

## That would be enough

This has been issue 246 of *To Win Just Once*, published 1st August 2024. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2024

## Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by Friday 13th September 2024.

Orders for *LPBS*, Trophy Hunter entries and any other contributions to Pevans by 16th August 2024.

(Next deadlines: 13th/20th September, 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](http://www.engarde.co.uk)

*Railway Rivals* – Gerald Udowiczenko and Mike Dyer are on the list for a new four-player game: “Only three more needed for a game of *Railway Rivals!*”. (Working map and rules provided).

*Star Trader* – There’s room for one more player in the current game and the list for the next one starts with Mike Dyer. (Rules provided)

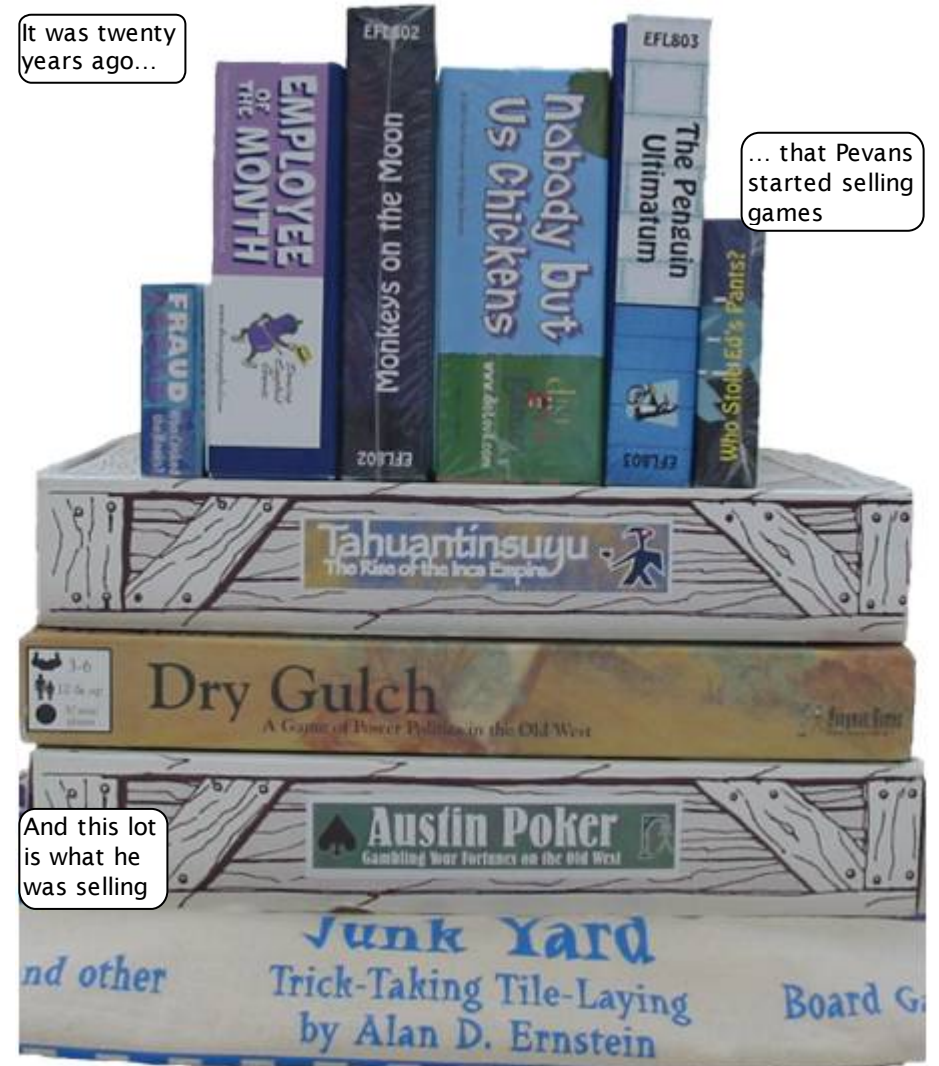
## Credits

*To Win Just Once* issue 246 was written and edited by Pevans. The *LPBS* masthead (page 22) is by Lee Brimmicombe-Wood as are the illustrations on pages 19, 23, 25 (first) and 27. The second drawing on page 25 is by Nik Luker. Game and book artwork is courtesy of the publisher. Pevans took the photos, except where noted, and played with Photoshop.

