

That would be enough

This has been issue 206 of *To Win Just Once*, published 22nd July 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 August 2020.

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

(Remaining 2020 deadlines are 11th/18th Sept, 16th/23rd Oct, 27th/4th Dec)

Waiting lists

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

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

Star Trader – Joel Halpern and Anthony Gilbert are waiting for the next game. Rules provided.

Online games

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

Brass (at brass.orderofthehammer.com):

Keyflower (at www.boardgamearena.com):

Pax Porfiriana, (at www.yucata.de): Pevans, Brad Martin

Rajas of the Ganges (at www.yucata.de):

Snowdonia (at yucata.de): Pevans, Mike Reeves, Brad Martin

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

Credits

To Win Just Once issue 206 was written and edited by Pevans. The *LPBS* masthead (page 23) is by Lee Brimmicombe-Wood, as are the illustrations on pages 18 and 24. The drawings on pages 26 and 30 are by Tim Wiseman and the one on page 28 by Bryan Lea.. Game and book artwork is courtesy of the publisher. Pevans took the photos and played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

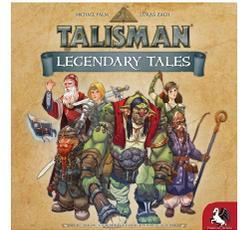
Some statistics for you. Spiders successfully rescued from imminent death in bath: 3. Spiders unsuccessfully rescued from imminent death in bath: 2. Spiders successfully rescued from imminent death in bath only to take a suicidal dive into the (full) washbasin: 1. Dismayingly large spiders removed from prominent positions on walls and ejected from the building: 2. This is an unusually large amount of visible spider activity over just a few weeks. Especially as I expect this phenomenon in Autumn, not Summer. What is going on?

In other news, frequent hand-washing while singing “Happy Birthday” means I can get through a complete rendition of the song in under 5 seconds. I know, I’ve timed it. So much for singing it twice while washing my hands to ensure 20 seconds of cleanliness. It reminds me of music mag *NME*’s report of a Ramones tour, back in the day. Apparently the band started out playing a 48-minute set. They were delivering this in under 35 minutes by the end of the tour.

Despite last issue’s alarming news about Mike Dommett’s mother, she’s still going strong and receiving family visitors (within current distancing restrictions). “Better than I’ve seen since last November,” reports Mike.

That pile of games

Remember the stack of games I published a photo of a few issues ago? I’m sure the question everybody wants answered is how many of them I have now played. And the answer is still none! I have actually opened one, though. I received *Talisman: Legendary Tales* as a freebie a couple of years ago. It appears to be a family-friendly co-operative dungeon bash, based on the venerable *Talisman*. I thought this would be a good option to play solitaire, but have yet to muster the enthusiasm to try.



Even worse, I’ve actually added games to the pile. Notably Tony Boydell’s game of railways and tea plantations, *Alubari*, and Gil Hova’s *High Rise*, which I tried at the UK Games Expo last year. Both have one-player options, so the plan is to play both of these soon.



I’ve also picked up a couple of card games and have actually given these a go. *Lux Aeterna* is a solitaire game from Mr Boydell, about which more later. *The Crew* is a co-operative game that has gone down well at Swiggers games club. I thought this might be another possibility for solitaire play. However, it’s a trick-taking game with the goal of getting the right players to win the tricks containing their target card/s. This doesn’t work with perfect knowledge of every player’s hand, so it will have to wait for group play to resume.

Online stats

Last issue (TWJO 205) appeared on 13th June and the PDF versions were downloaded 135 times in the rest of the month. June added 32 more downloads for TWJO 204, for a total of 229 in two months. Issue 203 was downloaded a further 15 times to make 297 since publication.

Letters

I have some quite extensive notes on last issue from Jonathan Palfrey. Let's see what I can fit in.

Following your mention of "Volare", I Googled it (though I have heard it before) and found a 1958 performance on YouTube, which is quite nice. I can follow most of the words with my fading memories of Italian, though I left Italy in 1989 and haven't had much occasion to use the language since then.

Well, that's more Italian than I know. The word "blu" seems to appear frequently in the song, though.

I bought and read "A Wizard of Earthsea" in 1992, while I was working in Stockholm, and had this to say in my diary at the time.

"It's written well enough, reminiscent of Tolkien; but the true aimlessness of fantasy lies upon it. Tolkien somehow managed to escape this trap. I suppose Bilbo's quest had a clear aim: to toss the Ring into the mountain where it would be destroyed. And such magic as he used was mostly explained in advance.

"But Ged/Sparrowhawk uses magic much more freely, and his quest is much vaguer; his victory makes little impact. It's as though I'm watching a game whose rules I don't know, and I just have to accept when someone is reported as having won.

"I'm disappointed in the book. It seems lacking in any real substance. I don't care deeply about Ged and I don't understand why Escarriol/Vetch befriended him; he doesn't seem to have been a very appealing character. Le Guin will write from a man's point of view, but there's something rather hollow about her male heroes."

Interesting. I think the purpose of Ged's quest – to redeem himself by dealing with the destructive thing he summoned into the world – is very clear and the final confrontation is brilliant. And I don't see the Tolkien parallels.

The last time I read "The Fifth Elephant", I thought it was one of the better Discworld books in principle, but I wasn't personally fond of it in practice: "The story is initially funny and later exciting, but it becomes rather

disagreeable by Discworld standards, and I'm not sure that I entirely approve of this." I seem to have read it only twice; so, not one of my favourites.

My opinions of Pratchett's books vary quite a bit. At the low end, we have "Eric" (a short book about Rincewind, its main virtue being that it's shorter than the other Rincewind books) and "The Last Continent" (just about readable if you're short of occupation, but a remarkably tedious book by Pratchett's standards – again involving Rincewind).

My favourite Pratchetts are: the first half of "Equal Rites", "Wyrd Sisters", the beginning of "Pyramids" (in the Assassins' School), "Men at Arms", "Night Watch", "Going Postal", "Truckers", and "Wings". I didn't know quite what to make of "Nation", which seemed impressive in some ways; but so far I've read it only once.

Several Discworld novels there that I haven't read, but the books featuring the witches are generally great fun. I was hooked by the very first two books (*The Colour of Magic* and *The Light Fantastic*), despite the presence of Rincewind.

When I first read "Good Omens", I didn't take to it, but I eventually watched the Amazon-sponsored screen version of it recently, liked that, and appreciated the book somewhat better afterwards.

I found the amalgam of Pratchett and Gaiman quite wonderful – what did they learn from each other, I wonder? I remember being puzzled why there was something like Richmal Crompton's William Brown stories running through it... Until that was explained! The TV adaptation was pretty good, I thought.

Your circuit's dead, is something wrong?

Pevans plays *Lux Aeterna*

It's taken me a while to get hold of Tony Boydell's *Lux Aeterna* (published by Surprised Stare – www.surprisedstaregames.co.uk). However, it's a solitaire card game, so ideally suited to current conditions. The idea is that you're sitting comfortably in your spaceship, observing a black hole, when suddenly things go wrong. Very wrong. Now it's a race against time to repair the ship before your component atoms are smeared across the event horizon. (Though, according to *The Infinite Monkey Cage*, that's only an observer's view of what happens when somebody falls into a black hole.)

In game terms, the spaceship's six damaged systems are cards (taken at random from the small selection for each system). These are laid sideways with a die, set at two, on top (the dice match the colours on the cards). If you can get the value of a die above six, the system is repaired. Yay! You remove the die and turn the



This isn't good: two systems collapsed and I'm near that black hole. Cards mean -1 to POWer and the ship moves two closer, but I get to re-roll a die – or two dice

card so the coloured end is up and gain a reward. Conversely, if the die drops below one, the system 'collapses': you remove the die, turn the card to its black end and suffer a penalty.

If four systems collapse, you lose the game. However, having systems collapse is not all bad, despite the penalties. You win the game if you have repaired at least three systems and none of the others is still 'under repair' (that is, the die is still on the card). Thus, you can repair five out of six and still haven't won until that last system makes its mind up. This should produce some judicious juggling to get some systems to fail while repairing the others. Ideally, the failing systems should be the ones that don't do too much damage.

The other way to win is to run through the deck of cards that give you your actions each turn. Sounds easy? Well, this game is played against the clock. Spend too long juggling and you'll run out of time – and lose, natch. Fifteen minutes is the easy setting. Ten minutes is tricky. There is a third way of losing: falling into that pesky black hole. Your little conical ship marker (probably) moves along its track, getting closer to the singularity each turn.

All of this is powered by the cards you have in hand. First thing each turn is that you draw cards, add any saved card, and decide what to do with each one. There are three elements to the card: how much damage it does to which system; how

many spaces closer to the black hole you move; and an action that helps you. This could move the ship backwards or let you change a die: increase its value, turn it over, roll it... (There is a fourth element: the illustration and description, but in the heat of play I don't even notice these.)

Your mission, then, is to grab your cards and, quickly, decide where to assign each one. One to damage a system, one to move the ship, one for its action and, if possible, one to save for next turn. Any remaining cards are discarded. You then do those things and, if the game isn't over, discard the used cards and draw a new set.

That's it.

Well, almost. There are also some 'Glitch' cards that are shuffled into the deck and cause a significant problem when drawn (this makes cards whose action is to remove the next Glitch rather useful). Then, should you win the game, you get to score. Points are awarded for systems that haven't collapsed (a lot more if they're actually repaired) and for how close to the black hole your ship started (each space on the track is marked with the score for starting there and there's a separate start marker to avoid confusion). Scoring can be affected by Glitches and by repaired or collapsed systems.

I really wanted to like *Lux Aeterna*, but it just didn't grab me. It was a pleasant enough way to pass the time, but I don't feel the need to play it again. Okay, there are lots of combinations of cards that I haven't seen yet, but my actions in each game will be the same: draw cards, scan, assign, implement and repeat as quickly as possible. And score up when the deck runs out. Okay, beating my best score might be an incentive, but I don't care enough about that to be bothered (possibly another reason I don't play computer games). *Lux Aeterna* gets 5/10 on my highly subjective scale.

One last thing. I know it's petty, but the use of "dice" instead of "die" throughout the game was annoying. I know this usage will probably be better understood by most of the English-speaking world, but it irritated me every time I saw it. And, while I'm at it, why not *Lux Æterna*?

