

That would be enough

This has been issue 201 of *To Win Just Once*, published 28th January 2020. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2020

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by 7th February 2020.

Orders for *LPBS* and *Trophy Hunter* plus any other contributions to Pevans by 14th February 2020.

(Next deadlines are 13th/20th March, 17th/24th April, 22nd/29th May)

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 – 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

To Win Just Once issue 201 was written and edited by Pevans. The *LPBS* masthead (page 28) is by Lee Brimmicombe-Wood, as are the drawings on pages 30 and 31. The illustrations on pages 29 and 32 are by Tim Wiseman, the one on page 33 by Bryan Lea and by Nik Luker on page 34. Game and book artwork is courtesy of the publisher. Photos taken by Pevans, who played with Photoshop.

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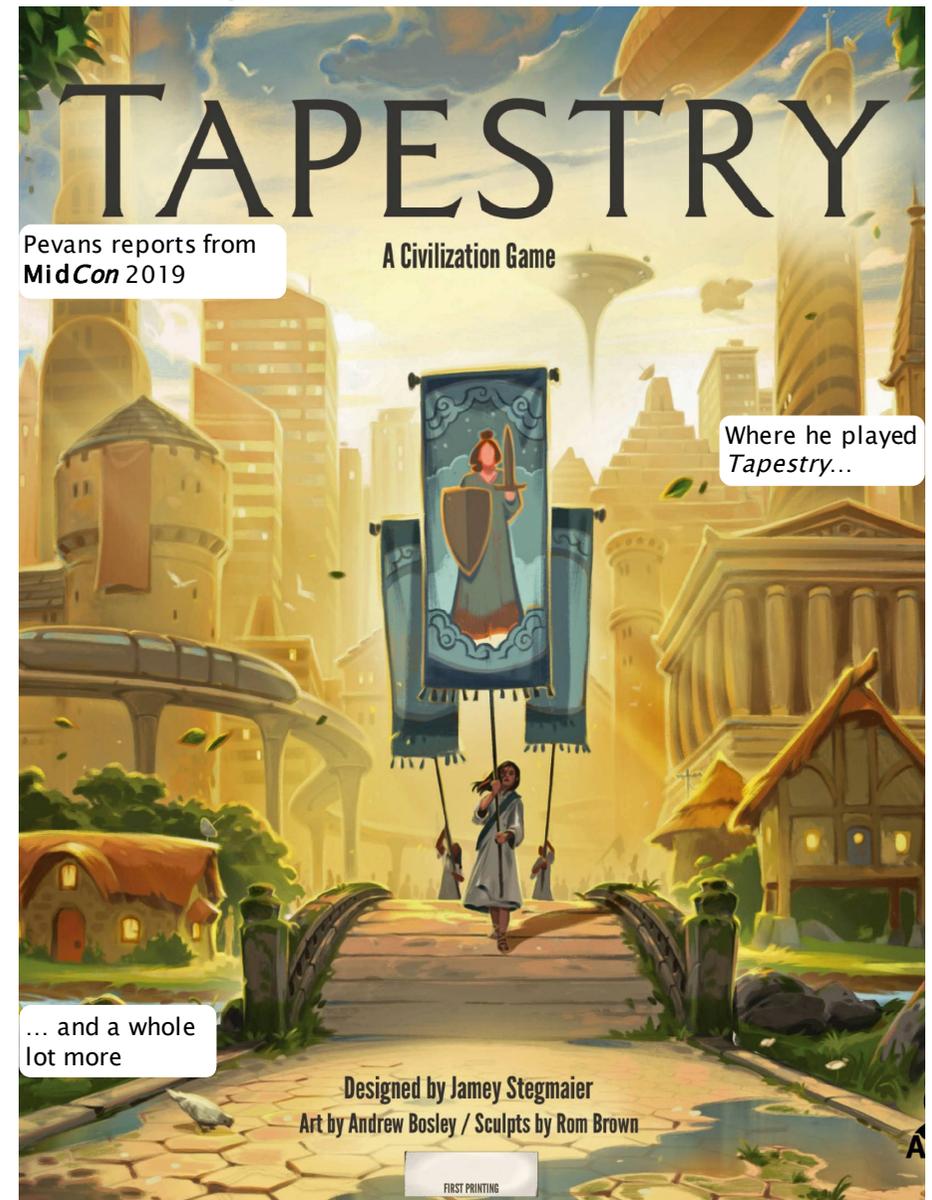
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

Thank you for all the good wishes and congratulations on reaching 200 issues – on we go with number 201!

Christmas was survived happily (see below for some notes on my seasonal drinking) with a minimal number of visits to relatives. I dug out my vintage copy of *Pit* to play with some in-laws and it was a hoot, once I’d persuaded them to exchange the number of cards they’d called out. This was after the traditional bout of *Hamsterolle*, of course.

Christmas beers

My selection box of beers for last Christmas came from www.RealAle.com and provided some interesting tipples. It was a mix of modern pale bitters (including a couple of IPAs), stouts, porters and a couple of Helles beers – a type of lager that I haven’t really tried. There were quite a few live beers (bottle-conditioned), too. Here are my favourites from the dozen beers in the box.

My absolute favourite is the Tynt Meadow from Mount Saint Bernard Abbey – one of the few officially recognised Trappist ales (and the only British one). It’s technically a dubbel (a strong, brown beer) and, at 7.4% alcohol-by-volume, this is definitely a sipping beer. It’s a live beer, too, so was poured carefully. It’s a darkish brown in the glass, smells like a proper beer and is very tasty. The dark roast gives it a slightly nutty flavour and it’s nicely dry, too. Gorgeous.



At the paler end of the scale is Marble Beers’ Lagonda (5% abv) which was billed as an IPA (though the brewery website notes “we feel pale ale better reflects current beer definitions”). It appears to be a live beer in a can, judging by the instructions to avoid pouring out the sediment. It is a nice light beer with a real grapefruit nose and a bright refreshing taste. And plenty of hops. As it’s also available on draught, it’s one I’ll be looking out for if I’m ever in Manchester.

Of the Helles, I preferred the Tegernseer Hell (4.8%) – from a proper Bavarian brewery. This is a pale yellow beer with a lot of bubbles and a yeasty smell. It had an interesting taste that reminded me of something... Got it: the home brew I used to make (from a kit sold by Boots) as a teenager – maybe I was a better brewer than I knew. Anyway, this is a nice, refreshing beer that I enjoyed.



All in all it was an excellent box of brews, providing me with some interesting tastes and variety through the Christmas period. Interestingly, it was what I call the novelty beers that I liked least.

That's the ones with some strange ingredient: peanut butter in one, smoked chipotle in another and cranberries in a third. All perfectly drinkable, but not improved by the extra component.

Online stats

I published the last issue, *TWJO* 200, on 22nd December. By the end of the month the PDF versions had been downloaded 210 times. The previous issue had the whole month to be downloaded and this happened 124 times, to make 332 in six weeks. Issue 198 was downloaded just 33 times in December, taking it to 324 in total since publication.

Letters

Tim Macaire is worried about seasonal matters.

There are primroses out in my garden; do you think I should welcome them or tell them to go back to sleep and miss the frosts?

I'm bemused by the crop of daffodils I've noticed along the roadside nearby. It's the middle of January, for goodness sake! We've had maybe two overnight frosts so far and my guess is that the subsequent mild and sunny weather has convinced them it's Spring. Not that the daffs in our garden have noticed: I expect they're on schedule for mid-March as usual.

Alex Bardy has been playing some games...

Had a slow start to 2020 in terms of gaming, but at least managed to play *Angola!* for the first time yesterday – an awesome game, and I was lucky enough to play the FNLA faction which put me in good stead to seal the win for our side (it's a 2 vs 2 wargame): it took approx. 7.5 hrs, though (and 7 turns, I think), which is possibly one of the longest games I've played in recent memory... My first game of *Ancient Civilizations of the Inner Sea* took about 6.5 hrs (3 players) a good few months back, but that was similarly great fun (and yes, a lot more 'swingly' in comparison).

Much as I do enjoy some of these longer games, I'm not sure I want that to be a trend for me, this year. We'll soon see, I guess... lol

I find longer games like these (think *Britannia*, *The Colonists* or *Civilization*, of course) only get played at conventions these days, when you can get together a group prepared to put in the time together.

Being Silly in Derby

Pevans reports from MidCon 2019

A couple of weeks after Spiel each year is **MidCon** – an open gaming (mostly) convention in the Midlands city of Derby. It's a prime opportunity to play some of the new games people have brought back from Spiel. With Geraldine away (keeping an eye on her ageing father), I was attending on my own this year.

I arrived on Thursday evening, in good time for the con's official start on Friday morning. Needing a beer, I hit the bar and found gamers Malcolm and Adam in the lounge looking for a third for *Tulip Bubble* (designed by Kouyou, published by Moaideas Game Design – www.wix.moaideas.net), which they'd not played before. How could I resist? It turned out to be an odd game as the different colours of tulip appeared in groups and prices were high almost all the way through. Hence it was relatively easy to predict which tulip would be most plentiful each round (and thus drop in price), but expensive to invest in anything. Final scores were low, but I'd managed to stay ahead of the newbies. More importantly, they seemed to enjoy the game. It's 8/10 from me.



Another batch of red tulips is about to arrive and just look at those prices!

Having breakfast in the hotel on Friday morning meant saying hello to a lot of people before the con even started. And then it did. I inveigled James Faulkner and Steve Massey to try *Vejen* with me. This had been burning a hole in my shelf since I picked it up (before Spiel) – it looked like my sort of game.

