defence) - 27M 4A	
4th Foot Brigade (Defence) - 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	_/_/_/_/N5
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

Brigade Positions

Guards Brigade	JJ/N/BdLG
Horse Guards Brigade	N1/N/HD
Heavy Brigade	FdA/BdZ/N2
Dragoon Brigade	GH/N/N6
First Foot Brigade	N3/N/AFL
Second Foot Brigade	N4/N/HDE
Third Foot Brigade	N1/N/N6
Fourth Foot Brigade	N1/N/N5

Current CO/Aide/Brigade Major of each Brigade; 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
EB	Viscount Etienne Brule	28+98	Comfy	B.Bdr-General DG/War Minister	4	Kathy	Flr	4	James McReynolds	
PIS	Count Pierre le Sang	28+86	OK	Fld Marshal/Min w/o Port	7	Guinevere	Flr	4	Bill Howell	
UXB	Count Uther Xavier-Beauregard	27+82	Withy	General/Min w/o Port	18	Henrietta	Flr	4	Pete Card	
BRJS	Earl Beau Reese Jean Seine	25+75	Withy	Lt.Colonel RFG/Min w/o Port	7	Maggie	Flr	3	Bill Hay	
FdA	Count Frele d'Acier	24 52	Withy	B.Bdr-General ALC/Hvy Brigadier	20		Flr	3	Peter Farrell	
PC	Count Pierre Cardigan	24 39	Rich	General	9	Edna	Flr	5	Matt Shephard	
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 44	Fthly	General/1st Army Commndr	24		Flr	6	Ben Brown	
JJ	Count Jean Jeanie	22+72	Fthly	B.Bdr-General RFG/Gds Brigadier	28	Jacky	Flr	3	Andrew Kendall	
LdH	Baron Leonard de Hofstadt	21+65	Rich	B.General/3rd Army Commndr	7	Frances	Flr	5	Neil Packer	
TC	Earl Terence Cuckpowder	20 45	Withy	B.Lt-General/CPS	6		Flr	4	Mike Dommert	
CC	Marquis Chopine Camus	20 35	Withy	Bdr-General	9	Sheila	Flr	4	Stewart Macintyre	
JE	Count Jean Etonique	19 54	Rich	Lt.Colonel DG	21		Flr	5	Tony Hinton-West	
SdM	Sir Swindelle d'Masses	18	RIP						Craig Pearson	
JdI	Baron Jean d'Ice	17 F	Withy	B.Bdr-General CG/2nd Army Adj't	8		Both	3	Tym Norris	
BdLS	Marquis Bern'd de Lur-Saluces	17 F	Rich	Lt-General	14		Both	3	Rob Pinkerton	
BdLG	Sir Bastian de LaGarde	16+54	Withy	Major RFG/Gds Brigade Maj.	4		Both	1	Jerry Spencer	
HD	Baron Henri Dubois	16+54	Comfy	Major DG/HGds Brigade Maj.	7		Both	3	Wayne Little	
GM	Sir Gaz Moutarde	15 31	Withy	Bdr-General	4		Both	2	Mike Clibborn-Dyer	
CK	Marquis Chris Knight	15+46	OK	B.Bdr-General CPC/Chancellor	11		Hunt	2	Paul Wilson	
FAG	Baron Felix A Gauchepped'er	14	Ret						Jason Fazackarley	
PUFF	Baron Percy Urbain Fanci-Freel	14+47	OK	Major DG	8	Fifi	Both	2	Mark Cowper	
GdB	Greg de Becquer	13 41	Comfy	Lt.Colonel KM/1st Div Adjutant	6	Katy	Both	5	Anthony Gilbert	
GH	Sir Georges Hommemince	13+43	Comfy	B.Bdr-General PLLD/Drgn Brigadier	6	Angelina	Hunt	1	Cameron Wood	
AFL	Sir Alonzo Fonde-Lapatric	13+39	Comfy	Major RM/1 F Brigade Maj.	7	Ella	Both	2	Graeme Morris	
WI	Will lamnot	12 25	OK	Major ALC/ALC Regt. Adj't.	1	Leia	Both	3	Charles Burrows	

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
RdL	Robert d'Lancier	11 28	Comfy	B.Bdr-General RM	7	Bess	Hunt	4	Steven Malecek	
XM	Sir Xavier Money	11 26	Withy	Bdr-General	7	Betty	BG	3	Pam Udowiczenko	
Anon	Les Anonyme	11+39	Poor	Colonel 53F/1st Army Adjutnt	3	Carole	Hunt	4	Bruno Giordan	
JG	Jacques Gillier	10	RIP						Mark Nightingale	
AF	Augustin Fourier	9 25	Comfy	Major GDMD	3	Pet	Hunt	3	Brick Amundsen	
BeV	Ben e'Volence	9+45	OK	Lt.Colonel CPC/FMsh's Aide	5	Di	BG	3	Ash Casey	
HDS	Henri DuShite	8+29	Comfy	Lt.Colonel RM	7	Ingrid	BG	4	Dave Marsden	
LK	Lars Kristmass	7-7	OK		4		BG	3	Martin Jennings	
HDE	Hercule D'Engin	7 21	Comfy	Major 53F/2 F Brigade Maj.	2		F&P	2	Gerry Sutcliff	
BS	Baizac Slapdash	7 16	Comfy		9	Alison	BG	4	Matthew Wale	
MdZ	Marc de Zorro	7 F	OK	Captain QOC	6		BG	4	Tim Maccaire	
IED	Ivor Edward Defrane	6 11	OK	Major RM	6		RP	3	Graeme Wilson	
JIT	Justin Thyme	6+20	OK		5	Sue	F&P	2	Gerald Udowiczenko	
HB	Horace Bury	5 13	Poor	Captain 27M	6	Belle	F&P	2	Sebastian Emde	
TdA	Thierry d'Actyl	5+15	Poor	Captain 53F/53F Regt. Adj't.	1		RP	2	John Cooke	
ASY	Amaury Saint-Yves	4 10	OK	Captain GDMD	5			3	James Schoonmaker	
HJ	Hugh Jass	4 F	Poor	B.Lt.Colonel 13F	3			3	Ray Vahey	
PFL	Phillippe F'Loppe	4+23	OK		3	Ada	RP	4	Phil Urquhart	
NdB	Norman de Bastille	4+21	OK		1		RP	4	Mark Williams	
EJ	Edouard Jogue	4+12	Poor		1		RP	4	Nik Luker	
ZUT	Zavier Ulric Turenne	3 4	Poor	Major PM	3		RP	1	Bob Blanchett	
BdT	Bendroit de Tres	3+9	Poor		2			5	Olaf Schmidt	

An F under SPs means that the character was at the Front, RIP that he died. Ret that he retired.

+ 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+