

## That would be enough

This has been issue 202 of *To Win Just Once*, published 27th February 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 13th March 2020.

Orders for *LPBS* and *Trophy Hunter* plus any other contributions to Pevans by 20th March 2020.

(Next deadlines are 17th/24th April, 22nd/29th May, 26th June/3rd July)

## 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](http://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](http://www.boiteajeux.net)): Pevans, Brad Martin

*Brass* (at [brass.orderofthehammer.com](http://brass.orderofthehammer.com)):

*Keyflower* (at [www.boardgamearena.com](http://www.boardgamearena.com)):

*Rajas of the Ganges* (at [www.yucata.de](http://www.yucata.de)):

*Snowdonia* (at [yucata.de](http://yucata.de)): Pevans, Mike Reeves

*Through the Ages* (at [www.boardgaming-online.com](http://www.boardgaming-online.com)):

## Credits

*To Win Just Once* issue 202 was written and edited by Pevans. The *LPBS* masthead (page 20) is by Lee Brimmicombe-Wood, as is the drawing on page 32. Nike Luker drew the illustrations on pages 26 and 30; Graeme Morris (I think) the one on page 28 and Tim Wiseman page 31. Game and book artwork is courtesy of the publisher. Photos taken by Pevans, who played with Photoshop.

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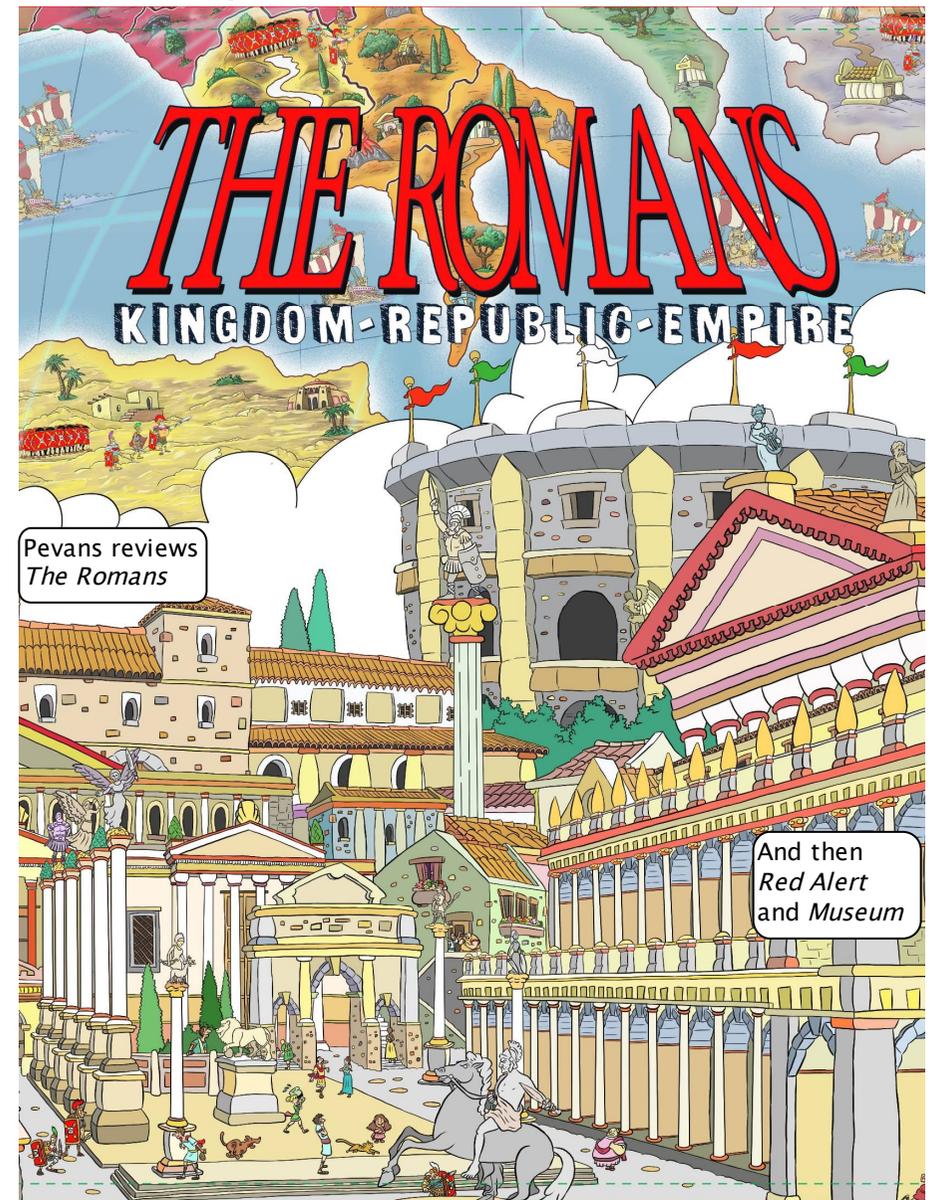
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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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## Chatter

Continuing my daffodil discussion from a couple of issues ago, we have several daffodil buds in the garden now, so there's a possibility of having one or two out for St David's Day (1st March). Compared to the hundreds that can be found within a quarter of a mile. On the other hand, we do have some bright and cheerful snowdrops (despite the complete lack of snow this winter) and crocuses.

### Mummy!

As I write this, I'm coming down from the excitement of this year's weekend-long freeform (role-playing) game. This was "Tutankhamun", set in Cairo in 1923 as Howard Carter (et al) opens King Tutankhamun's tomb. The players represented archaeologists (British, Egyptian, German), the authorities (British and Egyptian), Hollywood types and other tourists and, of course, the locals.

I was playing Muhammad Bey Fahmi, chief of police and a beacon of probity amongst the largely corrupt force. I had a long list of dodgy goings-on and shady individuals to investigate and the ability to 'deputise' other investigators to assist. In this case Agatha Christie (yes, that Agatha Christie), Cora Strayer (a real-life American PI) and my forensic chemist, Alfred Lucas (another real person). Not to mention the assistance of Sir Arthur Conan Doyle...

The highlight of my game has to be gunning down Rudolf Valentino as he tried to escape from his hanging! Agatha had doggedly built up the case that he had poisoned a recent girlfriend and, when we searched him, the culprit had even more evidence on his person. And the dramatic denouement was worked out with Rudolf's player beforehand.

Do I need to say that these games are great fun? It's at least 20 hours in character (and in costume) spread across a weekend (Friday evening to Sunday lunchtime). The games are organised by UK Freeforms ([uk-freeforms.wikidot.com](http://uk-freeforms.wikidot.com)) and next year's game has been announced as "1897: Queen Victoria's Diamond Jubilee" (details will be on [www.ishtari.co.uk](http://www.ishtari.co.uk) in due course). This will be the third run of this game in the UK (it was



How could you **not** trust this man?  
Even if he can't take a selfie  
without using a mirror

last done in 2008 when I was Sherlock Holmes) and is scheduled for the first weekend in February 2021.

### Online stats

*TWJO* 201 was published on 28th January and the PDFs were downloaded 107 times in the four days to the end of the month. The previous issue, 200, got 201 downloads across the month, taking it to 411 in about six weeks. The PDFs of issue 199 were downloaded 112 times in January, making 444 since publication.

## Letters

Chris Baylis is beginning to gush in his old age:

I love reading about all the games you play. Shows me how not up to date I am, as you always write about several games I have never heard of, let alone played. We move in similar circles, but not the same ones it seems. At UKGE I think I'll follow you round. 🙄

That could be entertaining – me and my shadow...

## Ave atque Vale

### *The Romans* reviewed by Pevans

The title of this game rather gives away its subject matter: yep, it's the Roman Empire. What it doesn't tell you is that each player has their own version of the empire, on their own board (and it's a sizeable board, too). Over five Eras, players extend the *Pax Romana* by defeating the natives in province after province. However, in the second half of each era, the barbarians attack, pillaging Roman cities and wresting back control of provinces.

Income from conquered provinces provides more legions to expand further – taking the remotest areas – and to defend against the barbarians. Get it wrong and the barbarians sack Rome (as has happened to me several times). They may well do this in the final era anyway, as the game mirrors the rise and fall of the historical empire. Indeed, the last two eras see players spreading Christianity across their empire.

What fuels all this, in game terms, is earning victory points. No surprise there. Players score points through the game and then get a whole heap more at the end. And points come from extending your empire to the remotest parts of the map, building (Christian) cities and achieving goals ('Glory' objectives) along the way. Having your Rome sacked subtracts points. Oops!



The central 'board' in the last round of a game, so all building spaces have been filled. It's close – both players are on the same score.

So, let's take a closer look at the game. Every player's board shows the same map (southern Europe, north Africa and the near east around the Mediterranean), divided into provinces that may be conquered by the Romans as they spread out from Latium. However, each map has slightly different connections between some areas. Only one has Mauritania and Ægyptus without mountains between them, for example. However, the key difference is which provinces produce what resource when they're taxed. This income is one incentive to conquer provinces.

As well as the individual boards, there is a central one (actually a cloth, in a nod to the Ragnars' early games, which featured cloth boards) where players place their senator counters to take actions. Each action is in a different 'building' and there's (just) room in each for a senator from every player. However, the strength of the action depends on the position taken within the building and senators must be of the right rank (or higher – though that's less efficient, of course).

There are five initial buildings printed on the board. Four of these provide obvious actions: upgrade your senators, recruit legions, tax your provinces and buy cities, fleets and fortifications to place as you expand your empire. These cost resources and cash, of course. The fifth building, the Temple of Jupiter, lets players make an offering to the God associated with one of the other buildings. This gives them free upgrades/legions/income/stuff and/or scores points for what they have. However, you can only use this building if you control all of Italy. Here's an incentive to conquer Italy first and be able to use this action – plus get the God's other bonus.

A new building is added at the start of each era. Some of these provide different versions of the standard four, while others give ways of scoring points. The very first thing at the start of an era, however, is for players to choose a leader for their empire. The available leaders are shown on that era's leader card and players choose in turn order. Depending on the leader, players get some gold and possibly a free city, fleet or fortification. Their leader also sets the maximum

number of legions they can deploy with a general. Then players get a 'Glory' objective: a province they'll score points for if they conquer or build in it this era.

