

That would be enough

This has been issue 208 of *To Win Just Once*, published 1st October 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

Any revised orders for *Railway Rivals* to Mike by 16th October 2020.

Orders for *LPBS* and *Wits & Wagers* plus any other contributions to Pevans by 23rd October 2020.

(Remaining 2020 deadlines are 20th/27th Nov, first for 2021 are 1st/8th Jan)

Waiting lists

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

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

Star Trader – Time for a new game: Joel Halpern, Anthony Gilbert, Pevans, Jerry, Przemek, Mark Cowper are in. (Rules provided.)

Online games

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 208 was written and edited by Pevans. The *LPBS* masthead (page 18) is by Lee Brimmicombe-Wood, as are the illustrations on pages 21 and 22. Game and book artwork is courtesy of the publisher. Pevans took the photos and played with Photoshop.

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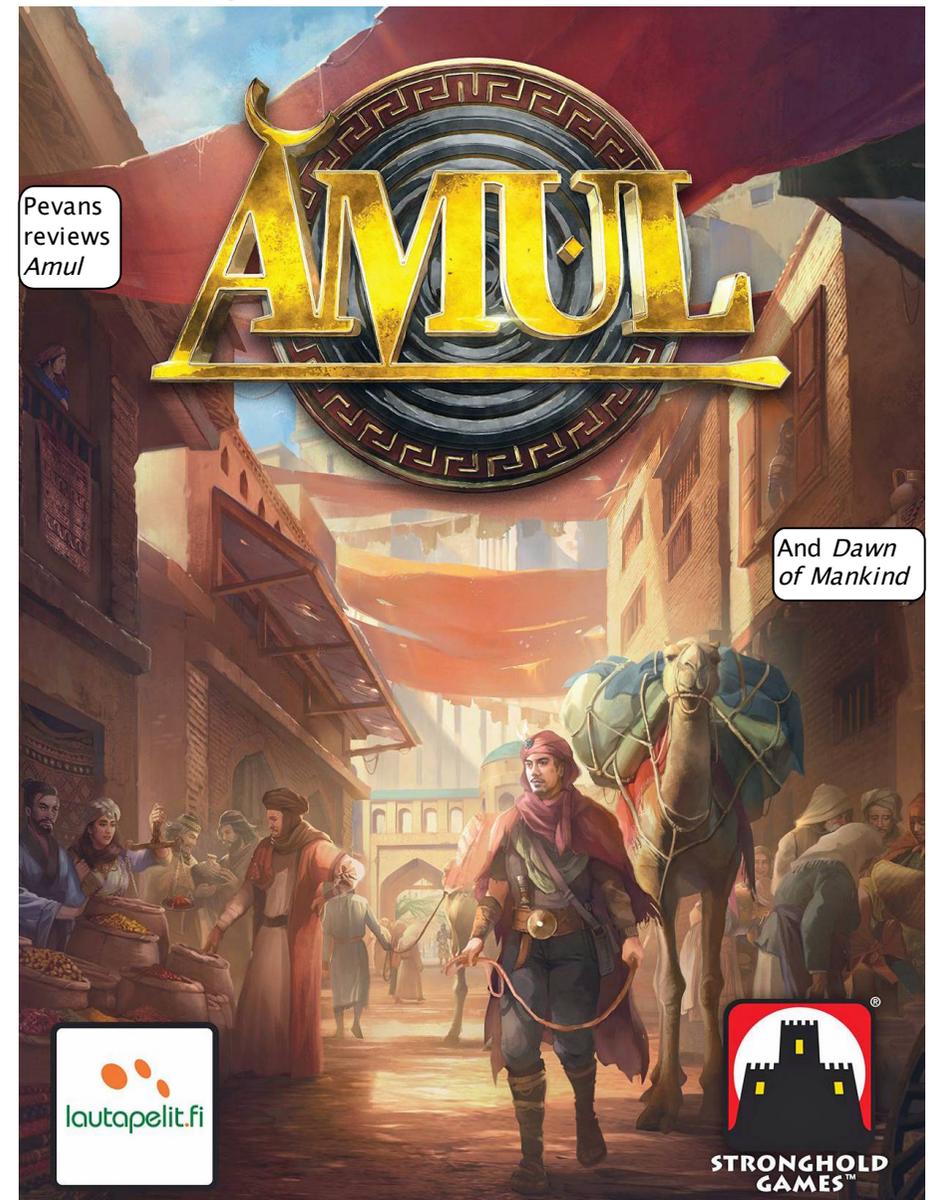
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Issue 208: October 2020
(LPBS 342: August 1672)

£2.00 (+ postage)

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

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Chatter

One of the things I've been enjoying about our current circumstances is pottering in and out of local shops with a bag or two, picking up bits of shopping. It's probably nostalgia for my childhood and teenage years when this was how shopping was done. I have fond memories of popping down to the local shops to pick up vegetables (for mum) and half a pound of wine gums (for me; just me).

The strangest thing, more recently, is putting on a face mask before entering the first shop. I stand outside the Post Office hooking straps around my ears and immediately feel like I'm about to rob the place. That's an added bonus: going shopping and feeling like a bandit!

We're probably lucky in Ickenham in having a local butcher (though no longer the family firm that it was for generations) and a baker (albeit part of a chain) in 'the village'. No greengrocer, though. There was when I moved here, but it hasn't survived. (There are two pubs – one a Wetherspoon's – so no shortage of beer.)

Marguerite Dommett, RIP

Yes, this is Mike's mum, who died "peacefully in her sleep" on 15th September. I remember Marguerite as a force to be reckoned with. Whether instructing my father on how to run his parish or shouting "Catch that rabbit!" at someone who's just popped over the fence to see his friends.

For obvious reasons, the *Railway Rivals* game is held over this issue.

Kendall Johns, RIP

I'm afraid this is another death (back in June), which I only found out about recently. I've known Kendall since the 1990s when he, and sidekick Terry, were regulars at Furrycon. Over the years, he's been someone I expect to see (chat to and play games with) at games events (notably the UK Games Expo) and was also an occasional visitor to the Swiggers games group.

Spirit magazine

Kendall handled the UK end of *Counter* magazine when Greg Schloesser took over and then started *Spirit* after Greg retired. I'm pleased to report that Alex Bardy has moved centre stage as the magazine's new editor. With a bit of a re-vamp, issue 10 of *Spirit* is available at bit.ly/TSM10_3583DNB (it's a 15 Mb PDF) and contains terrific tributes to Kendall from his nephew, Simon, as well as Alex.

New *Star Trader* game

We have six players so far for the next game of *Star Trader*, so there's plenty of room for more people to join in. Let me or Mike know if you're interested – and you can find the rules tucked away at www.pevans.co.uk/StarTrader50.pdf

The return of *Wits & Wagers*

For my next all-reader game, I'm going to have another go at this entertaining take on trivia games. I've been looking at other 'zines and many editors offer games that rely on their readers not Googling the answers. I reckon I can do the same: the game starts on page 16 and everybody is invited to join in.

Online stats

The last *TWJO*, 207, was published on 31st August so generated no stats in that month. However, the PDFs of issue 206 were downloaded 141 times in August, to make 288 in five weeks. *TWJO* 205 attracted another 24 downloads for a total of 233 in nearly three months.

2020 'Zine Poll

As mentioned last issue, Alex Richardson has announced this year's poll with a deadline of midnight on 31st October. Plenty of time, then. Which means I'm still on track to vote around 11 pm on 31st October. A better idea is to **vote early**.

All British 'zines that run 'postal' games (*Diplomacy*, *En Garde!*, *Railway Rivals* et al) can be voted for by anyone who receives at least one such. Like *TWJO*, for example. To vote, list those you see and give each a mark between 1.0 (low) and 10.0 (high) to one decimal place. Send your votes by e-mail from your own account to alex (dot) bokmal (at) googlemail (dot) com.

Letters

Alex Richardson gets in before me on an annual theme...