James described it as a sort of pick-up-and-deliver, but it's actually a proper trading game: buy low, transport goods and sell high. The gimmick is that the



Round 4 of *Vejen*: prices are still 1 in both countries (the blue pieces are blocking the fourth player's positions)

board covers both sides of the Danish/German border and uses two currencies: Danish krone and German thalers. You use the appropriate currency in each country but, at the end, both krone and thalers are worth a point each. Thus, if you can buy fish, for example, for 1 krone, run them across the border and sell for 3 thalers, you're definitely making a profit.

However, the price for selling goods also depends on how far you've moved them. Clever. And then you can use goods to upgrade your storage and transport and add new facilities – such as the shipping that will let you transport goods from one end of the board to the other in one move. On top of this, there are events to take into account each round (you see this in advance, so you can plan for them) and goals to score at the end of the game. It is my kind of game. It's no surprise, then, that I was last, James edging out Steve on the third (!) tiebreaker. Designed by Thomas Nielsen and Kai Starck and published by Spielefaible (spielefaible.de/en), *Vejen* gets a provisional 8/10 on my highly subjective scale.

Vejen had clearly taken quite a while to play as it was now time to set up the afternoon event I was running with Mark Jones. This was in memory of our old friend and **MidCon** regular, the late Keith Rapley, and took the form of a Silly Drive – playing quick, fairly trivial games and moving table according to the results. We had a dozen participants playing vintage games such as *Der Ausreisser*, *Die Heisse Schlacht...*, *Le Paresseux/Das Faultier* (aka *The Sloth Game*) and *Pit* plus the odd new game – notably *Wormlord* (see my first impressions of this at Spiel '19 in *TWJO* 200). Great fun was had by all and Mark B and Laure were celebrated for moving the most tables during the afternoon.



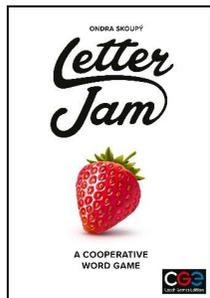
Sloth: Ben's putting his sloth to sleep before Mark B can even think about moving it.



Everdell with added beer: main board in the centre and players' cards around the table

Having packed away, Mark invited me to a game of *Everdell* and I leapt at the chance as I'd not played it before. It looks impressive with stuff arrayed on the different levels of the 'tree'. Of course, this has no effect on the game, but it does add to the whole effect. Enhanced even further, I feel, by the addition of a couple of pints of beer, as the photo above shows.

The game is fairly straightforward: get stuff to build cards to get more stuff to build more cards to score points. And it's nicely done, but it's the woodland theme that makes it stand out. It's also clear that you need to play the game a few times to get the best out of it – knowing the potential synergy between the cards. I was impressed with my introduction to *Everdell* so I'm keen to play it some more. Designed by James Wilson and published by Starling Games (www.starling.games): it gets a provisional 8/10 on my highly subjective scale.

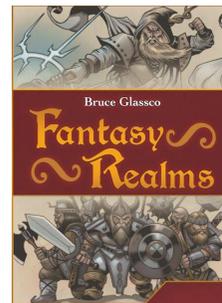


One of the impressive things about *MidCon* is how many good places to eat there are within walking distance. Friday evening saw a group of us hit the Viceroy for a fine Indian meal. Replete, we staggered back to the hotel where Mark insisted we should all play co-operative word game, *Letter Jam* – despite being one or two more than the game's listed maximum players. It's designed by Ondra Skoupý and published by Czech Games Edition (www.czechgames.com).

Apparently, the idea is for everybody to guess all the hidden letters in front of them. They do this by standing one up so that everybody else can see it. Players then propose a word using the letters visible to them. Hopefully, the chosen word lets people work out what their letter is and they can move on to the next one. However, you only have a certain number of word proposals. Once they're used up, the game ends and everybody loses.

At least, I think that's what we were playing. I didn't take any photos that might remind me. Drink having been taken, the rules were never completely clear to me, nor, I suspect, to several others. Still, we muddled through until we'd lost (only just!) and then decided it was bedtime. I did not enjoy the experience. However, I'll give *Letter Jam* the benefit of the doubt and a provisional 5/10 on my highly subjective scale.

The hotel coped well with the pile of gamers wanting their breakfast at the same time on Saturday morning. After which I joined a succession of old friends to play games. Bliss!



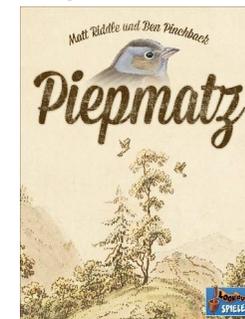
First up was *Fantasy Realms*, which I'd not come across before. This turned out to be a clever little card game. It has a fantasy theme, of course, but the key is that your cards are worth points or penalties, depending on the other cards in your hand. Hence your score is constantly fluctuating as you endeavour to make the best combination out of what's available.

Play is simple: draw a card, discard a card. However, you can draw from the discards – spread out on the table – and the game ends when the discards reach a certain number.

Thus, drawing from the deck shortens the game. Instead, players could spend a lot of time cycling through the available cards, trying to find the optimum set. The other corollary is that you only use a fraction of the cards any time you play. Which also means you're heavily dependent on the initial deal.

I thought I was doing reasonably well, for a first game, but Angela and David both easily doubled my score. Despite this I enjoyed the game and would definitely play again. Designed by Bruce Glasco, *Fantasy Realms* is published by Octographics and gets a provisional 7/10 on my highly subjective scale.

It was clearly a morning for three-player games, as my next was *Piepmatz* with more old friends: Roo and Tina. This is another game that had passed me by. This time the cards are a collection of garden birds. And collecting them is exactly what you're doing – the biggest collection of each species scores points (the eggs shown on the cards) at the end.





A small collection of *Piepmatz* birds

The really clever bit is the way you get cards. This involves the numbers on the cards and some calculation. Get it right and you add a bird from the table to your collection (and pick up seeds, for bonus points, possibly getting a thieving crow or squirrel into the bargain). Alternatively, you may be able to play a card from hand, though this is quite tricky.

It's a clever game, but I found it very abstract – despite the attractive bird pictures on the cards. One I'd play again if someone put it on the table, so it gets a provisional 6/10 on my highly subjective scale. *Piepmatz* was designed by Ben Pinchback and Matt Riddle and is published by Lookout (www.lookout-spiele.de).

We were then joined by a couple of Roo and Tina's friends, David and Rachel, who had *Wingspan* with them. It takes five, so why not? While David and Rachel, at least, were experienced players, this was only the second time I'd played it.

A quick refresher on the rules – 4 different actions, adding effects as you add birds to each row, goals to score at the end of each round and points for stuff at the end – and off we went. Last time I played, I concentrated on birds that produced food. The idea being that this would let me play lots of cards. The result was that I had more food than I knew what to do with.

This time I decided not to bother with food-producing birds. Of course, this meant food was tight right the way through! Even after I'd added a couple to that row. I also kept an eye on what we were scoring each round, only to find David piling in to it as his last action every time and relegating me to third – though I did manage a second place in one round.

At the end it was clear who the experienced players were, but the rest of us had had fun. It's still a 6/10 for me – a perfectly good game that I'm happy to play. *Wingspan* was designed by Elizabeth Hargrave and is published by Stonemaier. It gets 6/10 on my highly subjective scale.

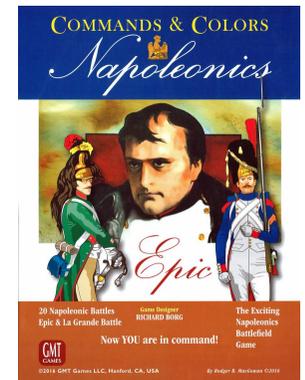


Wingspan birds, eggs and food waiting to be picked up – plus a terrific dice tower

This ended at just the right time for me to join Mark B for this year's *EPIC Commands & Colors: Napoleonic* (10/10 on my highly subjective scale). For the second year in a row, Mark B brought his collection to *MidCon* and set up an *EPIC* game on Saturday afternoon. The best thing about playing with Mark's set is the terrific terrain tiles that a friend made for him. They really add to the look of the game, while being cunningly designed so that the wooden blocks of our units fit on easily.

This year we had five players, which is an awkward number. So we mixed the 4- and 6-player rules from the *EPIC* expansion: Mark and I were the two commanders-in-chief, but I had two subordinates (each commanding a section of the battlefield – I took the third as well as being CinC) while Mark just had one, with a floating brief.

Our battle was Vimeiro, early on in the Peninsular War. Mark drew the French, leaving my team in charge of the plucky Brits and their gallant Portuguese allies. Hence my photos are taken from the British side of the battlefield. Over the page are the starting positions. The river running across the battlefield can be forded but there are impassable hills (left of centre in the





Starting the battle of Vimeiro: British in red, Portuguese brown and the French blue

photo) and an impassable, but bridged, river in the bottom right corner. The town of Vimeiro (near the bottom of the photo, just to the right of the central river) is worth victory banners – more for the French than the British – as are Ventosa (on the French side of the left edge) and the river bridge.

The first attack was in the centre by a couple of French cavalry units trying to get to Vimeiro town. Initially beaten back by British light infantry, the cavalry was reinforced and continued attacking on the French left wing. This persistence put a dent in the British right wing, including the light infantry and an artillery unit, with one French unit eventually making it into the town (photo below).