The meat of each era is when players, in turn, place a senator in a building and take the applicable action. Or they can flip over the counter to show a general and march into a new province with a bunch of legions (this is when that maximum number of legions matters). Only when everybody's played their senator/general are these attacks resolved, flipping over the barbarian counter in the province to reveal its strength. I won't go into the detail of the combat system, but players need to have a force that's several points stronger to be reasonably confident of winning. Success means garrisoning the new province with a legion and marching (or sailing) on to attack another. Failure means losing a legion and attacking again – though players can stop attacking at any point. A tactical point here is that you need to plan your campaign as you can find there's nowhere else to move to.

This is particularly true of the three remote provinces: Britannia, Germania and Mesopotamia. These are also hard to control as they revolt **every** era. The incentive to conquer them is that each provides a 'Triumph' tile, which will score valuable points at the end of the game. A neat mechanism means that the first player to conquer each of these gets the biggest choice of Triumph tile, so there's a good reason to get there quickly. And then not worry about holding them as they're too much trouble – even if you build a wall.



An early stage of this game: I've conquered Gaul and Hispania and got as far as Britannia (note the fleet off Brittany), but the barbarians have taken back North Italy.



I'm playing red in this game, which is in its last stages as I've reached all three remote provinces (and taken the bonus tiles) and have Christian cities in play

Once all players have used all their senators/generals, it's time for the barbarians' part of the era. Turn order is re-evaluated and then players choose which set of barbarians they want to face – in the same way as they chose leaders at the start of the era. The barbarian forces (for some reason they're in Imperial purple – that's just wrong!) attack provinces exactly as the Romans do and their aim is to sack cities.

Early on they appear in Italy, making their target often Rome itself, but then start from further afield. They also get stronger each era. Another incentive for conquering provinces is thus to provide a buffer to absorb the barbarian attacks and shield Rome. And the cities and fortifications you build add to the defensive strength of their province.

After the barbarian storm has been weathered, it's time for a new era, with new leaders, a new building, new turn order (though my experience is that it doesn't change that often) and new Glory goals. Note that some buildings introduce new senators for players, at the lowest rank. While you start with four senator counters, you'll end the game with six or seven (depending on just which buildings appear). And eras 4 and 5 allow players to convert cities to Christianity so that they're worth points at the end of the game. Assuming the barbarians don't sack them in the meantime, of course.

I've rather glossed over much of the detail, but this is a highly tactical game. You have a limited number of actions, so you need to plan out what you want to do and in what order – particularly when it comes to military campaigns. You'll have noticed that there's little interaction with the other players. Essentially, you're building your Roman Empire on your own. There is some interference from the game (i.e. the barbarians), but not from your opponents.

Apart from placing senators in buildings. While there is always room for everybody to get a senator into any building (and you can only place one in each), the level is important. If your opponents have played level 4 and 3 senators to raise legions, you're left with a 2 or 1 – or even using a 3 or 4 as a 2. Hence you also need to take account of what the others are up to when planning.

I have no problem with the multi-player solitaire nature of *The Romans* and am thoroughly enjoying the game. I do tend to get lured into going for Glory points early on. The problem with this is that it moves my legions away from Italy. I may gain the Glory, only to lose the points again when the barbarians sack Rome! Let that be a lesson to you. And one rule to be careful of (I keep forgetting) is that players can only get income from provinces outside Italy if they have a fleet in the appropriate sea. This makes players' fleets more important than may seem to be the case at first.

*The Romans* was designed and published by the Ragnar Brothers (Gary Dicken and Phil and Steve Kendall). It is a medium-heavy (BGG gives it a complexity rating of 2½/5), largely tactical board game for 1–4 players, aged 14+, and takes 90–150 minutes to play (though my games have been 3–4 hours). It gets 8/10 on my highly subjective scale.

This review was first published in the Fall 2019 issue of Gamers Alliance Report (gamersalliance.com)

## Change the Bulb!\*

### *Red Alert* reviewed by Pevans

At the 2018 UK Games Expo I found Will Townshend and other PSC Games staff in rather fetching (ahem) black jump-suits with red LEDs down both sides. Set out in the middle of the stand was a large board showing a starfield with groups of spaceship models on the hexagonal grid. This was my first sight of *Red Alert*, which is designer Richard Borg transferring his simple wargame system (aka "Commands & Colors") to deep space. Eyeing up the huge playing surface and chunky models, my first question for Will was "how big will the production game be?" "The same as this," was his response. Wow!

One Kickstarter campaign later I got my copy of the game and the board (actually a cloth) really is that big: 130 x 100 cms. And the models are just as



Taking on nephew Tom at *Red Alert*

chunky. But it all fits in the box – admittedly, it's a big box. Set up the game and it looks the part, with the opposing fleets facing each other in deep space: squadrons of huge, ponderous battleships, speedy destroyers and zippy little fighters. Plus, on each side, the flagship with its attendant swarm of fighters.

Now it's up to the players to manoeuvre their ships and engage with the enemy – though they may have other objectives as well. Eliminating an enemy squadron scores points and you get a lot more for taking down battleships than you do for a shooting up a flock of fighters. First player to a set number of points or units destroyed wins the battle.

As with all *Commands & Colors* games, play is powered by the 'Command' cards, which allow players to move and attack with their ships. However, these also limit players so that they can't simply blast away with everything all the time. This is an excellent way of reproducing the 'fog of war'. That is, the way battlefield orders don't always get through ("Comms are down, Captain"), go to the wrong person ("No, no, **gold** leader") or are misunderstood – just think charge of the Light Brigade.

Attacks are resolved by rolling dice. This gives the possibility of odd results: from a complete miss at close range to destroying a whole unit in one attack. On the whole, military doctrine holds true: attack three onto one and the three will win. Almost always. Successful attacks remove models from the unit and it's destroyed when the last model goes. The unit's identifying chip goes to the opponent as it shows the victory points they've gained.

Now that I've played it a few times, I'm beginning to get to grips with how to use the different units. Thus fighters need to be really close to make an effective attack while the heavy weapons on battleships have the same effect even at maximum range. On the other hand, those fighters can sprint in to make their attack whereas the battleships lumber about. And the fighters are only worth a point or two to your opponent, while the battleships are a whole heap of points.

The photo above shows the halfway point of a game with my nephew, Tom – he's playing green. First off, you'll notice that space is not empty: there are lots of asteroid fields and a small planet getting in the way. On the extreme right I have a fighter squadron finishing off one of Tom's that's down to one model. In the centre, his destroyers are engaging mine in front of my flagship. And in-between I've got some battleships and cruisers poised to swing round the asteroids and take out Tom's battleships to the rear. In the foreground are my dice, victory point chips (I need 10 more to win this one) and my hand of cards.

There are a couple of other elements to the game that I need to mention. The first is the deck of 'Combat' cards. These are played to give a one-off tactical advantage – at a cost. That cost is the second element: the star chips. One side of each die shows a star symbol, which has no effect on combat, but gives you a star chip. You spend these to power Combat cards. And for other tactical opportunities, such as firing back against an attacker out of turn. Star chips are really useful, so I make a point of building up a stash.

Unlike the other games in the series, there are no historical battles to provide scenarios for this one (though there are a couple of useful learning scenarios in the rules). Instead, the game uses a points system for players to 'buy' squadrons at the start of the game – on top of a core formation from a random task force. This gives players plenty of flexibility to tailor the sort of fleet they want.

*Red Alert* is a nice simple way of fighting space battles and it really looks the part. The only issue I've found is that the battleship models are a bit too big to fit comfortably in a hexagon on the board. The solution, courtesy of 'jtdogg' on BGG, is to put 1-2 models in each squadron on the tall stalks and then they fit neatly (though they can topple over). Richard Borg's tip is that, while the stalks generally fit neatly into the models and the bases, a drop of glue will help hold them together.

*Red Alert: Space Fleet Warfare* (to give its full title) is a simple wargame designed by Richard Borg and published by PSC Games ([www.pscgames.co.uk](http://www.pscgames.co.uk)). It is for two players, aged 14+, and takes 60-90 minutes to play (depending on scenario). I give it 9/10 on my highly subjective scale. This review was first published in issue 6 of *The Spirit*.

\* One of my favourite *Red Dwarf* quotes is Kryten responding to Rimmer's cry of "Step up to red alert!" with "Sir, are you absolutely sure? It does mean changing the bulb."

## How to be a curator

### *Museum* reviewed by Pevans

I got to play *Museum* at this year's UK Games Expo and was immediately taken with it. Publisher Holy Grail Games provided me with a copy and it's now had several outings to a favourable response each time. The first thing you notice about the game is that, while the box is a standard 30 cms square, it's noticeably deeper than most games. This is to allow room for the large-format cards at the heart of the game to be stored on their edge (in the carefully designed insert).

There are four decks of these 'object' cards for different continental groupings (Americas & Pacific, Asia et al). The cards represent the kind of archaeological and cultural artefacts you'd find in a museum (though how you'd fit in Machu Picchu I'm not sure). They are gorgeously illustrated and have text explaining what they are and their significance. However, what's important for the game is that each card has a points value, a coloured bar across the top for the civilisation it comes from (Machu Picchu is green for the Incas) and a symbol for the 'domain' it belongs to: agriculture, warfare and so on (Machu Picchu is architecture).

Players are curators of their own museum – a separate card board for each player – filling it with object cards to make collections belonging to a civilisation or a domain. The more cards in each collection, the more points it's worth – though domain cards must all be from different civilisations to score. The standard



My museum in Rome needs a bit of re-organisation to bring things together, but that's my Inca collection on the right and Egypt on the left with a couple of domains



The *Museum* main board during play looks a bit chaotic

museum boards are a 5x5 grid and have 9 coloured spaces in a + shape through the middle. There are bonus points for filling your museum or for filling the coloured section with a single collection and more points if you can do both (I've not seen this happen yet). If you want more of a challenge, the flip side of each museum board has some very different layouts, representing specific museums.