Lux Aeterna was designed by Tony Boydell and is published by Surprised Stare Games. It's a card game for one player, aged 10+, and takes up to 15 minutes to play (and much the same amount of time to set it up). My review copy was provided by Games from Pevans (www.pevans.co.uk/Games).

Beep, beep, boip, boip...

Pevans reviews *Fire!*

Space Invaders is a game I do recognise – and played, back when a games console was something you sat at in the pub. Hence I know what Friedemann Friese's *Fire!* (published in English by Stronghold – strongholdgames.com) is all about. Yes, you're firing your guns to eliminate the alien spaceships – complete with crude blocky graphics. But it's designed by Friedemann, so there's some tricky stuff going on here.



The square box contains a deck of square cards which you do **not** shuffle. To begin with, the game is divided into levels, with each level introducing new cards and/or mechanisms (I assume, I'm only on level 2 and am not spoiling the surprises). The idea is, of course, that you progress to the next level once you're competent at (or have at least won) the previous level. Hence I'll start with – and stick to – level 1.

Five of the level 1 cards are aliens, which you set out in a line with their highest strength (on the edges of the card) towards you. Then you have three laser guns to set out below the nasties. In order to fire, the lasers need enough power. The remaining deck of cards are batteries of varying strengths that you'll add to your guns. (There are also some cards for the two-player team game, which I haven't tried and are put aside for the solitaire game.)



That's a 20-point hit – say goodbye to the middle alien

So, you shuffle your deck of cards and draw them one at a time, adding the card to one of your lasers. When the total value of the cards in one line reaches or passes ten (there's a very useful '5' card), that gun automatically fires. Yippee! Except that the amount of damage it does is the total value minus 10. Oops! And

then multiplied by the number of crosshair icons on the cards. Thus a total 12 in five cards with icons gets you $(12 - 10) \times 5 = 10$. However, this figure only damages an alien if it's at least the card's current strength. Most start at 12...

Did I mention there's some tricky stuff here? I am suspicious that there are cards with multiple, or no, crosshair icons on them, but at level 1 each card has one. Thus, you're trying to get as many cards down as possible before you go over 10 – and then exceed 10 by as much as possible. That '5' card is looking very useful about now – I have managed a 28-point shot by playing the '5' as the seventh card to make 14 in card values. Now, when you damage an alien, you rotate its card to the next highest strength (and remove it when you get the last hit). A good thing is that you can damage the same alien several times with one shot. Hence that 28-pointer takes out the 12, 9 and 6 sides, leaving its strength at three (easy!).



Look: that's level 2!

The problem you have as the player is that every time you fire a laser, one of the cards you used goes out of the game. (The others go into a discard pile which is shuffled to make a new deck when you need more cards.) This means you'll gradually run out of cards until you can't fire any more. And the aliens win! It also means you've got a tricky decision: which card to get rid of? My first impulse was to get rid of those pesky '1's. Except each '1' is also a crosshair icon... My current strategy is dumping the middle values.

The other issue you have as the player is that your cards are coming out in a random order. You'd really like the '5' to be the last card onto a laser, but if you draw it with no cards in play (or five points on each laser), it's a lot less useful. As always with a solitaire game, you're doing the best you can with the cards you're dealt. And, just like Patience (aka Solitaire), sometimes it doesn't work out.

The comparison with Patience is deliberate as this is how I think of the game. However, zapping alien spacecraft is a lot more exciting than putting the red '10'

on the black jack... And you are, in effect, constantly tuning your deck of cards rather than just recycling the same sequence. The other thing that's keeping me playing *Fire!* is to find out what tweak Friedemann has added to the game with each new level and how this changes the challenge. Like the other games in his 'Fable' series, the game is constantly evolving as you work through it.

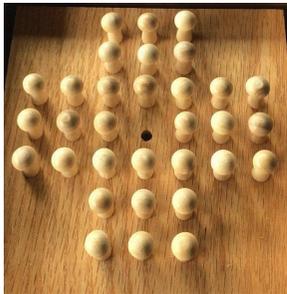
There are plenty of clever things about *Fire!*, but I'm not sure that I'll get any more out of it once I've achieved the final level. Mind you, that's going to take me quite a while. And there's always the option of trying the two-player 'team' game – the need to communicate effectively should add another layer of complexity to the game.

Fire! was designed by Friedemann Friese (as part of his 'Fable' series) and the English language edition is published by Stronghold Games. It is a card game for 1–2 players, aged 10+, and takes 25 minutes to play. It gets 6/10 on my highly subjective scale. My thanks to Stephen Buonocore at Stronghold for providing my copy.

What has Pevans got against solitaire* games?

I'm not sure that I have anything against single-player games *per se*. (I've written before in these pages of how much I enjoy Victory Games's *Ambush!* – you'll have to go back to *TWJO* 99 to find this.) However, I often find them more like puzzles than games. For me, playing a game involves pitting my wits against others. A puzzle is about, well, puzzling something out.

As far as I'm concerned puzzles fall into two groups. Either I can solve them, in which case they're boring. Or I can't, in which case they're frustrating and boring. As you can see, I'm not a puzzler – I play *Scrabble*, but I don't do crosswords (which was interesting when I started as a computer programmer: most of my colleagues did crosswords).

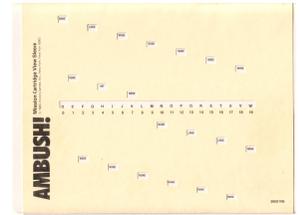


This sort of thing...

The classic puzzle, I think, is something like Solitaire (the peg-board puzzle) or Towers of Hanoi: there is a single solution and, once you know it, you can always solve the puzzle. However, introduce an element of chance and you get something different. The various Patience games may or may not be soluble, depending on how the cards have been shuffled. I play Patience – usually on my phone to fill a short Tube journey – but I don't think it's a game. It may be a pastime, as that's what I'm doing: passing time.

* I know the current vogue is to call them 'solo' games, but they were 'solitaire' back in my wargaming days and I'm sticking with that.

Solitaire games are generally more complex and have more variability than simply the order of the cards in a deck. Returning to *Ambush!*, the clever designers (take a bow, John H Butterfield and Eric Lee Smith) incorporated the idea of different states for your opponent (what would nowadays be called an AI and was then ingeniously implemented in cardboard). Thus you can play a scenario and capture an enemy courier with important documents. Play it again and you may find just a smoking pile of ash.



Ingenious cardboard AI

It's this variability that makes it more like a game for me. There's still the lack of interaction, but the challenge is different each time. You're not just performing the same action over and over again, but having to adapt to different circumstances. This is what makes the difference between the two games I just reviewed. *Lux Aeterna* is closer to Patience: you're repeating the same actions every turn every time you play, regardless of the slight differences in set-up. The same is true of *Fire!*. Except that progressing to the next level changes the rules and you have a fresh challenge to solve with the same techniques.

A solitaire game remains puzzle-like in that you are working out how to achieve your goals within the constraints set by the designer. This also forms part of what makes a game, of course. However, in a game you have the challenge of outwitting your opponents as well – or maybe just doing a better job within the game's limits. In a solitaire game you're only pitted against the system, however random or adaptive that is.

Which makes me realise the similarity between solitaire and co-operative games. The same contest against the system, but as part of a team of people. This actually makes a big difference for me. You have the 'wisdom of crowds' effect (albeit a small crowd) and the need to work together. This provides the interaction that is missing when playing on your own. Having said that, many co-operative games can be played solitaire (though having perfect knowledge of every player's resources/abilities may be a problem).

Despite the similarities I like co-operative games much more than solitaire ones. Part of this is the teamwork and interaction. However, for me the best co-operative games instil a constant sense of jeopardy. You always feel that you're on the knife edge between triumph and disaster. *Robinson Crusoe* is a prime example of this: I never feel the team is safe and achieving the scenario's goal often takes second place to simply surviving. I rarely get that feeling in a solitaire game. It has happened in *Ambush!* though: the first time a German tank clanked onto the board. My squad had no anti-tank weaponry... We followed the advice of *Buffy: The Vampire*

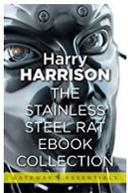


Slayer's Xander in dealing with danger: we hid until it went away. But for a moment, my heart was in my mouth. I've not had that happen with any recent solitaire game.

As well as games designed to be solitaire, there are multi-player games with a single-player option. Apart from providing a solitaire game, this can be a really useful way of learning the rules. *Tapestry* is a good example. The mechanisms of the one-player game are the same, but you have two 'automa' (as the rules call them) to play against. There is variability in precisely what they're doing, but the main effect is to make sure you can't just claim all the achievements and bonuses. I found this a useful way of becoming familiar with the game, but that's its main purpose for me. (Though maybe I'll break out *Tapestry* and play it solitaire to keep my hand in...)

So what's my conclusion from this internal debate? Well, my issue with solitaire games is that they can be more like puzzles than games. However, give me a properly challenging solitaire game that changes to give different challenges and I'll happily play it. Though not in preference to sitting at a table to play properly.

Reading Matter



My latest retro reading has been Harry Harrison's *The Stainless Steel Rat* series, having picked up an omnibus e-book edition. I thought I'd read several of these books back in the day (the 1970s and 1980s in this case). However, the stories became unfamiliar after the first two, so I suspect I only read the original and its sequel, *The Stainless Steel Rat's Revenge*.

The concept – of a stainless steel rat/criminal in the concrete and glass wainscoting of placid galactic civilisation – doesn't even last the first book. And then Slippery Jim reminded me of nothing so much as one of EE Smith's Lensmen – minus the psychic powers, but plus all sorts of advanced technological gadgets that the Batman would give his arm for.

Those first two books were good romps – and I'd forgotten how nasty Angelina is when she first appears. Sadly, it became a bit jarring after this and the jaunty style began to grate on me. I read a lot of Harrison's books when I was younger and I'm now wondering how many of them would still stand up. *Make Room! Make Room!* should do, but what about *A Transatlantic Tunnel*, *Hurrah!* or *Star Smashers of the Galaxy Rangers*? Not to mention *Bill, the Galactic Hero*.

Games Events

The latest *QLA* confirms the cancellation of this year's ManorCon. However, the *MidCon* committee is still determined that there'll be something taking place come November "if at all possible".

The following box concentrates on events I hope 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) to play online at various websites. 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: end of May at the NEC (Halls 1 2 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

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.

I'm running low on *Agricola* games in progress. Who'd like to join me on Boîte à Jeux (www.boiteajeux.net)?