Cavalry forces British infantry into square (the yellow counter) and gets into Vimeiro



Portuguese light infantry occupy Ventosa, but there are lots of threatening French

A general advance on the British/Portuguese left flank chased off some French units and culminated in the light infantry pushing forward. However, determined French resistance meant the allies' advance stalled, despite French losses. The Allies did occupy Ventosa (photo above).

Meanwhile the British infantry on the right finally saw off the French cavalry, but only after significant losses. Then the French infantry columns advanced (thanks to a useful 'Forced March' card) on their outnumbered foe, some of whom were still in square. The final French attacks on the British right sealed the victory with the fall of Vimeiro (photo below).

No progress on the left meant the French needed just one banner for the win.



Not many Allied troops remain on the right as French infantry gets into Vimeiro



Stalemate on the left – and 12 banners for the French in the background

You'll have noticed that there was no action in the centre at all! But it was a convincing win for Mark's French forces 13:8.

Historically, this was a fine victory for General Wellesley (not yet the Duke of Wellington) as the French commander, Junot, made a series of unco-ordinated attacks. However, two elderly Generals took over command at the end of the battle and allowed the French troops to return home with all their equipment and weapons.

After dinner at the Italian restaurant across the road from the hotel, it was back for **MidCon's** Saturday evening quiz. This is run by the irrepressible David Norman and my recipe for success is to be on the same team as Chris Dearlove and Mark Jones. It almost worked this year, as we romped home in second place – so near and yet... Still, it was a hugely entertaining evening, with plenty of banter between teams and David, who did his usual excellent job. And so to bed.

There was the same crush for breakfast on Sunday as Saturday but this time it was chaos. Different staff on Sunday?

Anyway, Sunday morning was my opportunity to try *Tapestry* and find out what all the fuss is about. So, it's a kind of civilisation-development game, which is right up my street, designed by Jamey Stegmaier, whose games I enjoy (those I've played, anyway). Sounds good so far and it's published by Stegmaier's outfit, Stonemaier Games (stonemaiergames.com).

Key to the game is progressing along the 'advancement' tracks. This costs resources, but lets you do things – such as increasing your income, exploring territory or developing new technologies. This is the first oddity in the game: the

technology cards are completely random, so you may be discovering nuclear fusion before writing.

Players can carry on taking actions until they run out of resources, so different players will have different numbers of turns. Eventually, however, you have to take an 'income' turn, to get more stuff. Your fifth of these ends your game – though other players may well be carrying on. Especially, it seems to me, if they've played before.

And then there are the buildings (a couple of which are on my board in the photo on the next page). These are gorgeous, very detailed, painted models. You get them when you build/achieve specific things and they occupy spaces on your 'capital city' board, which may get you bonuses. But that's all they're for; they don't do anything (unlike the not-quite-so-over-the-top mechs in *Scythe*). Like a lot of people, I'd be happy with a decent cardboard tile.



Playing *Tapestry*: I'm grey and, on the board, have conquered the central space from blue. However, green is ahead on three of the four advancement tracks – and points.



My *Tapestry* player boards – there's also a Civilization card with special abilities

I rather liked *Tapestry*, though it seemed quite a light game on first acquaintance, and I'd certainly like to play it some more – particularly as there are plenty of different civilizations to try. Given how expensive it is (all those models and the other high quality components don't come cheap), I've bitten the bullet and acquired a copy to play at Swiggers. It gets a provisional 7/10 on my highly subjective scale.

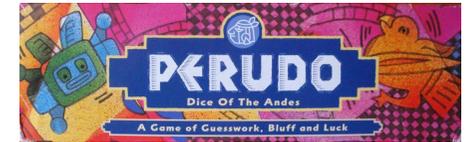


Dawn of Mankind in progress: just one improvement card left

Discussions of what to play next ended when I put *Dawn of Mankind* on the table. This meant it was my turn to do the teaching and we used the standard set-up I'd played before (see my first impressions at Spiel '19 in *TWJO* 200). I clearly did a good job of emphasising the importance of the 'Study' action as everybody piled through the route with both of these. Thus everybody quickly had a full set of improvements and bonuses and then it was a question of generating the resources to score points with.

I found the game less fun than the first time I played, but it was definitely a hit with everybody else. *Dawn of Mankind* was designed by Marco Pranzo and published by Taste Minstrel (playtmg.com). I give it a provisional 9/10 on my highly subjective scale.

We finished off with a few rounds of *Perudo* (better known in some circles as the variants, *Bluff* or *Liar's Dice*). I demonstrated once again that I'm rubbish at this (apparently even my tells have tells).



And then it was time to head for home: an uneventful train journey. Many thanks to the committee for organising another terrific event. I expect to be there next year: if you're interested, you'll find the details on the website at www.midcon.org.uk

Games Events

Coming up in February is this year's SoRCon: 21st-23rd February at the Holiday Inn in Basildon (with a concessionary rate at the hotel for attendees). Like most board games events, it's essentially an open gaming event with the organisers (enthusiastic gamers all) providing a games library. There's also a bring 'n' buy, trade stand and the infamous Saturday evening 'Quiz-a-Hunt'. For more information and bookings, see www.sorcon.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 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). Please contact me if you're thinking of attending in case other things have got in the way.

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

Games from Pevans

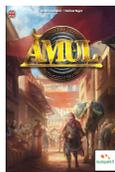
Mail order board and card games in the UK



Amul

Neat set-collecting card game themed around the markets of the eponymous medieval Persian city. The clever mechanisms make it a challenge to get the best out of your cards.

For 3-8 players, aged 10+, playing time 30-45 minutes: **£26.00**



Dawn of Mankind

This is a cracking game of developing your tribe of 'cavemen'. Through the game individual meeples are born, live and die. Along the way they hunt, gather and create art so that you score points.

For 2-5 players, aged 14+, playing time 45-60 minutes: **£35.00**



Ishtar

You're building the Hanging Gardens of Babylon, but there's just desert. Players add vegetation tiles and plant the more valuable trees. It all requires spending gems – decisions, decisions...

For 2-4 players, aged 14+, playing time 45 minutes: **£32.00**



Wormlord

Wonderfully bonkers real-time game of grabbing territory with your 'worms' (shoelaces, effectively). It takes just ten minutes.

For 2-8 players, aged 6+, playing time 10 minutes: **£25.00**



Online at www.pevans.co.uk/Games

Trophy Hunter

Turn 4

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															X					
2					E												x			
3								x					⊕							
4							x	↓	x				⊕							
5								↓										⊗		
6		x				x	x	⊕										X		
7																			X	
8																⊗				
9		X						⊕	↓											
10		X	A					⊕	↓											
11									↓											
12			B	X																
13				X												x				
14																				
15							g			x	x		x							
16															x					
17										X	X									
18			⊕	⊕							X							⊗		
19			x													X				
20															X	⊕	A			

Finishing off that Lion takes precedence this turn, while there are mixed fortunes for those who avoid it. Mike Dommatt gets rid of one Antelope only for Graeme Wilson to find another. Matt Wale wings an Elephant, but Rob Pinkerton just knocks some leaves off a Bush.

Chris Baylis avers: "my excuse for shooting the Gorilla is that I was pursuing an American orange-headed Orang-Utan when another monster that had unkempt white hair got in the way. Naturally I thought it was a rare BoJo and so I only

Scores

Player	Shots	This turn	Total
Alex Bardy	P19, H6	0.56	4.72
Chris Baylis	J17, K17	0	0.00
Colin Bruce	D13, H6	0.56	3.06
Charles Burrows	P19, H6	0.56	4.56
Mark Cowper	H6	0.56	4.56
Mike Dommett	O20, Q20	4	8.00
Anthony Gilbert			1.67
William Hay	P19, H6	0.56	0.56
Andrew Kendall	B9, B10	0	-4.00
Nik Luker	R6, S7	0	4.00
Tim Macaire	O1, H6	0.56	7.22
Graeme Morris	H6	0.56	5.56
Rob Pinkerton	R5, C12	0	2.50
Gerald Udowiczenko	H6	0.56	0.56
Pam Udowiczenko	R6, D12	0	0.00
Matt Wale	E2	5	15.50
Graeme Wilson	C10	4	0.00
Paul Wilson	K18, H6	0.56	8.56

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.

used Trank Darts set to put the almost albino creature to sleep for at least 5 years.

Graeme Morris is put out. “Still slightly miffed by the fact that I live (in marital harmony) on an asteroid [being] in some way a source of mirth. For one thing, my change of address means that I’m barely nine years old!”

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

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
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 shots to Pevans at
180 Aylsham Drive, UXBRIDGE
UB10 8UF or
to TWJO@pevans.co.uk
by 14th February 2020.

Subscribing to *TWJO*

TWJO is published on paper and online at www.pevans.co.uk/TWJO (as a PDF document). You can buy or subscribe online or as below.

If you want to play in any (or all) of the games in *TWJO*, you have two options. You can subscribe to the paper edition, which includes playing in the games. Or you can take the PDF edition and pay the “games only” subscription.