At the beginning of a turn, object cards are turned over so that there are two available from each deck. The player whose turn it is takes a card into their hand. Then the other players have the chance to take a card too, with the start player earning a 'Prestige' chip (nice cardboard rosettes) for each one taken. Prestige is points at the end of the game, but can also be used as small change when buying things. Having lots of cards is a good thing, so generally everybody does take cards on other players' turns – until the last few turns, anyway.

The start player then has two options. The first is to play cards from hand into their museum, scoring the points value of the cards. However, to do this they must pay for the cards by putting at least as many points worth of cards into storage – their 'common pool', as the rules have it. The twist with this is that players can also put cards into their museum from other players' common pools (or their own). They still have to put at least as many points worth of cards into that player's common pool. And pay others a prestige point. Hence you need to be wary about what you put into your common pool.

As part of this action, players can also buy 'experts' – another deck of cards, three of which are available each turn. These provide bonuses – counting as an extra card in a collection, for example – or an ongoing advantage, such as holding more cards in your hand. The second option for the player on turn is to pick up all the cards from their common pool back into hand – a good reason for having a large hand size.

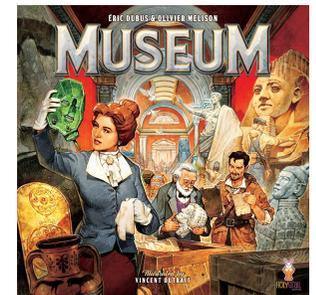
Players also have 'Favour' cards, which they can play in addition to their action. These generally give a one-off bonus. Players start with one favour card and get another when they reach or pass a score divisible by ten (i.e. at 10 points, 20 points and so on) – an incentive to keep scoring regularly. The game finishes when somebody hits 50 points (my demo game went to 30 points, which was quicker, but meant players didn't get the chance to fully develop their collections). After one more turn, players have a last chance to organise their museum – each collection must be a contiguous group, though a card can be in both a civilisation collection and a domain – and then score for their collections, remaining prestige and any bonus for filling their museum.

There's one other source of points: at the start of the game players choose one of the three Patron cards they're dealt. If they achieve the goal on the card, they score the points at the end of the game. The patron card gives each player a focus to what they're collecting, particularly at the beginning.

And then there are 'Public Opinion' cards for each deck of object cards. At the start of the game, a number of these (depending on how difficult you want to make it) are shuffled in to their respective decks. When one of these is drawn, a public opinion chip is placed with that deck, representing increased public interest in artefacts from these civilisations. At the end of the game, each card in players' common pools scores negative points according to the number of chips against that deck. So far, this has not made a significant difference in my games, but it wouldn't be a good idea to hold a lot of cards with negative values. And I can see that this will have a bigger impact the more Public Opinion cards that are included.

The game definitely has some tactical options. You can certainly use your common pool to store cards you want to use later, but that can quickly go bad if other players spot things they want. Yes, you need to keep an eye on what everybody else is collecting and what they have in their common pool. Paying for cards with prestige points can be useful as well, but bear in mind that you're giving up victory points to do this, so it had better be worth it.

There is obviously a hefty luck element in the game: if only a few cards come out for a civilisation you're collecting, then that's all you can collect. You need some flexibility in adapting your strategy to what's available; trying to stick to a specific strategy can be frustrating. Overall, *Museum* is a highly entertaining game that provides some tricky decisions as players weigh up their options. There's some room for crafty play, too. It gets a solid 8/10 on my highly subjective scale.



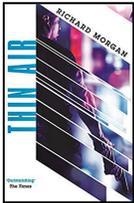
*Museum* is essentially a card game with a board for 2-4 players, aged 12+, that takes 30-60 minutes to play (double that in my experience). It was

designed by Eric Dubus and Olivier Melison and published by Holy Grail Games (holygrail.games). Thanks to Holy Grail for providing me with a review copy (of the retail edition – the Kickstarter included several expansions).

This review was first published in the Summer 2019 issue of Gamers Alliance Report (gamersalliance.com)

## Reading Matter

Keeping track of what I've read recently is becoming increasingly difficult. On top of the physical books (which I stack in different places according to whether I've read them or reviewed them), I have three different sources for e-books. To digress, isn't it bizarre that when I spot a book I want, it's exactly the same price on all three platforms, even if that is an odd number like £5.87? Anyway, here's a quick resumé of some books in the various libraries on my Samsung tablet.



Richard Morgan's *Thin Air* is a kind of sequel to his *Black Man* from 2007 (re-titled *Thirteen* when re-printed, for some reason). This is set a hundred years in the future with viable colonies on Mars and features genetically-engineered super-soldiers who are no longer needed. The new book is set on Mars where one of the super-soldiers is eking out a living as muscle on the mean streets. This is rather complicated by the fact that he's been engineered to be awake for eight months and then asleep for four (he was designed to be a guard on interplanetary flights).

Hakan Veil, as our hero is known (there's more than one suggestion that this is a pseudonym, but it's the only identity he uses), is quickly in trouble and shortly afterwards up to his neck in intrigue, double-dealing and just plain nastiness – and Morgan does nasty rather well. Veil isn't just muscle, of course, so the question is whether he will manoeuvre his way out from between the competing bad guys – assuming he can work out who they are and which side they're on.

As well as nasty, Morgan is good on *noir*, too, and that's what this feels like: SF Noir. There are mean streets, hardboiled cops, *femmes fatales*, corrupt politicians, flashbacks and a hero who is (just a bit) less mean than his environment. And Morgan does a good job of explaining this future world – after throwing us in at the deep end with Veil's initial acts of revenge. It's cracking stuff that I heartily recommend. Though I'm still trying to work out if there's any connection to the previous novel (well, it's been over ten years since I read it). Oh, and I'm amused the book is billed as "From the author of Netflix's *Altered Carbon*".

Every now and then Kindle does a 99p sale and I've picked up a few things to try. Many seem to be the first volume in a series... For example, *Codename Villanelle* is the first of Luke Jennings' series about the eponymous psychopathic hit-woman. The TV series, *Killing Eve*, had MI5 officer Eve Polastri as the central character and the chief difference is that we know who Villanelle is from the

start of the book. The plot is pretty much the same, though we're seeing it mainly from Villanelle's point of view. And then it stops. This feels more like the first volume of a lengthy work than a stand-alone novel. It's still fun though.

I picked up Aliette de Bodard's *The House of Shattered Wings* as I've read her short stories in *Interzone*. I found this completely wacky. It's set in Paris in what appears to be early twentieth century. The city has been devastated by a great war and the population is struggling to hold on. Then there's mention of a leader called Morningstar. Oh dear, I thought, is this a thin disguise? No, it's not: a few pages later it's explicit that this Paris is home to groups of fallen angels (not just Lucifer), banded together as Houses with their human servants/slaves. And the war was between them, wrecking not just Paris but the world and all its magical kingdoms. It's certainly inventive, but by the end of the book, I still didn't care about any of the characters and won't be bothering with the next in the series.

Rather more to my taste was Ian McDonald's *Luna: New Moon*, the first of his "Luna" series. This is set on a colonised moon. Except that it's been colonised by industrial concerns and there is no law except contract law (and trial by combat is a thing). The five great families not only run the moon, their younger members are tabloid and paparazzi fodder. The story centres on Corta Hélio, founded by the formidable Adriana Corta, originally from Brazil. She has built up her corporation in fierce competition with the original four, particularly the ruthless MacKenzie Metals (Australian, not Scottish).



However, as the story starts, the days of claim-jumping, assassination and bombings lie in the past. The Moon is peaceful and the five compete in purely commercial ways. Instead, we have the celebrity antics of family members. Such as the rite of passage that opens the book: running a hundred metres across the moon's surface to an airlock. Naked. I have no idea whether this is possible. The fact that a person can survive for some seconds in a vacuum is well known. But would anybody be able to run across a surface that's near absolute zero, in sunshine that's 120° C and navigate their way to safety? Be that as it may, it's an arresting start to the book.

We are gradually introduced to the extended Corta family, their staff and friends – and their enemies. Then the claim-jumping, assassinations and bombings start... This is on top of a well-thought out idea of what living on the Moon might be like. By the end of the book, things have changed radically. However, enough Cortas (and supporters) remain to suggest there's a lot more to come. The second book is *Luna: Wolf Moon* and this is one I will be getting.

## Games Events

March seems to be quiet in terms of board games event, with just the next Raiders of the Game Cupboard event (number 50) on 21st. This is at the

Waterside Community Centre in Burton-upon-Trent (DE15 9LF). It's an open gaming event for the day, though there will be some organised games. For more information, see [www.raidersofthegamecupboard.co.uk](http://www.raidersofthegamecupboard.co.uk)

This box concentrates on events I expect to attend.

**Swiggers:** games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (next to London Bridge station). For more info, see [www.pevans.co.uk/Swiggers](http://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](http://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](http://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](http://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](http://www.boardgamers.org.uk/qla.php)

## 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.

Definitely time to set up a new game of *Agricola* (at [www.BoiteAJeux.net](http://www.BoiteAJeux.net)).

*Brass* game 89 (at [www.brass.orderofthehammer.com](http://www.brass.orderofthehammer.com)) is now in progress, though technical problems with the website are delaying things.

The *Rajas of the Ganges* game I set up at [yucata.de](http://yucata.de) hasn't started – anyone else interested? And how about *Snowdonia*?

Game 27 of *Through the Ages: a New Story of Civilization* (at [boardgaming-online.com](http://boardgaming-online.com)) went to Mike Tobias and 28 is now under way. It looks like Przemek Orwat is going to take the current Pacifist game. Again.

And we have a *Keyflower* game at [BoardGameArena.com](http://BoardGameArena.com) that's going strong.

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

### Turn 7

*"Mr Gates?"*

*"Yes?"*

*"How do you see current safety concerns?"*

*"My risk analysis suggests a period of reflection."*

*"I'll cancel all ship movements."*

Gamma Leporis saw QUASAR ENTERPRISES selling 5 Alloys on Contract.

ARCHANGEL LINES wanted to sell Alloys at Epsilon Eridani, but were undercut by GAMLEPCO selling 10 units for 3 HTs each and taking a Dealership. Prices generally rose otherwise in system.

At Tau Ceti, ARCHANGEL LINES bought 4 Isotopes for 6 HTs each, after which GATES-LEARJET bought 7 more for 5 HTs apiece and GAMLEPCO bought 5 on Contracts.

