

That would be enough

This has been issue 232 of *To Win Just Once*, published 27th March 2023. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2023

Deadlines

Orders for *Railway Rivals* to Mike by Friday 7th April 2023.

Orders for *LPBS* and By Popular Demand plus any other contributions to Pevans by Friday 7th April 2023.

(Next deadlines: 5th May, 9th June, 14th July. Probably.)

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 – Chris Rudram and Rob Pinkerton are in the queue for the next game. (Working map and rules provided).

Star Trader – Mike Dyer and Pevans are up for a game. Who else? (Rules provided)

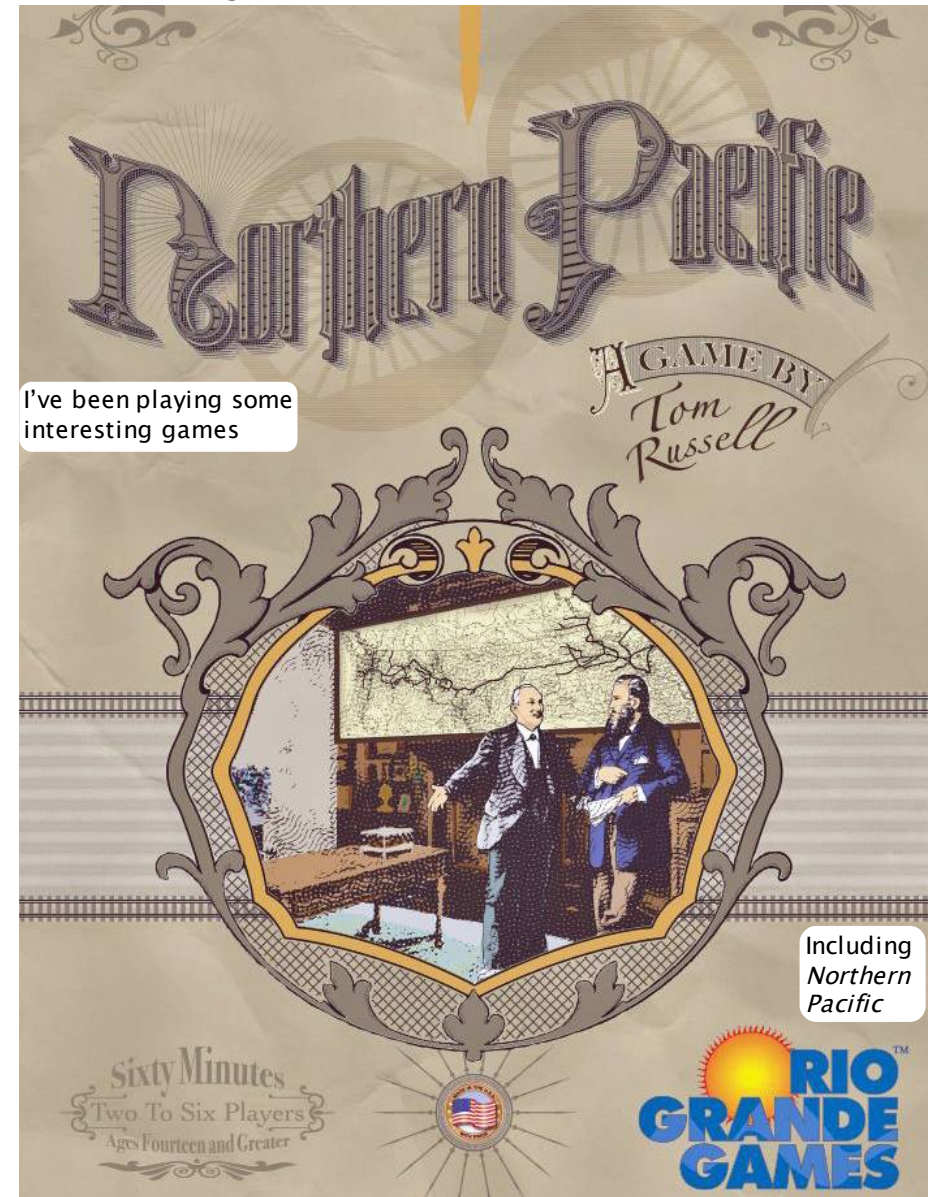
Credits

To Win Just Once issue 232 was written and edited by Pevans. The *LPBS* masthead (page 1818) is by Lee Brimmicombe-Wood, as are the drawings on pages 12, 19 and 21. The illustration on page 22 was provided by Roy Bleasdale and the photo of Chris Baylis was taken from his Facebook page. 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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Contents

Contents..... 2

Chatter..... 3

Letters..... 5

2023 – the first quarter..... 6

Reading matter..... 9

Games Events..... 10

Seahill (Railway Rivals game 17 – RR2509I(N))..... 11

 Turn 7 11

Subscribing to TWJO..... 13

By Popular Demand 14

 Turn 6 results and scores..... 14

Les Petites Bêtes Soyeuses..... 18

 October 1674 (368)..... 18

 Press..... 23

 Points Arising..... 26

 Announcements 26

 Duels 27

 New Characters..... 27

 Tables 27

 Army Organisation and 1675's Summer Deployment..... 27

 Brigade Positions..... 28

 Frontier Regiments..... 28

 Battle Results 28

 Other Appointments..... 28

 Femmes Fatales..... 29

 Regiments..... 29

 The Greasy Pole 30

That would be enough..... 32

 Deadlines 32

 Waiting lists..... 32

 Credits..... 32

Chatter

Yes, this is really late. At least I have a decent excuse this time. The Monday after the last deadline, I was in hospital for the day for a hernia repair operation (more about this below... at length). I fully expected to be back in front of the computer after a few days, but it actually knocked me out for the best part of two weeks. And I've been catching up with work and things since then.



My walking went out of the window while I was recuperating, but I'm beginning to get out again. And Spring is definitely in the air. The daffodils are out in force – they've been appearing since mid-Feb and even the daffs in our garden have finally bloomed (we had a couple of clumps of snowdrops earlier). There's blossom appearing on the trees along with green buds. I've seen surprisingly few crocuses this year, though, and tulips only in gardens.

Chris Baylis RIP

The sad news is that we've seen the last of Chris's inimitable interventions in Trophy Hunter and other games as he died last month. I've known Chris for over 40 years – a large chunk of my life.



I first met Chris at TSR UK's Gamesfair at Reading University when he joined my group at the house we'd taken over for the weekend. After that he was one of us! A few years later, Chris set up his own RPG event, Gamescon, in Basildon and this became a fixture in my calendar for several years.

Chris was also host to weekends at his place and continued to be a cheery presence at many games events (including running the Bring 'n' Buy at what is now UK Games Expo until it got too big), even when confined to a wheelchair as he was in recent years (due to the after-effects of road traffic accidents).

Chris published his idiosyncratic reviews of games, book films and anything else that took his fancy in his 'zine, *Games Gazette*, for many years, eventually moving online. And he even designed a few games – *Assassin* was my favourite, but Mayfair messed around with the rules when they published it back in 1993.

Thanks for all the fun (and games), Chris, I will miss you and there will be a Chris Baylis-shaped hole in games events from now on.

Operation number three

One of the after-effects of an ileostomy is that it leaves a weak area in the abdominal wall where the stoma was. Hence, hernias are not uncommon. And, at my check-up last August, my surgeon agreed that I had a small hernia. So he put me on the list for a repair op: "It'll be at least six months," he said. "Longer if Covid-19 blows up again over the winter."

Six and a half months later, there I am checking in at the Surgical Day Care unit at Hillingdon Hospital for the afternoon. I'd been told to take a Covid-19 test three days beforehand, let them know if I was positive and bring confirmation with me if not. First thing when Geraldine and I arrived at the unit was that only the patient was allowed in. Second thing was checking my temperature. Then I was allowed to sit in the small waiting area.

A TV in the corner was showing an obscure ITV channel where a young Roger Moore was battling what looked like a man-sized ant. No, really. I thought he'd strayed into a *Doctor Who* adventure (Zarbis!), but it turned out to be a vintage episode of *The Saint*. Go figure.