Brass game 91 (at www.brass.orderofthehammer.com) Mike Tobias, while number 92 was a welcome win for yours truly. Game 93 needs one more player to start – come on, Przemek!

I'm definitely pining for another game of *Pax Porfirianai* (at yucata.de) and more *Rajas of the Ganges* and *Snowdonia* needs a fourth player...

I fancy some more *Keyflower* (at BoardGameArena.com). And how about *Puerto Rico* while I'm there? Or their implementation of *Through the Ages: a New Story of Civilization*?

I prefer *Through the Ages: a New Story of Civilization* at boardgaming-online.com and it's about time there was a new *TWJO* game – standard or pacifist.

Trophy Hunter

Turn 9

This turn's shots

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

Graeme M: "Here kitty, kitty"
 Other: "You know that kind of talk can get you killed?"
 Graeme: "Oh, come on, the lion's probably miles away."
 Other: "But Carole isn't ... oh dear, I bet that hurt."

It's an entertaining round as players blaze away in the vicinity of the snake spotted last time. It slithers 'north' under a bush only to be finished off by William Hay and Pam Udowiczenko. Anthony Gilbert hits the damaged bit, while

Scores

Player	Shots	This turn	Total
Alex Bardy	K18, L14	0	10.22
Chris Baylis	O13	-4	1.00
Bob Blanchett			-4.00
Colin Bruce	H14, I15	0	7.06
Charles Burrows	S16	-4	1.06
Mark Cowper			9.56
Mike Dommett	F16, H14	0	10.00
Anthony Gilbert	E5	0	4.33
William Hay	F6	2.5	1.06
Andrew Kendall	G14, H14	0	-4.00
Nik Luker	I14, H15	-2	2.00
Tim Macaire	F7, E6	0	9.89
Graeme Morris	E16, G16	0	6.06
Rob Pinkerton	H15	-2	7.50
Gerald Udowiczenko	F7, E8	0	7.56
Pam Udowiczenko	F6	2.5	6.50
Matthew Wale	K8, S10	0	20.00
Graeme Wilson	J13, P10	0	6.00
Paul Wilson	G14, N7	0	21.22

Tim Macaire and Gerald Udowiczenko take the bush – as Tim predicted!

Chris Baylis queries his last shot: "Are sure that was a Snake I hit? I was aiming for a giraffe."

Chris is one of the people hitting the poor, bandaged Gorillas this turn, which does their score no good. Nik Luker and Rob Pinkerton even hit the same one.

And with one round to go, Paul Wilson has a narrow lead over Matthew Wale. It doesn't look like anyone else will be catching either of them (Gorillas permitting).

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
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 August 2020.

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TWJO is published on paper and online at www.pevans.co.uk/TWJO (as a free PDF). 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, and the games only subscription.

	UK	Rest of Europe	Rest of World	Games only
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The Mote in God’s Eye (Star Trader game 10)

Turn 10

At Gamma Leporis QUASAR bid 8 to buy Alloys at 1 HT each, and GAMLEPCO were there buying 5 more on Contract.

Epsilon Eridani saw GAMLEPCO selling 10 Monopoles for 18 HTs each. This gained them another Dealership. Other Corporations wanted to sell Isotopes but only QUASAR succeeded, selling 11 units for 9 HTs apiece and gaining a Dealership. GAMLEPCO sold 1 as a meagre reward.

QUASAR was buying Isotopes at Tau Ceti, 10 at 6 HTs, and took a Market Position while shutting out GAMLEPCO’s bid. ARCHANGEL LINES sold 4 Alloys for 7 HTs each and GAMLEPCO sold 5 on Contract.

GAMLEPCO were buying and MONOGRAM were selling Monopoles at the same price at Mu Herculis. QUASAR tried to sell but that failed as the price dropped.

GATES-LEARJET were buying Isotopes on Contract at Sigma Draconis as were GAMLEPCO, who were also buying Spice on Contract. MONOGRAM had a loaded ship off Mu Herculis for once and sold 8 Monopoles for 20 HTs each and were at last cheered.

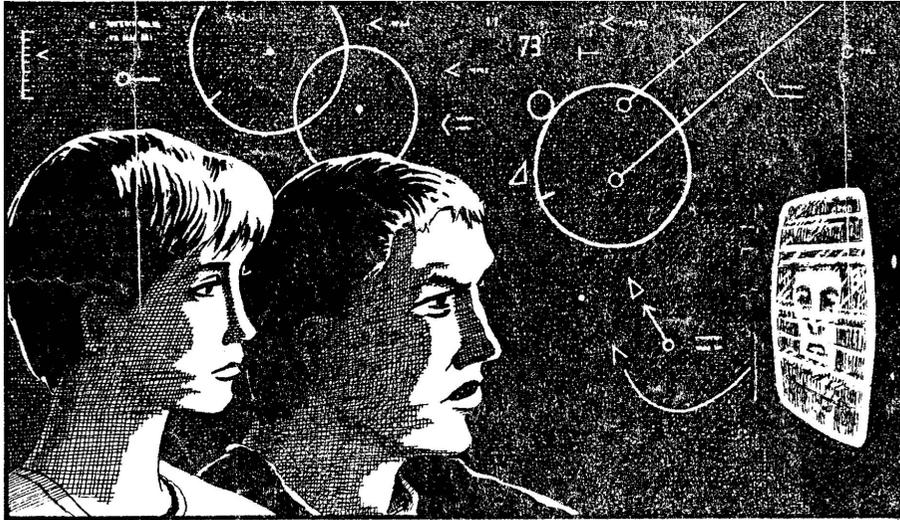
GATES-LEARJET took OP17 at Epsilon Eridani, buying 6 units, all the ship could take.

ARCHANGEL decided to liquidate part of its fleet, selling the two passenger ships at Gamma Leporis. These sold for 70% of value, raising 298 HTs. Seeing victory within their grasp, they sold their ship at Tau Ceti for 60% of value and reached the 1,000 HT mark

Corporation Table

Corporation letter and name	Connections			Init’v Bid	Turn order	Cash Rep	Player
	Bus	Crim	Pol				
A AIA	0	5	9	7	2nd	7 -	Jerry Elsmore
B GamLepCo	10	0	3	0	4th	271 40	Tony Gilbert
C Quasar Enterprises	10	3	5	10	1st	817 40	Mark Cowper
D Monogram Inds	6	0	4	0	5th	552 40	Mike Dyer
E Gates-Learjet	10	4	3	0	3rd	281 40	Paul Evans
F Archangel Lines	4	0	4	0	6th	1051 40	Przemek Orwat

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



GM Notes

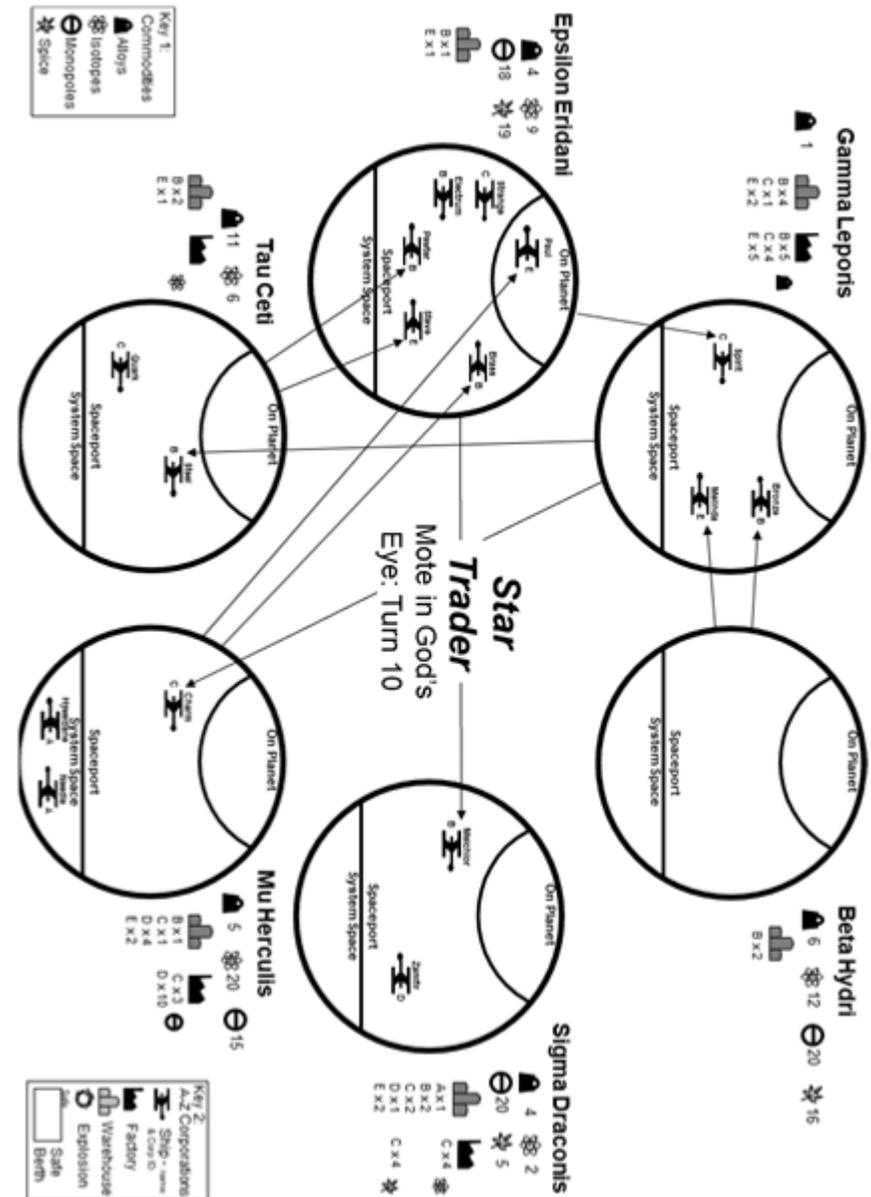
Game End Statements with the next deadline please gentlemen. The game has ended sooner than expected and congratulations to Przemek Orwat. Because each Corporation is going for different targets it can be hard to see who is winning. Being left in peace probably benefitted the passenger mover. Playing the Corporation supposed to destroy others has never done well. It may need the emergency hyperjump rule tweaked or removed for future games.

For comparison, a rough and ready figure for each Corporation at the end of the game, assuming everything could be liquidated at 100% of value wherever it is looks like this.