QUASAR ENTERPRISES were very busy at Mu Herculis. Their three Monarch Hulls were unloading and selling. First, 18 Alloys were sold for 10 HTs each and the corporation gained a Contractor's position for future trading. Then QUASAR sold 7 Isotopes for 15 HTs apiece and acquired a Dealership, while GATES-LEARJET sold 5 on Contracts. Finally, GAMLEPCO bought 11 Monopoles for 14 HTs each and obtained a Dealer's position.

Sigma Draconis saw no Monopole sales due to the departure or non-arrival of ships. GAMLEPCO did buy 5 Spice on Contracts, however.

At Beta Hydri, GAMLEPCO sold 7 Isotopes for 9 HTs each and became Dealers. QUASAR sold 6 Monopoles for 20 HTs apiece and gained a Dealer's position. And finally, GAMLEPCO sold 12 Spice for 16 HTs each and the final Dealership gained in this quarter.

ARCHANGEL LINES continued with its policy of transporting people to where they wished to go.

QUASAR ENTERPRISES put its Mu Herculis shipping in safe berth, rather than risk jumping into the difficult psychic jam.

GATES-LEARJET took a similar view and kept their ships in Spaceports. They did pay off their loan from the Federation Bankers, though.

The ASSOCIATION OF INTERSTELLAR ANARCHISTS continued to orbit Sigma Draconis and the lack of success of planetary defence forces in clearing the threat is attributed by many to covert sympathy in sections of the Government.

MONOGRAM jumped again, trying to get its raison d'être to a market to sell, and within hours was limping back into Mu Herculis Spaceport having failed to hyperjump successfully. Company backers are starting to have their concerns.

GAMLEPCO delivered the plants to Epsilon Eridani and decided to review their finances. Repaying their existing 100 HT loan, they took out a new much larger one of 600 HTs over 4 Quarters, paying interest of 28 HTs per Quarter. A Warehouse was bought at Mu Herculis, giving them storage at all systems. But more importantly, the Shipyards at Epsilon Eridani were given a large order, with two Piccolo hulls laid down alongside a cargo-carrying Phoenix. The Light Weapons pod at Sigma Draconis was sold below cost, but added to the company's balances.

**Corporation Table**

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep	Player
A AIA	0 5 9	11	3rd	45 -	Jerry Elsmore
B GamLepCo	10 0 3	0	6th	534 38	Tony Gilbert
C Quasar Enterprises	10 3 5	15	2nd	521 40	Mark Cowper
D Monogram Inds	6 0 4	0	5th	95 40	Mike Dyer
E Gates-Learjet	10 4 3	0	6th	132 40	Paul Evans
F Archangel Lines	4 0 4	15	1st	362 40	Przemek Orwat

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

**News**

EV 1 and EV 9 took place this turn with artificial Spice being developed and hyperjumps being more difficult for the turn.

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

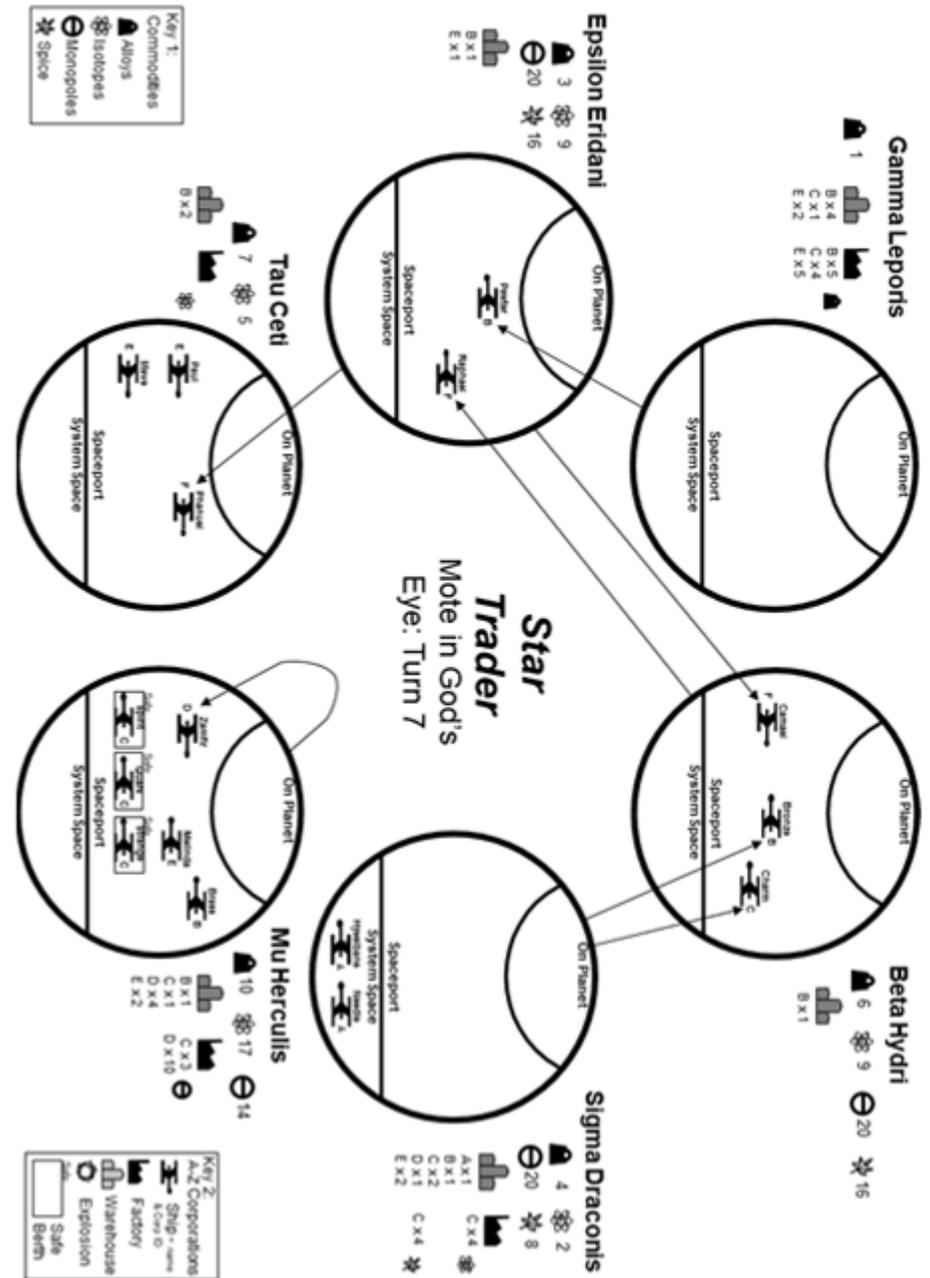
Turn 8 B2

Turn 9 P4  
Turn 10C4  
Turn 11B6

(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**

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by Friday, 13th March 2020



## UpLoders (*Railway Rivals* game 14 - RR2387KT)

### Turn 7

STEAMPUNK IPA took an early lead in the races, while FOGGY BOTTOM RAILWAYS failed to score overall. SCHWEIZER MACHINENFABRIK built east this turn, possibly with a strategic aim. GRACELAND MYSTERY TOURS, NASHVILLE CATS RAILROAD and BIEN'S INTERNATIONAL EXPRESS NETWORK all scored reasonably well and, like most of the others, connected into towns. FOGGY BOTTOM RAILWAYS started to build in Mississippi.

#### This turn's races

Race results					Scores					
					BIEN	NCR	SMF	GMS	FBR	SIPA
1	AD	Somerset	6H	Owensboro	10-1-3		+3+5+1	20- 3+3+3	0-5-3	
2	7D	Frankfort	4C	Columbia			+1			20-1
3	8H	Louisville	JS	Mississippi					+1	20-1
4	9D	Maysville	2S	Chattanooga				20-6	+6	
5	KS	Georgia	7C	Paris		20		10-4		+4
6	QH	Indiana	JC	Jackson		+1	10-1-5			20+4+1
7	10 H	Elizabeth- town	10S	Bristol	20-1				+1	
8	QD	Virginia	3C	Pulaski	5JR	20-3				5JR + 3
<b>TOTAL</b>					<b>30</b>	<b>38</b>	<b>14</b>	<b>43</b>	<b>0</b>	<b>75</b>

JR = Joint Run; ERP = Exchange of Running Powers

#### Builds and Points

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

**Builds:**  
(Q165) - P16 (1 to GMT)  
(Bristol) - P43  
(B90) - B91

**Points:** 72 -6 +1+30 = 97

**NASHVILLE CATS RAILROAD** (NCR), Jonathan Palfrey - Green

**Builds:**  
(Paris) - O11 - O10 - P9 - Mayfield  
(P40) - P42 - Bristol  
(E4) - C5

**Points:** 41 -10 +1 +38 = 70

**SCHWEIZER MACHINENFABRIK** (SMF), Martin Jennings - Red

**Builds:**  
(Y28) - Y36 - Z36 (1 to GMT, 1 to FBR, 1 to Bien).

**Points:** 33 -12 +4 +14 = 39

**GRACELAND MYSTERY TOURS** (GMS), Mike Dyer - Purple

**Builds:**  
(Covington) - Cincinatti  
(Mayfield) - Q9 - Dyersburg (3 to SMF)

**Points:** 68 -12 +2 +43 = 101

**FOGGY BOTTOM RAILWAYS** (FBR), Rob Pinkerton - Blue

**Builds:**  
(Ashland) - C91  
(Cairo) - M4

**Points:** 23 -12 +1 +0 = 12

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

**Builds:**  
(C24) - C25 (1 to NCR)  
(C78) - G80 (1 to SMF)  
(V20) - W20 - W19 - Owensboro

**Points:** 74 -12 +75 = 137

#### Next turn's races

Race	From		To	
9	AH	Paducah	4D	Pikeville
10	9H	Bowling Green	6C	Nashville
11	3H	Clarksville	6S	Knoxville
12	6D	Lexington	AS	Cookeville
13	KD	West Virginia	9C	Memphis
14	5S	Knoxville	8C	Memphis
15	JD	North Carolina	2C	Murfreesboro
16	2H	Mayfield	5D	Winchester
17	4S	Rockwood	10C	Dyersburg

#### GM Notes

Some builds were truncated as players ran out of points. Remember: known junctions and parallel builds must be paid from the turn's points allowance.