Anyway, the next thing was a Covid-19 test – conducted in a pretty slapdash manner, if you ask me, compared to the rigour of my self-test. "Do you want to see my previous test result?" I asked. "No." Oh well.

Next up was blood pressure, temperature, oxygen saturation and the all-important question: "Are you allergic to anything?" Then it was sit in the waiting room until summoned. *Robin of Sherwood* was now on the telly, which was entertaining.

My surgeon – accompanied by a sidekick – arrived to check me over, go through the operation and get me to sign the consent form. The sidekick asked the vital question: "Are you allergic to anything?" Apart from a general anaesthetic knocking me out for the op, I'd be getting locals around the area of the operation to deal with the post-op pain. Then it would be serious painkillers for a few days.

After that, it was off to a bed, change into a fetching open-at-the-back hospital gown and meet the anaesthetist. (Incidentally, why do doctors not say "I'm a surgeon" or "I'm an anaesthetist?" It's always "I'm one of the doctors/anaesthetists/surgeons.") Her first question was, of course, "Are you allergic to anything?" Given that I'd been under a general anaesthetic twice before and wasn't allergic to anything, she didn't foresee any problems.

And suddenly it was urgent that I was wheeled into surgery. Well, into the preparation room, anyway, where another anaesthetist was waiting. She popped the all-important question and got on with inserting a cannula. The first anaesthetist appeared while this was going on, followed by a third, older (more senior?) anaesthetist. She checked that I wasn't allergic to anything and plonked

a mask over my nose and mouth. "Breathe deeply," I was told, "and you'll start to feel light-headed." I certainly did...

The next thing I knew, I was waking up in recovery. The operation went well, I was told, so it was just a matter of lying back, inhaling the oxygen and recovering from the anaesthetic. Shortly after I was wheeled back to where I started and given a cup of coffee and biscuits (mmm, bourbon creams!). I must be better. The surgeon stopped by to confirm that he was pleased with the result.

The crucial thing before being discharged is that you've started urinating (as I know from experience). And, boy, did I need a wee after being pumped full of fluids for several hours! Three urine bottles later, I was deemed to be recovered. So Geraldine could be summoned to take me home.

But first, there were some medications for me. ("Oh, are you allergic to anything?") I was expecting the heavy-duty painkillers, but why this bottle of Lactulose? As I was aware, it's a sweet syrup that's used as a laxative... uh, oh! Apparently, one of the side-effects of the painkillers is constipation. Oh dear.

Suffice to say that it was a week before my insides were back to normal. At which point it was time to remove the dressing from my wound, which is healing nicely. However, I'm not allowed to drive or do any "heavy lifting" for two months while the underlying muscle knits back together.

And no, I'm not allergic to anything.

Online stats

TWJO 231 was published on 6th February and the PDFs were downloaded 249 times in the month. The previous issue, 230, attracted 34 downloads in February, taking it to 238 times in two months. February added 21 more downloads for issue 229, meaning these PDFs have been downloaded 317 times since publication.

Letters

Mike Pollard has been reading my chatter.

Your story about the sheep and padlocked gate reminded me of my paper round, where there was often a vicious dog barking behind one garden gate, daring me to walk up the drive. But there was no fence either side of the gate! Stupid dog, or a stickler for the rules?

Surely all dogs are stupid. Especially compared to cats. Meanwhile Colin Bruce has been enjoying *By Popular Demand*.

Wow, this game's educational. Who knew that Denis Law was at one time Leader of the Conservative Party? Amazing that 'The Law Man' had the time for it, given how successful his footballing career was. What a guy!

Ho, ho. Tim Macaire chips in with some questions about Pooh sticks.

Hope your walks are not too weather-beaten these days. I wonder; is Pooh sticks affected by the recent lack of rainfall and, if so, should there be an Official British Course built somewhere rainy, in preparation for it becoming an Olympic sport? I look forward to the team trials.

Ha, ha. Jonathan Palfrey has more serious matters on his mind.

I sympathize with your concern about typos and misuse of English.

“As I noted last time, acquiring dodgy romantic partners seems to be the lot of fictional detectives.” If you persevere [with the “Rivers of London” books], you’ll find that Peter Grant eventually achieves more stability in his love life, although I suppose there remain some concerns about it.

Thanks, Jonathan. Though now you’ve intrigued me about what’s coming up in the next books.

2023 – the first quarter

Well, I have been playing some games in recent months. Just not enough of the new ones to be able to review them properly. In the meantime, here are some first impressions and other thoughts.

The Ruislip game group has been meeting more often since the start of the year. We mostly meet on Wednesday evenings, but sometimes it’s a Monday, depending on who’s available when. And our venue is the Ruislip Conservative Club (no, really), which has the twin virtues of not being busy and having cheap beer – and some real ale at that (from the Rebellion Beer Co).

We have fitted in a couple of games of *Tiletum*, which has proved to be much more accessible multi-player than solitaire (I’m not at all sure I’m playing the Cardinalbot correctly, even after a couple of goes at the solo rules). These have both been three-player games with new players each time, so definitely learning experiences. Expect a full review when I’ve managed to get in another game or two.

At the end of January I was introduced to *Northern Pacific*. Designed by Amabel Holland, it’s published by Rio Grande (www.riograndegames.com) and is a deceptively simple railway-themed game. The board shows the northern USA/southern Canada with a bunch of cities connected by railway lines.

Each turn you either add a locomotive piece to extend the railway (starting in Minneapolis/St Paul on the east edge of the board) or place a cube in a city. When the railway reaches a city with cubes in, the players get them back with a pay-out of additional cubes. When it arrives in Seattle, its west coast destination, the player with the most cubes wins.

Of course, there are multiple routes across the board, so you can try to bypass a city you don’t want to score. However, if you add a locomotive, you’re passing up the chance to place a cube in the city it’s heading for. But, if you place a cube, someone else will have the chance to add a loco, possibly missing out the city you want it to go to! Decisions, decisions...

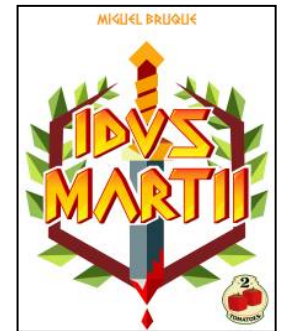


Game No 2 with the railway going through the middle and avoiding some cubes

There are definitely some tactical subtleties to this game. And it’s also about assessing what other players are up to before you make your move. It’s not particularly deep, but it is an entertaining challenge and certainly doesn’t outstay its welcome – we got in two games in less than an hour.

At the same session, I got the chance to play *Idus Martii*, which I’ve had kicking around for a while (it needs at least five players). Designed by Miguel Bruque and published by 2Tomatoes (www.2tomatoesgames.com), *Idus Martii* is a little card game of assassinating Julius Caesar. Or not. (The title is Latin for The Ides of March, famously the date of Caesar’s assassination.)

To start, pro- and anti-Caesar factions (aka red and green) are assigned secretly. However, players get two faction cards and discard one during the game, in effect choosing which faction they support (unless they start with two cards the same, of course). A third, smaller faction (the Merchants) wins if neither of the others does.



The game is played over two rounds, with players taking various roles each turn and one player discarding a faction card. The result of each turn will be one or other main faction’s marker moving along a track. At the end, the faction further along the track is discovered and the conspirators executed! The other faction wins, of course. Unless the two markers are not far enough apart, in which case the Merchants win.

Hence, you're trying to read which faction each player is supporting before you decide which faction to go for (nobody discards a card on the very first turn when there's no information). We didn't read the victory condition closely enough to begin with, resulting in the green faction storming ahead on the track. Four of us were supporting green, so the winner was the one red faction supporter!

Having spotted our mistake, we played again and this time I combined with one of the others to keep red and green within a point of each other and thus achieve a joint win for our Merchant faction.