Corporation	Target	Achieved
AIA	Destroy 5 ships;	destroyed 1
GAMLEPCO	2,000 HT in assets;	1,337 HTs
QUASAR	2,500 HT in assets;	2,365 HTs
MONOGRAM	2,000 HT in assets;	2,667 HTs
GATES-LEARJET	2,000 HT in assets;	1,407 HTs
ARCHANGEL	1,000 HT in assets;	1,051 HTs

Monogram has a huge stockpile of Monopoles and the factory price at Mu Herculis remains high. Obviously this distorts things, so don't read too much into it.

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



UpLoders (*Railway Rivals* game 14 - RR2387KT)

Turn 10

STEAMPUNK IPA and NASHVILLE CATS RAILROAD are still pulling away a little, with GRACELAND MYSTERY TOURS and BIEN'S INTERNATIONAL EXPRESS NETWORK not in touch. At the bottom, FOGGY BOTTOM RAILWAYS and SCHWEIZER MACHINENFABRIK.

This turn's races

Race results					Scores					
					BIEN	NCR	SMF	GMS	FBR	SIPA
27	AS	Cookeville	8C	Memphis		+7				20-7
28	8S	Johnson City	JH	Illinois	+3	20-6				+3
29	JS	Mississippi	KD	West Virginia	0JR	10JR		10-8	10+8JR	0JR
30	9C	Memphis	5H	Henderson					20	
31	JC	Jackson	8D	Covington			+1			20-1
32	10D	Ashland	10H	Elizabeth-town	10				20	
33	AH	Paducah	6S	Knoxville	20-5	10-8	+2	+1		+8+3
34	2D	Middlesboro	6C	Nashville	+2	20-2				
TOTAL					30	61	3	3	58	46

JR = Joint Run; ERP = Exchange of Running Powers

Builds and Points

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

Builds:
None

Points: 169+30 = 199

NASHVILLE CATS RAILROAD (NCR), Jonathan Palfrey - Green

Builds:

None

Points: 217+61 = 278

SCHWEIZER MACHINENFABRIK

(SMF), Martin Jennings - Red

Builds:

None

Points: 68 +3 = 71

GRACELAND MYSTERY TOURS

(GMS), Mike Dyer - Purple

Builds:

None

Points: 156+3 = 159

FOGGY BOTTOM RAILWAYS

(FBR), Rob Pinkerton - Blue

Builds:

(E4) - E5 - D5 - C6;

(E5) - E6 - E7 - F7

Points: 47 -6 +58 = 99

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

Builds:

None

Points: 205+46 = 251

Next turn's races

Race	From	To
35	3S Chattanooga	3H Clarksville
36	9H Bowling Green	7C Paris
37	QH Indiana	5S Knoxville
38	10C Dyersburg	7S Morristown
39	AC Tullahoma	9D Maysville
40	10S Bristol	QD Virginia
41	2H Mayfield	6D Lexington
42	4D Pikeville	KS Georgia
43	6H Owensboro	5D Winchester

GM Notes

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

Note that the map has a row of mis-numbered labels in hexes running north-east from N36 (which is actually N35) to Z42 (actually Z41).

After the races, you may build up to 4 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.

Note from Pevans: I think I've managed to correct the map (online), but let me know if there are still errors.

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

Games from Pevans

Mail order board and card games in the UK



La Viña

A nice little game of collecting grapes to make wine, matching objectives that score points. It has some clever tactical touches that make it an entertaining challenge.

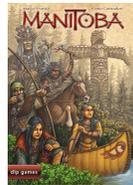
For 2-5 players, aged 8+, playing time 45 minutes: **£18.00**



Manitoba

An intriguing game of leading a clan of native Americans, providing for their physical and spiritual welfare. Some antagonism with the other clans may be involved. Ahem.

For 2-4 players, aged 12+, playing time 75 minutes: **£35.00**



Snowdonia deluxe Master Set

A new edition of *Snowdonia* would be a good thing on its own. Given the deluxe production and the incorporation of all the game's expansions, the result is stunning.

For 1-5 players, aged 10+, playing time 90 minutes: **£90.00**



Terramara

Bronze Age villages in northern Italy: expanding, trading and feuding. Each player aims to lead their own village to supremacy.

or 2-4 players, aged 12+, playing time 2 hours: **£50.00**



Through the Ages: New Leaders and Wonders

Just having new leaders and wonders for this terrific game would be enough for me, but this large expansion provides a lot more – in particular, it replaces cards to re-balance the game.

For 2-4 players, aged 14+, playing time 2+ hours: **£28.00**



Online at www.pevans.co.uk/Games

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

Orders for **June and July 1672 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 14th August 2020**



May 1672 (339)

In the early hours of each May morning the dawn chorus echoes around the secluded groves and courtyards of Paris. Along with clashing steel and cries of anguish. Yes, there's a whole lot of duelling going on. Let's start with Duncan d'Eauneurts and Georges Hommemince. Dragoon Brigadier Hommemince brings his sabre, which is expected of a cavalryman. Eauneurts also brings a sabre, despite being a Musketeer. His number one, Lieutenant-Colonel Greg de Bécqueur, seconds him, but there's no sign of his second second, KM Captain Tarquin le Hatter. No doubt something will be said back in the barracks.

Eauneurts is the more expert swordsman by quite a margin, but his main advantage is that he'd make four of the small man that is Hommemince. Even with a partly-healed injury, Eauneurts is odds-on to win. Despite this, both men start cautiously. Very cautiously: they parry. Then, expecting a slash, Eauneurts blocks while Hommemince dodges, ditto. Hommemince then realises that he's not holding his sword correctly and stops to adjust his grip. Eauneurts hits him with a slash and it's all over. Hommemince's surrender is courteously accepted and he heads home, unable to meet any other opponents.

The next adversary for Eauneurts is Bastian de LaGarde, Major in the Royal Foot Guards. Yes, he's supposedly a friend. He brings his rapier and a second, Hercule D'Engin. However, he's no bigger than Hommemince, so this is only going to end one way. Faced with a man using a rapier, Eauneurts parries a couple of times before slashing. Expecting slashes and cuts, LaGarde blocks and evades. Then the slash hits him. That's another surrender and Eauneurts win.

Meanwhile, Jerome Fortmayne of the Cardinal's Guard is taking on none other than Tarquin le Hatter of the King's Musketeers. Hatter has his regimental rapier and Xavier Money as second (armed with a whole chest of bandages and several bottles of brandy). Jean d'Ice accompanies Fortmayne, who's brandishing a two-handed sword. And, while Hatter is a beefy chap, Fortmayne is beefier. First blood goes to Hatter, running his opponent through with a lunge. Fortmayne comes back at him with a hefty slash. Hatter shakes it off and lunges again. Just in time to meet the two-handed blade coming back in a cut. That's plenty of punishment for Hatter and he concedes the fight. It doesn't stop him going on to his next meeting though.



Fortmayne's encounter is with another member of his enemy regiment: Duncan d'Eauneurts. Untouched in his first two duels, Eauneurts looks as tough as his bandaged opponent. This means it's the superior skill of Eauneurts against the larger blade of Fortmayne, Greg de Bécqueur and Jean d'Ice watching as seconds. Eauneurts parries, blocks and jumps in an effort to avoid the attacks he expects. But his skill is such that this all happens while Fortmayne is preparing his massive weapon. First blood still goes to Eauneurts as he gets in a slash. Then it's slash from Fortmayne, slash from Eauneurts, cut from Fortmayne and it's all over. Eauneurts concedes this one.

While this is going on, Tarquin le Hatter is meeting another enemy, Thierry d'Actyl. Hatter's injuries leave him on a par with the smaller man in this rapier duel. Actyl has two seconds, Les Anonyme and Hercule D'Engin, while Xavier Money is still with Hatter. Despite his wounds, Hatter decides he's up for another fight. Then the two of them cross swords, he gets an unexpected twinge and surrenders immediately. Luckily for him, Actyl's only action was to parry, but neither will be satisfied with this poor show. Hatter then backs out of his remaining duels with Henri DuShite and Greg de Bécqueur ("earlier duelling exertions have rendered me fatigued and unable to continue further" is how he puts it).

Bécqueur's second choice of opponent (and he has plenty of them) is ... Thierry d'Actyl. His wounds from last month leave Bécqueur even with Actyl in stamina and weaponry (rapiers for both), but ahead in expertise. Duncan d'Eauneurts stands as his second, while Les Anonyme remains with Actyl. Having been named as second by both principals, Hercule D'Engin recuses himself from this one. Both men start by parrying until Bécqueur spots a lapse in concentration and lunges for first blood. Actyl staggers back, examines the damage, lifts his sword and is hit by a cut. He surrenders and goes looking for some bandages.

Next on Bécqueur's list is a repeat meeting with Camille de Polignac, who is also still recovering from his injuries. Supported by Eclair de Lame, Polignac is confident in meeting Bécqueur again. Right up to when they cross swords. Then he gives in before Bécqueur can parry him into submission. Bécqueur has an even easier time with Ivor Edward Defrane: he simply doesn't show up.

Eclair de Lame is still there, though, and is next on Bécqueur's list. He matches rapier with his opponent and has the faint-hearted Polignac as second. Lame attacks with a lunge. However, Bécqueur is ready for this and parries it. He forgoes a riposte, preferring to launch into a furious lunge. The lunge catches Lame to draw the first blood. Annoyed, Lame closes in and applies his boot under the swing of the rapier's cut. Both men are wounded, but it's Bécqueur who surrenders. This injury leaves Bécqueur unable to meet the patiently waiting Jerome Fortmayne nor any more of his opponents, such as Balzac Slapdash. However, his match with Lars Kristmass is only postponed.

Regimental enemies

Time for some fun and games (or even duels) between the Dragoon Guards and Queen's Own Carabiniers. We start with QOC Major Norman de Bastille versus the more expert DG Major Conrad de Coverlet with their regimental sabres. Bastille is seconded by Leonard de Hofstadt and a colleague, Marc de Zorro. DG Lt-Colonel Henri Dubois is on the other side. Bastille's lack of skill is demonstrated as Coverlet slashes past his attempted parry and Bastille concedes the duel.

Despite losing, Bastille is keen to take on another enemy: Henri Dubois (DG Lt-Col). Coverlet seconds Dubois, who is seriously more skilled than the Carabinier. That's about the only difference between the two as they're using regimental sabres. Both make a wary start, with plenty of blocks and the odd parry. Then they attack. Bastille's lunge strikes before Dubois can get his slash in. It doesn't hurt much, but Dubois surrenders immediately. He has an urgent appointment to buy the Colonelcy of the Dragoon Guards.