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

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

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

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

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

UpLoders (*Railway Rivals* game 14 - RR2387KT)

Turn 6

STEAMPUNK IPA laid track across Kentucky and looks 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 headed for Georgia and connected 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)(X23) - V22 - V20 (1 to SIPA)
- b)(V20) - V18 - U18;
(V18) - W18
- c)(U18) - Q16 (1 to SMF);
(W18) - X17 (1 to SMF)

Points: 74 -3 +1 = **72**

NASHVILLE CATS RAILROAD

(NCR), Jonathan Palfrey - Green

Builds:

- a)(Chattanooga) - D25 - C25;
(K7) - J6
- b)(J6) - E4 - Memphis
- c)(O40) - Kingsport;
(O40) - P40;
(M20) - N20 - O20 (1 to FBR);
(Chattanooga) - C28

Points: 42 -1 = **41**

SCHWEIZER MACHINENFABRIK

(SMF), Martin Jennings - Red

Builds:

- a)(X22) - Y23 - Y26 (1 to FBR, 1 to
GMS)
- b)(Y26) - Y28 - Frankfort - C79
- c)(C79) - F80 - G80 - Covington

Points: 33 -2 +2 = **33**

GRACELAND MYSTERY TOURS

(GMS), Mike Dyer - Purple

Builds:

- a)(O13) - P12 - Q12
- b)(Q12) - Mayfield (3 to SIPA);
(Chattanooga) - C27 - B26 - A26;
(Mayfield) - S9
- c)(S9) - T8 - Cairo

Points: 70 -3 +1 = **68**

FOGGY BOTTOM RAILWAYS

(FBR), Rob Pinkerton - Blue

Builds:

- a)(V15) - V11
- b)(V11) - U11 - Paducah
- c)(Paducah) - T8 - Cairo

Points: 20 +3 = **23**

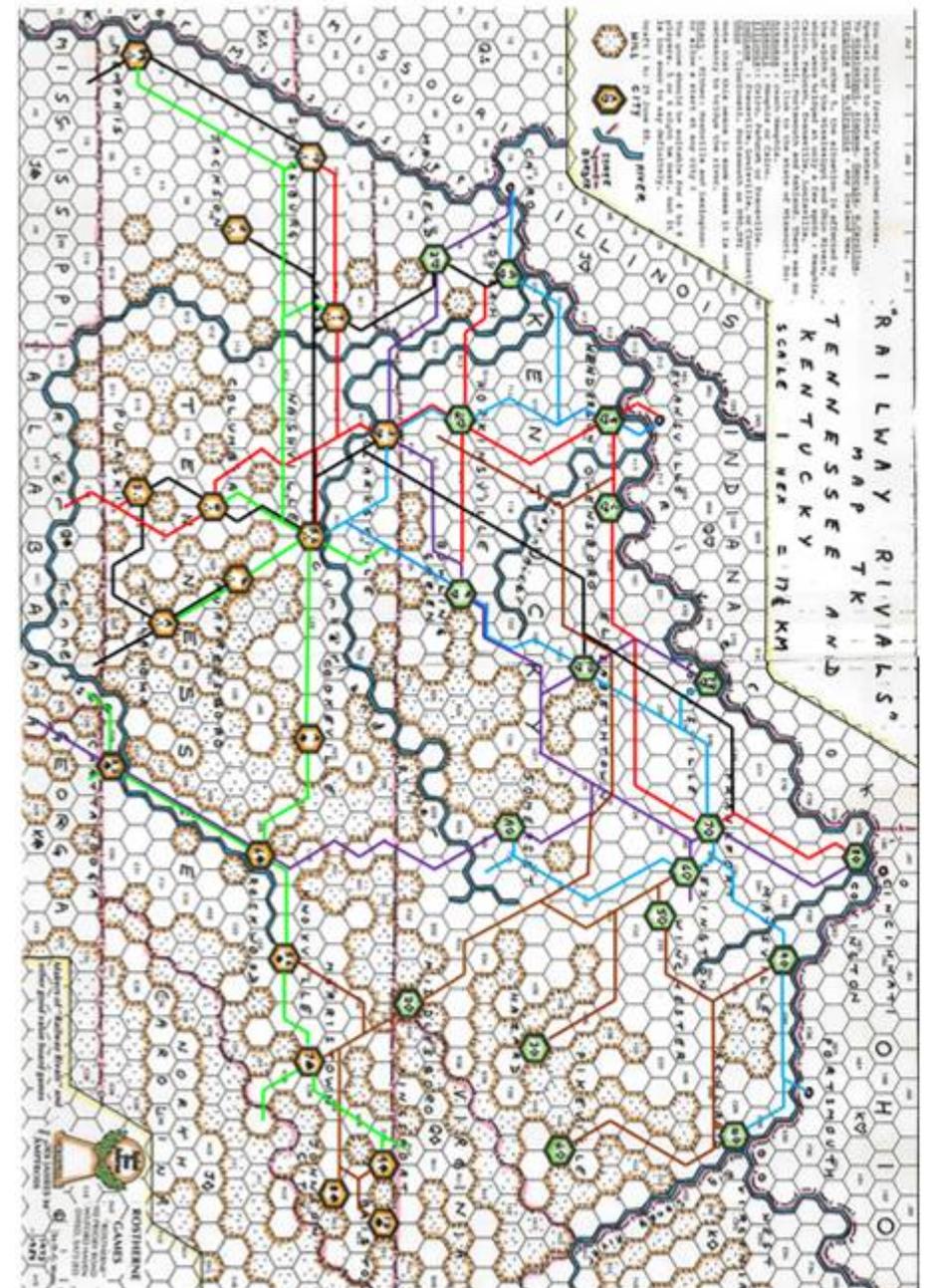
STEAMPUNK I. P. A. (SIPA),

Anthony Gilbert - Black

Builds:

- a)(W23) - A75 (1 to FBR, 1 to BIEN,
1 to GMS)
- b)(A75) - C76 - C79 - Frankfort
- c)(W23) - Elizabethtown;
(N16) - Clarksville;
(D23) - C24;
(Memphis) - C4

Points: 73 -3 +4 = **74**



Next turn's races

Race	From		To	
1	AD	Somerset	6H	Owenboro
2	7D	Frankfort	4C	Columbia
3	8H	Louisville	JS	Mississippi
4	9D	Maysville	2S	Chattanooga
5	KS	Georgia	7C	Paris
6	QH	Indiana	JC	Jackson
7	10H	Elizabethtown	10S	Bristol
8	QD	Virginia	3C	Pulaski

GM Notes

And the races begin. Players can enter up to six races (plus any held over from a previous turn).

Don't forget that you can exchange running powers or have joint races with other companies. Joint races or Exchange of running powers are not dirty words.

After the races, you may build up to 12 build points. **Remember: known junctions and parallel builds are deducted from these points.** The build points available after the races will reduce by 2 each turn.

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 7th February 2020**

Online Games

I'm playing a lot of board games online (by e-mail) and would like *TWJO* readers to join me. 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 close game with yours truly taking it by a single point. Time to set up a new game...

I'm on a roll: *Brass* game 86 (at www.brass.orderofthehammer.com) was a win for me. Number 87 is about to finish, so it's time to set up a new one here, too.

Snowdonia is one of the latest games at yucata.de and it's been great to get to grips with it again – who wants to join me?

Game 27 of *Through the Ages: a New Story of Civilization* (at boardgaming-online.com) is reaching its conclusion. Time I set up *Pacifist* game 8.

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

Turn 6

The major event this quarter was the uncovering of a bank fraud. Large quantities of fraudulent dealings had been taking place. The effects were a halving of Corporations' cash assets, a halving of outstanding debts owed and the execution of many bankers and hedge fund managers.

MONOGRAM INDUSTRIES may have a different take on events. Having lost a ship to the AIA and finally landing a ship on Mu Herculis through the AIA blockade, it was perhaps predictable that they would be intercepted above Sigma Draconis by the said AIA. Fortunately for their owners, the ship managed an emergency hyperjump. Their off-planet sales remain a round zero. Reputation still was increased substantially, before the failed hyperjump news came in, and a Warehouse was purchased on Sigma Draconis.

The ASSOCIATION OF INTERSTELLAR ANARCHISTS was accepting 25 HT gifts from QUASAR, GATES-LEARJET and GAMLEPCO, though one paid before the news of the fraud came through. The re-sited ships nearly caught the MONOGRAM streamlined hull.

ARCHANGEL LINES continued their steady transport of Passengers.

QUASAR ENTERPRISES repaid their loan this turn, helped by the fraud reducing its size.

GATES-LEARJET received their new ship from the Shipyards at Tau Ceti and bought a second Warehouse at Gamma Leporis.

GAMMA LEPORIS CORPORATION used their initiative to take OP 9 and load the exotic Alien Plants onto their ship.

At Gamma Leporis GAMLEPCO bought Alloys on Contracts.

ARCHANGEL LINES were active at Epsilon Eridani, selling 4 Isotopes for 7 HTs each, using their limited cargo carrying ability.

GATES-LEARJET sold 6 Alloys for 4 HTs each at Tau Ceti, after which GAMLEPCO sold on Contract. With the price of Isotopes falling, GAMLEPCO bought Isotopes on Contract.

Mu Herculis, with the sudden influx of shipping, was busy. MONOGRAM's ship turned up part-way through the Quarter after its emergency hyperjump. QUASAR sold 10 Alloys for 15 HTs each and gained a Dealership. GAMLEPCO sold 4 Isotopes for 16 HTs apiece, QUASAR sold 2 more for 18 HTs each and GATES-LEARJET sold 5 on Contract. QUASAR, with their loan imminently due, sold 3 Monopoles for 12 HTs each to finish trading here.

Despite the appearance of the ASSOCIATION OF INTERSTELLAR ANARCHISTS above their home planet, most Corporations had arrived beforehand. GAMLEPCO bought 13 Isotopes for 5 HTs apiece and gained a Dealership while QUASAR managed to unload 4 at 4 HTs each, bringing the price down again. MONOGRAM wanted to unload 4 at 4 HTs each, but the absence of a ship was a problem. GAMLEPCO bought 10 Spice for 11 HTs each and took a Contractor's position. QUASAR sold 3 units of Spice for 10 HTs each.