Idus Martii has something of the feel of *Secret Hitler* while being simpler and quicker to play. I can't say it particularly grabbed me – it feels a bit mechanical as you whizz through the turns – but it's a decent filler when you have enough players (at least 5, with a maximum of 8).

At our next session there was the opportunity for a two-player game while waiting for the others to arrive. This meant I finally got to play *Caesar!: Seize Rome in 20 minutes* against a real opponent (see *TWJO 224* for my thoughts on the solitaire game). What I didn't realise was that my adversary also owned the game and had played several times.



The result was a masterclass in the tactical niceties of the game. And a thrashing by 3 points to 12. Oops! Next time, I'll make sure I've re-read the rules beforehand.

The start of March saw me finally play *Ganz Schön Clever* (*That's Pretty Clever*). I've seen plenty of enthusiasm for this game, but it's taken me until now to actually play it. It's essentially a kind of roll 'n' write, where players use the die rolls to mark off different sections on their score sheet – the current player getting to take three dice and the other players just using one of the leftovers.

Each score section/die colour scores differently, of course, and there are useful bonuses for reaching milestones in each section. Some of these are foxes, each of which duplicates the score from your lowest-scoring section at the end of the game.

I somehow managed to get fairly even scores across my sections (I was trying to concentrate on blue and did, indeed, complete that section), meaning that I scored 24 for each of my three foxes. This was a big factor in pushing my score to 236 – embarrassingly, over 50 points ahead of the other two! That's the winning score sheet on the right.

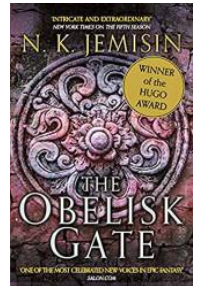


Despite this, I can't say I was particularly taken by *Ganz Schön Clever*. It's neat enough, but falls into the take-it-or-leave-it category for me.

As well as these, our sessions have included *Decrypto*, *Evolution*, *Ginkgopolis*, *Heckmeck*, *Love Letter*, *Obsession* (more than once) and *Power Grid* (also more than once!). On top of these get-togethers I'm continuing to play *Commands & Colors: Napoleonics* on Vassal.

Reading matter

I've recently got round to NK Jemisin's *The Obelisk Gate*, the second volume in her "The Broken Earth" trilogy. The first book, *The Fifth Season* (see *TWJO 217* for my thoughts on that), introduced us to a world that is periodically wracked by huge geological events. The fifth season is the period following one of these, during which the population tries to survive months (or years) when the sun doesn't shine and ash falls from the sky. Some people, "orogenes", have an extra sense organ, allowing them to feel and control earth tremors – drawing energy from the heat in their vicinity (and thus allowing them to "ice" things and people).



The first book opened with the triggering of the fifth season to end all fifth seasons – by destroying the planet. *The Obelisk Gate* continues the story as the season begins to grip. Our main woman, the orogene Essun (though often referred to just as "you"), has taken shelter in an underground community that welcomes orogenes (with some trepidation). Much of the story is thus about this community's struggle to survive. It's also about Essun's continuing training from her old mentor. Specifically in relating to the obelisks of the title – enigmatic crystalline structures that hover high in the air.

Essun's quest was originally trying to rescue her (orogene) daughter, Nassun, who's been taken by her father (Essun's partner) who wants to save her from herself. Essun has lost track of her, but we haven't. In this book, she becomes a second viewpoint character. And she appears to have ended up in a safe place with a surviving group of Guardians (who train orogenes and protect everybody else from them). Or has she?

The most intriguing thing is the suggestion that the task facing Essun and/or Nassun is to bring back the Moon. Wtf?! This is the first suggestion that this world is actually our Earth. Far future or distant past? I'm fascinated to find out. Presumably when mother and daughter re-unite, as I expect they will in the third volume, *The Stone Sky*.

It's hard to review this book on its own as it's essentially a continuation of the story that started in *The Fifth Season* and will conclude in *The Stone Sky*. Taking the

trilogy as a whole, I'm thrilled by the imagination it embodies and the tale it tells. And I recommend it as a trilogy – so start with *The Fifth Season*. Meanwhile, I'm really looking forward to finishing off the story in the third book.

Games Events

The 35th Baycon takes place from 12th – 16th April at the Exeter Court Hotel in Kennford (about five miles south of Exeter itself). It's essentially an open gaming event in and around the hotel, run by a group of veteran gamers. I've only attended once, but thoroughly enjoyed myself. For more details, see the con's Facebook page: www.facebook.com/groups/baycon (Not being a Facebook user, I can't.)

The following weekend is Salute 50 – Saturday 22nd April at the ExCeL exhibition centre in east London. Organised by South London Warlords, this is a wargame convention with demo and participation games, a painting competition and more. Take a look at southlondonwarlords.co.uk/salute for more information.

The following box concentrates on events I usually attend.

Swiggers: games club that meets most Wednesday evenings (co-ordinated on WhatsApp) upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (next to London Bridge station) – though without me. We also play online at various websites on Wednesday evenings. 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 things have got in the way.

UK Games Expo: 2nd-4th June 2023 at the NEC. 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. 5th-8th October 2023, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.spiel-messe.com/en

MidCon: November 2023 at the Mickleover Court Hotel in Mickleover (near Derby). **MidCon** is a friendly board games convention, but has been in a new venue since 2021 that I haven't been to. Expect mostly open gaming and a few organised events, including a Bring 'n' Buy and a quiz. 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

Seahill (Railway Rivals game 17 – RR2509I(N))

Turn 7

The races were very good for RBR this turn, with double the points of anyone else.

This turn's races

Race results					Scores					
					IRA	RBR	BASH	CR	AGO	BIEN
1	11	Belfast	53	Cavan/ Oldcastle	20-1	10-4		+1		+4
2	14	Antrim/ Bangor	32	Donegal/ Omagh	10-7	20+7				
3	23	Ballymena/ Limavady	64	Dublin		20				10
4	24	Cardonagh/ Coleraine	46	Athlone				15-1	15	0+1
5	S1	Southern Ireland	66	Athboy/ Navan	0-1		20+1			10
6	31	Enniskillen/ Strabane	55	Armagh/ Dungarvan	10+3 -5	20-3 +5				
7	41	Balina/ Westport	S3	Ferry port for GB	+2	+3	20-2		10-4	+1
TOTAL					31	78	39	15	21	26

JR = Joint Run; ERP = Exchange of Running Powers

Builds and Points

IRISH RAILWAY ASSOCIATION

(IRA), Anthony Gilbert – Green

Builds:

(G49) – G46 – F45 – Coleraine
(Kingsport) – H60 (1 to BIEN)
(W18) – W15 (1 to CR)

Points: 64 -12 -2 +31 = 81

RUBBER BANDIT RAILWAYS

(RBR), Mike Dyer – Black

Builds:

(K52) – L51 – Belfast
(B52) – B54

Points: 35 -12 +78 = 101

BALLINOKE ARMAGH STRAB-ANE HAULAGE (BASH), Bob

Blanchett - Red

Builds:

(Longford) - W22 - W21 - X20 - Y20 - Cavan (1 to BIEN)

Points: 18 -10 -1 +39 +2 = 48**CANTERBURY RAILS** (CR), Rob

Pinkerton - Blue

Builds:

(Coleraine) - F46 - G47 - G49 - H49 - I49 - Antrim

(Athlone) - V27 - X28 - Clara

Points: 56 -12 +15 +1 = 60**AW GO ON** (AGO), Gerald

Udowiczenko - Orange

Builds:

(Roscommon) - R24 - R25 - Q26 - P25 - N26 - Athenry (1 to BASH)

Points: 51 -8 +21 = 64**BIEN'S INTERNATIONAL EXPRESS NETWORK** (BIEN),

Christian Bien - Purple

Builds:

(U21) - Drumshambo - Collooney

(U27) - S28 - R28 (1 to BASH)

(M52) - N52 - O52 - Bangor

Points: 20 -12 -1 +26 +2 = 35**GM Notes**

More connecting lines laid this turn, but very few clashes and the two that did laid on top of each other and cancelled costs out.