Without wishing to muscle in your own particular field of enquiry, or influence you if you haven't started yet, I don't recommend Asda's "general" range of mince pies ("suitable for vegans" only if there's a vegan in your family who you can't stand) but have enjoyed the M&S All Butter ones this year.

Further research may be required, though...

Damn! Not having visited a major supermarket for a while, I hadn't realised that the mince pies had arrived already. As Alex says in the subject line of his email "And it isn't even Advent..."

Jonathan Palfrey is disconcerted about *TWJO* 207.

I was disconcerted to see that: 1 There is no Railway Rivals turn (due to computer problems, OK); 2 However, there is a Railway Rivals deadline!

My immediate reaction is to wonder what we're supposed to send by the deadline. Complaints?

On reflection, I suppose it means that we can continue to send revisions of our existing orders up to the new deadline; if anyone wants to do so.

I'm now imagining Mike struggling to build himself a new computer. Perhaps a game could be made about this?

Yes, Mike's a civil engineer, not electrical, so Mike's computer might well be a slab of reinforced concrete 15 metres high (or am I thinking of the blockhouse in TV series *DEVs*?). Jonathan continues, on books.

I was amused to see that Arkady Martine's A Memory Called Empire won the Hugo award for best novel this year, and Good Omens won the Hugo for best dramatic presentation. In both cases, I'd read/seen and liked the thing before the award was made, which is pretty unusual, and perhaps unprecedented for me. I've read a number of past award-winners, but normally after the award, not before.

A Memory Called Empire is not one of my few top favourite books, but it's pretty good, reminding me slightly of the few things I like by Samuel R. Delany (Babel-17 and one or two shorter stories). I've already re-read it a couple of times, and I gave it 4 stars out of 5 on Goodreads.

After it won the Hugo, it was suddenly only £2.99 in the e-book vendors I use (funny how they all seem to have the same price for everything), so I've invested in a copy, but have yet to start it. I haven't read much Delany, but I remember being blown away by *Dhalgren* back in the 1970s. Dare I risk re-reading it now?

Another stop on the silk road

Pevans reviews *Amul*

I'll say one thing for playing board games, it's broadening my knowledge of historic trading cities in the Middle East. According to the blurb on the back of the box, "Amul was one of the largest centres of international trade in ancient times and an important transit point on the Great Silk Road." (Nowadays it's called Türkmenabat and is the second city of Turkmenistan.)

Amul the game is a card-drafting, set-collecting game set around the city's market. Players accumulate valuable merchandise and equally valuable influence with the city's two communities: Arab and Mongol. In game terms, players build up a tableau and hand of cards that score points at the end. There are exactly nine rounds during which players trade a card, then add a card to their tableau. The first tricky bit is that some cards only show a table icon and will be discarded if still in hand at the end, while others have just a hand icon



Amul in progress: The market is centre-right, Bazaar and Palace cards along the other sides of the triangular board and three players' tableaux in the corners

and are discarded if played. Hence an important goal is to manage your hand through the game: play all the table cards and end up with just hand cards.

The next tricky bit is how they score. Some cards are simple. Take 'Spice' for example. It's a table card that scores for each set (1 or 2 cards) you have. It's easy enough to decide whether to play Spice cards. Others are more complicated. Take the 'Spice Merchant'. This scores for each Spice card you and your immediate neighbours have in your tableaux. That's trickier to evaluate, especially if you pick it up early in the game.

And then there are the 'Camel' cards. The value of each Camel depends on how many have been played by everybody. If only one player has a Camel, that's a stonking 15 points. But if all six have been played, they're only worth 2 points each. And all the cards will appear at some point of the game. Thus six Camels is a lot more likely than just one. In a three-player game, there are 27 different

types of card in the deck, each of which scores in its own particular way. There is definitely plenty to think about and, sometimes, you just have to gamble.

One of the things that I like about the game is that you don't just add more of the same types of card for more players (it takes up to eight, though I haven't played with that many yet). Thus, there are no more Camels, regardless of how many are playing. However, a fourth player means the addition of 'Gems' to the deck. 'Jade' appears with the fifth player, 'Ivory' with the sixth and so on. This means the game is different according to how many are playing, which is a nice touch.

The mechanics of playing the game are not wholly intuitive. Players start with a hand of five cards and draw another at the start of each round. Next, everybody chooses a card and puts it face down into the 'Market'. A few cards are added from the top of the deck and then they're all flipped over. In turn order, players choose a card from the Market and add it to their hand. You'll note that some cards will be left over. This is almost the only way cards (such as those pesky Camels) go out of the game. And it is possible – especially if you're the first player – to pick up the card you played. This doesn't happen often, but sometimes there's just nothing you want at the market.



My tableau in the game at Spiel: I've used a Contract to grab a Trader, now I need two Spice and an Oil to score anything for that. Oops!

After this, players again choose a card from their hand, but this time the cards go into their tableau. If, of course, the card has a table icon. If a card only has a hand on it, it gets discarded. I've only seen this happen very occasionally as players are savvy enough to have at least one table card in hand at this point (if nothing else, you've usually had the opportunity to pick one up from the market). Some cards allow the player to take an extra card from the separate sets available at the 'Palace' or 'Bazaar' and add it to their tableau. The Palace has additional commodities, while the Bazaar has 'Traders' who score points for a specific set of goods (in addition to whatever the goods score). These can be very useful, but I'm a bit wary of the Traders as they're worth nothing if, like me, you don't get the right goods.

That's all there is to a round. The first player marker moves on and the game ends after nine rounds. Any remaining Table cards in players' hands are discarded and everybody scores their cards in hand and on the table. Apart from the way the cards score, there are some useful bonuses according to how many 'Arab' and 'Mongol' cards players have. Some cards have the 'Arab' icon on them, others have a 'Mongol' icon (and a few have both). Players tot up how many of each icon they have and score points for having the most, second most and third most of each. The top score in either can add 10%-20% to your points, so they're well worth having. Getting the top score in both lets you look smug.

There's one other wrinkle to mention. Some of the cards have a 'Military' strength. After everybody has been first player once, the player order in subsequent rounds is determined by military strength. As you'd expect, Military cards do not come with many points, so players have to decide how much turn order is worth. On the other hand, military cards do have Arab/Mongol icons, so they're useful towards the bonuses. Decisions, decisions...

I played *Amul* for the first time at Spiel '19 and was immediately impressed with it. It is a clever blend of simple gameplay and tricky decisions. Yes, it's a set-collecting game, so there's a luck element and you are, to some extent, dependent on your initial hand of cards. However, the market mechanism lets you trade your way (slowly) to better cards. It's been going down a storm at Swiggers games club where I've played it with three, four, five and six players.

Amul was designed by Remo Conzadori and Stefano Negro and is published by Lautapelit (in Finland - Stronghold Games do the US edition). It is a set-collecting card game for 3-8 players, aged 10+, and takes 45 minutes to play (more like an hour with four players in my experience). It gets 9/10 on my highly subjective scale. Thanks to Lautapelit for providing the review copy. This review was first published in issue 8 of Spirit (March 2020).

Where's a black monolith when you need one?

Pevans reviews *Dawn of Mankind*

As a fan of Marco Pranzo's *Upon a Salty Ocean* and *Historia*, I had his new game, *Dawn of Mankind*, on my list to try out at Spiel '19. I got my wish with a visit to publisher Tasty Minstrel Games at the show. I brought a copy back with me and have played it several times since.

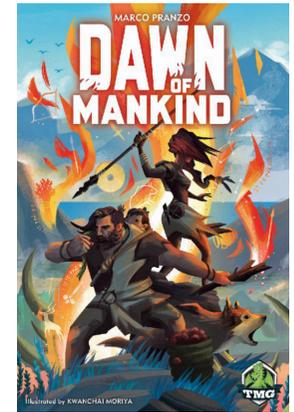
As the title suggests, this is all about the early development of our species. The meeples are even stereotypical knuckle-dragging, club-over-the-shoulder 'cavemen'. What's more, each individual meeple progresses from birth to death through the course of the game. Along the way it will do some hunting, a little gathering, study a bit, produce more babies and, hopefully, create some art before becoming a respected elder and, eventually, passing on. Though not necessarily all of these.