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

The Ohio River, with all its bridging restrictions, runs from the confluence with the Mississippi to the top NE Corner (I95/H95).

After the races, you may build up to 10 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, 13th March 2020**

# 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									x					
2				E	e	X														
3					E								⚡							
4								↓					⚡							
5								↓											x	
6								↓											x	
7																				x
8												X					⚡			
9		X	A				⚡	↓			L									
10		x	⚡	X			⚡	↓			X	X	X				X	X		
11		M	X					↓			G							M	X	
12			b	x															X	
13		X		x																X
14																				
15																				
16																				
17										x	x									
18			⚡	⚡							x								⚡	
19																x				
20															x	⚡	⚡			

Well, that Antelope is finished off this turn and the Elephant is not long for this world. Mark Cowper and Pam Udowiczenko each get an unexpected Monkey, while Graeme Wilson finds a Lion. Charles Burrows is less lucky as his shot hits a Gorilla.

Chris Baylis entitles his orders "To Shoot But Once". "I feel supremely confident this turn," he continues, "so only need one shot. However, just in case my confidence is incontinence I'll hit another as well."

### Scores

Player	Shots	This turn	Total
Alex Bardy	C9	2	6.72
Chris Baylis	Q10, R10	0	0.00
Bob Blanchett	D10, B13	0	0.00
Colin Bruce	C9	2	5.06
Charles Burrows	L11	-4	0.56
Mark Cowper	B9, B11	4	8.56
Mike Dommett	D2	1	9.00
Anthony Gilbert	D2	1	2.67
William Hay	F2, D2	1	1.56
Andrew Kendall	M10, N10	0	-4.00
Nik Luker	R12, S13	0	4.00
Tim Macaire	F1, D10	0	7.22
Graeme Morris	D2	1	6.56
Rob Pinkerton	L8, S11	0	2.50
Gerald Udowiczenko	D10, C11	0	0.56
Pam Udowiczenko	L10, R11	4	4.00
Matt Wale	D2	1	16.50
Graeme Wilson	F2, L9	5	5.00
Paul Wilson	D10, E3	5	13.56

Graeme Morris reports another conversation:

"Yes dear - it's 'Trophy Hunter' again - if I get a really good picture of this elephant it could possibly win me the Animals category TROPHY at the village photographic society this year. I've just got to frame it right... No dear, it's not a rifle, just a very long telephoto."

"Oh, your camera's click is VERY loud" was her only comment.

### 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). So if players A and B hit the second square of that lion and C gets the third, C gets 5 points, A and B 2½.

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
<b>Other symbols</b>				
	X	Missed shot		
UPPER CASE = this turn, lower case = last turn, <del>Strikeout</del> = 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](mailto:TWJO@pevans.co.uk) by 20th March 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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**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 24). You will also need (access to) a copy of the published rules to *En Garde!* (see [www.engarde.co.uk](http://www.engarde.co.uk)).

**Orders for February 1672 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 20th March 2020**



**January 1672 (335)**

It's a cold and wet start to the new year, but it doesn't stop men of honour meeting in the early morning to settle their affairs. Actually, it does stop some of them, but the rest are made of sterner stuff. First up we find the hunky Marc de Zorro of the Queen's Own taking on the pint-sized Percy Urbain Fanci-Free of the Dragoon Guards. As regimental disputes go, it's pretty one-sided. Both men are carrying injuries from last month, but that's not going to make a difference, and Fanci-Free is less expert with his sabre than Zorro is with his. Zorro starts with a furious slash, which means he strikes before Fanci-Free's ordinary slash. The Dragoon Guard surrenders immediately and limps off for medical attention.

Zorro grins wickedly and looks around for his next opponent. This turns out to be Greg de Bécqueur, the target of many challenges for his lack of nobility despite having risen in society. Bécqueur has already had Ivor Edward Defrane and Lars Kristmass not show up, so is pleased to have an actual opponent. This looks a more equal contest: the two men are of similar build (though both are injured) and both wield sabres (despite Bécqueur's position in the King's Musketeers).

Bécqueur is less skilled than his opponent, but has brought a couple of seconds to see fair play: the Minister of State, Duncan d'Eauneurts, and Hercule D'Engin. Zorro starts with a parry, just in case, and is then hit by a slash that knocks him back on his heels. He responds with a slash, only to find a cut coming in the opposite direction and landing an even heftier blow. He surrenders and looks for some bandages.

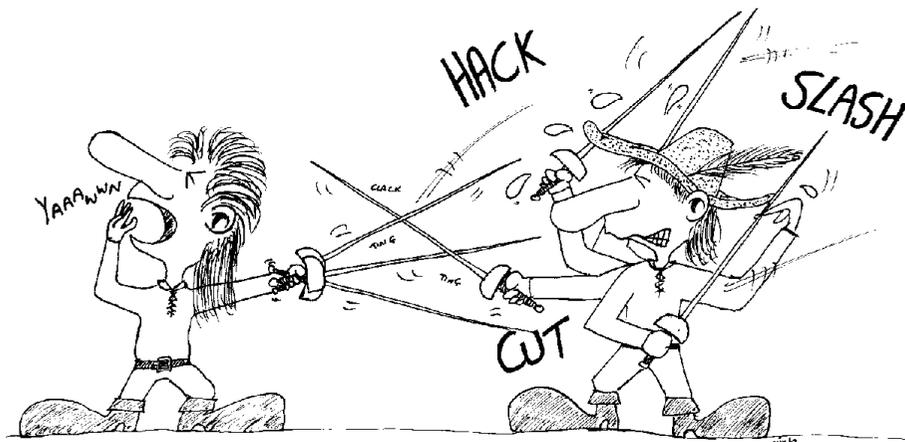
After staunching the blood flow, Marc de Zorro rather unnecessarily squares up to another Dragoon Guard, Henri Dubois. Dubois looks in fine fettle – certainly much better than his opponent – and surprises Zorro by lunging with the blunt end of his sabre. It may not do much damage, but it's enough for Zorro to throw in the towel.

He then staggers as far as his appointment with Robert d'Lancier (whose duel with Lars Kristmass has not taken place), only to concede the fight before a blow has been struck – though swords were crossed. Lancier and his second, Bastian de LaGarde, are nonplussed by this development and it's certainly not good for Zorro's social standing. Lancier then cuts his meetings with Balzac Slapdash and Ivor Edward Defrane (though Defrane doesn't show up either).

This means Slapdash's first duel is with the freshly stitched-up Greg de Bécqueur. Normally Bécqueur would have the advantage of size in this fight, but he's been banged about by his earlier fight and last month's encounter. On top of this, Slapdash has much greater expertise with his regimental rapier than Bécqueur with his sabre. Eauneurts and Engin continue to second Bécqueur while Slapdash is unaccompanied.

Bécqueur plays it canny, parrying at first and then stepping aside. This latter move successfully dodges Slapdash's lunge and Bécqueur responds with a slash. This has the useful side effect of deflecting Slapdash's second lunge. However, Slapdash's superior skill now comes into play and Bécqueur cannot defend against the following slash. While it's only another minor wound, it's enough for Bécqueur to concede the fight.

Sporting fresh bandages, Bécqueur now stands as second for Duncan d'Eauneurts as the King's Musketeers' commander takes on Xavier Ulric Turenne, who's



THE BENEFITS OF SUPERIOR EXPERTISE.

brought a picnic with him. It's a bit cold for sandwiches, but a tot (or maybe flask) of Madeira is very welcome. It doesn't look like this duel will last long: beefy Eauneurts, armed with a sabre, against titchy Turenne, who's carrying a foil and having difficulty working out how to hold it. Both men lunge. Both blows strike home. And Turenne surrenders, honour satisfied.

Eauneurts expects to have Amaury Saint-Yves to deal with next, but there's no sign of the Dragoon officer.

## Off to London!

From the field of honour to the field of politics. Acting as the King's Footstool, sorry, Keeper of... has given Pierre le Sang the opportunity to make some suggestions to His Majesty. The Louvre announces that Field Marshal Count le Sang has been appointed His Majesty's representative in London and Ambassador to the English crown. The feeling in royal circles is that the English don't deserve anyone more senior, but Pierre is bullish: "I hear King Charles throws great parties". By the end of January he's been packed up and shipped off to London.

There's a lot of support for Lieutenant-General Bernard de Lur-Saluces' suggestion that the Inspector-General of Cavalry should leave his job. Lur-Saluces calls in a favour himself, as does Uther Xavier-Beauregard, but it's Duncan d'Eauneurts's influence that does the heavy lifting. Greg de Bécqueur and Xavier Money pitch in to support Lur-Saluces too, only to find that their influence carries no weight with the Inspector-General. However, with significant figures arrayed against him, the man quits quickly. Bécqueur provides more valuable assistance when it comes to filling the post. His influence makes all the difference in ensuring that Lur-Saluces is appointed.

Robert d'Lancier is after a job as well. However, since he's been brevetted to Brigadier-General, he doesn't have the right rank to become an Army Adjutant. What's more, Third Army commander General Leonard de Hofstadt prefers to leave the position vacant. And Lancier's application to be Brigadier of First Foot founders on the fact that someone else already has that job.

Bdr-General Xavier Money invites Dai Evan Alun Dolwyd to become his Aide – an interesting choice as that's a job for a Subaltern and Dolwyd is already a Major. So, no job there for the Welshman.

Third Division has a full complement of HQ staff, so Henri DuShite's application for the Adjutantcy is going nowhere.

At regimental level, the Royal Foot Guards gains two recruits this month. CO Jean Jeanie accepts both Camille de Polignac and Eclair de Lame into the regiment. The two men spend some of their hard-earned loans buying their way to the exalted rank of ... Subaltern. Oh well, at least they're officers.

Zavier Ulric Turenne joins the ranks of the military when his application to the 69th Arquebusiers is accepted. He takes the rank of Major, making him second-in-command of the regiment.

There's no luck for Bendoit de Tres, who tries to join the Picardy Musketeers, only to be turned away.