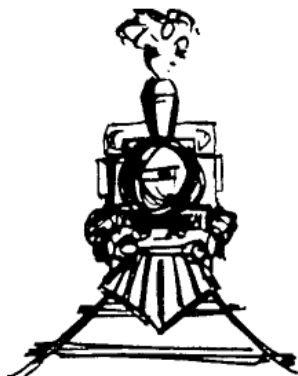
Maximum payment to another player is 15 in any turn.

You may enter up to five races in each turn (plus any held over from a previous turn - shown *in italics*.) Joint runs and exchanges of running powers are welcome.

After the races you may build up to 10 points worth, including known payments to others. (This allowance decreases by 2 each turn.)

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

Town Names for preference please.

**Next turn's races**

Race	From	To
8	13 Belfast	62 Dublin
9	16 Newcastle/Greenore	S2 The South
10	21 Derry	51 Longford/Roscommon
11	25 Cookstown/Portadown	S5 Coast
12	44 Ballinrobe/Castlebar	34 Ballyshannon/Sligo
13	36 Glenties/Letterkenny	61 Dublin
14	52 Newry/Clones	45 Athenry/Clara

Orders to Mike Domett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by Friday 7th April 2023

Subscribing to TWJO

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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
10-issue (1 year) subscription	£27.00	£36.00	£43.00	£5.00

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By Popular Demand

Turn 6 results and scores

Name	Shakespeare play	Musical	Playwright		
Alex Bardy	Othello	22 Oklahoma!	10	Laurence Olivier	1
Colin Bruce	Othello	22 Oliver!	10	Joe Orton	8
Charles Burrows	Othello	22 Oliver!	10	John Osborne	11
Mike Clibborn-Dyer	Othello	22 Oh! Calcutta!	1	John Osborne	11
Mark Cowper	Othello	22 Oklahoma!	10	Joe Orton	8
Terry Crook	Othello	22 Oliver!	10	Joe Orton	8
Mike Dommett	Othello	22 Oliver!	10	Joe Orton	8
Paul Evans	Othello	22 Oliver!	10	John Osborne	11
Anthony Gilbert	Othello	22 Oklahoma!	10	John Osborne	11
Russell Harris	Othello	22 Oklahoma!	10	John Osborne	11
William Hay	Othello	22 Only Fools and Horses the Musical	1	Joe Orton	8
Andrew Kendall	Othello	22 Oliver!	10	Joe Orton	8
Nik Luker	Othello	22 Oliver!	10	John Osborne	11
Tim Macaire	Othello	22 Oklahoma!	10	Joe Orton	8
Brad Martin	Othello	22 Oliver!	10	John Osborne	11
Nigel Monaghan	Othello	22 Oklahoma!	10	John Osborne	11
Graeme Morris	Othello	22 Oliver!	10	John Osborne	11
Mike Pollard	Othello	22 Oklahoma!	10	John Osborne	11
Chris Rudram	Othello	22 Oklahoma!	10	Oscar Wilde	2
Richard Salmon	Othello	22 Oliver!	10	Joe Orton	8
Matthew Wale	Othello	22 Oklahoma!	10	Oscar Wilde	2
John Watson	Othello	22 Oklahoma!	10	John Osborne	11

Name	Other play	Actor	Actress	Σ
Alex Bardy	Oliver!	2 Ian Ogilvy	1 Tamzin Outhwaite	7 43
Colin Bruce	Oh, what a lovely War	1 David Oyelowo	3 Olivia Colman	7 51
Charles Burrows	Oklahoma!	1 Gary Oldman	14 Kate O'Sullivan	3 61
Mike Clibborn-Dyer	Oedipus Rex	9 Gary Oldman	14 Olivia Colman	7 64
Mark Cowper	Outside Edge	1 Gary Oldman	14 Tamzin Outhwaite	7 62
Terry Crook	Oliver!	2 Gary Oldman	14 Olivia Colman	7 63
Mike Dommett	One Flew Over Cuckoo's Nest	2 David O'Hara	1 Julia Ormond	2 45
Paul Evans	Oedipus Rex	9 Gary Oldman	14 Sophie Okonedo	2 68
Anthony Gilbert	Odd Couple	3 Gary Oldman	14 Tamzin Outhwaite	7 67
Russell Harris	Oedipus Rex	9 Gary Oldman	14 Olivia Colman	7 73
William Hay	On the Rocks	1 Gary Oldman	14 Kate O'Sullivan	3 49
Andrew Kendall	One Flew Over Cuckoo's Nest	2 David Oyelowo	3 Sophie Okonedo	2 47
Nik Luker	Oedipus Rex	9 Michael Osborne	1 Kate O'Sullivan	3 56
Tim Macaire	Oedipus Rex	9 Gary Oldman	14 Tamzin Outhwaite	7 70
Brad Martin	Oh! Calcutta!	1 Gary Oldman	14 Tamzin Outhwaite	7 65
Nigel Monaghan	Oedipus Rex	9 Gary Oldman	14 Olivia Colman	7 73
Graeme Morris	Oedipus Rex	9 Gary Oldman	14 Olivia Colman	7 73
Mike Pollard	One Man, Two Guvnors	1 Gary Oldman	14 Tamzin Outhwaite	7 65
Chris Rudram	Oedipus Rex	9 David Oyelowo	3 Tracy-Ann Oberman	1 47
Richard Salmon	Odd Couple	3 Gary Oldman	14 Tamzin Outhwaite	7 64
Matthew Wale	Oedipus Rex	9 Clive Owen	1 Julia Ormond	2 46
John Watson	Odd Couple	3 Laurence Olivier	1 Olivia Colman	7 54

Well, I thought Othello was the obvious Shakespeare play. Though John Watson notes that “strictly speaking, it is “The Tragedy of Othello” (and then worries that he’s nit-picking). That’s the idea, John.

In choosing *Oklahoma!* as a musical, Chris Rudram notes “I suspect not many will choose *Only Fools and Horses the Musical*, my first choice.” I make it two, Chris.

Joe Orton was a good choice as playwright, but John Osborne did slightly better. *Oedipus Rex* was the only thing I could come up with for play, but there are some interesting answers there. Actor Gary Oldman I have actually seen on stage (many years ago!), but not Sophie Okonedo. I should have spotted that lots of people would say Olivia Colman, but I’m glad I wasn’t the only one to go for Ms Okonedo.

Scores

Player	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6	Total
Martin Abrahams	33			37	67		137
Alex Bardy	48	37	68	53	86	43	335
Chris Baylis RIP		50	38	49	95		232
Bob Blanchett			43				43
Colin Bruce	54	55	77	47	92	51	376
Charles Burrows	57	60	84	69	99	61	430
Mike Clibborn-Dyer	46	57	61	63	81	64	372
Mark Cowper		58	78	78	97	62	373
Terry Crook		26	45	51	65	63	250
Mike Dommett	48	44	70	62	97	45	366
Paul Evans	53	46	67	78	100	68	412
Anthony Gilbert	51	50	77	60	79	67	384
Russell Harris						73	73
William Hay		57	59	47		49	212
Andrew Kendall	57	41	80	33	97	47	355
Andrew Larder	47	37			42		126
Nik Luker		40	73	36	92	56	297
Tim Macaire	57	46	90	65	86	70	414
Brad Martin	51	46	73	59	87	65	381
Nigel Monaghan	7	57	58	54	93	73	342
Graeme Morris	43	28	90	69	99	73	402
Mike Pollard	58	67	77	77	99	65	443

Player	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6	Total
Chris Rudram	52	57	75	41	81	47	353
Richard Salmon	58	59	64	55	84	64	384
Pam Udowiczenko	31	30	55	52	97		265
Matthew Wale	30	30	63	21	62	46	252
John Watson					97	54	151
John Webley	44						44

And somehow Mr Pollard continues to maintain his narrow lead.

What’s this about?

I have cribbed these rules from the *Variable Pig* website. You can find the originals (with lots of variants) at: variablepig.org/rules/bypop.html

Each turn the GM lists six categories and an initial letter. All players have to do is find something that fits the category and begins with the initial letter; they score points equal to the number of people who offer the same answer. The winner is the person with the most points at the end (after a pre-determined number of turns).