As players, we're guiding our tribe through this process, ensuring it develops and grows and, most crucially, scores points! The main points scoring opportunity is producing 'art', towards the end of a meeple's life. In game terms, this means trading resources for points, according to one of the cards available. One issue here is that when you use one of the cards, its marker moves on and the next opportunity is usually cheaper, setting things up for the next player.

What you're actually doing each turn is moving one of your meeples onto an action space and carrying out that action. This may be hunting or gathering to produce food (meat or fruit), hides and/or tools. The action spaces are organised into columns, each of which represents a stage in the meeple's 'life'. Links between the spaces show where meeples can move to, restricting their options and giving players something to think about. It's not just about what action you take now, but what you want to do after that.

What's more, meeples do not move directly from action to action. After each space is a 'Ready area'. Meeples can only move from a Ready area to an action in the next column (following one of the available routes). Then they have to wait for someone else's meeple to shove them off the action into the next Ready area. Hence, if you take an action no-one else is interested in, that meeple could be stuck for a while.

You do have an alternative: take a 'Rest' (instead of moving a meeple and taking an action). In this case, all your meeples move on to the next Ready area. Apart from those that are already in the final one: they die off and return to stock to be





An upside-down view of *Dawn of Mankind* in play: plenty of Progress cards remain (bottom) and some art has been created (the markers on cards at the top)

re-born in due course. Yes, it's reincarnation for meeples. When resting, you may also change food into points or use all your food to add a new baby to the starting Ready area. Note that players generally only Rest when they absolutely have to as taking an action is usually more valuable.

Producing art is not action. Instead there are icons on the tracks to the final column of actions. Whenever a meeple crosses one of these, the player can score some points by trading in the appropriate resources. Similarly, there are baby icons on some tracks and crossing one of these means adding a new meeple to the starting area. Both of these are thus incentives to move your meeples further along the sequences of actions.

While most of the actions are producing stuff – which you mark on the tracks on your personal board – some of them do other things. Such as swapping one resource for another or trading some for points. However, the most important action is 'Study'. This lets a player take a card that provides some sort of bonus.

For example, the Dog gets you extra meat when you use a 'Hunt' action, while the Basket gives more fruit when 'Gathering.'

There are a couple of things to note about these 'Progress' cards. First off, there are several of each specific card, but they get progressively more expensive (on top of the cost for the 'Study' action). Second, five types of card will be available in each game, but these are chosen at random from the eleven types that come in the box. This is one of the ways the game changes each time you play.

The Study action is clearly important, leading to a queue of meeples moving rapidly through it in the early stages of a game. This brings us to the other thing that changes from game to game. The action spaces are just outlines on the board. The actual actions are shown on tiles, each of which fits a specific outline. However, most of these have different actions on each side. While there is a standard set-up when learning the game, flipping tiles at the start of a game gives a more random set of actions. There is some organisation to this: there will always be at least one Study action, for example, but there could be up to three.

The game continues until someone hits the magic number: 60 points. This ends things – apart from the final scoring. Players turn their remaining resources into points and get points for their Progress cards. Whoever then has the most points wins. This is often, but not always, the person who ended the game, of course.

I really enjoyed *Dawn of Mankind* when I first played it and it's been a hit with everybody I've introduced it to. There's just enough complexity in the game to make you think about what you're doing – and want to do next. And it's good fun watching your meeples progress through life only to be reincarnated to do the whole thing again.

Dawn of Mankind was designed by Marco Pranzo and is published by Tasty Minstrel Games. It's a board game for 2-5 players, aged 14+, and takes 45-60 minutes to play (at least an hour with four players is my experience). It gets 9/10 on my highly subjective scale. Thanks to the guys at Tasty Minstrel for providing the review copy. This review was first published in issue 8 of *Spirit* (March 2020).

Games Events

The **MidCon** committee has bowed to the inevitable and cancelled this year's event. Let's hope it will be able to go ahead next year. In fact, let's hope a lot of games events can take place next year.

The Spiel organisers are putting on an online version of Spiel '20, a showcase for publishers' new games. You'll find it at SPIEL.digital/en (for the English version). It looks like BoardGameArena and Tabletopia are the platforms for the games.

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 3 and Hilton Metropole). This is a public event that showcases games of all sorts with a huge trade hall plus demonstration and participation games and guests. For gamers there are lots of tournaments and open gaming. For details see www.ukgamesexpo.co.uk

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

MidCon: 13th-15th November 2020 at the Hallmark Hotel (and Hallmark Inn across the road) in Derby. **MidCon** is a friendly board games convention in a decent hotel. Expect mostly open gaming plus a few organised events, including a bring 'n' buy and quiz, plus a trade stand from Spirit Games. See www.midcon.org.uk.

For more extensive information on UK board games events, try The Queen's Lane Advertiser at www.boardgamers.org.uk/qla.php

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.

Brass game 95 (at www.brass.orderofthehammer.com) is reaching an end, but 96 has already finished. It was a win for Przemek, with yours truly just a point behind Mike Tobias. Number 97 is already under ways, but new players are always welcome: password is always pevans56.

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.

Games from Pevans

Hand picked board games since 2004



Special offers

I've reduced prices (to cost or less) on a selection of games that have been on my shelves for too long. I've highlighted a few below, the full list is the Special Offer page at **Games from Pevans**: www.pevans.co.uk/Games/SpecOffer.html

Blame Space

Quick-playing card game of ensuring someone else carries the can when the spaceship malfunctions. With "Suicide Mission" add-on.

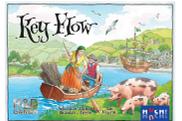
For 2-6 players, aged 12+, 45-90 mins to play: ~~£13.50~~ **£10.00**



Key Flow

Essentially *Keyflower* the card game, this has rather different mechanisms and is terrific in its own right.

For 2-6 players, aged 14+, 45-75 mins to play: ~~£35.00~~ **£27.00**



Niña & Pinta

The Ragnars' first 'Quantum' game with players exploring three versions of the New World in competition with each other.

For 1-4 players, aged 14+, playing time 2 hours: ~~£33.00~~ **£20.00**



Papà Paolo

I enjoy this game of pizza delivery: expanding your neighbourhood, souping up the delivery bikes and, of course, making pizzas!

For 2-4 players, aged 10+, playing time 75 minutes: ~~£30.00~~ **£20.00**



Reykholt

An Uwe Rosenberg game of growing vegetables in Iceland. No, really: they're in greenhouses and are needed to feed the tourists.

For 1-4 players, aged 12+, playing time 30-60 mins: ~~£38.00~~ **£30.00**



Spring Meadow

Another Rosenberg game, it's one of his season-themed polyomino-laying series – this one comes with Alpine marmots!

For 1-4 players, aged 10+, 15 mins/player: ~~£34.00~~ **£25.00**



Trophy Hunter

Turn 10

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	A																			X
2				e	e			B								X		X		
3				e	e								#		X					
4								‡					#			X	B			
5					e			‡			⌘									X
6				X	x	e		‡						X						X
7					e	B								x						
8				X	X						x						⌘			
9			#				#		‡			‡	‡							
10			#				#		‡								b			x
11		⌘							‡											⌘
12															X					
13			X	X						x						g				
14				X			x	X	X			x				G				X
15	e	e						g	x							G				
16	e	e			x	x	X													g
17													X							
18	X		#	#			X		#		x			X						⌘
19	X								#											X
20																#	#			

Graeme Morris continues to enlighten us on his home life: "Here kitty, kitty"

"You know that kind of talk can get you killed?"

"Oh, come on, the lion's probably miles away."

"But Carole isn't ... oh dear, I bet that hurt."

Tim Macaire has set his sights low: "probably a bush" but misses everything.