Finally at Beta Hydri, ARCHANGEL sold 1 Alloy for 4 HTs.

Press

Quasar Hanger on EE – two employees are speaking whilst loading Isotopes onto Spirit of the Age.

“Two crates of Molotov Cocktails – what are they for? Are we selling liquor now?”

“Well, I was talking to the Crew and apparently they are going to MH

this jump.”
 “Really? I though the Anarchists had closed the system down”

“Apparently the bosses have a cunning plan to get around this – need to access the MH market this turn to avoid some cashflow issues with the big company.”

Corporation Table

Corporation letter and name	Connections			Init'v		Turn order	Cash Rep		Player
	Bus	Crim	Pol	Bid					
A AIA	0	5	9	7		4	15	-	Jerry Elsmore
B GamLepCo	10	0	3	20		1	41	38	Tony Gilbert
C Quasar Enterprises	10	3	5	0		4	136	40	Mark Cowper
D Monogram Inds	6	0	4	0		5	60	40	Mike Dyer
E Gates-Learjet	10	4	3	10		2	177	40	Paul Evans
F Archangel Lines	4	0	4	10		3	256	40	Przemek Orwat

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

News

EV 4 took place with fraud slashing cash balances and outstanding loans.

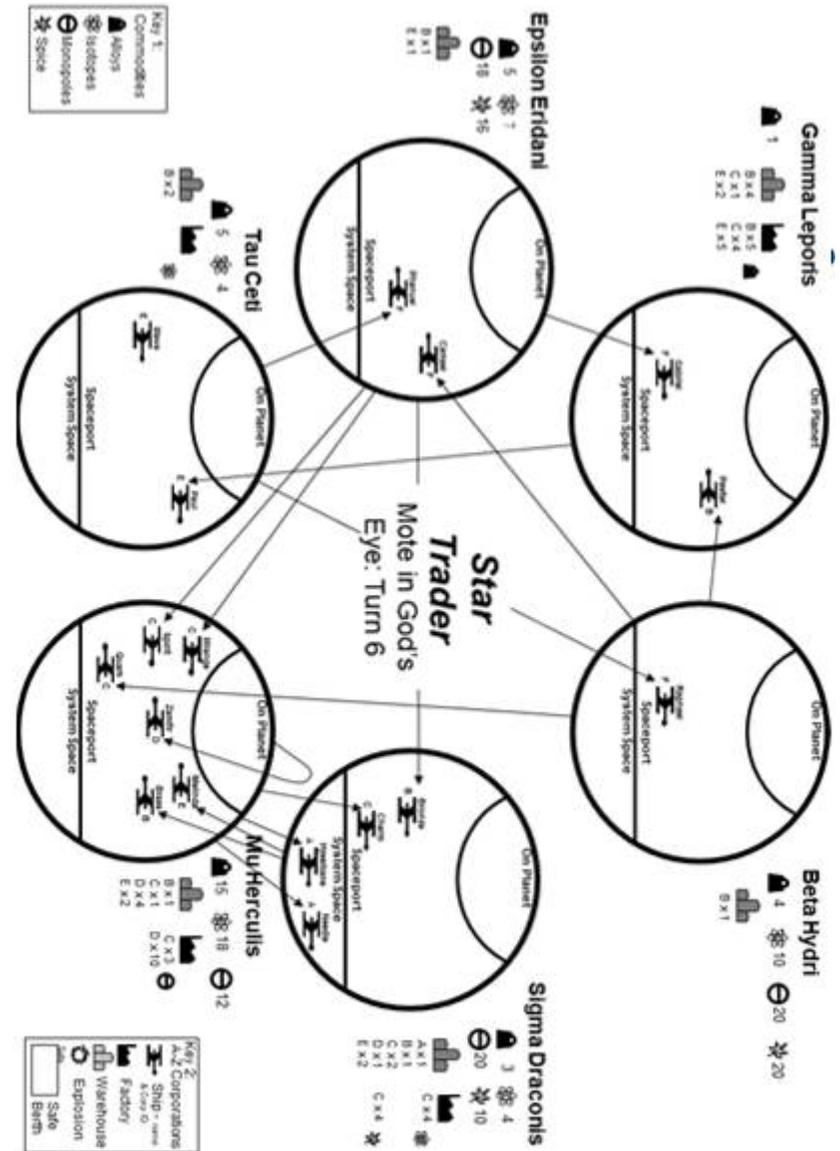
There were two new News chits this turn. The current list (new chits in **bold**) is:

Turn 7 B6, P3, B8

Turn 8 **B2**
 Turn 9 **P4**

(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.)

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
 or by e-mail to mike_dommett@yahoo.co.uk
 by Friday, 7th February 2020



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

Orders for January 1672 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 14th February 2020



December 1671 (334)

Parisian socialites seem to be in two minds about Marc de Zorro's challenge to Percy Urbain Fanci-Free over his use of foul language (Chopine Camus's objection is succinct: "Hell no!"). Well, those who are bothered about it at all, anyway. In the end there are a few more in favour of it going ahead and so it does. Zorro clearly has the larger build of the two men and brings his cavalry sabre to the fight. Fanci-Free also wields a sabre, but isn't quite as skilled as his opponent, adding to his handicap. Fanci-Free demonstrates this by starting with a pointless block (a sabre can't hit you *that* quickly). He withdraws his sword to prepare an attack and Zorro's slash hits him hard. Fanci-Free gulps and surrenders quickly.

Meet the new Minister

The big question this month is who will take Duncan d'Eauneurts' place as Minister of State now that his year has ended. Well, there's only one applicant: Duncan d'Eauneurts. Grumbling that he can't use the influence of his post now it's expired, Eauneurts calls in his personal favour and uses some cash to help ensure his re-appointment. Beau Reese Jean Seine supports him with some influence of his own before heading off to repay his debts. And the new Minister of State is ... Duncan d'Eauneurts. Now dubbed Count d'Eauneurts.

Seine may not be so happy when the refreshed Minister rejects his application to be Minister of Justice. He'll just have to continue without a portfolio.

Turning to military matters, regimental commander Georges Hommemince accepts Armand de Legge into the Princess Louisa Light Dragoons and lends him plenty of cash. Legge buys a Captaincy, along with the required horse.

New arrival Dai Evan Alun Dolwyd joins the Crown Prince's Cuirassiers courtesy of the regiment's CO, Chris Knight. There's a little story behind this, look you. First off, Dolwyd offers his services to the Cardinal's Guard, but Jean d'Ice isn't interested. Then he puts in an application to the Queen's Own Carabiniers only to be rejected again. "Is it because I is Welsh?" he queries, before Brigadier-General Knight takes pity on him. Having made it into a regiment, he buys his way to Major.

Unlike the Welshman, Norman de Bastille's application to the Queen's Own Carabiniers is backed by Leonard de Hofstadt. His influence is so overwhelming that Bastille is welcomed with open arms. Though the regiment's officers are taken aback when he just becomes a trooper. So is Terence Cuckpowder, as he'd like Bastille to be his Aide – a post that requires the rank of Captain. The position remains vacant for the time being.

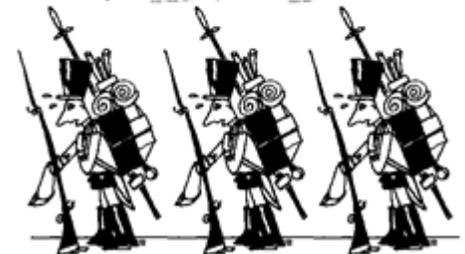
Lars Kristmass asks the King's Musketeers' commander, Bdr-General Duncan d'Eauneurts, if he can join the regiment. Taking time away from his work as Minister of State, Eauneurts checks the applicant's chest size and biceps, shakes his head sadly and waves him away.

Third Army commander Leonard de Hofstadt offers the position of QuarterMaster-General to Bdr-Gen Jean d'Ice. Ice accepts, stepping down as Adjutant of Second Army.

Heavy Brigadier Frele d'Acier orders the whole Brigade off to the front for some winter manoeuvres. The ensuing moaning noise that is audible across Paris only dies away when the last of the Brigade has saddled up and trotted off. That includes the CPCs – CO Chris Knight, Lieutenant-Colonel Ben e'Volence and new Major Dai Evan Alun Dolwyd – and Major Will Iamnot in the ALCs.

'Tis the season...

Christmas is coming and Alonzo Fonde-Lapatrie is holding a pre-Christmas bash at Bothwell's through the first half of the month. Though he has narrowly escaped a bashing



himself when the bailiffs turn up to collect on his loans. He was able to pay them off, apologising for the oversight by stumping up double the required interest. His party attracts twenty guests for both weeks – the people prepared to put up with a second viewing of Alonzo’s “famous Santa routine” (see Press). The first couple (alphabetically) is Augustin Fourier and Pet Ulante – filled with remorse at his accidental killing of Jacques Gillier last month, Augustin has resolved to surround himself with good company and expects to find it here. Balzac Slapdash brings Alison Wunderlandt. Greg de Bécqueur arrives with Katy Did on his arm. He is immediately upbraided by Balzac for having the temerity to show his face when he has no claims to nobility. Georges Hommemince and Angelina di Griz are next, side-stepping the altercation. Following what he takes to be his host’s instructions, Henri DuShite is costumed as an Elf. Ivor Edward Defrane is unaccompanied and Ivor joins Balzac in taking exception to Greg’s presence. Justin Thyme escorts Sue Briquet, both wearing magnificent Elf costumes.