Example: The initial letter is A and the category is cities in Holland. 13 people give Amsterdam as their answer and score 13 points each, 6 people suggest Alkmaar and score 6 points each, 3 suggest Arnhem and score 3 points each.

I suspect I’ve got the hardest job: deciding on the categories! Anyway, we’ll run this for 10 turns and see what happens.

Turn 7 categories

I’ve just realised there’s a blindingly obvious theme: board games! Let me have:

- 1 A co-operative board game.
- 2 A deck-building card game.
- 3 An SF-themed board game.
- 4 A game by Martin Wallace.
- 5 A dice game.
- 6 A dexterity game.

All beginning with the letter P please.

My answers have already been recorded.

Send your list to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or to TWJO@pevans.co.uk by 7th April 2023.

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

**Orders for November 1674 to Pevans
at 180 Aylsham Drive, UXBRIDGE
UB10 8UF, UK or
lpbsorders@pevans.co.uk
by Friday 7th April 2023**



October 1674 (368)

The start of October sees only one pair of socialites with a matter of honour to settle: Phillipe F'Loppe and Petit-Garson Riche, who are members of enemy regiments and the same club. As good cavalymen, both use a sabre for their duels, but F'Loppe has the advantage of size – plus he has Ben e'Volence along as a second. Riche starts – and ends – the duel by parrying. This does no good against the hearty slash unleashed by F'Loppe. That's enough damage for Riche: he surrenders immediately.

Meet the new Minister

Minister of State Beau Reese Jean Seine decides to fill one of the vacancies in his government, appointing Camille de Polignac (who just happens to be Seine's second-in-command in the Royal Foot Guards) as Minister of Justice. This brings the Baron de Polignac elevation to Marquis.

At the other end of the social scale, a new arrival in Paris, the gallant Francois Ciseaux-Soiseau, applies to join a regiment. His first choice is the Royal Marines, who are commanded by Henri DuShite. DuShite turns him down flat. Soiseau trots along to the HQ of Grand Duke Max's Dragoons, where he receives a fulsome welcome from newly minted Colonel Louis Severin Descartes. Descartes has to dial this down a bit when he realises that his new recruit is not officer class. Even Subaltern is beyond Soiseau's reach, so he signs up as a Trooper (and buys the necessary horse). Existing Trooper Fouche La Vache is able to buy the rank of Subaltern and does so.

The GDMD have a second recruit, who is of officer class. Despite being in action, Tarquin le Hatter resigns as Lieutenant-Colonel of the King's Musketeers to join the Dragoons. He has his eyes on the rank of Major, but there is no vacancy at the moment (if only one of the current Majors had bought the Lt-Colonel's position after Descartes took Colonel). The bad news is that he has to settle for a Captaincy. The worse news is that he doesn't command a squadron that he can summon to join him on active service. The senior Major, Tristand Sault, becomes Brigade Major of the Dragoons, by appointment of Brigadier Jacques Hatt.

After his rejection by the Dragoon Guards last month and despite an apology from the regiment's Colonel, Phillipe F'Loppe, Henri Tard applies to the King's Musketeers and is signed up by the regiment's commander, Greg de Bécqueur. As the KMs are in action, the new Captain Tard thankfully transfers from his current Frontier regiment assignment.

The Cardinal's Guard gets a new officer, too. Major Petit Garson-Riche of the Queen's Own Carabiniers becomes a CG Captain. And then hops onto his horse to join the regiment for two months of active service.

There's a vacancy for a Captain in the Royal Foot Guards. It is taken by Subaltern Lascar Vivrebras, buying his way up a rank, much to the chagrin of fellow Subaltern Zeold von Tu, who's the junior of the two. Hence, when CO Beau Reese Jean Seine accepts Hector William Boone into the regiment, Boone can only get as far as Subaltern. Seine's other action is to make Martin de Garnache Regimental Adjutant of the RFG.

Staying with the Guards for a while, RFG Major Charles Trenet and Guards Brigadier Greg de Bécqueur combine their influence to remove the Brigade's current Brigade Major. Bécqueur promptly appoints Trenet to the position and he excitedly packs his kit and heads off to join the Brigade in action.

Captain Alexandre Capone takes command of his regiment, Archduke Leopold's Cuirassiers, by borrowing some cash and buying his way to Lt-Colonel (he isn't qualified for Colonel). He ignores Louis Severin Descartes' request that the Cuirassiers volunteer.

Roll those dice!

October's social calendar starts with Louis Renault's call for gentlemen to join him in Hunter's to "enjoy a wee flutter." Louis certainly does and his guests find him and Di Lemmere already ensconced at a gaming table. He is undismayed by losing his first 100-crown bet, but cuts the next two when he sees the house's roll before finally winning one. He loses two more before calling it a day, now well out of pocket. Francois Ciseaux-Soiseau pops along to see what the fuss is about. He places a token 10-crown wager, but his nerve fails and he cuts it.



Jean-Claude Etienne brings Viv Ayschus and a more adventurous approach. He wagers 50 crowns and wins! So he lays another bet and loses it. Well, he's lost nothing so far: a third bet is cut, but the fourth is another win. Jean-Claude makes a small profit. Thomas de la Lune escorts Violet Bott and matches their host by betting 100 crowns a time. Despite losing two in a row, he goes for a third and wins this time. That halves his loss. Tristand Sault sticks to the minimum 10-crown wager and loses. It's the 10-crown stake for Vinne d'Pooh, too, but at least he keeps going when he loses his first. Two subsequent wins mean he's 10 crowns up. Maurice Pauvre also arrives, but is ejected when he declines to go gambling.

Watching all the fun from Hunter's comfortable chairs are Hector William Boone and his guest, Alvin Charles. One RFG, one GDMD – an interesting pairing...

Bothwell's is almost as packed with members as Hunter's is with Toadying. Henri DuShite is there on his own. Jacques Hatt brings Cath de Thousands. Justin Thyme escorts Guinevere d'Arthur. Fifi accompanies Martin de Garnache. Sue Briquet is with Pierre a'Noyer, sampling the facilities at his new club. Rick Shaw is the resident gambler: he and Maggie Nifisent hit the table to lay 200-crown wagers. A win is followed by a loss. Rick cuts the next one, but restores his fortunes with a second win. A second cut leaves him standing pat and his final bet puts him into the loss column. Last member in is Xavier Ulric Turenne, who brings Laura de Land with him. And nary a cross word said throughout the club.

The Fleur de Lys is busy enough, too. Here we find Les Anonyme and Carole Singeurs, to begin with. Ben e'Volence brings Lotte Bottle and signs in Claude Oppere and Lou Scannon (plus Bess Ottede) as his Toadies. Beau Reese Jean Seine is there with Madelaine de Proust. Camille de Polignac brings Angelina di Griz and looks longingly at the green baize of the gaming tables. But he doesn't feel he has funds to risk. Leonard de Hofstadt escorts Frances Forrin. And Pierre Cardigan and Edna Bucquette occupy their customary corner. However, there's bad news for Alexandre Capone, who turns up expecting to Toady to Pierre. Count Cardigan ain't receiving guests.

The Horse Guards club has just two members attending. As is traditional, they're from enemy regiments. Representing the Dragoon Guards is Colonel Phillippe F'Loppe, accompanied by Freda de Ath and a large bottle of champagne. Standing up for the Queen's Own Carabiniers is Roger d'Horne with Henrietta Carrotte on his arm. Once the shouting is over, Roger goes betting, staking 200 crowns at a time. His cuts his first bet and wins the next two to go well up. Then he loses one, cuts the next, loses again and is down on the session.

Keep on rolling

Roger and Henrietta return to the Horse Guards the following week and Roger ups his stake to 250 crowns. The results are very similar: two wins, two cuts and two losses. Again, he's out of pocket, but has acquired a little kudos in gambling circles.