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

Scores

Player	Shots	This turn	Total
Alex Bardy	P4, Q4	0	10.22
Chris Baylis	C13, D13	0	1.00
Bob Blanchett	8F, 6D	0	-4.00
Colin Bruce	T5, T6	0	7.06
Charles Burrows	N18, G18	0	1.06
Mark Cowper	T1, T19	0	9.56
Mike Domett	M17, O15	-4	6.00
Anthony Gilbert	A18, A19	0	4.33
William Hay	G16, O12	0	1.06
Andrew Kendall	S2	5	1.00
Nik Luker	A1	4	-2.00
Tim Macaire	P2, R2	0	9.89
Graeme Morris	P4, Q4	0	6.06
Rob Pinkerton	H14, I14	0	7.50
Gerald Udowiczenko	F7, E8	0	7.56
Pam Udowiczenko	O14	-4	2.50
Matthew Wale	N6, H2	0	20.00
Graeme Wilson	D14, T14	0	6.00
Paul Wilson	J14, O3	0	21.22

The last turn sees some spectacular ~~shots~~ misses. Alex Bardy and Graeme Morris hit the same Bush, Gerald Udowiczenko gets another and Matthew Wale a third. Chris Baylis and Charles Burrows just miss a couple more. Bob Blanchett goes for a Snake that's already dead. Mike Domett hits a Bush **and** a Gorilla – which Pam Udowiczenko finishes off!

A Snake slithers in the way of Andy Kendall's shot, while Nik Luker finds an Antelope in a corner.

Congratulations to Paul Wilson who hangs on for the win, Matthew Wale right behind him. And Mr Kendall just climbs back into positive numbers, leaving Bob Blanchett languishing at the rear with only Nik Luker for company in the minuses.

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.

Wits & Wagers

Start-up

Our latest game that's open to all readers is Dominic Crapuchettes's *Wits & Wagers* (published by North Star Games and used here with their permission). This is one of the very few trivia games that I give house room to because it's not just about being the biggest know-it-all.

Each round a question is posed that has a number as its answer. Players' answers are sorted and given different odds. The middle number gets odds of 1:1, those either side of it 2:1, then 3:1 and 4:1 with the final category being 5:1 that the answer is smaller than anything else.

In this game I'll put the answers into (up to) seven bands, with the median answer at 1:1. If there are more than three answers higher than this, the remainder will be in the top 4:1 band. Anything lower than the lowest 4:1 band will go into the "smaller than anything else" 5:1 band.

Players now bet on one (or two, in the last round) answer, staking up to 10 each round – except the last where they can go all-in – from their funds (80 to start with) – default bet is 10. The correct answer pays out at its stated odds with a 10 bonus for those who gave the correct answer in the first place (whether or not they bet on it). After seven rounds, the player with the most money wins.

As you can see, the game has plenty of scope for tactics and the winner is not necessarily the smarty-pants. You can, of course, Google the answer, so please don't. I will take action if anyone is suspiciously accurate...

Round 1 question

Our first question is: In what year was the Compact Disc developed?

Answers to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or TWJO@pevans.co.uk by Friday 23rd October 2020

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

Orders for September 1672 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 23rd October 2020



August 1672 (342)

There are a few preliminaries before the army gets down to the serious business of finishing off the United Provinces. New arrival Neville Moore would like to join the Princess Louisa Light Dragoons. Sadly, not having borrowed any cash to supplement what he has in his pocket, he can't afford to do so (he'd have to buy a horse!). Instead, he applies to the 27th Musketeers and is accepted. He has his eye on a commission, but can't even afford the rank of Subaltern. Private Moore sets off to join his regiment in action.

Another fresh face, Hugh Mungus, does get in to the PLLD. Flashing around the wad he's just borrowed, he demands "the highest rank available to humanity" – only to be told the best he can do as a newbie is Major. Except that he doesn't have the social standing required for this rank. Captain Mungus saddles his new horse and trots off to find his regiment.

Sven Thibault Comseine is signed up for the Picardy Musketeers by the regiment's commander, Zavier Ulric Turenne, who also gives him the cost of a horse. A gift from the PM Lieutenant-Colonel, Louis Renault, helps him buy his way to a Captaincy. Colonel Turenne then appoints him as Regimental Adjutant before he, too, sets off.

Captain Jacques Hatt becomes Regimental Adjutant of the Grand Duke Max's Dragoons for the month, courtesy of Colonel Augustin Fourier.

Minister of State Duncan d'Eauneurts would like to add KM Major Robert d'Lancier to his government. However, Lancier is not qualified for such a position (nor, indeed, for Minister of Justice – not that Eauneurts offers him this one).

Liquid and funds

After the Dutch petitioned for peace in July, His Majesty made a more demanding counterproposal which is turned down, as expected. However, rioting and unrest leads to sympathisers of the Prince of Orange taking control in most of the provinces. This opens up the possibility that the Protestant William might prefer to surrender to the English... The King orders his armies to press forward.

With the polders now flooded, it's hard work for First Army to make significant progress, though there are local successes. Already named as Field Marshal for next year, General Jacques de Gain rather rests on his laurels this month. He still receives a Mention in Despatches ("Nice laurels!") and increases his wealth by a few hundred crowns. Army Adjutant Les Anonyme dashes hither and yon, earning his own Mention ("Very dashing!") and his cash goes up by a slightly larger amount – minus the sum he sends back to pay off the moneylenders.

Guards Brigadier Jean Jeanie is acting commander of First Division. He is brevetted to Lieutenant-General and confirmed as Division commander. A Mention in Despatches comes his way, along with over five hundred crowns worth of loot. In turn, brevet Brigadier-General Jean d'Ice, commander of the Cardinal's Guard, is acting Guards Brigadier. His new responsibilities keep him busy and he pockets less than five hundred crowns worth. However, he does get to be Brigadier properly following Jeanie's promotion.

The Royal Foot Guards are one of the local successes, though it's mainly of a financial nature. Colonel Beau Reese Jean Seine plunders more than 500 crowns worth for himself. Lt-Colonel Bastian de LaGarde can only manage a bit over two hundred crowns worth. Major Eclair de Lame is the exception: he receives a Mention in Despatches ("Exceptional"). And gains over three hundred crowns worth of booty. There's slightly more loot for Captain Camille de Polignac, but nothing else.

With their Lt-Colonel leading them, the Cardinal's Guard find a less flooded polder to advance over. Then the defenders open the sluices and the regiment is all but washed away in a tsunami of muddy water. Prime casualty is the Lt-Col himself, allowing Major Thierry d'Actyl to be promoted to that rank. A couple of hundred crowns comes his way. Junior Major Jerome Fortmayne (he only bought the rank this month) fishes soldiers out of the water to earn a Mention ("What sort of bait is he using?").

It's simply a soggy month for the King's Musketeers. They grab a bit of loot nevertheless. Regimental commander Duncan d'Eauneurts is busy with affairs of State and just collects a couple of hundred crowns worth. Lt-Col Greg de

Bécqueur can't manage that much booty, but does get Mentioned in Despatches ("What, no baked goods?"). The two Majors, Tarquin le Hatter and Robert d'Lancier, are well matched. Both receive a similar Mention in Despatches ("Are they twins?") and plunder around 200 crowns worth of goodies each.

Still in First Division, the Dragoon Brigade provides cavalry support. Where they can. GDMD Colonel Augustin Fourier is acting Brigadier again. He's getting good at this and is promoted to Brigadier-General, taking formal command of the Brigade. A brief Mention notes this ("He's Brigadier now") and loot worth several hundred crowns comes his way.

The GDMD splash through the water grumpily. Captain Jacques Hatt is brevetted to Major, forking out for the extra horses he needs for his new rank. (Though this does mean he definitely won't be Regimental Adjutant next month.) The PLLD are grumpier, especially new recruit Captain Hugh Mungus. His horse misses its footing, pitching the inexperienced Captain into the water. That cracking sound is his neck. RIP. Fellow Captain Alex Craimant, on the other hand, is promoted to Major – he acquires more horses to go with this of course.