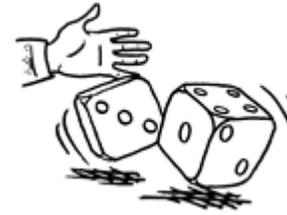
Lars Kristmass is solo and adds to the haranguing of Greg. Ditto and ditto Marc de Zorro. Fifi accompanies Percy Urbain Fanci-Free, who spots that Marc is a member of his enemy regiment (and now a Major, to boot) and bounds over to exchange challenges. Robert d’Lancier brings Bess Ottede and some relief for Greg as the four men of nobility switch their attentions to him. Robert escapes to the gaming tables where he starts laying 100-crown bets. He loses, cuts and wins, to be slightly out of pocket, then loses twice and cuts again to be seriously out of pocket. In the second week he ups the ante by placing 200-crown bets: he loses two and cuts the other four wagers he places and has now lost a serious amount of money. Xavier Money brings Betty Kant, the last of the guests who are there for both weeks.



The further guests, who only attend for the first week, start with Les Anonyme. Hercule D’Engin is next and then there’s Jean Jeanie, who brings Jacky Tinne. Henri Dubois is also in the club (he’s a member of Bothwell’s trying to have a quiet drink) for both weeks. Marc de Zorro takes time out from

his other arguments to challenge Henri as a member of his enemy regiment. The feeling is mutual.

The following week sees a proper Christmas party in Bothwell’s, hosted by Greg de Bécqueur and Katy Did. This is a much more peaceful occasion (must be the season). First on the guest list are Augustin Fourier (still looking for good



company) and Pet. Then we have Les Anonyme and Carole Singeurs. Georges Hommemince brings Angelina. Hercule D’Engin is the only unaccompanied guest, though a sojourn in the red-light district means he has had some female company this month. Robert d’Lancier brings Bess and hits the gaming table again. Five wins and a loss with his 200-crown stake recover his losses from the previous week, gaining him a little kudos into the bargain. Last on the list are Xavier Money and Betty. Alonzo Fonde-Lapatrie is still in Bothwell’s, but shuns the party as he’s been “last-minute Christmas shopping” with Ella Fant and they both just need to sit down.

The gap between major parties sees a stream of visitors to the Bawdyhouses. Armand de Legge, Bendoit de Tres (whose courting failed; twice), Henri Dubois, Ivor Edward Defrane, Lars Kristmass and Thierry d’Actyl are the men in question. All partake of some cheap liquor and women. The footpads have a surfeit of targets: Hugh and Lars are the two on the end of their “Eenie, meenie, miny, mo...”, but both have spent everything they brought with them.

It's Christmaas!

The big Christmas parties happen in the last week. Etienne Brule holds one of these in the Fleur de Lys with Kathy Pacific at his side. Their guest of honour is the Crown Prince, who joins the welcoming line initially. However, he quickly gets bored and retires to the bar, where he drinks his way through the substantial bar tab Etienne has provided. Having made the appropriate obeisance to His Highness, most of Etienne’s guests hand over the requested 25-crown donation for “The Dragoon Guards’ Benevolent Fund”, but some have to go the extra mile. First on the guest list is Armand de Legge, who’s on his own. Alonzo Fonde-Lapatrie escorts Ella and discreetly adds an extra 5 crowns to his donation. Party-goer Les Anonyme brings Carole. Bastian de LaGarde has won the affections of Lotte Bottle (after first indulging his baser instincts at a Bawdyhouse) and brings her to this event.

Bernard de Lur-Saluces is on his own and nods to his host, “already given”. And so he has: a substantial donation made at the start of the month. Balzac Slapdash accompanies Alison. Chopine Camus appears with Sheila Kiwi at his side. And the trouble starts with the arrival of Greg de Bécqueur and Katy: Balzac renews his protests at Greg’s presence. Georges Hommemince and Angelina are now used to avoiding this fracas and also avoid donating. Horace Bury and Belle Epoque less so and make a double donation. Henri Dubois is flying solo, as is Hercule D’Engin. Henri DuShite, in full dress uniform, escorts Ingrid la Suède and



ostentatiously donates a hundred crowns to the fund. “A gesture of RM respect for our brothers and their mounts,” he announces.

Ivor Edward Defrane arrives to rekindle his argument with Greg. Jean Jeanie brings Jacky and a fifty-crown donation. Lars Kristmass has no company, no donation and still a grudge against Greg. Robert d’Lancier provides a fresh target to the three challenging Greg and takes Bess to the gaming tables once more. He wins his first 200-crown bet, but loses the next two, cuts one, loses another and cuts again to lose another substantial sum – and even more over the month. Terence Cuckpowder and Madelaine de Proust are the last arrivals and make no donation. Without a ‘plus one’, Bendoit de Tres decides he cannot attend. However, he can’t make up his mind what to do instead and just mooches around his digs for the week.

The other party is at Hunter’s, the club Xavier Money has just joined. His guests start with Edouard Jogue. Justin Thyme escorts Sue, both in their Elf costumes again. Marc de Zorro has Deb Estaround on his arm, after courting her the week before. Phillipe F’Loppe is accompanied by Ada Andabettoir, looking forward to the festive turkey and goose (“Boris” and “Donald”) promised by their host. And Percy Urban Fanci-Free is with Fifi. He and Marc renew their mutual challenge over their incompatible regiments. The foyer of Hunter’s is one of the places that Augustin Fourier spends time in this week. He’s looking for a Parisian gentleman with the initials ‘XN’ who, he believes, has invited him to a party. The Hunter’s staff suggest Xavier Money may be the man, but Augustin is certain that the initial is “N – for nuts”.

Apart from the parties, there are plenty of members visiting their clubs through the month. Red Phillips sees Phillipe F’Loppe and Ada’s first outing of the month. Phillipe tries his hand at gambling, only to cut his first bet. He wins the next one, which encourages him, and then loses one. His last two are both wins, leaving him with a few extra crowns to take home. Edouard Jogue is in the club for the



middle two weeks (following a satisfying visit to a Bawdyhouse at the start of the month), with Phillipe and Ada back again in week 3. Also arriving this week is Xavier Ulric Turenne, keen to show off his new lady friend, Lois de Low. He won her affections the previous week as she was feeling abandoned by Duncan d’Eauneurts. He in turn had wooed her in week 1 when Xavier stood down after they met on Lois’s doorstep. Xavier is feeling lucky and places a sequence of two-crown bets (he’s not feeling **that** lucky). Three cuts, a win and a loss mean he’s lost a few crowns, but the loss of face may be more serious. Only Xavier and Lois finish their December in Red Phillips. Xavier goes for more bets: he wins four, but cuts another four and loses one. He actually regains

a couple of lost crowns, but he’s not getting any marks for style. Nor is his regiment impressed: Xavier is kicked out of the Picardy Musketeers as his social standing isn’t up to snuff.

Horace Bury and Belle are the stalwarts of the Frog & Peach, spending three weeks there before Etienne’s party. The only other visitors are Justin Thyme and Sue in the third week, filling in between parties but still dressed as Elves. Henri DuShite and Ingrid visit Blue Gables for their party interlude that week.

With Hunter’s and Bothwell’s dealt with, that leaves the other visitors to the Fleur de Lys. Beau Reese Jean Seine and Maggie Nifisent are to be found there at the start of the month. Leonard de Hofstadt and Frances Forrin take up residence for the entire month. In week 1 they are joined by a couple of Toadies: Armand de Legge and Norman de Bastille (the rest of whose month consists of a trip to a Bawdyhouse – where he also bets and loses 50 crowns – and two weeks’ regimental duties). During the second week, Les Anonyme and Thierry d’Actyl are the Toadies. Pierre Cardigan and Edna Bucquette visit for the first week. Uther Xavier-Beauregard brings Henrietta Carrotte to the Fleur for “a cosy tête-à-tête” in the first week and again in the last week to “ring in the New Year”. After a private meeting in exalted circles, Pierre le Sang pops in to the Fleur with Guinevere d’Arthur before attending to his onerous duties as part-time Keeper of the Royal Footstool. (Apparently, if His Majesty is in a bad mood, he is the footstool.) Etienne Brule and Kathy arrive in the third week, after Etienne’s completed his stint as Keeper of the Royal Footstool. This is also when Terence Cuckpowder first shows off Madelaine and Jean Jeanie takes Jacky for a drink.

As for Duncan d’Eauneurts, the re-appointed Minister of State is trying to cut a swathe through Paris’s ladies. He is only partially successful, but it’s enough to earn him a couple of duels. First with Xavier Ulric Turenne (as already noted) and then Amaury Saint-Yves, whose mistress he courts in the final week.



Iron man of December, practising with his rapier for the entire month, is Jacques de Gain. And Jean d’Ice. Gaz Moutarde runs them a close second. He may only practise for three weeks (his lady friend gets a little attention – though this doesn’t involve taking her anywhere public), but he’s using a cutlass. Bernard de Lur-Saluces and Beau Reese Jean Seine put in three weeks with their rapiers; Chopine Camus and Pierre Cardigan three with their sabres. Practising for half the month are Thierry d’Actyl (rapier) and Uther Xavier-Beauregard (sabre). Sundry others pop into the gym for the odd week with their favourite blade.

Death in winter

Despite it being winter (well, it's getting there), the frontier troops have a more active deployment this quarter, attacking a line of advanced Spanish positions. This month's action goes particularly badly when the Spaniards turn out to have been reinforced with some heavy artillery. Most of the Frontier regiments take a battering from the guns.