Coverlet wants a go at Greg de Bécqueur next but, as we know, Bécqueur is in no state to fight. So Coverlet moves on to Robert d'Lancier. His potential problem here is that Lancier is Colonel of the Royal Marines, which means he uses a cutlass. And is more skilled with this than Coverlet is with his sabre. Lancier's invited second, Bastian de LaGarde, doesn't appear so he's on his own for what looks a pretty even fight. Apart from that vicious cutlass.

However, Lancier's apparent expertise seems to have evaporated. His first move is to lunge, prodding Coverlet with the blunt tip of his weapon. Coverlet is dodging as he expected a slash at some point. He recovers to slash at Lancier, scoring first blood. Lancier prods him again. Two more damaging slashes are exchanged for two more pointless lunges before Lancier changes tack. A furious lunge takes him to a cut with the blunt reverse of his blade. Still uninjured,

Coverlet dodges in case a slash is coming and then slashes again to provoke Lancier's surrender. Battered he may be, but Lancier is determined to meet his next opponent. However, Georges Hommemince has already packed up his sword.

Lars Kristmass is William de Beast's first choice for duelling opponent, but this encounter is postponed. Instead, Beast takes his sabre and second, Norman de Bastille, to meet Alex Craimant. Craimant also wields a sabre and Zavier Ulric Turenne is his second. The two men are much of a muchness, so this could be the most even fight of the month. Craimant's initial slash is stopped by Beast's block. However, Beast isn't expecting the lunge that slips through his guard. It doesn't do much damage, but it's enough for Beast to declare honour is satisfied and concede the duel.

His old injuries put Ben e'Volence at a distinct disadvantage against Les Anonyme, despite wielding a sabre against his adversary's rapier. Hercule D'Engin and Thierry d'Actyl second Anonyme, while Phillipe F'Loppe backs e'Volence. Anonyme launches straight into a furious lunge. The immediate lunge catches e'Volence napping and he surrenders before things can get any worse. He will definitely not be facing Greg de Bécqueur this month – not least because Bécqueur has also left the field.

Anonyme takes his rapier and seconds to his rendezvous with Chris Knight. Knight is another sabre user and has Ivor Edward Defrane as his second. He's also noticeably slighter in build than Anonyme. Knight seems to have been watching the previous duels as he dodges any immediate attack. Anonyme blocks until he's certain Knight isn't attacking and lunges to run him through for another quick win.

There's no sign of Chris Knight when Hercule D'Engin turns up to fight him. This means the next duel is possibly the biggest mismatch: the teeny, and still injured, Engin versus the gargantuan Rob d'Masses. Engin is not helped by using a rapier against his opponent's sabre, even though he has the greater expertise. A heavily bandaged Greg de Bécqueur seconds Engin while Masses is on his own. Engin starts by parrying, but this is wasted. The following lunge is disrupted as Masses simply applies his boot where it will do most good. Bécqueur may be affronted, but his principal surrenders. Engin would have been Ben e'Volence's third opponent (and vice versa), but neither of them is fit any more.

Hence it is Rob d'Masses and Les Anonyme who square up for the next duel. Masses is still the (much) bigger man, unaccompanied and using a sabre. Anonyme continues to carry a rapier and be seconded by Hercule D'Engin and Thierry d'Actyl. Anonyme's blocks are pointless as Masses simply kicks him in the unmentionables to win the fight.



Signing up

The two top men in the Royal Foot Guards, Beau Reese Jean Seine and Jean Jeanie, join forces in asking the second Captain to resign his commission. King's Musketeer Tarquin le Hatter tries to throw a spanner in the works, but doesn't have the same sort of influence as these two. The Captain quits and RFG Subaltern Camille de Polignac buys a Captaincy. However, Jeanie rejects Bakar di Brieza's application to the regiment and none of the other Subalterns buys up, so the RFG still has an opening for a Captain.

Duncan d'Euaneurts snaps up Bakar di Brieza for the King's Musketeers when he applies. Brieza buys himself the rank of Captain, spending just some of the funds he's borrowed to start his life in Paris.

Tarquin le Hatter is more successful when he intervenes to thwart Greg de Bécqueur and Pierre Cardigan's attempt to remove the senior Major of the Archduke Leopold Cuirassiers. Cardigan does persuade the regiment's Colonel to quit. However, without a vacancy at Major, he can't buy his way to command of the regiment.

Louis Renault joins the Picardy Musketeers, courtesy of the regiment's new Lt-Colonel – and commander – Zavier Ulric Turenne. Turenne is not so impressed with Stephen LaHesse, rejecting his application. Renault invests in a Captaincy.

The Crown Prince Cuirassiers are augmented by the arrival of William de Beast. He's signed up by commander Chris Knight and financed by Lt-Colonel Ben e'Volence (himself the subject of some largesse from his CO) to buy the rank of Captain. He repays the moneylenders last month's borrowings – good to see a man settle his debts in advance of the campaign season.

Queen's Own Carabiniers commander Marc de Zorro has a busy start to the month as he has three applications to approve. Justin Thyme, Pierre de Terre and Petit-Garson Riche all make it into the ranks. Riche is happy to be a Subaltern. Terre jumps over him to a Captaincy. And Thyme buys himself the rank of Major.

Brigadier-General Georges Hommemince is trying to get rid of his Aide, but the man sneers at his inducements. This means Hommemince isn't able to appoint Subaltern Jacques Hatt to the post.

Realising that he's a bit exposed in a Frontier regiment, Colonel Hugh Jass summons the whole of the 13th Fusiliers to join him. There's safety in numbers.

Flowers at Hunter's

As the Army prepares for the Summer campaign, there are two large parties in Paris: one at the start of the month and one at the end. Xavier Money, with the company of Betty Kant, is the man celebrating spring at Hunter's – asking that attending ladies dress as seasonal flowers. The guest list starts with Alex

Craimant. Next is Augustin Fourier, who brings Pet Ulante with him. Sadly, she's just in her party frock. New boy Bakar di Brieza unsurprisingly has no-one on his arm. Neither does old boy Bastian de LaGarde. Balzac Slapdash brings Alison Wunderlandt, who is dressed as edelweiss in honour of her homeland. Camille de Polignac is unaccompanied. Eclair de Lame brings the unflowery Freda de Ath. Edouard Jogue has a fine blue iris with him in the form of Belle Epoque. Gilles Colbert arrives and notices that Alex belongs to his enemy regiment. Challenges are exchanged. Georges Hommemince arrives next and, greeting his regimental colleague, joins in the challenge with Gilles. Gaz Moutarde escorts Anne Tique with no flower in evidence. Hercule D'Engin spots that his enemy, Chris Knight, is in the club (though not at this party) and steps aside to confront him. On his own is Ivor Edward Defrane. Jerome Fortmayne, now a Captain in the Cardinal's Guard, kicks off the next round of regimental challenges as he exchanges insults with Bakar. Justin Thyme apologises to his host for the lack of 'flower' ("She was stolen from me," he sobs until Xavier can extricate himself). Jean Jeanie has a primrose on his arm. Aka Jacky Tinne. Louis Renault appears at his first Parisian party, steering clear of the Vichy water. In his nice new Lt-Colonel's uniform, Norman de Bastille's companion is the daffodil-like Anna Rexique. Petit-Garson Riche accompanies his red rose, Emma Roides. Rick Shaw picks a fight, on regimental grounds, with Augustin. Tarquin le Hatter, plus Leia Orgasma, comes to the aid of Bakar, backing him up against Jerome. Tarquin has gone to town, attiring himself as poison ivy while Leia is a black rose whose petals have blood red tips. Xavier Ulric Turenne brings up the rear with Lois de Lô.



Apart from Chris Knight, Henri DuShite (accompanied by Katy Did, looking fetching in green, though the thorns Henri has insisted on are a bit off-putting) and Robert d'Lancier (plus Bess Ottede) visit their club, Hunter's. They both attract the attention of some of Xavier's guests, who cannot believe such riff-raff could have membership of this august institution. Not content with his regimental dispute, Rick Shaw challenges both upstarts. So does Ivor Edward Defrane. Robert shrugs off their disdain and visits the gaming tables to lay a sequence of 200-crown bets. He cuts his first wager, loses the next and then cuts twice more before getting a winner. His last play is another loser, leaving him substantially out of pocket.

It's a quiet start to May in the Fleur de Lys. Only two members are in the club: Leonard de Hofstadt and Pierre Cardigan. Pierre is accompanied by Edna Bucquette. Leonard has Frances Forrin on his arm and this twosome welcomes some Toadies. Les Anonyme brings Carole Singeurs, while Phillipe F'Loppe is in his own (but "at my highest level of Toadying") and William de Beast is not

admitted. He remains in the foyer trying to find his invitation. Ben e'Volence is host in his new club, Bothwell's. He and Fifi receive Pierre de Terre and Thierry d'Actyl. Alonzo Fonde-Lapatrie is the other man in Bothwell's and is accompanied by Ella Fant. Alonzo is so enthused by the prospect of "spending the next THREE MONTHS digging ditches, raising earthworks and DEFENDING THINGS" that he's trying to dissolve his brain in alcohol. Red Phillips is home to Jacques Hatt and Ada Andabettoir for the week.

It's Edouard Jogue and Belle in Red Phil's the following week. The clubs are emptier, but Marc de Zorro is holding a Young France get-together in Hunter's with Deb Estaround. He expects much quaffing and drunken pledges of eternal friendship. He gets a small group of guests, but at least they're all drinking. Starting the arrivals is Bakar di Brieza. Cyrano de Lancet appears with Violet Bott on his arm, thus explaining what he was up to the week before. Justin Thyme and Lascar Vivrebras are on their own. Justin buttonholes his host to thank him profusely for admitting him to the regiment. Also alone are Pierre de Terre and Petit-Garson Riche. Only Tarquin le Hatter has female company in the form of Leia. Henri DuShite is also in Hunter's, with Katy, and they barely notice the larger gathering as it's so peaceful.