There are problems, too, for the Cavalry Division and the horsemen are pleased when His Majesty orders the bulk of the army back to Paris. Divisional Adjutant Ben e'Volence forwards the orders, accepting booty worth a bit more than two hundred crowns along the way.

Splashing through the fields, Horse Guards Brigadier Henri Dubois tries to lift the Brigade's spirits in song. He is Mentioned in Despatches ("He can hold a note") and receives gifts worth over 200 crowns (provided he shuts up). His Majesty further rewards him with the title of Marquis. In his absence, Dubois's regiment, the Dragoon Guards, is commanded by Major Conrad de Coverlet. Who really shouldn't sing. Even staying silent brings no reward for him. Junior Major Phillipe F'Loppe is promoted again, making his brevet rank permanent.

The Queen's Own Carabiniers soldier on, Colonel Marc de Zorro enriching himself to the tune of nearly 500 crowns as they go. Lt-Col Norman de Bastille picks up half that amount, but receives a footnote in the Despatches ("Are you sure he's from the Bastille?"). Major Justin Thyme is mentioned at greater length ("Nothing funny about his name"), but finds meagre pickings in his looting: just over a hundred crowns worth. Captain Pierre de Terre grabs a round 200 crowns worth of loot, but there's nothing for Subaltern Petit-Garson Riche.

Heavy Brigade has a competent commander, but it doesn't make much difference to their outcome. Brigade Major Rick Shaw is promoted to Lt-Colonel (in the ALC) while grabbing over three hundred crowns worth of plunder. Having bought his way to Colonel, Pierre Cardigan, commanding the Archduke Leopold Cuirassiers, is promoted to Brigadier-General.

Chris Knight is already a Bdr-Gen and in charge of the Crown Prince Cuirassiers. He earns a double Mention in Despatches ("No promotion for him" –

"But count that haul!") as he scoops up a cool (in the circumstances) 700 crowns worth of loot. There's nothing like that for Major William de Beast. In fact, there's nothing at all for Major William de Beast. While Subaltern Rob d'Masses focuses on his job: racking up over 500 crowns worth of booty.

War is not over

Following His Majesty's orders, General Uther Xavier-Beauregard calls off the fruitless siege of 's-Hertogenbosch to reinforce the Münsterians (? Münsterites? Troops from Münster anyway) besieging Groningen. Their prized siege mortars have been battered into silence by the fortress's artillery, so it's down to the frontier regiments to try to wrinkle out the defenders. They have some success, but not enough to force capitulation.

After a close encounter with a cannonball, General Beauregard gets a great write-up in Despatches ("That was close" – "Good job they wear brown breeches") and the almost-biggest haul of the month: a thousand crowns worth. Frontier regiment 2 has the "support and assistance" of Bdr-General Xavier Money, who does almost as well with 900 crowns worth. A Mention in Despatches comes his way ("Nearly").

Third Army covers the French forces' lines of communication, garrisoning the many fortresses seized from the Dutch. General Leonard de Hofstadt is in command and rides the rounds between the garrisons. His bravery earns Mentions in Despatches ("There he goes again") and he plunders over five hundred crowns as he goes.

Private Neville Moore arrives to join one of the 27th Musketeers' garrisons, which is a quiet introduction to military life. He does receive a Mention in Despatches, though ("Where did he come from?").

Leading a battalion of the Royal North Highlanders, Lt-General Bernard de Lur-Saluces is Mentioned ("No highlands here") and 'liberates' a thousand crowns for himself. He also advances to the title of Earl.

Henri DuShite is Colonel of the Royal Marines but, this month, is acting First Foot Brigadier, where he has his regiment's Lt-Col, Alonzo Fonde-Lapatrie, as Brigade Major. DuShite gets the full set of rewards: promotion to Bdr-General, a Mention and over five hundred crowns worth of loot. Lapatrie gets nothing except a close shave with a musketball, courtesy of a Dutch partisan. He





was hoping to get some cash so that he can pay a “professional CV-writing agency” to help with his job applications for next month.

Zavier Ulric Turenne is Colonel of the Picardy Musketeers, which is where he serves. The Musketeers are attacked by troops from the Spanish Netherlands, but see off this sortie with ease. Turenne has to duck as the musketballs fly, but is

promoted to Bdr-Gen, Mentioned (“Good reflexes”) and picks up over five hundred crowns worth of loot as well. Lt-Col Louis Renault leads his battalion through the attackers to secure their baggage train. A fulsome Mention in Despatches (“That was terrific”) comes his way as he grabs a thousand crowns worth of baggage for himself. He is outdone by Subaltern Cyrano de Lancet, whose take is a hundred crowns bigger. However, he spends this extra amount to buy a horse as he is promoted to Captain. New Captain Sven Thibault Comseine is promoted to Major, but must fund his extra horses from his own pocket. He is Mentioned though (“Looks like someone forgot to go looting”). Subaltern Lascar Vivrebras can’t manage the full thousand crowns, but does pretty well at the looting bit. Much to his relief.

Hercule D’Engin is Brigade Major of Second Foot where he breaks in an acting Brigadier in the form of the Colonel of the 13th Fusiliers. The Colonel turns out to be a competent commander and Engin picks up over five hundred crowns worth of booty on the back of the Brigade’s success. A Mention in Despatches comes his way (“Fine advice there”).

As the main French forces return home, the King agrees the Accord of Heeswijk with the English King, Charles. This commits France and England not to make peace with the Dutchmen separately (it seems William of Orange has annoyed the English too). However, with the support of the Spanish, Prussians and Holy Roman Emperor, seven of the ten United Provinces remain independent. This could be a long war...

Summer in the city

Despite a few arrivals from the provinces, the great city lies quietly in the sunshine this month. Only two clubs have any visitors. Balzac Slapdash takes Alison Wunderlandt to Blue Gables before spending the rest of his time practising rapier. The Frog & Peach is home to Mustafa Lekk and Mary Huana

after Mustafa won her affections at the start of the month. Good job Lars Kristmass stood down.

Claude de Nord is also successful in his courting, but doesn’t show off his lady. Instead it’s three weeks of sabre practice – he has an appointment with the lady’s erstwhile beau, Jacques Hatt, to kick off September.

Lars has another try at courting Mary, but she’s out of course. So he gets his oats at a Bawdyhouse before heading for his club. Just one problem, Lars: you don’t belong to any club...

Terence Cuckpowder doesn’t bother with any of this nonsense: four straight weeks with his sabre, thank you very much.

This leaves Gaz Moutarde, who spends half his time with his lady friend and the other half with his cutlass.

And, finally: agents of the Commissioner of Public Safety, Bastian de LaGarde, arrest the Minister of Justice whose term of office was just about to end anyway. No doubt all will be revealed at next month’s trial. ❖

Press

Announcements

The Royal Foot Guards are looking for men of character to join up and serve in His Majesty’s finest Regiment. Funds available to help suitable candidates acquire an appropriate rank.

† Beau Reese Jean Seine

The 53rd Foot is an honourable, honest, and loyal regiment open to new officers and men. Apply to the Colonel.

Despatches from the Front

To: Sven Thibault Comseine

Sir,

Our Colonel, Xavier Ulric Turenne, informs me you plan to join our illustrious Picardy Musketeers. You will be hard-pressed to find a more worthy bunch of fellows.

Commissioning costs can be a trifle expensive even for our humble band of musketeers. I will send a small sum to help you out. It would be most excellent if you could find room in your baggage for some wine and brandy. Apart from making the acquaintance of the occasional passing rock, life here at the fortress here has been without much excitement.

Yours,

† Lt-Colonel Louis Renault
Picardy Musketeers

Social

The Minister of War would like to invite the returning heroes of His Majesty’s armies to join him at his club for the first week of September.