So, too, does the Heavy Brigade, led by Brigadier-General Frele d'Acier. "Tally-ho!" he cries, leading the cavalymen in a full-throated charge at the enemy positions. That's when the big guns open up. RIP. Archduke Leopold's Cuirassiers take the brunt of the broadside. Major Will

Iamnot dodges the cannonballs to gain a Mention in Despatches ("He can duck, that lad"), promotion to Lieutenant-Colonel and command of the regiment.

Warned by the initial barrage, the Crown Prince Cuirassiers wheel away from the guns and find a baggage train to plunder instead. CO Chris Knight is Mentioned ("Smart move, that") and collects over 500 crowns worth of booty. Lieutenant-Colonel Ben e'Volence outdoes his commander by taking a whole wagon for a double MiD ("Extra points for style") and loot worth an estimated 1,300 crowns. Though he does have to dodge a pikeman, cunningly concealed in the wagon, whose weapon comes close, but only severs the plume from his helmet. The name of Captain Dai Evan Alun Dolwyd appears in the Despatches as well ("Can't understand a word he says, boyo") as he follows the lead of his senior officers. His share of the booty is worth nearly fifteen hundred crowns. Enough to repay the money-lenders what he borrowed at the start of the month and have the odd bob or two (well, 400) left over. ❖

Press

Announcements

I am in need of a suitably qualified Aide. Interested candidates should apply to me by letter.

† Bdr-Gen D'Ice

Gentlemen of the Heavy Brigade
I am appalled by our state of readiness to arms. We are wintering at the front.

Kind regards,

† Count D'Acier

Aide required for Brigadier-General Xavier Money. Please contact his secretary, Lupine Wonse, for details.

Social

Greetings Gentlemen of Paris!
All gentlemen and their ladies are invited to my club the third week of January, 1672. Not only will we celebrate the New Year, but I will be giving a presentation on research I have been doing on the wildlife of Africa. Rumours of as yet unknown beasts swirl around the dark continent, tempting the brave to consider the possibilities... Wine, cheese and ferocious, mysterious creatures! All expenses paid.
† Georges Hommince

As Guards Brigadier, I invite all First Army officers to discuss army coordination. Any officers of Brigade Major or above from all armies are also invited. Week 2, the Fleur.

Personal

At the bustling market a slender figure dressed in red and green makes his way to a smallish tent with a wooden sign announcing 'Madame Fortuna, Lady of Mystery'.

"Come in, come in, good sir. Cross my palm with silver and I will tell you of your future... Would sir like the cards or a palm reading?"

"Errr... I'll have the cards," replies the gentleman in a somewhat thick Welsh accent.

"Very good. Now just choose one from amongst these spread face-down here."

"Ok, I'll have this one! What does this mean? It looks like an upside down skeleton with a scythe."

"Ah, well, let's forget the cards. What about your palm, dearie, that'll be better. Gosh, what small lines you have there. In fact I can't even see the life... err, no. What about we move onto the crystal ball? That's sure to give us a positive message for you. Now I can see the mists clearing, it's all becoming visible to Madame Fortuna... yes... I see a figure... a dark figure... Arrrgghhh! A dark figure with a scythe and a skull face..." [swoon]

"Madame, madame, are you ok?"
As the man is hustled out of the tent by several concerned-looking lady friends of Madame from neighbouring stalls, a distraught female voice can

Alonzo Fonde-Lapatrie's famous Santa routine



be heard shrieking from inside. “He’s accursed. Death follows him. Doomed, I say, doomed.”

To MDZ

Dear me, what a poor little sensitive soul you are – have you ever heard of the phrase “sticks and stones”? I am always being called names and it does not bother me. Anyway, I am used to homophobic bullies such as yourself chasing little men trying to give them a big prick, so I agree to meet you on the duelling field. Then I hope you take your prejudice and bigotry and never darken my step again. I suspect you are hiding something yourself – you don’t seem to be able to attract a mistress – just saying, Ma Cherie Fifi says that your name is never mentioned in her circles – hmmm!

† Baron Fanci-Free

The Trials and Tribulations of Percy Urbain Fanci-Free

Dear Papa, what a couple of months. My dear friend Felix has fled to Spain; I hope she will be treated kindly by the Spanish Court. She has invited me to join her; but I must decline. The only place to be is Paris – fashion in Madrid is so 1500s. I hope her insanity bought on by the 4 Horsemen is cured by time away, but I fear it is a lost cause. I am saddened that Parisian Society was unable to support her as she crashed into the depths of madness. Tolerance must be delivered and Services in place to support people with mental illness – I will ask the New Minister of State to ask for a law to be passed to this effect.

It appears I have a new Admirer – a certain young Queen wants to meet me at dawn with his big sword to give me a prick. Sadly for him, I am not in a slight bit interested – all that black cloak and mask (pleeeze!). Really, everyone knows it is pastel shades this Autumn. Black is so 1670!

I wish you a Happy Christmas and New Year – I would send you some gifts, but you would only pawn them for cheap wine. Do remember your annual bath.

Your Loving son, † Percy

[Note accompanying a package delivered to Minister of State Duncan d’Eauneurts and said to contain a magnifying glass, several handkerchiefs and a bottle of fortified wine.]

To: Dunkie

Sorry I missed you last month, darling. I did ask Capitano Diaz if he would allow you to come with Trissy and me to Madrid, but he said something about two being company but three a crowd and then seemed more interested in that book I gave him about you. In fact, he was laughing all the way back to Madrid and the book proved very popular with the rest of the officers too. Last I saw of it, the General had given it to a dispatch rider and it was off on its merry way to King Charliekins.

Anyway, just to let you know Trissy and I have settled in well and what with it being Christmas and all I thought it only proper to let by-gones be by-gones and so am sending you some prezzies that I know must be of use, especially the magnifying glass!

Love and kisses,

† Queen Felix

Poetry Corner

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

The old Picardy Musketeers
Are prone to be deaf in both ears,
For the sound when they fire,
Like some devilish choir,
Leaves ringing that just never clears.

† Le Salame Disparu

Points Arising

Next deadline is 14th February

Absent friends

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

ASY Amaury Saint-Yves (James Schoonmaker) has NMR'd. Total now 1

HJ Hugh Jass (Ray Vahey) has NMR'd. Total now 1

JE Jean Ettonique (Tony Hinton-West) has NMR'd. Total now 2 and is sent to a Frontier regiment

X1 (Mark Nightingale) has been floated at his request.

X3 (Craig Pearson) got the benefit of the doubt and was floated.

Welcome

Paul Murphy joined us in time for this turn. Welcome to *LPBS*, Paul, and enjoy the game.

Announcements

Bernard de Lur-Saluces asks NPC Inspector General Cavalry to resign

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.

Bernard de Lur-Saluces applies for Inspector General Cavalry

Henri DuShite applies for Division Adjutant of Third Division

Robert d'Lancier applies for Army Adjutant of Third Army

Robert d'Lancier applies for Brigadier of 1st Foot Brigade

Duels

Results of December's duels

Marc de Zorro (gains 1 Exp) beat his enemy Percy Urbain Fanci-Free - voted cause 6:4.

d'Lancier (Cutlass, Seconds BdLG, adv.) as he's not Noble but higher SL.

Lars Kristmass (Foil, 1 rests) has cause with Robert d'Lancier (Cutlass, Seconds BdLG, adv.) as he's not Noble but higher SL.

Grudges to settle next month:

Balzac Slapdash (Rapier, adv.) has cause with Greg de Becqueur (Sabre, Seconds HDE & DdE, 5 rests) as he's not Noble but higher SL.

Marc de Zorro (Sabre, adv.) and Percy Urbain Fanci-Free (Sabre, 2 rests) have mutual cause for being in enemy regiments.

Balzac Slapdash (Rapier, adv.) has cause with Robert d'Lancier (Cutlass, Seconds BdLG, 5 rests) as he's not Noble but higher SL.

Marc de Zorro (Sabre, adv.) has cause with Robert d'Lancier (Cutlass, Seconds BdLG, 1 rests) as he's not Noble but higher SL.

Ivor Edward Defrane (Cutlass) has cause with Greg de Becqueur (Sabre, Seconds HDE & DdE, adv.) as he's not Noble but higher SL.

Duncan d'Eauneurts (Sabre, Seconds GdB, adv.) has cause with Zavier Ulric Turenne (Foil, 5 rests) for pinching Lois.

Lars Kristmass (Foil) has cause with Greg de Becqueur (Sabre, Seconds HDE & DdE) as he's not Noble but higher SL.

Amaury Saint-Yves (Sabre, 4 rests) has cause with Duncan d'Eauneurts (Sabre, Seconds GdB, adv.) for pinching Mary.

Marc de Zorro (Sabre, adv.) has cause with Greg de Becqueur (Sabre, Seconds HDE & DdE, 2 rests) as he's not Noble but higher SL.

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

Henri Dubois (Sabre, 1 rests) and Marc de Zorro (Sabre, adv.) have mutual cause for being in enemy regiments.

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.

Ivor Edward Defrane (Cutlass, 2 rests) has cause with Robert

New Characters

Paul Murphy gets the Second son of a wealthy Merchant: Init SL 3; Cash 250; MA 3; EC 2 (AdL Armand de Legge).

Peter Farrell gets the Bastard son of a well-to-do Earl: Init SL 8; Cash 225; MA 4; EC 3 (X2).