Blue Gables and Red Phillips have some visitors this week. François-Xavier Flamand is the man in Red Phil's and is joined by his lady, Thomasina Tancenjin. After last week's debacle, Alexandre Capone makes it up to Ella Fant with a week in the Blue Gables. New member Thomas de la Lune is there as well and has Violet on his arm again.

While Hunter's lies empty, there are a few members in Bothwell's again: Henri DuShite; Justin Thyme and Guinevere; and Rick Shaw and Maggie.

In the Fleur, Ben e'Volence (and Lotte) continues to host Claude Oppere and Lou Scannon (unaccompanied this time). Camille de Polignac and Angelina return for another wistful look at the gaming tables. Leonard de Hofstadt, with Frances, and Pierre Cardigan, plus Edna, are there again. And Terence Cuckpowder rolls in with his new companion, Morgane Le Fay.

However, the big news is who isn't in the Fleur as there are almost as many people stuck outside as there are inside. Looking for Xavier Money are: Eclair de Lame (whose courting success last week is rather wasted), Hector William Boone, Jacques Hatt, Lascar Vivrebras, Maurice Pauvre and Zeold von Tu (who stood down to Eclair last week). All had some expectation that Xavier would be hosting a party. Which is odd, because his invitation definitely says week 4 to celebrate All Hallows Eve.

The regulars re-appear in the Fleur in week three. That's Ben e'Volence (and Lotte) hosting Claude Oppere and Lou Scannon; Camille de Polignac and Angelina; Leonard de Hofstadt with Frances; and Pierre Cardigan plus Edna.

There are two continuing visitors to Bothwell's as well: Henri DuShite at one table, Rick Shaw and Maggie at another. Jacques Hatt and Cath drop in again, as do Martin de Garnache and Fifi.

Oops!

The end of October sees Xavier Money's All Hallows Eve party in the Fleur de Lys and Louis Severin Descartes' good manners get-together in his new club, Hunter's. Except that there's no sign of Xavier. This leaves a host of socialites stuck outside the club. The list starts with Eclair de Lame (dressed as Dutch Admiral Michael de Ruyter, which attracts some unwanted attention from passing soldiers), goes on





with Felipe Savant, Jacques Hatt (in classical dress as Hades), Justin Thyme (in a mock Dragoon Guards uniform), Louis Renault (hiding under a spooky sheet, as illustrated), Lascar Vivrebras (his new lady has a hissy fit and goes home), Martin de Garnache (as a zombified Alexandre Capone who, sadly, isn't there to appreciate the joke), Pierre a'Noyer (a spooky tax collector),

Rick Shaw and ends with Zavier Ulric Turenne. Oh dear. Zeold von Tu isn't in the group this time as he's gone courting. But fruitlessly again.

Inside the club are the regulars – Ben e'Volence (and Lotte), without any guests; Camille de Polignac and Angelina; Leonard de Hofstadt with Frances; and Pierre Cardigan plus Edna. Joining them is Lou Scannon who, as the Crown Prince's Aide, is Toadying to his boss.

There are a couple of characters kicking their heels outside Horse Guards too. Francois Ciseaux-Soiseau (costumed as a mortally wounded, clog-wearing Dutch soldier with horns) and Vinne d'Pooh (dressed as a cuddly bear and clutching a jar of "hunny") have got the wrong end of the stick and thought Petit Garson-Riche was hosting. If only they'd heard the news of Petit-Garson's regimental transfer and consequent mobilisation.

Hunter's sees a decent turnout for hosts Louis and Sheila Kiwi. Alvin Charles is there. So is Fouche La Vache, unaccompanied after his failed courting. François-Xavier Flamand brings Thomasina. Jean-Claude Etienne escorts Viv. Next is Maurice Pauvre on his own. And last is Tristand Sault, who has the newly-wooded Jenny Russe on his arm – which is particularly galling for Fouche. Louis is keen that all those present have the benefit of the wise words he gave his regiment when he inspected them at the start of October. "I said, 'Those stables haven't been mucked out since the days of Charles V!' and 'Sheila's got more powder than that in her boudoir!' – that got them jumping."

The fencing gymnasiums are pretty busy this month. The iron man prize goes to Bernard de Lur-Saluces, who is there the whole time, wagging a two-handed sword. This takes some muscle and staying power. As expected, Jacques de Gain practises rapier all month and so do Balzac Slapdash and Jean Jeanie.

Settling in for three weeks are Les Anonyme, Beau Reese Jean Seine and Felipe Savant on rapier plus Phillipe F'Loppe on sabre. Two-weekers are Alexandre Capone (sabre), Alvin Charles (sabre), François-Xavier Flamand (sabre), Jean-Claude Etienne (cutlass!), Louis Severin Descartes (sabre), Pierre a'Noyer (rapier), Roger d'Horne (sabre), Terence Cuckpowder (sabre), Thomas de la Lune (rapier) and Zavier Ulric Turenne (rapier).

And where is Gaz Moutarde? In the embrace of his lady, of course. All month.

The noise in the Netherlands

Faced with an attack by a joint force of Dutch and Spanish troops, Guards Brigadier Greg de Bécqueur personally leads his whole command in a sally against the enemy. He hurls himself into the enemy pikes, taking numerous nicks and cuts as he lunges through to grab the nearest officer. He later collects a ransom of nearly 500 crowns. Bécqueur's newly arrived Brigade Major, Charles Trenet, stows his kitbag, grits his teeth and follows his boss in charging the pikes. He is not so much "scratched" as "run through". RIP.

The Cardinal's Guard are not going to let the Brigadier get all the glory and charge into the Dutchmen (well, they're Protestants). New Captain Petit-Garson Riche knocks heads together and collects over 500 crowns worth of booty.

The King's Musketeers take a more circumspect approach, standing back and using their muskets on the Spanish (well, they're almost like the Cardinal's Guard). Acting commander Major Claude de Nord is promoted into the vacancy at Lieutenant-Colonel left by Tarquin le Hatter. And Captain Henri Tard survives the encounter.

Without a command to call his own, Tarquin le Hatter is assigned to Frontier regiment 4, which is routed by a bunch of Brandenburgers. Luckily, Hatter stays ahead of the enemy, but will suffer the consequences of his poltroonery.

Sid Inducque, serving with the RNHB and having survived a near miss last month, discovers the other side of life on the frontier when a Spanish cannonball lands on him. RIP. ❖

Press

Announcements

**** Aide Required ****

I am looking for a competent aide. Please contact me with your credentials

† (Brevet) Bdr-General Marquis Thyme

To those interested in Military Affairs, The Dragoon Brigade will be spending November at the Front. We hope to help remind the enemies not to mess with France.

Signed,

† Brigadier General Jacques Hatt

Brigade Major for Horse Guards
Brigade required, apply Cuckpowder.

**** Join the QOC ****

Gentleman of Paris, if you are new to the city or are looking for a new Regiment, then you can do no better than join the Queen's Own Carabiniers.

Please contact me for more details, and some financial help is available.

† Marquis Thyme

Brigadier Cuckpowder requires an aide.

Social

Gentlemen of Paris, as a Brevet Lt-General it is time I joined my peers and applied for membership at Bothwell's.

I invite you to join me during November week one at my new club for a drink.

Refreshments at my expense provided for all gentlemen of social level nine plus and their ladies.

† Sir Louis Renault

The 4th Arquebusiers are looking for some likely lads who are not averse to some rough and tumble. I will be entertaining new recruits and friends at my club in week 2. I doubt that any Picardy Mouseketeers will dare to show their whiskers, but I live in hope.

† TdIL

All gentlemen of SL 7+ (and their ladies) are invited a party at my club in week 1 of November.

† PaN

Terence Cuckpowder is holding a party in week 3, November.

***** November Week 2 – Ball *****
Gentlemen of Paris,
There will be a Ball at my club, November Week 2. Please bring your ladies. All Gentlemen of social level 9+ welcome. Costs Paid.

† Xavier Money

Ahem.

† Le Roi

Personal

Cher Henri,

When you said you felt like starting over again, I didn't expect you to mean it literally!