† Beau Reese Jean Seine

To celebrate my appointment to the peerage (“ooh, look, e’s a baron!”) and the almost-as-good news that our armies have once more proved victorious, Baron (I just love that word) Bastian de LaGarde, Lieutenant-Colonel of the Guards, invites soldiers of SL 10 or above and their mistresses to join him at his club, the Fleur, Weeks 3 and 4 in September.
PS – You must be alive to attend, your costs will be paid.
† Baron de LaGarde, Lt.Colonel

To: The gentlemen of Paris
A change to my recent announcement concerning the ‘Tarquin for CPS’ party. It will be now amended to the ‘A beer for the Baron’ in order to celebrate the appointment of Baron de la Garde. The party is to be held at Hunter’s in the 2nd week of September, all welcome and mistresses too.
† Major Tarquin le Hatter
Kings Musketeers

I will be holding a soirée at the Fleur in week 3 of September. The watchword is audacity.
† UXB

Military Missives

Colonel Augustin,
Congratulations on your much-deserved promotion and your Knighthood.
I notice that our Regiment seems to lack a Regimental Adjutant. As I am now a captain, I would like to apply for the position as Regimental

Adjutant. In that role, I would hope to learn from you about military strategy (i.e. my MA is okay but not great).

Yours,
† Captain Jacques Hatt, GDMD

To LdH
My Lord Marquis General,
Please inform your Staff that Sven Thibault Comseine has accepted the post of my Regimental Adjutant in the PM. His Aptitude will be an immediate asset to the Crown on the Front.

Yours,
† Turenne, Col, PM

Personal

“I say, Tarquin, have you seen that there’s some new pipsqueak arrival to Paris who is trying to cash in on your family name?”

“Who is that, Xavier, my good friend?”

“Some oik calling himself Jacques Hatt, a Captain in the GDMD. It’s clear he is trying to make claim to your lineage and, if it were me, I’d give the fellow a sound thrashing and send him packing from Paris tout suite!”

“Absolutely, he shall also become the first on ‘The List’ for when I become CPS, note his name down for me!”

“But, Tarquin, you have 2 names on it already: remember there was the main target and then you’ve recently said to add that rascal down who usurped you, so he will have to be number 3!”

I am sure I speak for all the Commerce Investors of France when I offer my congratulations to His Majesty’s Army Commanders on their excellent showing this July. Keep up the good work, chaps.

† Beau Reese Jean Seine

The Poltroon Mouseketeers will need to go to great pains (but not croissants and pies like the Kouign-amann Musketeers!) to restore their honour.

From: Greg de Bécqueur

To: Jacques de Gain
Monsieur,

Congratulations on your imminent, and well-deserved, elevation to the rank of Field Marshal. I am sure, with you in command, our armies will maintain their supremacy on the field of battle for another year.

I notice you are lacking in the aide department, to the tune of one, and would like to offer my services. I am sure you are painfully aware of the dearth of culinary competence amongst headquarters catering staff, and can see the advantage of an assistant with the experience and expertise to improve the dining experience for the general staff.

I have made an incredible plan

For to aid Général Jacques de Gain:

If appointed to post,

I shall do my utmost

To improve all the puddings and flan.

I remain, monsieur, your humble and obedient servant,

† Sir Greg de Bécqueur,
Lieutenant-Colonel,
King’s Musketeers

Cher de Bécqueur
Unfortunately yours is the second missive I have received asking to be my aide for the coming year.

Hence, I am currently expecting this position to be filled by another. That said, if the first applicant should be promoted over the coming month, I am sure that he will be looking for a role more in keeping with his more elevated position.

So, if you still want to become my aide, and if the first applicant for this position changes his mind about wanting to take the role, I would be happy to appoint you.

If this is case, please apply for the role in the usual way.

Your obedient servant,

† de Gain

To: Viscount Terence Cuckpowder
Sir,

I must apologise for overlooking the small matter of your unexpected gift, for which I am very grateful. It will be very much appreciated by the wine merchants and ladies of Paris on the regiment’s return.

Yours, † Lt-Colonel Louis Renault
Picardy Musketeers

Dear Maman,

You will be surprised to hear that I’ve volunteered to go to the Front this year. Truth be told, I was bored in Paris. I missed the fellowship of the Lads in the regiment. Life’s not been the same since I was promoted, so I volunteered. It’s different to the old days, but much more fun than Paris.

I promise that I’m keeping my head down and staying safe.

Love, † Xavier

To All the gentlemen of Paris, gentle ladies and not so gentle ladies, I send my heartfelt best wishes. I, Claude De Nord, have finally arrived. If I may quote Des Pierriers: I hope to be the 'Mirror of Mirth.'

Poetry Corner

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

Gascon Regiment

Beware of a Gascon who coughs
And keep your mask on at all costs,
For they spread foul disease
With each snuffle and sneeze –
Your only protection's this cloth.

† Le Salame Disparu

Points Arising

Next deadline is 23rd October

Tim Macaire comments, "Very impressed with the new illustrations. They really add to the flavour of the game, and the old ones, though impressive, were getting a little tired."

Alas, there are no new illustrations, Tim. Just old ones that I haven't used for a while. Some fresh artwork would be great and I'm sure there must be at least one amongst our number who can draw...

This year's summer campaign has its historical sources in Wikipedia's entry for the Franco-Dutch War (1672-1678 – so expect more fighting against the Dutch in the next campaigns). Though I have tinkered with the history to suit my purposes.

Heard in the canteen but slightly mollified...

1 When this lovely war is over O how happy I will be,

No more cleaning out my musket,
No more polishing for me,
No more queuing for some cheap wine,

No more blessed cavalry,
No more paying up lost kit fines,
No more regimental mass.
You can tell the Chef de Regiment
He can put his pace stick ... where
the sun don't shine.

At least two players clearly didn't read my note last issue about not being able to join clubs while at the front. If you think your character has joined a club in the last three months, check your character sheet and join one in September if necessary.

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

The new Military Appointments and any empty Government Appointments will be filled at the start of September – by NPCs where they are not taken by player characters. A player character with an appointment that lets him appoint another post chooses who gets this – which may be a player character, an NPC or left

vacant. So, if you have applied for an appointment – or hold a rank – that allows you to make other appointments, don't forget to do so (or NPCs will get the jobs).

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

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

Absent friends

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

BdB Bakar di Brieza (Tony Hinton-West) has NMR'd. Total now 3 and is sent to a Frontier regiment

AC (Toby Nightingale) has been floated at his request.

X2 (Mark Nightingale) has been floated at his request.

Announcements

Alonzo Fonde-Lapatrie applies for Division Adjutant of First Division

Alonzo Fonde-Lapatrie applies for Division Adjutant of Second Division

Alonzo Fonde-Lapatrie applies for Division Adjutant of Cavalry Division

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.