After the battering he's taken on the duelling field, Marc de Zorro volunteers his squadron of the QOC for active service. Presumably on the grounds that he can recuperate better while fighting France's enemies. This is the first opportunity for Inspector-General Lur-Saluces to exercise the prerogative of his office, but he waves through Zorro's action without really paying attention.

Uther Xavier-Beauregard is also feeling battered. In this case by His Majesty's displeasure. As requested, Beauregard makes a hefty 'donation' to the Treasury and takes himself off to the Royal North Highlanders on a "fund-raising trip".



### When is that party?

It's a busy social scene in Paris, despite the January chill. Leonard de Hofstadt holds court in Fleur de Lys, where he and Frances Forrin welcome four Toadies in the first week. These are: Armand de Legge, Les Anonyme (looking a bit handdog after a visit by the moneylenders' enforcers – luckily his First Army boss, Jacques de Gain, subbed him a couple of thousand crowns), Norman de Bastille and Thierry d'Actyl. Several other members are in the Fleur. Beau Reese Jean Seine brings Maggie Nifisent for a week out. Jean Jeanie escorts Jacky Tinne. Pierre Cardigan has Edna Bucquette on his arm. And Terence Cuckpowder accompanies Madelaine de Proust.

Down the road in Hunter's, it's Greg de Bécqueur and Katy Did who are accepting guests for their "celebration of Epiphany". Greg is dressed as Balthazar and has frankincense burning about the club. Much to her displeasure, Katy is in a camel costume. ("Well, she can't very well be a wise **man**," confides Greg. "But don't tell her I said that, in case she gets the hump," he chortles.) Augustin Fourier is first on the guest list and brings Pet Ulante. Camille de Polignac arrives next, but is horrified when he realises that his host (and social superior) is not noble in any way. The rest of the guests are entertained by the sight of Camille challenging their host – still wearing the bandages from this and last months' duels. Hercule D'Engin does not add to the fracas and is trying to fit in by dressing as a Wise Man and giving Greg a gift of gold in the form of a goblet. Percy Urbain Fanci-Free, who has Fifi on his arm, is fracas-free as well. And Xavier Money and Betty Kant complete the guest list. Xavier is also dressed as a

"Wise Man from the East" and presents a less traditional gift of truffles in olive oil. Members Alonzo Fonde-Lapatrie (despondent because of the rain) and Bastian de LaGarde are also in Bothwell's, accompanied by Ella Fant and Lotte Bottle, respectively.

There's no action in Hunter's this week, though Henri DuShite turns up, looking for Georges Hommemince. The staff look through the schedule and point out that Georges' do is in week 3. This is particularly galling as Henri has bought a monkey to present to Georges.

Justin Thyme and Sue Briquet start their month in the Frog & Peach. Red Phillips is busier. Phillipe F'Loppe brings Ada Andabettoir for "dinner, carousing and entertainment". The entertainment appears to be Phillipe chancing his arm on the gaming tables. Despite losing his first two 40-crown bets, he perseveres and wins the third. Two cuts follow before he gives up, leaving him out of pocket and social kudos. Watching this from the comfortable seats are Xavier Ulric Turenne and Lois de Lô. Phillipe stops to chat, dropping hints that he would be interested in a suitable military or civil post.

The second week may be quieter, but it's also time for Jean Jeanie's "army co-ordination" discussion. Jean has decided this should be for First Army officers only – and just Captains and above. Jacky is on hand to look after the attendees' female companions during the military discussions. Those who meet the requirements are Bastian de LaGarde (RFG Major), who brings Lotte. Greg de Bécqueur (Adjutant of First Division) has Katy with him. Georges Hommemince (Dragoon Brigadier) is accompanied by Angelina di Griz. And Henri DuShite (Lieutenant-Colonel of the Royal Marines and thus in Third Army) has a special dispensation to attend. Left out in the cold are Alonzo Fonde-Lapatrie (Brigade Major of First Foot and in Third Army; despite having brought notebooks and a freshly sharpened pencil), Eclair de Lame (RFG Subaltern and thus too junior) and Xavier Money (unattached Bdr-General).

Leonard de Hofstadt and Frances are also in the Fleur and welcome Les Anonyme as their guest once more. There's nobody in Hunter's, but it's the turn of Robert d'Lancier to turn up early for Georges Hommemince's party and hang around in the foyer. Justin Thyme and Sue have the Frog & Peach to themselves. Red Phillips sees Xavier Ulric Turenne and Lois return and Edouard Jogue arrive.

Georges Hommemince's keenly anticipated party finally materialises at Hunter's in the third week of January. Georges and Angelina are on hand to welcome a substantial guest list to view the (mainly stuffed) menagerie and equipment Georges has on show. This kicks off (alphabetically) with Armand de Legge (after a week's sabre practice and before a week in the bawdyhouses). Les Anonyme brings Carole Singeurs, who's been wondering when she was going to see her beau this month. Bendoit de Tres is on his own as his courting failed two weeks in a row. Balzac Slapdash escorts Alison Wunderlandt. Eclair de Lame flies solo,

as his courting was unsuccessful, while Edouard Jogue has not even made an attempt, preferring the companionship he can purchase in the red light district. Ivor Edward Defrane is on his own too. Justin Thyme has Sue on his arm. Phillipe F'Loppe is accompanied by Ada. Phillipe is particularly excited by the prospect of Georges' proposed expedition and beards his host to thank him. He also enquires whether there might be openings to join his regiment... A new arrival in Paris, Rob d'Masses, is unaccompanied. As is Thierry d'Actyl – though he has been to the red light district. Xavier Money brings Betty. Once all the guests are assembled, Georges weighs in with a pitch for his "African Adventure" – see Press for details.

After his abortive visit earlier in the month, Henri DuShite watches the goings on from the sidelines with Ingrid la Suede as he's now a member of Hunter's. Leonard de Hofstadt and Frances have the Fleur to themselves this week. However, Robert d'Lancier is outside the club looking for Jean Jeanie. That was last week, Robert. Alonzo Fonde-Lapatrie and Ella are back in Bothwell's. Also in that club is Bastian de LaGarde who has Greg de Bécqueur and Katy as his guests. Red Phillips is occupied by Zavier Ulric Turenne and Frances once more.

### The Damascene light

The last week of January sees Greg de Bécqueur and Katy back in Bothwell's hosting a celebration of St Paul's conversion on the road to Damascus. Their guest list is very similar to the previous one, but each has a bright light shone on them as they arrive. Augustin Fourier and Pet kick things off. Les Anonyme and Carole are new this week. Camille de Polignac appears, presumably just to renew his challenge to Greg. Georges Hommemince and Angelina are the other newcomers, Georges trying to restrain a wild baboon that he has on a leash. He has to keep apologising for its screeching – not to mention the flying handfuls of poo... Hercule D'Engin is next, after visits to the bawdyhouse and gym. Percy Urbain Fanci-Free escorts Fifi and Xavier Money and Betty bring up the rear.

Alonzo Fonde-Lapatrie is in Bothwell's with Ella for the second week running. Gaz Moutarde is there, too. After three weeks round at his lady friend's place, he's headed for his club without her! Anyway, he welcomes Zavier Ulric Turenne plus Lois as his guests. Zavier spots a regimental enemy in the club



and gallops past Greg's bash to exchange insults – and a challenge – with Alonzo. There's nothing like this in the Fleur where Leonard de Hofstadt and Frances occupy one table. Chopine Camus and Sheila Kiwi have another and the two couples ignore each other. Henri DuShite and Ingrid are the sole occupants of Hunter's. Justin Thyme and Sue are the people in the Frog & Peach. Red Phillips has Edouard Jogue plus, separately, Phillipe F'Loppe and Ada, drinking champagne and dancing the night away.

The whereabouts of Duncan d'Eauneurts is a bit of a mystery this month. Until week 2 when his attempts to woo Ada Andabettoir become indiscreet. Mary promptly give him his marching orders and Phillipe F'Loppe – Ada's current lover – challenges his behaviour. The other courting attempts that become public knowledge are those of Camille de Polignac and Norman de Bastille. Both are to be found on Mary Huana's doorstep just as she's giving Duncan the heave-ho. This would be good timing, but neither will give way to the other so Mary remains un-wooed and the two gentlemen have a duel scheduled. Norman heads off to the Bawdyhouses where, apart from indulging, he plonks 30 crowns on the gaming tables. He loses the bet, but attracts the attentions of the footpads, who suspect he has cash on him. They're wrong, but Norman has the odd bruise now.

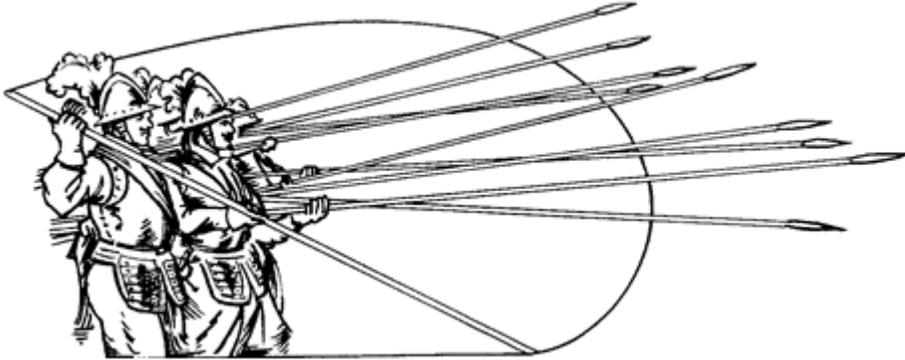
Guess who's in the gym for the whole month? Yes, Jacques de Gain is back practising rapier. It must be having some effect as he's definitely looking more muscular as well as very proficient with his weapon. Bernard de Lur-Saluces manages three weeks practice with his rapier, taking time out to visit his club. Beau Reese Jean Seine starts in his club before spending three weeks with his rapier. Balzac Slapdash is another practising rapier for three weeks, his time-out being to hit a party.