Ben e'Volence and Fifi are in Bothwell's again with just William de Beast Toadying. Gaz Moutarde is there, too, and brings some guests along. Alex Craimant, Louis Renault and Zavier Ulric Turenne, with Lois, make up the list. Zavier insists on buying Louis's drinks. Alonzo Fonde-Lapatrie and Ella are in the club as well. Pierre Cardigan and Edna and Leonard de Hofstadt and Frances are still in the Fleur, where Les Anonyme and Carole are Leonard and Frances's guests. Fresh from a week at the Louvre propping up His Majesty's foot, Uther Xavier-Beauregard arrives at the Fleur, bringing Henrietta Carrotte with him for "a private supper".

The third week is quieter again, except in the Fleur where Leonard de Hofstadt and Frances have more guests. This time they are Les Anonyme (and Carole), Norman de Bastille, Pierre de Terre and Thierry d'Actyl. Pierre Cardigan and Edna are there again. In Bothwell's are Alonzo Fonde-Lapatrie, with Ella, and Ben e'Volence, plus Fifi. Alonzo can still remember what's happening next month, so the drinking to forget is clearly not working. He still tries, though. Phillipe F'Loppe is Toadying to Ben and toasting the fine surroundings, pretty ladies and his generous host. There is a bunch of members separately in Hunter's: Camille de Polignac, Chris Knight, Henri DuShite and Katy and Robert d'Lancier with Bess. The Blue Gables gets its only visitors of the month: Tarquin le Hatter and Leia.

The big farewell

May finishes with the big one: Beau Reese Jean Seine's send-off for the troops. Only Ben e'Volence is in a different club: he and Fifi remain in Bothwell's. Beau

is accompanied by Maggie Nifisent to welcome the many. Augustin Fourier heads the list this time, bringing Pet with him. Ella props up a red-eyed Alonzo Fonde-Lapatrie who slumps in a corner where she can continue to pour wine down his throat. Bakar di Brieza still has no female company. Neither does Bastian de LaGarde. Nor Conrad de Coverlet. Camille de Polignac is solo as well. As is Chris Knight. Eclair de Lame has Freda on his arm. Edouard Jogue escorts Belle. Gilles Colbert takes us back to the solo guests and he is followed by the similar Georges Hommemince, but their membership of enemy regiments causes a fracas. Hercule D'Engin arrives to start a fight with his enemy, Chris. Henri DuShite has Katy with him and avoids the trouble. Until Ivor Edward Defrane takes umbrage at his commoner status and challenges him. Jean d'Ice is unaccompanied and challenges his enemy, Bakar. Jerome Fortmayne ditto and ditto. Jean Jeanie brings Jacky. Lascar Vivrebras is alone. Marc de Zorro accompanies Deb, but leaves her side to exchange challenges with Conrad. Then he settles down to pass comments on the likely success of the military figures at the party ("He won't survive... Nor will he... There's a poltroon if ever I saw one. Ah, mon general, how refreshing to see you.") No sooner has Norman de Bastille arrived with Anna than he abandons her to join Marc in facing down the Dragoon Guard. Rob d'Masses (on his tod as his courting failed ... twice, despite having been financed by Chris Knight) backs up Chris in challenging Hercule. Rick Shaw comes in to find an enemy, Augustin, and a commoner, Henri, to challenge. Terence Cuckpowder appears with Madelaine de Proust. Thierry d'Actyl enters only to bump into an enemy: Bakar. Then in comes Tarquin, with Leia, to provide another target for Thierry, Jean and Jerome. Xavier Money stays out of the fray with Betty, as does Zavier Ulric Turenne with Lois.

The Fleur is also home to Pierre Cardigan again. His regimental colleague, Rick, appears from the party to drag Pierre away from Edna to support him against Augustin. Leonard de Hofstadt and Frances host Les Anonyme and Carole only for Les to leave them to challenge Chris and Rob. Oh, it's all going on in the Fleur this week.



Wine, women and sword practice

Minister of State and France's foremost Arms investor (this month he even borrows heavily to ramp up his investments) Duncan d'Eauneurts continues to cut a swathe through Paris's womenfolk. Or tries to, anyway. However, the object of his affections this month is out with her current beau, so Duncan is wasting his time. He does get one duel out of it when Bastian de LaGarde rolls up with his eyes on the same woman and refuses to stand down. What's more, Lucy hears about these goings-on and chucks Duncan. Well, it was just a matter of time.

Jerome Fortmayne's target is at home, but he doesn't get the chance to woo her. First, Georges Hommemince gets in his way and then his regimental enemy, Bakar di Brieza, rolls up. He's probably lost count of the duelling appointments he's acquired.

Rick Shaw's courting is just a complete failure, but he doesn't return the following week when he would have met Justin Thyme and Xavier Money squabbling over the lady in question.

William de Beast and Alex Craimant meet on another doorstep to give themselves another duel. Alex misses Beau's party to try again. He gets in the door this time, but is turned down.

Jacques de Gain is the only man prepared to spend the whole month in the gym. He's practising with his rapier yet again. The gym is also where Beau Reese Jean Seine and Terence Cuckpowder are until the big party. Beau is another rapier man, while Terence sticks to his sabre. Greg de Bécqueur puts in three weeks with his rapier, but his final week is at the Bawdyhouses for some female company. Bernard de Lur-Saluces reverses this, starting his month in a bawdyhouse. He is pounced on by the footpads, but has spent his cash, and retires to the gym for three weeks slashing things with his sabre. The same routine applies to Henri Dubois – apart from the bit with the footpads.

A couple more socialites practise for three weeks, eschewing the big bash. Balzac Slapdash is with his rapier while Jacques Hatt exercises his sabre. The two-weekers are Augustin Fourier (sabre), Conrad de Coverlet (sabre), Eclair de Lame (rapier), Gilles Colbert (rapier), Jean d'Ice (rapier), Jean Jeanie (rapier) and Robert d'Lancier (cutlass). Meanwhile, in the red light district, the footpads turn their attention to Ivor Edward Defrane, then Hercule D'Engin and, finally, Pierre de Terre. They continue to be frustrated as each man has carefully emptied his purse at the bawdy house. Perhaps they'd have had better luck with Conrad de Coverlet, the one man to visit a bawdy house for just a drink.

Having been turned down for the Picardy Musketeers, Stephen LaHesse is all but invisible this month. He was expecting to be busy with regimental duties... He does fit in a visit to a bawdy house, though and spends a week practising with his rapier.

All alone in the 13th Fusiliers

Out on France's frontiers, the 13th Fusiliers join the Frontier regiments in preparing the ground for the summer campaign. It seems this exercise may not have been a success as they've given the Spanish plenty of target practice. 13F commander Hugh Jass survives to be brevetted a Brigadier-General. He is Mentioned in Despatches, too ("even having a whole regiment with him doesn't help"), which means he is awarded a pat on the back. ❖

Press

Announcements

THE KING'S MUSKETEERS ARE SEEKING RECRUITS

The ranks of the King's Musketeers are always open to fine physical specimens likely to be a credit to the regiment and our recruiting sergeant has a standing order to accept such gentlemen as a matter of course.

Overtures from gentlemen desirous of joining the regiment, but who are prevented by financial embarrassment from doing so, can expect a favourable response from the Regimental Commander.

[Gentlemen of EC4+ and sufficient SL (6+) will get automatic entry into the KM. DdE is happy to extend loans to those requiring them.]

I believe that the General commanding the 2nd Army should resign forthwith. Eschewing false modesty, I believe I am best qualified to command 2nd Army in the summer campaign, and will be seeking that position.

† UXB

CANDIDATES SOUGHT FOR MINISTERIAL POSITIONS

Count Duncan d'Éauneurts, His Majesty's Minister of State, would welcome applications from appropriate individuals for the positions of Commissioner of Public Safety, Minister of Justice and Minister without Portfolio.

Interested parties should contact the Minister of State privately.

† Comte Duncan d'Éauneurts

Personal

To: Baron Henri Dubois

Mon cher Baron, word reaches me of your extreme generosity. Alas, I am a man of current poor means, but big dreams! Destiny has called upon me to assume the title of Commissioner of Public Safety, to wield the sword of justice against the criminal elements within our society and to protect the righteous. To secure the good office I could do with a few crowns and I thus respectfully make a personal plea to you that if you're able to find your way to sparing me a fine purse then I will ensure this is repaid in the future and to make sure that, once I am in office, you will rise with me and be guaranteed the protection of the law.

† Captain Tarquin le Hatter
Kings Musketeers
CPS in waiting...

To undisclosed recipients
Gentlemen,

As I was very lucky winning the horse race last month, I wish to share my good fortune, so find enclosed a gift of 500 Crowns each which I know will be of great use to you.

† Earl Chris Knight – Brevet
Brigadier-General of the
Crown Prince Cuirassiers

My Lord Commander

That is a generous gift and I thank you for your largesse. That said, I was unsurprised to see you take the victory. I've seen you in battle and it seems only fitting, providence even,

that the commander of the Crown Prince's Own regiment secures victory in our benefactor's race. As was the pitiful performance of the 53rd. It was almost as if they didn't know how to ride. Perhaps they are so used to riding away from battle that they found it strange to be surrounded by soldiers of courage and valour.

Yours in honour,

† Sir Ben e'Volence, Lt Colonel of the
Crown Prince Cuirassiers

Brigadier-General le Comte Duncan d'Éauneurts, His Majesty's Minister of State, to

The Bereaved Families of Messieurs Horace Bury and Ruman Coake,
Greetings

Mesdames et Messieurs,

It is a mystery to me why Horace and Ruman, unlike Monsieur Thyme, failed to tender a surrender at our recent meetings. Needless to say that had they done so they would still have been with us today. I deeply regret their inexplicable negligence and the fatal consequences which arose as a result.

Please accept my sincere condolences,

† Comte Duncan d'Éauneurts

To: Count Duncan d'Éauneurts,
Minister of State, Bdr General,
Commanding Officer King's
Musketeers, All round good egg
Sire,

I can't help but notice that the post of Commissioner of Public Safety is soon to be vacant. May I suggest myself for the post? Now I appreciate that I fail to meet some of the piffling criteria

for the role BUT surely you can 'pull a few strings' for your fellow Musketeer and loyal compatriot as I would be ideally suited to the job! Paris is currently awash with villains, traitors, demons, ghouls, witches, warlocks, werewolves, vampires and Horsemen of the Apocalypse. I have learnt, on good authority, that several CPS's have sought to tackle this issue, but were thwarted by traitors who outrageously scuppered their attempts to restore Paris to normality.