Alonzo Fonde-Lapatrie applies for Division Adjutant of Frontier Division

Alonzo Fonde-Lapatrie applies for Aide to Field Marshal

Les Anonyme applies for Army Adjutant of First Army

Les Anonyme applies for Army Adjutant of Second Army

Les Anonyme applies for Brigadier of 2nd Foot Brigade

Les Anonyme applies for Minister without Portfolio

Bernard de Lur-Saluces applies for Province Mil. Governor

Ben e'Volence applies for Division Adjutant of First Division

Ben e'Volence applies for Division Adjutant of Second Division

Ben e'Volence applies for Division Adjutant of Cavalry Division

Ben e'Volence applies for Division Adjutant of Frontier Division

Ben e'Volence applies for Aide to Field Marshal

Ben e'Volence applies for Army Adjutant of First Army

Ben e'Volence applies for Army Adjutant of Second Army

Camille de Polignac asks NPC Regiment Adjutant of Royal Foot Guards to resign

Camille de Polignac applies for Captain, King's Escort

Camille de Polignac applies for Aide to Crown Prince

Chris Knight applies for Chancellor of Exchequer

Chris Knight applies for Minister of Justice

Eclair de Lame applies for Brigade Major of Guards Brigade

Greg de Becqueur applies for Division Adjutant of First Division

Greg de Becqueur applies for Division Adjutant of Second Division

Greg de Becqueur applies for Division Adjutant of Cavalry Division

Greg de Becqueur applies for Aide to Field Marshal

Jean d'Ice applies for Brigadier of Guards Brigade

Jerome Fortmayne applies for Brigade Major of Guards Brigade

Jerome Fortmayne applies for Aide to General

Jacques Hatt applies for Regiment Adjutant of GDMD

Jean Jeanie applies for Brigadier of Guards Brigade

Jean Jeanie applies for Division Commander of First Division

Leonard de Hofstadt applies for Army Commander of First Army

Leonard de Hofstadt applies for Army Commander of Second Army

Marc de Zorro applies for Army Adjutant of Second Army

Norman de Bastille applies for Division Adjutant of First Division

Norman de Bastille applies for Division Adjutant of Second Division

Norman de Bastille applies for Division Adjutant of Cavalry Division

Norman de Bastille applies for Division Adjutant of Frontier Division

Pierre de Terre applies for Regiment Adjutant of QOC

Phillipe F'Loppe applies for Regiment Adjutant of DG

Robert d'Lancier applies for Brigade Major of Guards Brigade

Robert d'Lancier applies for Aide to General

Rick Shaw applies for Division Adjutant of First Division

Rick Shaw applies for Division Adjutant of Second Division

Rick Shaw applies for Division Adjutant of Cavalry Division

Rick Shaw applies for Division Adjutant of Frontier Division

Sven Thibault Comseine applies for Regiment Adjutant of PM

Terence Cuckpowder applies for Brigadier of Guards Brigade

Terence Cuckpowder applies for Brigadier of Horse Guards Brigade

Terence Cuckpowder applies for Brigadier of Heavy Brigade

Terence Cuckpowder applies for Brigadier of Dragoon Brigade

Terence Cuckpowder applies for Brigadier of 1st Foot Brigade

Terence Cuckpowder applies for Brigadier of 2nd Foot Brigade

Terence Cuckpowder applies for Brigadier of 3rd Foot Brigade

Terence Cuckpowder applies for Brigadier of 4th Foot Brigade

Thierry d'Actyl applies for Aide to General

Tarquin le Hatter applies for Brigade Major of Guards Brigade

Applications

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

Minister of Justice: CK

Minister without Portfolio: Anon

Chancellor of the Exchequer: CK

Army commander: LdH (both)

Division commander: JJ (1st)

Provincial Military Governor: BdLS

Brigadier: Anon (2Ft), JdI (Gds), JJ (Gds), TC (all)

Army Adjutant: Anon (both), BeV (both), MdZ (2nd)

Aide to Field Marshal: BeV, GdB

Division Adjutant: AFL (all), BeV (all), GdB (1st, 2nd, Cav), NdB (all), RS (all)

Aide to General: JF, RdL, TdA

Brigade Major: EdL (Gds), JF (Gds), RdL (Gds), TIH (Gds)

Aide to Crown Prince: CdP

Captain of the King's Escort: CdP

Regimental Adjutant: JH (GDMD), PdT (QOC), PFL (DG), STC (PM)

Duels

Results of July's duels

There were none.

To be settled 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.

Pierre Cardigan (Sabre, adv.) has cause with Terence Cuckpowder (Sabre, Seconds UXB, 1 rests) for pinching Edna.

Henri DuShite (Cutlass, 5 rests) has cause with Terence Cuckpowder (Sabre, Seconds UXB, adv.) for pinching Katy.

Jacques Hatt (Sabre, adv.) has cause with Claude de Nord (Sabre, Seconds TIH) for pinching Ada.

"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.

Trials

The NPC Minister of Justice will be on trial at the start of September (after duels, but before anything else). CPS Bastian de LaGarde will prosecute and Minister of State Duncan d'Eauneurts will sit in judgement.

Players are welcome to 'attend' the trial by submitting press or otherwise embroidering their character's actions. If you actually want to influence the outcome, you'll need to talk to the Minister of State.

Should the defendant be found guilty, any character may use influence (or a bribe, we're not proud) on the King to commute the sentence. Of course, if the man is guilty, the CPS will take over this ministerial portfolio.

New Characters

Ray Vahey gets the Bastard son of an Impoverished Gentleman: Init SL 3; Cash 36; MA 3; EC 6 (X1).

Tables

Other Appointments

King's Escort: Ensign __	Captain __
Cardinal's Escort: Ensign __	Captain __
Aides: to Crown Prince __	to Field Marshal __
Provincial Military Governors: __/__/__/__/__	
City Military Governor __	Adjutant-General __
Inspectors-General: of Cavalry __	of Infantry __
Commissioner of Public Safety BdLG (until May 1673)	
Chancellor of the Exchequer __	
Minister of Justice __	
Minister of War BRJS (until February 1673)	
Minister of State DdE (until November 1672)	

Shows who holds appointments outside military units (except Aides):

ID for Characters, "N" for NPC, __ for vacant, "CPS" for additional posts held by the CPS.

Army Organisation and 1673's Summer Deployment

First Army (Defence)	--/--/--
Cavalry Division (Defence)	--/--/--
Heavy Brigade (Defence) - ALC CPC	
Dragoon Brigade (Defence) - GDMD PLLD	
Frontier Division (Defence)	--/--/--
Frontier Regiments (Defence)	
Second Army (Siege)	--/--/--
First Division (Assault)	--/--/--
Guards Brigade (Assault) - RFG CG KM	
1st Foot Brigade (Assault) - RM PM	
RNHB Regiment (Assault)	
Second Division (Siege)	--/--/--
2nd Foot Brigade (Siege) - 13F 53F	
3rd Foot Brigade (Siege) - 27M 4A	
4th Foot Brigade (Siege) - 69A Gscn	
Horse Guards Brigade (Field Ops) - DG QOC	

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	--/--/--
Horse Guards Brigade	--/--/--
Heavy Brigade	--/--/--
Dragoon Brigade	--/--/--
First Foot Brigade	--/--/--
Second Foot Brigade	--/--/--
Third Foot Brigade	--/--/--
Fourth Foot Brigade	--/--/--

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

	(Siege for Sept-Nov)				
	F1	F2	F3	F4	RNHB
Colonel	N7	N4	N4	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

- First Army: 1
 - First Division: 2
 - Guards Brigade: 3
 - Royal Foot Guards: 4
 - Cardinal's Guard: 4
 - King's Musketeers: 4
 - Dragoon Brigade: 3
 - Grand Duke Max's Dragoons: 4
 - Princess Louisa Lt Dragoons: 4
 - Cavalry Division: 2
 - Horse Guards Brigade: 3
 - Dragoon Guards: 4
 - Queen's Own Carabiniers: 4
 - Heavy Brigade: 3
 - Archduke Leopold Cuirassiers: 4
 - Crown Prince Cuirassiers: 4
- Second Army: 1
 - Frontier Division: 2
 - Frontier regiment 1: 3
 - Frontier regiment 2: 3
 - Frontier regiment 3: 3
 - Frontier regiment 4: 3
- Third Army: 1
 - Second Division: 2
 - 3rd Foot Brigade: 3
 - 27th Musketeers: 4
 - 4th Arquebusiers: 4
 - 4th Foot Brigade: 3
 - 69th Arquebusiers: 4
 - The Gascon Regiment: 4
 - RNHB regiment: 3
 - Third Division: 2
 - 1st Foot Brigade: 3
 - Royal Marines: 4
 - Picardy Musketeers: 4
 - 2nd Foot Brigade: 3
 - 13th Fusiliers: 4
 - 53rd Fusiliers: 4

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		BS
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onaire	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
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	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W ML	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Lô	5	B	

This table shows the mistresses in Paris. B=Beautiful, I=Influential, W=Wealthy; Last=Last lover seen with this month