When you said you missed the days of just riding into the sunset, being your own man, I didn't expect you meant as a Private!

When you said Paris was too stuffy for you and you wanted to see something more of the world, I didn't expect you meant the Fo[u]rth Frontier Regiment!

And besides, you said all this and some more after 5 and a half bottles of Languedoc, followed by half a bottle of Pastis and that strange Dutch concoction we salvaged out there.

Next time you need a change in your life, just buy a new hat or join another club, or court a different mistress!

In any case – thanks for leaving command of the GDMD to me, and I pray daily for your return in one piece.

See you out there, my friend.

† Louis

Hi Al, how are you finding Paris? – Hec

Hi Hec, Fine, no problems, how about you? – Al

Hi Al, Definitely not like home – not everyone answers mails, so makes it tough to get anywhere. – Hec

To: His Grace, Count Beau Reese Jean Seine

Your most esteemed greatness, I have this very month relinquished my position of Lieutenant Colonel of the Kings Musketeers in order to – shortly... within the next month – assume the position of Colonel of the Grand Duke Max Dragoons. Naturally such a post will ensure that I meet the requirements necessary to qualify as a candidate for Commissioner of Public Safety.

May I respectfully ask that you keep this very much in mind and ensure that the post is left vacant until such time as I can, indeed, become a valid candidate at which time you duly appoint me to thus provide a great tool in the defensive arsenal of our proud country's realm.

Sincere regards and God bless you,

† Major Tarquin le Hatter
Grand Duke Max Dragoons

Oops!

† Le Roi

Your Excellency Field Marshall de Gain,

Surely your Excellency have been briefed about the strange sightings of some round flying object over our north-western border.

It seems to be some kind of Montgolfière or airship, although I was not aware of either the Dutch or

the Empire (or in fact us) being able to reliably construct such a technological marvel.

We can only speculate about its origin and mission, but I shall wager the assumption that it is there to spy on our military build-up in the newly conquered regions of Flanders.

Please rest assured that, after consultation with Brigadier General Hatt, the Dragoon Brigade shall mobilise next month in order to further investigate.

If this is indeed a spy vessel of some kind, we shall deflate it with extreme prejudice.

Your humble servant,

† Louis Severin Descartes
Colonel GDMD

Lord Percy Percy says, as fashion is tending towards the dull, Sir Gaz Moutarde is extremely fashionable.

Poetry Corner

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

When you plan to move regiment
You must resign your commission
before you present
Yourself to your new CO.

Should they refuse
and you volunteer,
Then off to the front you must go.
So if you want to avoid suicide
missions, you'll
Need to ensure your volunteer orders
are conditional.

† HT

But is it poetry?

† Le Roi

Points Arising

Next deadline is 7th April

I've pushed the deadline back a couple of weeks since this is late.

The current Minister of War concludes his term at the end of November. Anyone wishing to apply for the appointment should do so in their November orders (to take place at the start of December).

Absent friends

I didn't receive orders from the following (No Move Received) and they suffered the consequences:

CdN Claude de Nord (Andrew Larder) has NMR'd. Total now 1
 NM Neville Moore (Cameron Wood) has NMR'd. Total now 1
 XM Xavier Money (Pam Udowiczenko) has NMR'd. Total now 1

X2 (Gerry Sutcliff) was floated at his request.

Announcements

All characters may use Influence (and/or a bribe) for or against these actions.

Henri DuShite asks NPC Brigadier of 1st Foot Brigade to resign

Henri DuShite applies for Brigadier of 1st Foot Brigade

Henri Tard asks NPC Major 2 of King's Musketeers to resign

Notes

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising page at www.pevans.co.uk/LPBS.

There's an email group for *En Garde!* players and GMs, providing a forum to swap stories and ideas. Sign up at: <https://groups.io/g/EnGarde>

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.

Duels

Results of October's duels

Phillipe F'Loppe (with BeV, gains 1 Exp) beat his enemy Petit-Garson Riche.

Grudges to settle next month

Phillipe F'Loppe (Sabre, Seconds BeV, adv.) and Roger d'Horne (Sabre, 1 rests) have mutual cause for being in enemy regiments.

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

All duels listed above (including any to be voted on) must be fought next month unless held over (below). Orders conditional on a challenge being voted cause are acceptable.

New Characters

Nik Luker gets the Bastard son of a very wealthy Knight: Init SL 5; Cash 675; MA 2; EC 4 (X1).

Graeme Morris gets the Bastard son of a very wealthy Count: Init SL 10; Cash 675; MA 6; EC 2 (X3).

Tables

Army Organisation and 1675's Summer Deployment

First Army (Defence)	__/_/N2/N
Cavalry Division (Defence)	N4/N/N2
Heavy Brigade (Defence) - ALC CPC	
Dragoon Brigade (Defence) - GDMD PLLD	
Frontier Division (Defence)	N1/N/N3
Frontier Regiments (Defence)	
Second Army (Siege)	__/_/N4/N
First Division (Assault)	N1/N/N4
Guards Brigade (Assault) - RFG CG KM	
1st Foot Brigade (Assault) - RM PM	
RNHB Regiment (Assault)	
Second Division (Siege)	N3/N/N2
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	GdB/___/___
Horse Guards Brigade	TC/___/___
Heavy Brigade	N2/N/N1
Dragoon Brigade	JH/___/TS
First Foot Brigade	N4/N/VdP
Second Foot Brigade	N5/N/___
Third Foot Brigade	N3/N/N5
Fourth Foot Brigade	N4/N/N5

Current CO/Aide/Brigade Major of each Brigade; entries are ID for player characters, "N" (+ MA if needed) for NPC, ___ for vacant

Frontier Regiments

					(Defence for Sept-Nov)
Colonel	F1 N5	F2 N4	F3 N2	F4 N6	RNHB N8
Attached				TIH	
Also at the Front					
	Guards Brigade (Cardinal's Guard, King's Musketeers)				

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

Battle Results

Guards Brigade: 1	Frontier regiment 1: 2
Cardinal's Guard: 1	Frontier regiment 2: 5
King's Musketeers: 3	Frontier regiment 3: 3
	Frontier regiment 4: 5
	RNHB regiment: 1

Other Appointments

King's Escort: Ensign N	Captain PaN
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince LS	to Field Marshal LSD
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General RS
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety ___	
Chancellor of the Exchequer ___	
Minister of Justice CdP (until end September 1675)	
Minister of War N (until end November 1674)	
Minister of State BRJS (until end January 1675)	

Shows who holds appointments outside military units (except Aides): ID for Characters, "N" for NPC, ___ for vacant, "CPS" for extra posts held by the CPS

Femmes Fatales

No	Name	SL	Attr	Lover
66	Morgane Le Fay	24	B	TC
67	Justine Caisse	22	I	
65	Therèse Le Vert	21	B/W	
7	Chris Pacquette	19		
61	Bette Noire	19	I/W	
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	
14	Penny von Heaven	16	W	
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	RS
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	JiT
10	Frances Forrin	14	B	LdH
48	Fifi	14	B/W	MdG
62	Alison Wunderlandt	14		
11	Laura de Land	13		ZUT
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		JH
8	Lotte Bottle	12	B	BeV
17	Henrietta Carrotte	12	I/W	RdH
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	LS
1	Sue Briquet	11	B	PaN
4	Anne Tique	11	W	
23	Agnes Sorel	11	I/W	
40	Sheila Kiwi	11		LSD
63	Carole Singeurs	11		Anon
20	Emma Roides	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	LR
53	Angelina de Griz	10	B	CdP
6	Viv Ayschus	9		JCE
59	May Banquot l'Idée	9		
19	Jenny Russe	8	W	TS
32	Sal Munella	8	W	
47	Eve Ningalle	8	I/W	
34	Freda de Ath	7	W	PFL
39	Thomasina Tancenjin	7	I	FXF
5	Belle Epoque	6	B/I	
24	Violet Bott	6	I/W	TdIL
25	Lois de Lô	5	B	

Mistresses in Paris. Attr(IBUTES): B=Beautiful, I=Influential, W=Wealthy. Lover only if seen in public this month.