Allow me, dear Count, to step into the breach and rid us of danger. As luck would have it, I have come into possession of a number of documents previously belonging to the late Commissioner Fluff-Bunny and what a read they make! Armed with this knowledge I can strike immediately and simply need your blessing to begin...

† Captain le Hatter
KM

Military Missives

Serge, please accept my humble apologies for overlooking your request to join the Royal Marines. I gladly grant your request if you are still interested, my hormones during courting overwhelmed my brain cells and hope you forgive me for this oversight.

Cordially yours,

† Robert d'Lancier

Matters of Honour

My dear Count d'Eaunerts, I would be happy to serve you and the government of France in any capacity except that of offering up my amoureuse for your attentions. Really, you ask too much and have gone too far. To that end, while I have no ill will toward you, honour demands that you provide me with satisfaction since you could not do so for the lovely Lotta.

To all
Whereas I consider the use of a 2-handed weapon in duelling not to be a gentlemanly tactic, I nevertheless feel the need to be familiar with it should the situation arise.

Poetry Corner

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

1 I'm all about duelling...
But who am I fooling?
I fight to first blood,
To keep honour from mud,

I'm lover not fighter,
Well ... a bit of a biter,
But war's not my thing,
I just love the looting.
2 Versus foes regimental
I'm quite experimental.
It takes two to tangle,
But if I find the right angle
It'll be a slam Duncan
And there'll be no-one who can
Say that d'Eaunerts
Is the master of hurts.

† NdB

The 4th Arquebusiers stand,
One end of the match in each hand,
Trying hard to reload
Their huge weapons outmode;
It's time that these relics were
canned.

† Le Salame Disparu

"The Bloody First of May"
Nine and Twenty duels this day.
Loves Lost and Love Stolen
Honour demands
Satisfaction
But there's not blood enough
to fill the hole in Doughnuts.
As wounds heal all Thyme.

Points Arising

Next deadline is 14th August

All those duels and nobody died!

June is the start of a new season. **All characters start the month in Paris and all duels must be fought** before anyone goes to the front. Any vacant appointments not taken by player characters will be filled by NPCs – unless a post is appointed by a player character, who

may order that it is left vacant (if you have an appointment or a rank that allows you to appoint any posts, don't forget to do this).

June is the start of the campaign season. **All units listed on the "Army Organisation" table will be in action** (any volunteers will serve with the Frontier regiments). Characters who are part of one of these units can only avoid active

service by resigning from their regiment and/or appointment.

Next turn is the last month characters can make investments for this campaign. The return on investments will be paid in September.

As most characters will be on active service for the next three months, **I will run June and July back to back. Please send two sets of orders for this deadline.** Orders for July may be conditional on what happens in June – if there is a major impact on any character in June, I will give the affected player a brief opportunity to modify their July orders. Replacements for anyone who dies in June will start in August and any duels caused in June will be held over until at least August.

Absent friends

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

LK Lars Kristmass (Martin Jennings)
has NMR'd. Total now 1

Farewell

Despite his expectations, Mark Gilby finds he doesn't really have time for

Announcements

Henri DuShite asks NPC Division Adjutant of Third Division to resign

Henri DuShite applies for Division Adjutant of Third Division

Jacques Hatt applies for Aide to Brigadier-General

LPBS and has resigned SO. Do come back when things calm down, Mark.

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 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.

Robert d'Lancier applies for Army Adjutant of Third Army

Rick Shaw asks NPC Major 1 of Archduke Leopold Cuirassiers to resign

Rick Shaw applies for Brigade Major of Heavy Brigade

Tarquin le Hatter applies for Commnr. of Public Safety

Uther Xavier-Beauregard asks NPC Army Commander of Second Army to resign

Uther Xavier-Beauregard applies for Army Commander of Second Army

Duels

Results of May's duels

Duncan d'Eauneurts (with GdB & TIH, gains 1 Exp) beat Georges Hommemince.

Conrad de Coverlet (with HD, gains 1 Exp) beat Robert d'Lancier.

Georges Hommemince declined to meet Robert d'Lancier as he was under half Endurance.

Tarquin le Hatter declined to meet Henri DuShite as he was under half Endurance.

Duncan d'Eauneurts (with GdB & TIH, gains 1 Exp) beat his friend Bastian de LaGarde (with HDE).

Alex Craimant (with ZUT, gains 1 Exp) beat William de Beast (with NdB).

Jerome Fortmayne (with JdI, gains 1 Exp) beat his enemy Duncan d'Eauneurts (with GdB & TIH).

Grégory Bonnissel didn't turn up to fight Grégory Bonnissel and lost SPs.

Les Anonyme (with TdA & HDE, gains 1 Exp) beat his enemy Ben e'Volence (with PFL).

Les Anonyme (with TdA & HDE, gains 1 Exp) beat his enemy Chris Knight (with IED).

Rob d'Masses (no Expertise) beat his enemy Les Anonyme (with TdA & HDE).

Ben e'Volence declined to meet Greg de Becqueur as he was under half Endurance.

Ben e'Volence declined to meet Hercule D'Engin as he was under half Endurance.

Greg de Becqueur declined to meet Balzac Slapdash as he was under half Endurance.

Greg de Becqueur declined to meet Conrad de Coverlet as he was under half Endurance.

Conrad de Coverlet (with HD, gains 1 Exp) beat his enemy Norman de Bastille (with MdZ & LdH).

Greg de Becqueur (with HDE & DdE, no Expertise) beat his friend Camille de Polignac (with EdL, losing 5 extra SPs).

Chris Knight didn't turn up to fight Hercule D'Engin and lost SPs.

Eclair de Lame (with CdP, no Expertise) beat his friend Greg de Becqueur (with HDE & DdE).

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

Greg de Becqueur declined to meet Jerome Fortmayne as he was under half Endurance.

Greg de Becqueur (with DdE, gains 1 Exp) beat his enemy Thierry d'Actyl (with Anon).

Tarquin le Hatter declined to meet Greg de Becqueur as he was under half Endurance.

Norman de Bastille (with MdZ & LdH, gains 1 Exp) beat his enemy Henri Dubois (with CdC).

Rob d'Masses (no Expertise) beat his enemy Hercule D'Engin (with GdB).

Jerome Fortmayne (with JdI, gains 1 Exp) beat his enemy Tarquin le Hatter (with XM).

Grégory Bonnissel didn't turn up to fight Grégory Bonnissel and lost SPs.

Thierry d'Actyl (with Anon & HDE, no Expertise) beat his enemy Tarquin le Hatter (with XM, under half Endurance, losing 4 extra SPs).

Grudges to settle next month:

Lars Kristmass (Foil, 1 rests) and William de Beast (Sabre, Seconds NdB, adv.) have mutual cause as neither stood down over Mary.

Lars Kristmass (Foil, 1 rests) has cause with Greg de Becqueur (Rapier, Seconds HDE & DdE, adv.) as he's not Noble but higher SL.

Alex Craimant (Sabre, Seconds ZUT) and Gilles Colbert (Rapier, Seconds MdZ, adv.) have mutual cause for being in enemy regiments.

Augustin Fourier (Sabre, adv.) and Rick Shaw (Sabre, 2 rests) have

mutual cause for being in enemy regiments.

Bakar di Brieza (Rapier, adv.) and Jerome Fortmayne (2-Hand, Seconds JdI, 3 rests) have mutual cause for being in enemy regiments.

Chris Knight (Sabre, Seconds IED & RdM, 1 rests) and Hercule D'Engin (Rapier, Seconds GdB & Anon, adv.) have mutual cause for being in enemy regiments.

Gilles Colbert (Rapier, Seconds MdZ, adv.) and Georges Hommemince (Sabre) have mutual cause for being in enemy regiments.

Ivor Edward Defrane (Cutlass, Seconds CK, 2 rests) has cause with Henri DuShite (Cutlass, adv.) as he's not Noble but higher SL.

Rick Shaw (Sabre, 2 rests) has cause with Henri DuShite (Cutlass, adv.) as he's not Noble but higher SL.

Ivor Edward Defrane (Cutlass, Seconds CK, 2 rests) has cause with Robert d'Lancier (Cutlass, Seconds BdLG, adv.) as he's not Noble but higher SL.

Jerome Fortmayne (2-Hand, Seconds JdI, 1 rests) and Tarquin le Hatter (Rapier, Seconds XM, adv.) have mutual cause for being in enemy regiments.

Rick Shaw (Sabre, 2 rests) has cause with Robert d'Lancier (Cutlass, Seconds BdLG, adv.) as he's not Noble but higher SL.

Georges Hommemince (Sabre, adv.) and Jerome Fortmayne (2-Hand, Seconds JdI, 3 rests) have mutual

cause as neither stood down over Lucy.

Justin Thyme (Sabre, adv.) and Xavier Money (Foil, Seconds TIH, 2 rests) have mutual cause as neither stood down over Sue.

Bastian de LaGarde (Rapier, Seconds HDE, 5 rests) and Duncan d'Euaneurts (Sabre, Seconds GdB & TIH, adv.) have mutual cause as neither stood down over Ella.

Alex Craimant (Sabre, Seconds ZUT, 1 rests) and William de Beast (Sabre, Seconds NdB, adv.) have mutual cause as neither stood down over Marie.

Augustin Fourier (Sabre, 5 rests) and Pierre Cardigan (Sabre, adv.) have mutual cause for being in enemy regiments.

Les Anonyme (Rapier, Seconds TdA & HDE, adv.) and Chris Knight (Sabre, Seconds IED & RdM) have mutual cause for being in enemy regiments.

Les Anonyme (Rapier, Seconds TdA & HDE, adv.) and Rob d'Masses (Sabre, 2 rests) have mutual cause for being in enemy regiments.

Bakar di Brieza (Rapier, 4 rests) and Jean d'Ice (Rapier, Seconds LdH, adv.) have mutual cause for being in enemy regiments.

Bakar di Brieza (Rapier, adv.) and Thierry d'Actyl (Rapier, Seconds

Anon & HDE, 2 rests) have mutual cause for being in enemy regiments.

Conrad de Coverlet (Sabre, Seconds HD, 3 rests) and Marc de Zorro (Sabre, Seconds NdB, adv.) have mutual cause for being in enemy regiments.

Conrad de Coverlet (Sabre, Seconds HD, adv.) and Norman de Bastille (Sabre, Seconds MdZ & LdH, 3 rests) have mutual cause for being in enemy regiments.