Tables

Army Organisation and 1672's Summer Deployment

First Army (Field Ops)	JdG/___/Anon/___
First Division (Field Ops)	N5/N/GdB
Guards Brigade (Field Ops) - RFG CG KM	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Cavalry Division (Field Ops)	N6/N/N6
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Second Army (Siege)	N6/N/___/N
Frontier Division (Siege)	N3/N/N1
Frontier Regiments (Siege)	
Third Army (Defence)	LdH/N/___/JdI
Second Division (Defence)	N6/N/N6
3rd Foot Brigade (Defence) - 27M 4A	
4th Foot Brigade (Defence) - 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	N4/N/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	--/--/--
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 f or player characters, "N" (+ MA if needed) for NPC, ___ for vacant

Frontier Regiments

					(Assault for Dec-Feb)
	F1	F2	F3	F4	RNHB
Colonel	N6	N3	N3	N5	N4
Attached	JE				
Also at the Front					
	Heavy Brigade (Archduke Leopold Cuirassiers, Crown Prince Cuirassiers)				

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

Battle Results

- Heavy Brigade: 3
 - Archduke Leopold Cuirassiers: 6
 - Crown Prince Cuirassiers: 3
- Frontier regiment 1: 5
- Frontier regiment 2: 4
- Frontier regiment 3: 5
- Frontier regiment 4: 5
- RNHB regiment: 4

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal BeV
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General N
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety TC (until September 1672)	
Chancellor of the Exchequer CK (until August 1672)	
Minister of Justice N (until February 1672)	
Minister of War EB (until August 1672)	
Minister of State DdE (until November 1672)	

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

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	EB
54	Madelaine de Proust	17		TC
35	Katy Did	16	I	GdB
42	Maggie Nifisent	16	B	BRJS
55	Jacky Tinne	16		JJ
52	Guinevere d'Arthur	15	B/W	PLS
10	Frances Forrin	14	B	LdH
21	Helen Highwater	14	W	
48	Fifi	14	B/W	PUFF
62	Alison Wunderlandt	14		BS
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	AFL
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	BdLG
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	RdL
1	Sue Briquet	11	B	JiT
4	Anne Tique	11	W	
9	Deb Onaire	11	I	MdZ
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		Anon
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	AF
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	GH
56	Ingrid la Suède	10		HDS
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idée	9		
2	Betty Kant	8	I	XM
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	HB
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	PFL
25	Lois de Lô	5	B	ZUT

Regiments

Col	RFC	CG	KM	DC	OOC	ALC	CPC	RM	GDMDPM	13F	PLLD	53F	27M	4A	69A	Gscn
LCol	J+	JdI	DdE	EB	N3	W1	CK	RdL	N2	N7	CH+	Anon	N6	N6	N5	N2
Maj 1	BRIS		GdB	JE	N6	N6	BeV	HDS	N2	N6	N3	N6+	N5	N1	N5	N5+
Maj 2	BdLG+	N2		HD+	N6	N6	DEAD	AFL+	N2	N4	N4	N4	N5	N1	N2	N2
Capt 1	N2	N5		PUFF	N3	N5	N2	IED	N2	N2	N4	N3	N6+	N3	N1	N2
Capt 2	N5	N4		N1	N1	N1	N6	N6	N6	N2	N4	N1	N6	N3	N6	N5
Capt 3	N3	N3		N2	N4	N5	N2	N6	N6	N3	N2	N2	N6	N6	N6	N2
Capt 4	N4*	N2*		N5*	N4	N4	N6	N6	N6	N3	N3*	N3*	N6	N3*	N1*	N1
Capt 5				N1*	N5*			N5*	N5*	N1*	N3*	N3*	N6	N6*	N6*	N3*
Capt 6											AdL	TDA*				

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
PLS	Count Pierre le Sang	28	69	OK	Fld Marshal/Min w/o Port	7	Guinevere	Flr	4	Bill Howell
EB	Viscount Etienne Brule	27	-	27	B.Bdr-General DG/War Minister	4	Kathy	Flr	4	James McReynolds
UXB	Count Uther Xavier-Beauregard	27	71	Withy	General/Min w/o Port	18	Henrietta	Flr	4	Pete Card
BRJS	Earl Beau Reese Jean Seine	25	55	Withy	Lt.Colonel RFG/Min w/o Port	7	Maggie	Flr	3	Bill Hay
DdE	Count Duncan d'Fauneurts	24	58	Comfy	B.Bdr-General KM/State Min.	8		Flr	5	Paul Lydiate
PC	Count Pierre Cardigan	24	39	Rich	General	9	Edna	Flr	5	Matt Shepherd
FdA	Count Fiere d'Acier	24	RIP							Peter Farrell
JdG	Count Jacques de Gain	23	35	Flthy	General/1st Army Commndr	24		Flr	6	Ben Brown
JJ	Count Jean Jeanie	22	62	Flthy	B.Bdr-General RFG/Gds Brigadier	28	Jacky	Flr	3	Andrew Kendall
LdH	Baron Leonard de Hofstadt	21	43	Rich	B.General/3rd Army Commndr	7	Frances	Flr	5	Neil Packer
TC	Earl Terence Cuckpowder	20	42	Withy	B.Lt-General/CPS	6	Madelaine	Flr	4	Mike Dommert
CC	Marquis Chopine Camus	20	39	Withy	Bdr-General	9	Sheila	Flr	4	Stewart Macintyre
JE	Count Jean Etonique	19	F	Rich	Lt.Colonel DG	21		Flr	5	Tony Hinton-West
BdLS	Marquis Bernard de Lur-Saluces	17	32	Withy	B.Bdr-General CG/3rd Army QMG	8		Both	3	Rob Pinkerton
JdI	Baron Jean d'Ice	16	50	Comfy	Major DG/HGds Brigade Maj.	7		Both	3	Tym Norris
HD	Baron Henri Dubois	16	44	Withy	Major RFG/Gds Brigade Maj.	4	Lotte	Both	1	Jerry Spencer
BdLG	Sir Bastian de LaGarde	15	31	Withy	Bdr-General	4		Both	2	Mike Clibborn-Dyer
GM	Sir Gaz Moutarde	15	F	OK	B.Bdr-General CPC/Chancellor	11		Hunt	2	Paul Wilson
CK	Marquis Chris Knight	14	22	OK	Major DG	8	Fifi	Both	2	Mark Cowper
PUFF	Baron Percy Urbain Fanci-Free	14	+47	Comfy	Major RM/1 F Brigade Maj.	7	Ella	Both	2	Graeme Morris
AFL	Sir Alonzo Fonde-Lapatric	14	+46	Comfy	Lt.Colonel KM/1st Div Adjutant	6	Katy	Both	5	Anthony Gilbert
GdB	Greg de Becqueur	14	+42	Comfy	B.Bdr-General PLLD/Drgn Brigadier	6	Angelina	Hunt	1	Cameron Wood
GH	Sir Georges Hommemine	12	F	OK	Lt.Colonel ALC/ALC Regt. Adjnt.	2		Both	3	Charles Burrows
WI	Will Iarnnot	12	+46	Poor	Colonel 53F/1st Army Adjntnt	3	Carole	Hunt	4	Bruno Giordan
Anon	Les Anonyme	12	+37	Comfy	B.Bdr-General RM	7	Bess	Hunt	4	Steven Malecek
RdL	Robert d'Lancier									

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player	
XM	Sir Xavier Money	11	28	Withy	Bdr-General	7	Betty	Hunt	3	Pam Udowiczenko	
AF	Augustin Fourier	9	26	Comfy	Major GDMD	3	Pet	Hunt	3	Brick Amundsen	
BeV	Ben e'Volence	9	F	Comfy	Lt.Colonel CPC/FMshl's Aide	5			3	Ash Casey	
DEAD	Dai Evan Alun Dolwyd	9	F	Comfy	Major CPC	1			2	Jason Fazackarley	
X3		9	0	Poor		5			1	Craig Pearson	
HDS	Henri DuShite	9	+47	Comfy	Lt.Colonel RM	7	Ingrid	BG	4	Dave Marsden	
BS	Balzac Slapdash	8	+42	Comfy		9	Alison	BG	4	Matthew Wale	
MdZ	Marc de Zorro	8	+42	Poor	Major QOC	6	Deb	BG	4	Tim Macaire	
HDE	Hercule D'Engin	8	+42	Comfy	Major 53F/2 F Brigade Maj.	2		F&P	2	Gerry Sutcliff	
LK	Lars Kristmass	8	+32	OK		4			3	Martin Jennings	
IED	Ivor Edward Defrane	7	+43	OK	Major RM	6		RP	3	Graeme Wilson	
JiT	Justin Thyme	7	+33	OK		5	Sue	F&P	2	Gerald Udowiczenko	
X1		6	0	OK		3			6	Mark Nightingale	
HB	Horace Bury	6	+29	Poor	Captain 27M	6	Belle	F&P	2	Sebastian Emde	
TdA	Thierry d'Actyl	6	+21	Poor	Captain 53F/53F Regt. Adjnt.	1		RP	2	John Cooke	
NdB	Norman de Bastille	5	+22	OK	Private QOC	3	Ada	RP	4	Mark Williams	
PFL	Phillippe F'Loppe	5	+18	OK		1		RP	4	Phil Urquhart	
EJ	Edouard Jogue	4	13	Poor		1		RP	4	Nik Luker	
ASY	Amaury Saint-Yves	4	8	OK	Captain GDMD	5			3	James Schoonmaker	
AdL	Armand de Legge	4	+42	Poor	Captain PLLD	3		RP	2	Paul Murphy	
HJ	Hugh Jass	3	-	3	Poor	B.Lt.Colonel 13F	3	Lois	RP	3	Ray Vahey
ZUT	Zavier Ulric Turenne	3	9	OK		3		RP	1	Bob Blanchett	
BdT	Bendroit de Tres	2	-	1	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+