Regiments

Col	RFG	CG	KM	DG	OOC	ALC	CPC	RM	GDMDPM	13F	PLLD	53F	27M	4A	69A	Gscn
LCol	BdLg	TdA	GdB	CdC	NdB	N3	BeV	HDS	AF	LR	N3	N2	N6	N5	N5	N5
Maj 1	EdL	JF	TH	PFL	JIT	N2	WdB	AF	JH	N2	N2	N5	N7	N5	N5	N5
Maj 2	N1	N5	RdL	N1	N1	N5	N4	N4	N6	N2	N5	N1	N1	N1	N1	N1
Capt 1	N2	N3	N2	N4	N2	N5	N4	N4	N4	N2	N5	N3	N2	N4	N1	N6
Capt 2	N4	N5	N1	N1	N5	N5	N4	N5	N4	N2	N5	N5	N1	N1	N1	N6
Capt 3	CdP	N3	N1	N6	N3	N5	N4	N5	N4	N2	N2	N5	N1	N2	N2	N6
Capt 4	N3	N4	N1	N6	N3	N5	N4	N5	N4	N3	N5	N5	N1	N3	N2	N6
Capt 5	N6															N1

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	SLSPs	Cash	Rank	Regiment/Appointment	MA	Lastseen	Club	EC	Player
UXB	Count Uther Xavier-Beauregard	28	F	Comfy General	/2nd Army Commdr	20		Flr	4	Pete Card
BRJS	Viscount Beau Reese Jean Seine	25	F	Comfy Colonel	RFG/War Minister	10		Flr	3	Bill Hay
DdE	Count Duncan d'Eauneurts	25	F	Comfy B.Bdr	-General KM/State Min.	8		Flr	5	Paul Lydiate
PC	Count Pierre Cardigan	24	F	Withy B.Bdr	-General ALC	10		Flr	5	Matt Shepherd
JdG	Count Jacques de Gain	23	F	Filty Fld Marshal	/1st Army Commdr	24		Flr	6	Ben Brown
JJ	Count Jean Jeanie	22	F	Filty B.Lt	-General/1st Div Commdr	30		Flr	3	Andrew Kendall
LdH	Marquis Leonard de Hofstadt	22	F	Comfy General	/3rd Army Commdr	7		Flr	5	Neil Packer
TC	Viscount Terence Cuckpowder	21	43	Withy B.Lt	-General/Min w/o Port	6		Flr	5	Mike Dommatt
BdLS	Earl Bernard de Lur-Saluces	19	F	Rich Lt	-General/Insp.Gen.Cav	14		Flr	3	Rob Pinkerton
Jdl	Marquis Jean d'Ice	17	F	Withy B.Bdr	-General CG/Gds Brigadier	10		Both	3	Tym Norris
HD	Marquis Henri Dubois	17	F	Comfy B.Bdr	-General DG/HGds Brigadier	8		Both	3	Wayne Little
CK	Earl Chris Knight	17	F	Withy B.Bdr	-General CPC/Chancellor	13		Hunt	2	Paul Wilson
BdLG	Baron Bastian de LaGarde	16	F	Withy Lt.Colonel	RFG/CPS	4		Both	1	Jerry Spencer
Anon	Les Anonyme	16	F	Comfy B.Bdr	-General 53F/2 F Brigadier	3		Both	4	Bruno Giordan
GM	Sir Gaz Moutarde	15	31	Withy Bdr	-General	4		Both	2	Mike Clibborn-Dyer
GdB	Sir Greg de Becqueur	15	F	Comfy Lt.Colonel	KM	9		Both	5	Anthony Gilbert
AFL	Sir Alonzo Fonde-Lapatric	14	F	OK Lt.Colonel	RM/1 F Brigade Maj.	7		Both	2	Graeme Morris
BeV	Sir Ben e'Volence	13	F	Comfy Lt.Colonel	CPC/Cav Div Adjutant	5		Both	3	Ash Casey
XM	Sir Xavier Money	12	F	Withy Bdr	-General	7		Hunt	3	Pam Udowiczenko
HDS	Henri DuShite	12	F	Comfy B.Bdr	-General RM/1 F Brigadier	9		Hunt	4	Dave Marsden
RdL	Robert d'Lancier	11	F	Comfy Major	KM	9		Hunt	4	Steven Malecek
TdA	Thierry d'Actyl	11	F	OK Lt.Colonel	CG	2		Hunt	2	John Cooke
CdC	Conrad de Coverlet	11	F	Poor Major	DG	1		Hunt	4	Stewart Macintyre
EdL	Sir Eclair de Lame	10	F	OK Major	RFG	4		Hunt	3	Peter Farrell
NM	Neville Moore	10	F	Poor Private	27M	1			2	Cameron Wood
MdZ	Marc de Zorro	10	F	Comfy Colonel	QOC	9		Hunt	4	Tim Macaire
AF	Sir Augustin Fourier	10	F	Comfy B.Bdr	-General GDMD/Drgn Brigadir	6		Hunt	3	Brick Amundsen
WdB	Sir William de Beast	10	F	OK Major	CPC	6		F&P	4	Simon Peck
CdP	Camille de Polignac	10	F	Comfy Captain	RFG/Bdr's Aide	4		Hunt	4	James McReynolds

ID	Name	SLSPs	Cash	Rank	Regiment/Appointment	MA	Lastseen	Club	EC	Player
TIH	Tarquin le Hatter	9	F	OK Major	KM	2			5	Jason Fazackarley
JF	Jerome Fortmayne	9	F	OK Major	CG	4			6	Bill Howell
HDE	Hercule D'Engin	9	F	Comfy Lt.Colonel	53F/2 F Brigade Maj.	2		F&P	2	Gerry Sutcliffe
BdB	Bakar di Brieza	9	F	OK Captain	KM	1		BG	4	Tony Hinton-West
NdB	Norman de Bastille	9	F	OK Lt.Colonel	QOC	1		HGds	4	Mark Williams
BS	Balzac Slapdash	8	11	Comfy		9	Alison	BG	4	Matthew Wale
RS	Rick Shaw	8	F	OK Lt.Colonel	ALC/Hvy Brigade Maj.	2		BG	6	Charles Burrows
ZUT	Zavier Ulric Turenne	7	F	OK B.Bdr	-General PM	4		F&P	1	Bob Blanchett
PdT	Pierre de Terre	7	F	Poor Captain	QOC	6		F&P	2	Paul Murphy
JiT	Justin Thyme	7	F	Comfy Major	QOC	7		F&P	2	Gerald Udowiczenko
PFL	Phillipe F'Loppe	7	F	Poor Major	DG	3		F&P	4	Phil Urquhart
ML	Mustafa Lekk	6	10	OK		4	Mary	F&P	2	Graeme Wilson
PGR	Petit-Garson Riche	6	F	Comfy Subaltern	QOC	1		F&P	2	Mark Cowper
AC	Alex Craitmant	6	F	Poor Major	PLLD	2		RP	4	Toby Nightingale
LK	Lars Kristmass	5	-	2	Comfy	4		3	Martin Jennings	
RdM	Rob d'Masses	5	F	OK Subaltern	CPC	4		RP	6	Craig Pearson
LR	Louis Renault	5	F	Comfy Lt.Colonel	PM	1		RP	4	Roy Bleasdale
LV	Lascar Vivrebras	4	F	OK Subaltern	PM	4		RP	4	Olaf Schmidt
STC	Sven Thibault Comseine	4	F	Poor Major	PM/PM Regt. Adjit.	6		3	Nik Luker	
JH	Jacques Hatt	4	F	Poor B.Major	GDMD/GDMD Regt. Adjit.	4		RP	3	Joel Halpern
CdL	Cyrano de Lancet	4	F	OK Captain	PM	1		RP	4	Rik Stewart
X2		3	0	Poor		5		4	Mark Nightingale	
HM	Hugh Mungus	3	RIP							Ray Vahey
CdN	Claude de Nord	2	5	Poor		3				Andrew Larder

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+