Hercule D'Engin (Rapier, Seconds GdB & Anon, adv.) and Rob d'Masses (Sabre, 3 rests) have mutual cause for being in enemy regiments.

Jean d'Ice (Rapier, Seconds LdH, adv.) and Tarquin le Hatter (Rapier, Seconds XM, 5 rests) have mutual cause for being in enemy regiments.

Thierry d'Actyl (Rapier, Seconds Anon & HDE) and Tarquin le Hatter (Rapier, Seconds XM, adv.) 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

None!

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/BeV
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Second Army (Siege)	N6/N/N4/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	N6/BdZ/N5
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

			(On campaign for June–Aug)			
	F1	F2	F3	F4	RNHB	
Colonel	N6	N3	N2	N5	N9	
Attached						
Also at the Front						

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

Battle Results

- 13th Fusiliers: 5
- Frontier regiment 1: 5
- Frontier regiment 2: 5
- 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 N
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant–General N
Inspectors–General: of Cavalry BdLS	of Infantry N
Commissioner of Public Safety __	
Chancellor of the Exchequer CK (until August 1672)	
Minister of Justice __	
Minister of War BRJS (until February 1673)	
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	
54	Madelaine de Proust	17		TC
35	Katy Did	16	I	HDS
42	Maggie Nifisent	16	B	BRJS
55	Jacky Tinne	16		JJ
52	Guinevere d’Arthur	15	B/W	
10	Frances Forrin	14	B	LdH
21	Helen Highwater	14	W	
48	Fifi	14	B/W	BeV
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	TIH
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
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	
4	Anne Tique	11	W	GM
9	Deb Onaire	11	I	MdZ
40	Sheila Kiwi	11		
63	Carole Singeurs	11		Anon
20	Emma Roides	10	I	PGR
33	Anna Rexique	10	I	NdB
38	Pet Ulante	10	W	AF
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l’Idée	9		
2	Betty Kant	8	I	XM
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	EdL
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	EJ
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	CdL
15	Ada Andabettoir	5	B/I	JH
25	Lois de Lô	5	B	ZUT

Regiments

Col	RFC	CG	KM	DG	OOC	ALC	CPC	RM	GDMDPM	13F	PLLD	53F	27M	4A	69A	Gscn
LCol	J+	Jdl	DdE	HD+	MdZ	N6	CK	RdL	AF	HJ	CH+	Anon	N6	N6	N5	N2
Maj 1	BdlG+	N2	GdB	N5	NDB	N5+	BeV	HDS	N2	N6	N3	N6+	N5	N1	N5	N5+
Maj 2	EdL	TdA		CdC	JIT	RS	N2	AFL+	N2	N3*	N6+	N2	N6+	N4	N2	N2
Capt 1	N2	N4	N1	N4	N3	N5	N2	N6	N6	N6	N4	N4	N3	N4	N6	N6
Capt 2	N4*	N5	N3	N1*	N4	N6	N4	N6	N6	N3*	N2	N1	N6	N6	N5	N5
Capt 3	N1	N2	N2	N1	N1*	N4	N3	N6	N5*	N2	N2	N1	N6	N6	N2	N2
Capt 4	N4	N4*	N5*	N4	N4	N4	N3	N6	N3*	N6	N3*	N2	N6	N6	N1	N1
Capt 5	N4	N4*	N5*	N4	N4	N4	N3	N6	N3*	N2	N3*	N2	N6	N6	N1	N3*
Capt 6	N3	JF	TIH		PdT	N3*	N5*	N3*	N3*	N2	N3*	N6	N6	N6*	N2	N3*
			BdB		PC		WdB			LR	AC					GC

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

The Greasy Pole

ID	Name	SL SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
UXB	Count Uther Xavier-Beaureg'd	28	77 OK	General/Min w/o Port		20	Henrietta	Flr	4	Pete Card
BRJS	Viscount Beau Reese J Seine	25-15	Withy	Lt.Colonel RFG/War Minister		7	Maggie	Flr	3	Bill Hay
DdE	Count Duncan d'Eauneurts	25	53 OK	B.Bdr-General KM/State Min.		8		Flr	5	Paul Lydiate
PC	Count Pierre Cardigan	24	37 Withy	Captain ALC		9	Edna	Flr	5	Matt Shepherd
JdG	Count Jacques de Gain	23	25 Flthy	General/1st Army Commndr		24		Flr	6	Ben Brown
JJ	Count Jean Jeanie	22	59 Flthy	B.Bdr-General RFG/Gds Brigadier		28	Jacky	Flr	3	Andrew Kendall
LdH	Baron Leonard de Hofstadt	22	38 OK	B.General/3rd Army Commndr		7	Frances	Flr	5	Nick Packer
TC	Viscount Terence Cuckpowder	21	50 Withy	B.Lt-General/Min w/o Port		6	Madelaine	Flr	5	Mike Dommett
BdLS	Marquis Bern'd de Lur-Saluces	19	55 Rich	Lt-General/Insp.Gen.Cav		14		Flr	3	Rob Pinkerton
Jdl	Baron Jean d'Ice	17	45 Withy	B.Bdr-General CG/3rd Army QMG		8		Both	3	Tym Norris
CK	Earl Chris Knight	17	43 Comfy	B.Bdr-General CPC/Chancellor		11		Hunt	2	Paul Wilson
HD	Baron Henri Dubois	17	40 Comfy	Colonel DG/HGds Brigade Maj.		7		Both	3	Wayne Little
BdLG	Sir Bastian de LaGarde	16	40 Withy	Major RFG/Gds Brigade Maj.		4		Both	1	Jerry Spencer
Anon	Les Anonyme	16+51	OK	Colonel 53F/1st Army Adjutant		3	Carole	Both	4	Bruno Giordan
GdB	Greg de Becqueur	15	31 Comfy	Lt.Colonel KM/1st Div Adjutant		6		Both	5	Anthony Gilbert
GM	Sir Gaz Moutarde	15	22 Withy	Bdr-General		4	Anne	Both	2	Mike Clibborn-Dyer
GH	Sir Georges Hommemince	14	44 Withy	B.Bdr-General PLLD/Drgn Brigadr		6		Hunt	1	Cameron Wood
AFL	Sir Alonzo Fonde-Lapatric	14	37 OK	Major RM/1 F Brigade Maj.		7	Ella	Both	2	Graeme Morris
BeV	Sir Ben e'Volence	13+55	Comfy	Lt.Colonel CPC/Cav Div Adjutant		5	Fifi	Both	3	Ash Casey
XM	Sir Xavier Money	12	31 Withy	Bdr-General		7	Betty	Hunt	3	Pam Udowiczenko
HDS	Henri DuShite	11	27 Comfy	Lt.Colonel RM		1	Katy	Hunt	4	Dave Marsden
CdC	Conrad de Coverlet	11	27 Poor	Major DG		7		Hunt	4	Stewart Macintyre
RdL	Robert d'Lancier	11	22 Comfy	Colonel RM		7	Bess	Hunt	4	Steven Malecek
TdA	Thierry d'Actyl	11+41	Poor	Major CG		1		Hunt	2	John Cooke
EdL	Eclair de Lame	10	29 Poor	Major RFG		4	Freda	Hunt	3	Peter Farrell
MdZ	Marc de Zorro	10+36	OK	Colonel QOC		8	Deb	Hunt	4	Tim Macaire
AF	Augustin Fourier	10+31	OK	Lt.Colonel GDMD		3	Pet	Hunt	3	Brick Amundsen
CdP	Camille de Polignac	10+30	Poor	Captain RFG/Bdr's Aide (Jdl)		4		Hunt	4	James McReynolds

ID	Name	SL SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
HDE	Hercule D'Engin	9	27 Comfy	Major 53F/2 F Brigade Maj.		2		F&P	2	Gerry Sutcliff
NdB	Norman de Bastille	9+42	Poor	Lt.Colonel QOC		1	Anna	HGds	4	Mark Williams
TH	Tarquin le Hatter	9+38	Poor	Captain KM		1	Leia	BG	5	Jason Fazackarley
JF	Jerome Fortmayne	9+38	Poor	Captain CG		4		BG	6	Bill Howell
BdB	Bakar di Brieza	9+32	OK	Captain KM		1		BG	4	Tony Hinton-West
BS	Balzac Slapdash	8	16 Comfy			9	Alison	BG	4	Matthew Wale
RS	Rick Shaw	8+32	Poor	Major ALC		2		BG	6	Charles Burrows
IED	Ivor Edward Defrane	8+26	OK	Major RM		7		F&P	3	Graeme Wilson
JiT	Justin Thyme	7	19 OK	Major QOC		5		BG	2	Gerald Udowiczenko
ZUT	Zavier Ulric Turenne	7+41	Poor	Lt.Colonel PM		3	Lois	F&P	1	Bob Blanchett
PdT	Pierre de Terre	7+32	Poor	Captain QOC		6		F&P	2	Paul Murphy
PFL	Phillipe F'Loppe	7+27	Poor	Subaltern DG		3		F&P	4	Phil Urquhart
LK	Lars Kristmass	6-16	OK			4			3	Martin Jennings
PGR	Petit-Garson Riche	6+23	Comfy	Subaltern QOC		1	Emma	F&P	2	Mark Cowper
AC	Alex Graitmant	6+22	Poor	Captain PLLD		1		RP	4	Toby Nightingale
WdB	William de Beast	6+19	OK	Captain CPC		6		F&P	4	Simon Peck
SLH	Stephen LaHesse	5	5 Poor			6		F&P	3	Sebastian Emde
EJ	Edouard Jogue	5+33	Poor	Subaltern PM		1	Belle	RP	4	Nik Luker
RdM	Rob d'Masses	5+30	OK	Subaltern CPC		4		RP	6	Craig Pearson
LR	Louis Renault	5+27	Poor	Captain PM		1		RP	4	Roy Bleasdale
JH	Jacques Hatt	4	8 Poor	Subaltern GDMD		3	Ada	RP	3	Joel Halpern
LV	Lascar Vivrebras	4+31	Poor	Subaltern PM		4		RP	4	Olaf Schmidt
CdL	Cyrano de Lancet	4+16	Poor	Subaltern PM		1	Violet	RP	4	Rik Stewart
HJ	Hugh Jass	3	F Withy	B.Bdr-General 13F		3		RP	3	Ray Vahey
GC	Gilles Colbert	3+27	Poor	Captain Gscn		2			3	Mark Nightingale
SO	Serge Orri	1	Ret							Mark Gilby

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+