For Chopine Camus it's three weeks with his sabre before one week with Sheila in the Fleur. This is reversed by Terence Cuckpowder: three weeks of sabre practice **after** his week with Madelaine. Pierre Cardigan ditto with Edna and his sabre. Horace Bury has a similar schedule, except he visits his mistress at her place and then practises rapier. Jean d'Ice follows the classic pattern of three weeks with his rapier and then one in the bawdyhouses for some female company. Henri Dubois does this the other way round: first he visits the Bawdyhouses, then he gets mugged and goes for three weeks sabre practice.

Those working out for two weeks are Augustin Fourier (sabre), Bastian de LaGarde (rapier), Ivor Edward Defrane (cutlass) with a trip to the Bawdyhouses in his schedule, Jean Jeanie (rapier) and Percy Urbain Fanci-Free (sabre). Rob d'Masses would have practised sabre for a couple of weeks, but he can't afford the

fees. More embarrassingly, neither can he afford a visit to the Bawdyhouses. A few others fit in the odd week's work-out in between everything else.



### Squaddie, it's cold outside

Out on France's borders, the soldiers are licking their wounds after last month's battering. The addition of Marc de Zorro's squadron of the Queen's Own – attached to Frontier regiment 4 – doesn't make much difference. However, Zorro does well out of it: he is promoted to Lt-Colonel and picks up some fifteen hundred crowns worth of loot along the way.

General Uther Xavier-Beauregard is specifically looking for some loot like that and commands a battalion of the Royal North Highland Border regiment. Instead he gets a Mention in Despatches (“Will he no' wear the kilt?”).

Lt-Col Jean Ettonique of the Dragoon Guards is serving as a volunteer attached to Frontier regiment 1. He finds himself promoted to Colonel, in the wake of Etienne Brule's disappearance (see Press), and command of the regiment. He sweeps up over 2,500 worth of booty.

CPC CO Chris Knight is acting commander of the whole Heavy Brigade this month. He tries to keep the cavalrymen out of trouble, particularly as the weather is against them, but sends out substantial detachments to patrol. One of these, commanded by CPC Major Dai Evan Alun Dolwyd, is ambushed by a well-armed Spanish force. Major Dolwyd leads the retreat, but learns that he can't out-run a musketball. RIP. Lt-Col Ben e'Volence, acting regimental commander, picks up the pieces, earning a Mention in Despatches that brings a Knighthood in its wake. He grabs over a thousand crowns worth of loot into the bargain.

Colonel Will Iamnot commands the Archduke Leopold Cuirassiers and concentrates on keeping warm. The acting Brigadier, Chris Knight, is Mentioned briefly (“He's only acting”) and pockets 800 crowns of plunder. He turns down the opportunity of being formally appointed Brigadier, preferring to stay Chancellor of the Exchequer. ❖

## Press

### Announcements

Gentlemen,

I shall be resigning the post of CPS next month. I can see no one whose deeds merit arrest.

† Cuckpowder

AF to Lt-Col GDMD

Although I have long admired your leadership and tactics on the battlefield, the Machiavellian acumen of sneaking your 3 mistresses around the barracks beneath your wife's and each other's notice has truly been the stuff of legends. But please sir, I beg you, get some rest.

Aide wanted.

† Cuckpowder (Lt General)

### Social

\* Treasure Hunt February Week 4 \*  
All Gentlemen and Ladies of Paris are invited to join me in a Treasure Hunt around Paris.  
The first clue will be presented to you at 11am on Monday 22nd, at the western entrance to our great cathedral de Notre Dame. The first team to solve all the clues will be rewarded with 300 crowns.

Those who attended Georges Hommince's lecture at Hunter's expecting a wild experience were not disappointed. Placed around the room were a variety of rather unusual traps, all hand made by one “Acme Trap Company” which Georges boldly

proclaimed to be both innovative and infallible. Also on display were several stuffed specimens of beasts that were truly unique, including a small Manticore! When someone noted to Sir Georges that it looked quite a bit like a cat with a monkey head sewn on and some cut nails glued to the tail, he affably noted that it was merely a reconstruction based on eye-witness accounts from the Maghreb. The slight but jovial Hommince and his mistress Angelina mingled with guests before the diminutive leader of PLLD took the podium. “My friends, I have long been fascinated with the natural sciences, especially Zoology. I have decided therefore to undertake a scientific expedition to Africa in order to bring back to France beasts both known and, perhaps, unknown! I shall search out the ferocious lions of North Africa, and pursue rumoured sightings of a large, garishly feathered flightless bird seen prowling the dunes. Then I shall spend a month cruising down the Niger River in pursuit of rare serpents, perhaps even the mokolo mbembe! I shall be filing monthly reports to his eminence Le Roy as well as the press. Now, let us toast to discovery!” At that point a rather large monitor lizard somehow slipped out of one of the infallible traps and caused a few gasps among the ladies as well as the management. Sir Georges simply dove on the 6 foot reptile saying, “clever girl.” He then bought another round for his rather unsettled guests.

## Military Missives

Greetings, Count Jean Jeanie.

I would like to apply to join your regiment. I have thought of little else since as a youngster my Grandfather would tell me of his younger days serving His Majesty.

Kind Regards, † Eclair de Lame

Count de Gain

I would just like to confirm that as your Adjutant, you would like me to attend your planning session in the second week?

I also wonder if you would like me to begin preparations for the summer campaign: marquee, supplies of wine and food etc? 1,000 Crowns or so should enable me to do this. If not, I will unfortunately have to wait until the army funds come through, since I am currently indisposed. Indeed, I will probably have to take a quick trip to the front in order to satisfy the Shylocks.

Yours, † Colonel Les Anonyme

Dear Colonel,

Thank you for your missive.

You are welcome to join me in the second week. I will be working on my rapier skills but would be happy for the company.

I have sent you a few crowns to start the preparation. Do you think that the 2,000 crowns I found down the back of the sofa will suffice or do I need to look behind the chest of drawers as well?

Yours, † de Gain

I'm sure that would be sufficient.

† Anonyme

## Personal

Dear Sirs,

I am Rob d'Masses. Recently escaped from my family 'home' in the country. I am a hard-working person looking to gain worthy employment. I am told that work with the army is plentiful and would be delighted to demonstrate my abilities should an opening be available. My thanks for your consideration.

† Rob

What a mad boyo that Brig.Gen d'Acier was, dragging us all off to the Front and then immediately getting himself killed leaving the rest of us stuck here. I've barely even seen Paris, just that mad fortune teller at the market, a few barracks and then whooosshh off to the freezing cold front. It's worse than bloody Snowdonia here, damn weather.

† Major Dolwyd  
Crown Prince Cuirassiers

Dear Captain de Legge,

I do hope you will attend my party this coming month. I shall be presenting a paper on mysterious animals of Africa. I will also be revealing that I shall be undertaking a two-month trip to Africa pursue these crypto-zoological creatures with an eye towards capturing a specimen for the King's menagerie.

Yours,

† Sir George Hommince

Lord Percy Percy says, as fashion is tending towards to over-familiar, Chopin Camus is very fashionable.

Dear Sir George,

Rest assured that I will be in attendance at your party this month. I eagerly await your presentation on the African wildlife, the anticipation heightened even further by your news that you will soon be undertaking an expedition to that dark continent to secure a specimen. I have little doubt as to the success of your mission and look forward to being witness to your presentation to the King's menagerie of the wild creatures you bring back with you.

Should you find yourself in need of assistance with any of the logistics or to keep the native help in line then I should like to volunteer myself.

Yours, † Captain de Legge

An open letter to the Gentlemen of Paris

Le Havre, 1 Jan 1672

Gentlemen, I would like to thank all of you who attended at my party at Le Fleur in December. To those of you for whom it might be a long time before you see the inside of Le Fleur again, I encourage you to continue upon your path to success. For the very many of you who are now proceeding to the field of honour because you met someone at my party who you feel needs an adjustment in manners, or a reminder that he joined the wrong regiment, I hope that I have helped you widen your circle of acquaintance.

His Majesty has graciously invited me to permanently attend upon him at the Louvre. While exchanging my life of regimental command, action and adventure for an unending life of attending to His Majesty's personal

care needs is surely the dream of every patriotic Frenchman, I fear that I am not worthy of such a privilege. I fear the fate of those, like Icarus, that fly too close to the sun. As a result, I seek to serve His Majesty in another way.

By the time you read this, my ship to the New World will have sailed. From Montreal, I shall proceed into the wilderness, to learn the customs and languages of our new allies, the Hurons and the Ojibway, and to map the boundaries of the continent which will be part of our New France. And every time I think about bringing His Majesty his morning coffee and taking away his breakfast tray, I shall proceed even further into the wilderness.

With High Regard and Best Wishes,

† B. Gen (Brev.) The Viscount  
Etienne Brule, Minister of War,  
former Chancellor of the Exchequer,  
CO Dragoon Guards, MiD 33 times,  
retired

Dear Major Fancy-Free,

Not the least of your current tribulations is being both unstylish and indecisive. First you hope that I will have the courage to turn up for our duel, then you say you are 'not in a slight bit interested in fighting'. First you object to meeting me in company with Deb (perhaps because Fifi showed curiosity about a real man), then you think I am unable to attract a mistress. And though you do not wish to partake of affairs of honour (understandable in one like yourself), you persist in turning up at parties to which only gentlemen were

invited. May I suggest that if you do not wish to encounter me (a laudable ambition) you send your horse to represent you in society? He has better conversation than you and smells less pungent. As for unstylish; I see you have ignored the winter's vogue for eye-catching colours and bold cut, preferring amorphousness and 'pastel shades'. Would those include pansy and yellow? † MdZ

Winter.  
Children playing in the snow, sliding down the slopes near Montmartre and everyone is excited as Christmas draws near. Except Bendoit. For him winter was muck, sludge, cold feet, colder hands, frozen water in the washing basin and a landlord who one could consider as a synonym for "coughing death". No sleep, no success and no party: his mood was as dark as the alley he was trudging through. Just last month it looked as it was going better. The anonymous support he received was enough to boost him out of immediate danger of the pauper's cell. But now he was again going to hit rock bottom. "No, there is no way around it. If you want to be someone in Paris, without the luck of being one of the aristocracy, the way is going to be bloody." Money, recognition, all was gained on the

## Points Arising

### Next deadline is 20th March

James McReynolds has retired Etienne Brule (more in the Press) and started a new character (CdP). Bill Howell has retired Pierre le Sang and starts LdP next month.

eternal battlefield France shared with its neighbours. "Off to death, then, and maybe it will recognize me as a brother and spare me."