Regiments

Col	RFG	CG	KM	DG	OOC	ALC	CPC	RM	GDMDPM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	BRJS	N5	GdB+	PFL	JiT	AC	BeV	HDS	LSD	MP	N5	N6	N5	N7	N5+	N5
LCol	CdP	N3	CdN	CO	RdH		N1+	VdP+	TS+		N6	N6	N6	N5	N5+	N5
Maj 1	EdL	N3	N1+		N5			JCE	AICh		N6	N6	N6	N5	N5+	N5
Maj 2											N2	N2	N3	N3	N3	N3
Capt 1	NM	N5	N4	N4	N1	N3	N6	N5	N5*	N3	N6	N4	N3	N1	N6	N6
Capt 2	LS	N2	N3	N2	N4	N6	N3	N2	N2	N3	N6	N6	N6	N3	N5	N4
Capt 3	MdG*	PGR	N4*	N1	N4	N3	N4	N4*	N3	N3	N6	N6*	N4	N4	N4	N2
Capt 4	PaN		HT	N6*	N4*	N3	N5		N2	N3	N4*	N4	N3*	N4	N3	N4
Capt 5	FS								TIH	N1*	N4*	N2*	N4	N5*	N3*	N4*
Capt 6	LV															

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; + indicates the reserve position of a character assigned elsewhere due to their appointment or brevet rank.

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
LdH	Count Leonard de Hofstadt	28+106	Withy	General/Min w/o Port	7	Frances	Flr	5	Neil	Packer
JdG	Count Jacques de Gain	24 73	Flthy	Fld Marshal	24			6	Ben	Brown
BRJS	Count Beau Reese Jean Seine	24 66	Flthy	B.Bdr-General RFG/State Min.	12	Madeline	Flr	4	Bill	Hay
PC	Count Pierre Cardigan	24 34	Withy		10	Edna	Flr	5	Matt	Shepherd
JJ	Count Jean Jeanie	23 62	Flthy	General	32		Flr	3	Andrew	Kendall
BdLS	Count Bernard de Lur-Saluces	22 55	Flthy	Lt-General	18		Flr	3	Rob	Pinkerton
BeV	Earl Ben e'Volence	22+87	Withy	B.Bdr-General CPC/Min w/o Port	9	Lotte	Flr	3	Ash	Casey
TC	Viscount Terence Cuckpowder	21 44	Comfy	Bdr-General/HGds Brigadier	6	Morgane	Flr	6	Mike	Dommett
CdP	Marquis Camille de Polignac	20 59	OK	Lt.Colonel RFG/Justice Min.	4	Angelina	Flr	4	James	McReynolds
GdB	Viscount Greg de Bécqueur	20 F	Rich	B.Bdr-General KM/Gds Brigadier	11		Flr	5	Anthony	Gilbert
Anon	Baron Les Anonyme	20+60	OK	Bdr-General/Min w/o Port	3	Carole	Flr	4	Bruno	Giordan
HDS	Marquis Henri DuShite	17 51	Rich	B.Bdr-General RM	13		Both	4	Dave	Marsden
XM	Baron Xavier Money	17 40	Withy	Bdr-General/Min w/o Port	7		Flr	3	Pam	Udowiczzenko
LS	Lou Scannon	17+51	Rich	Captain RFG/C.Prnce Aide	4	Bess	Both	2	John	Cooke
RS	Baron Rick Shaw	16 48	Withy	B.Lt-General/Adjutant Gen	2	Maggie	Both	6	Charles	Burrows
EdL	Baron Eclair de Lame	15 38	Rich	Major RFG	12		Both	3	Peter	Farrell
GM	Sir Gaz Moutarde	15 31	Withy	Bdr-General	4		Both	2	Mike	Clibborn-Dyer
TIH	Tarquin le Hatter	15 F	Comfy	Captain GDMD	2		Both	5	Jason	Fazackarley
ZUT	Baron Zavier Ulric Turenne	15+51	Withy	Lt-General/Min w/o Port	4	Laura	Both	1	Bob	Blanchett
JIT	Marquis Justin Thyme	15+45	Withy	B.Bdr-General QOC	11	Guinevere	Both	2	Gerald	Udowiczzenko
PFL	Sir Phillippe F'Loppe	14 27	Comfy	Colonel DG	4	Freda	HGds	4	Phil	Urquhart
NM	Sir Neville Moore	14 22	Withy	Captain RFG	1		Hunt	2	Cameron	Wood
CT	Sir Charles Trenet	14 RIP							Graeme	Morris
PaN	Pierre a'Noyer	12 34	Poor	Captain RFG/Capt.K's Esc	3	Sue	Both	3	Tym	Norris
JH	Sir Jacques Hatt	12 33	Comfy	Bdr-General/Drgn Brigadier	4	Cath	Both	3	Joel	Halpern
MdG	Martin de Garnache	12 32	Comfy	Captain RFG/RFG Regt. Adjt.	3	Fifi	Both	4	Bill	Howell
LR	Sir Louis Renault	12 25	Withy	B.Lt-General	2	Di	Hunt	4	Roy	Bleasdale

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player	
PGR	Sir Petit-Garson Riche	12 F	Comfy	Captain CG	1				2	Mark	Cowper
CO	Claude Oppere	12+40	Poor	Lt.Colonel DG	3			Hunt	6	Paul	Murphy
ZVT	Zeold von Tu	11 24	OK	Subaltern RFG/BdGen's Aide (BeV)	5			Hunt	3	Tim	Macaire
FS	Sir Felipe Savant	11 22	Poor	Captain RFG	5			BG	4	Brick	Amundsen
CdN	Claude de Nord	11 F	Comfy	Lt.Colonel KM	3			Hunt	4	Andrew	Larder
BS	Sir Balzac Slapdash	10 18	Comfy	B.Bdr-General PLLD	12			Hunt	5	Matthew	Wale
HWB	Hector William Boone	10 16	Comfy	Subaltern RFG	5			Hunt	5	Paul	Wilson
LSD	Louis Severin Descartes	10+44	Withy	Colonel GDMD/FMshl's Aide	2	Sheila	Hunt	1	Chris	Schotmann	
RdH	Roger d'Horne	9 27	Comfy	Lt.Colonel QOC	1	Henrietta	HGds	4	Stevan	Malecek	
LV	Lascar Vivrebras	9 22	Comfy	Captain RFG	4		BG	4	Olaf	Schmidt	
MP	Maurice Pauvre	9 19	Comfy	Colonel PM	3		Hunt	4	James	Waters	
AC	Alexandre Capone	8 21	Poor	Lt.Colonel ALC/ALC Regt. Adjt.	3	Ella	BG	5	Ray	Vahey	
HT	Henri Tard	8 F	Comfy	Captain KM	7		BG	3	Nigel	Monaghan	
TdLL	Thomas de la Lune	8+ 29	Poor	B.Bdr-General 4A	3	Violet	BG	5	Peter	Card	
AICH	Alvin Charles	7 15	OK	Major GDMD	4		F&P	2	Graeme	Wilson	
TS	Tristand Sault	7+ 30	Poor	Major GDMD/Drgn Brigade Maj.	4	Jenny	F&P	2	Mark	Nightingale	
SI	Sid Inducque	6 RIP							Nik	Luker	
VdP	Vinne d'Pooh	6+ 31	Comfy	Major RM/1 F Brigade Maj.	4		RP	2	Terry	Crook	
X2		5 0	Poor		5				3	Gerry	Sutcliffe
JCE	Jean-Claude Etienne	5+ 42	Comfy	Major RM	7	Viv	RP	4	Tim	Ratray	
FXF	François-Xavier Flamand	5+ 18	Poor	Major PLLD	2	Thomasina	RP3	Robert	Strudwick		
FLV	Fouche La Vache	4+ 12	Poor	Subaltern GDMD	3		RP	2	Pauli	Kidd	
FCS	Francois Ciseaux-Soiseau	3+ 11	Poor	Private GDMD	3				3	Jacob	Andersson

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+