## Poetry Corner

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

Thirteenth is unlucky for some,  
Especially the boy with the drum.  
In the barracks at night,  
When the soldiers are tight,  
They thrash out a beat on his bum.  
† Le Salame Disparu

1 I offer a welcome most hearty  
To guests, one and all, at my party.  
Tell me why should it be,  
When asked RSVP,  
That many replies are so tardy?  
2 I like all my ducks in a row, me,  
The guest lists and numbers to know,  
see;  
Then I count up the score.  
Will I reach forty-four?  
Is cashing banked press necessary?  
3 I thank all you gents for attending;  
I hope I don't sound condescending.  
But next time that we meet,  
It would really be neat,  
Replies in advance to be sending.  
† Greg

The NPC Minister of Justice will complete his term at the end of February. Any characters wishing to apply for the post should do so with their February orders (to take effect at the start of March). Though

Minister of State DdE actually makes the appointment (assuming he's still there for March).

Minister of War is also vacant and will be filled by an NPC at the start of March if no player character takes it. Again, applications with your February orders please (the King appoints this one).

## 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 2 and is sent to a Frontier regiment

HJ Hugh Jass (Ray Vahey) has NMR'd. Total now 2 and is sent to a Frontier regiment

LK (Martin Jennings) has been floated at his request.

## Farewell

Mark Nightingale is leaving *LPBS* for a while. "I've decided to take a break from playing *En Garde!* for a bit," he writes. "I've enjoyed my second stint after a 20-odd year break, but I'm struggling to find the time between

running my own business and everything else which goes on in daily life." Good luck with everything, Mark, and we hope to see you back sooner rather than later.

## 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](http://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 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](mailto: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](mailto:LPBS@pevans.co.uk) instead.

## Announcements

Augustin Fourier asks NPC Lt.Colonel of Grand Duke Max's Dragoons to resign

Camille de Polignac asks NPC Aide to Brigadier of Guards Brigade to resign

Camille de Polignac applies for Ensign, King's Escort

Camille de Polignac applies for Aide to Brigadier

## Duels

### Results of January's duels

Balzac Slapdash (gains 1 Exp) beat Greg de Becqueur (with HDE & DdE).

Robert d'Lancier didn't turn up to fight Balzac Slapdash and lost SPs.

Ivor Edward Defrane didn't turn up to fight Greg de Becqueur and lost SPs.

Greg de Becqueur (with HDE & DdE, gains 1 Exp) beat Marc de Zorro.

Henri Dubois (gains 1 Exp) beat his enemy Marc de Zorro (under half Endurance).

Ivor Edward Defrane didn't turn up to fight Robert d'Lancier and lost SPs.

Marc de Zorro (gains 1 Exp) beat his enemy Percy Urbain Fanci-Free.

Robert d'Lancier (with BdLG, no Expertise) beat Marc de Zorro (under half Endurance, losing 4 extra SPs).

Duncan d'Eauneurts (with GdB, gains 1 Exp) beat Xavier Ulric Turenne.

Amaury Saint-Yves didn't turn up to fight Duncan d'Eauneurts and lost SPs.

### Grudges to settle next month:

Lars Kristmass (Foil) has cause with Greg de Becqueur (Sabre, Seconds

HDE & DdE, 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.

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

Phillipe F'Loppe (Foil, 5 rests) has cause with Duncan d'Eauneurts (Sabre, Seconds GdB, adv.) for an indiscretion with Ada.

Camille de Polignac (Rapier, adv.) and Norman de Bastille (Rapier, 1 rests) have mutual cause as neither stood down over Mary.

Alonzo Fonde-Lapatrie (Cutlass, adv.) and Xavier Ulric Turenne (Rapier, 3 rests) have mutual cause for being in enemy regiments.

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

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

James McReynolds gets the Second son of a wealthy Marquis: Init SL 8; Cash 500; MA 4; EC 4 (CdP Camille de Polignac).

James Schoonmaker gets the Bastard son of a wealthy Gentleman: Init SL 3; Cash 450; MA 3; EC 2 (X1).

Jason Fazackarley gets the Second son of a wealthy Baron: Init SL 7; Cash 500; MA 1; EC 5 (X2).

Bill Howell gets the Bastard son of a wealthy Count: Init SL 10; Cash 450; MA 3; EC 4 (Louis de Ploreeable – LdP).

## 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	___/BdZ/___
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



# The Greasy Pole

ID	Name	SL SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
PIS	Count Pierre le Sang	28	Ret						Bill Howell
UXB	Count Uther Xavier-Beauregard	27	F OK	General/Min w/o Port	19		Flr	4	Pete Card
EB	Viscount Etienne Brule	27	Ret						James McReynolds
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'Eauneurts	25	+78	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
JdG	Count Jacques de Gain	23	33	Fithy General//1st Army Commndr	24		Flr	6	Ben Brown
JJ	Count Jean Jeanie	22	58	Fithy B.Bdr-General RFG/Gds Brigadier	28	Jacky	Flr	3	Andrew Kendall
LdH	Baron Leonard de Hofstadt	21	41	Rich B.General/3rd Army Commndr	7	Frances	Flr	5	Neil Packer
TC	Earl Terence Cuckpowder	20	36	Withy B.Lt-General/CPS	6	Madelaine	Flr	5	Mike Dommett
CC	Marquis Chopine Camus	20	34	Withy Bdr-General	9	Sheila	Flr	4	Stewart Macintyre
JE	Count Jean Ettonique	19	F	Rich Colonel DG	21		Flr	5	Tony Hinton-West
BdLS	Marquis Bern'd de Lur-Saluces	18	+59	Rich Lt-General/Insp.Gen.Cav	14		Both	3	Rob Pinkerton
Jdl	Baron Jean d'Ice	17	35	Withy B.Bdr-General CG/3rd Army QMG	8		Both	3	Tym Norris
HD	Baron Henri Dubois	16	45	Comfy Major DC/HGds Brigade Maj.	7		Both	3	Wayne Little
BdLG	Sir Bastian de LaGarde	16	41	Withy Major RFG/Gds Brigade Maj.	4	Lotte	Both	1	Jerry Spencer
GM	Sir Gaz Moutarde	15	28	Withy Bdr-General	4		Both	2	Mike Clibborn-Dyer
CK	Marquis Chris Knight	15	F	Comfy B.Bdr-General CPC/Chancellor	11		Hunt	2	Paul Wilson
GdB	Greg de Bequeur	15	+49	Comfy Lt.Colonel KM/1st Div Adjutant	6	Katy	Both	5	Anthony Gilbert
AFL	Sir Alonzo Fonde-Lapatrie	14	29	Comfy Major RM/1 F Brigade Maj.	7	Ella	Both	2	Graeme Morris
GH	Sir Georges Hommemince	14	27	Comfy B.Bdr-General PLLD/Drgn Brigadier	6	Angelina	Hunt	1	Cameron Wood
PUFF	Baron Percy Urbain Fanci-Free	14	25	OK Major DG	8	Fifi	Both	2	Mark Cowper
Anon	Les Anonyme	13	+41	Comfy Colonel 53F/1st Army Adjunt	3	Carole	Both	4	Bruno Giordan
WI	Will Iarnnot	12	F	OK Colonel ALC/ALC Regt. Adjt.	2		Both	3	Charles Burrows
RdL	Robert d'Lancier	11	-	3 Comfy B.Bdr-General RM	7		Hunt	4	Steven Malecek
XM	Sir Xavier Money	11	30	Withy Bdr-General	7	Betty	Hunt	3	Pam Udowiczenko

ID	Name	SL SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
HDS	Henri DuShite	10	+31	Comfy Lt.Colonel RM	7	Ingrid	Hunt	4	Dave Marsden
BeV	Sir Ben e'Volence	10	+ F	Comfy Lt.Colonel CPC	5			3	Ash Casey
AF	Augustin Fourier	9	25	Comfy Major GDM	3	Pet	Hunt	3	Brick Amundsen
DEAD	Dai Evan Alun Dolwyd	9	RIP						Jason Fazackarley
RdM	Rob d'Masses	8	-	1 Poor	5			1	Craig Pearson
HDE	Hercule D'Engin	8	24	Comfy Major 53F/2 F Brigade Maj.	2		F&P	2	Gerry Sutcliffe
CdP	Camille de Polignac	8	24	Poor Subaltern RFG	4		BG	4	James McReynolds
BS	Balzac Slapdash	8	21	Comfy	9	Alison	BG	4	Matthew Wale
EdL	Eclair de Lame	8	15	Poor Subaltern RFG	4		BG	3	Peter Farrell
MidZ	Marc de Zorro	8	F	Comfy Lt.Colonel QOC	7		BG	4	Tim Macaire
LK	Lars Kristmass	8	0	OK	4			3	Martin Jennings
JIT	Justin Thyme	7	16	OK	5	Sue	F&P	2	Gerald Udowiczenko
TdA	Thierry d'Actyl	7	+29	Poor Captain 53F/53F Regt. Adjt.	1		RP	2	John Cooke
IED	Ivor Edward Defrane	6	-	1 OK Major RM	6		RP	3	Graeme Wilson
HB	Horace Bury	6	6	Poor Captain 27M	6		F&P	2	Sebastian Emde
X1		6	Ret						Mark Nightingale
NdB	Norman de Bastille	6	+21	OK Subaltern QOC	1		HGds	4	Mark Williams
PFL	Phillipe F'Loppe	5	13	Poor	3	Ada	RP	4	Phil Urquhart
AdL	Armand de Legge	5	+32	OK Captain PLLD	3		RP	2	Paul Murphy
EJ	Edouard Jogue	5	+16	Poor	1		RP	4	Nik Luker
ASY	Amaury Saint-Yves	4	RIP						James Schoonmaker
ZUT	Zavier Ulric Turenne	4	+21	Poor Major 69A	3	Lois	RP	1	Bob Blanchett
HJ	Hugh Jass	3	F	Comfy Lt.Colonel 13F	3			3	Ray Vahey
BdT	Bendroit de Tres	3	+11	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, Fithy = 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+