Printed and published by Margam Evans Limited  
(A company registered in England and Wales, number 05152842,  
Registered office: 180 Aylsham Drive, Uxbridge UB10 8UF)  
Tel: 020 7183 6256, E-mail: [TWJO@pevans.co.uk](mailto:TWJO@pevans.co.uk),  
Web: [www.pevans.co.uk/TWJO](http://www.pevans.co.uk/TWJO)

# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



## Contents

<b>Chatter</b> .....	<b>3</b>
<b>Letters</b> .....	<b>4</b>
<b>It was twenty years ago</b> .....	<b>6</b>
Pevans reminisces .....	6
<b>Samurai Battles</b> .....	<b>8</b>
Pevans gets his <i>Commands &amp; Colors</i> fix.....	8
<b>Reading Matter</b> .....	<b>12</b>
<b>Games Events</b> .....	<b>13</b>
<b>Troodos (<i>Railway Rivals</i> game 18 – RR2528CY)</b> .....	<b>14</b>
Turn 7 .....	14
<b>Subscribing to <i>TWJO</i></b> .....	<b>15</b>
<b>Trophy Hunter</b> .....	<b>16</b>
Turn 9 .....	16
<b>The Wizard of Anharitte (<i>Star Trader</i> game 12)</b> .....	<b>19</b>
Turn 6 .....	19
Star systems map .....	21
<b>Les Petites Bêtes Soyeuses</b> .....	<b>22</b>
January 1676 (383).....	22
Press.....	30
Points Arising.....	33
Announcements .....	34
Duels .....	34
New Characters.....	35
Tables .....	35
Other Appointments.....	35
Army Organisation and 1676's Summer Deployment.....	36
Brigade Positions.....	36
Frontier Regiments.....	36
Battle Results.....	36
Femmes Fatales.....	37
Regiments.....	37
The Greasy Pole .....	38
<b>That would be enough</b> .....	<b>40</b>
Deadlines .....	40
Waiting lists.....	40
Credits.....	40

## Chatter

I mentioned last time that HS2 had drained a part of the River (!) Pinn. Here's the evidence.



The brick bridge carries the Chiltern Railways across the currently drained river (left) and the closed footpath (right). Through the left arch you can see a concrete support for the HS2 viaduct, which is hidden behind the existing bridge. The pipes along the footpath are carrying the river water. Such as it is.

I've also found out why. Apparently, it's the "River Pinn Realignment with Footbridge and Footpath construction" now that they've finished building the elevated section of HS2 outside the tunnel portal. This will also reconnect the footpaths that have been disrupted by the construction work.

Mr Dommett knows all about this kind of stuff having built\* the elevated part of the Docklands Light Railway extension to Lewisham: divert river; build supports with railway viaduct on top; reinstate river around base of pillars.

### Spiderwatch

Number of tiny spiders rescued from a watery death in the bath: 1. Number of medium-sized spiders ditto: 2

---

\* Yes, all on his own. Ahem.

## Online stats

It was only right at the end of June that *TWJO* 245 appeared, but the PDFs were still downloaded 61 times. There were 163 downloads for issue 244, which was published on 1st June. And *TWJO* 243 was downloaded 37 more times to take it to 287 since publication.

## Letters

Mark Cowper has some recommendations.

*I recommend Village Rails by Osprey Games - very good filler. Also any books by Stuart Turton, particularly The Seven Deaths of Evelyn Hardcastle plus The Devil and the Dark Water, where my LPBS character Arent Hayes is taken from.*

I've heard good things about *Village Rails* from other sources, too. Whereas I'd not heard of Stuart Turton before – someone to look up.

Jonathan Palfrey has been doing some retro reading.

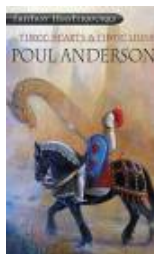
*Recently I've been digging up some old fiction that's been hanging around:*

1. *Who Goes Here? (Bob Shaw, 1977): I last read this in 1979, so I'd forgotten it totally by now. I quite liked it, it's imaginative and entertaining sf, though I found the ending slightly disappointing. 3 stars.*

2. *Sacred Locomotive Flies (Richard A. Lupoff, 1971). Haven't read it before. Very much of its time, though set in the future (1985!): sex, drugs, rock music, and not much plot. Sacred Locomotive turns out to be the name of a rock group, in the book. I plodded through it with some difficulty. 2 stars, and that's generous.*

3. *Three Hearts and Three Lions (Poul Anderson, 1961). Haven't read it before. I think this fantasy novel was quite well thought of in its time, but time has passed and it's dated now. The characters didn't grab me, the scenario didn't grab me. 2 stars.*

I remember *Who Goes Here?* as being good fun. Lupoff I've heard of, but I don't think I've read any of his stuff. However, I was a big fan of Poul Anderson's writing back in the day (as people may have spotted from my Corporation name in our *Star Trader* games). *Three Hearts and Three Lions* was a favourite amongst his fantasy books. Especially for the way he connects his modern (well, 1940s) protagonist, Holger Carlsen, to a legendary warrior. It still sends shivers down my spine.



John Watson chips in with some thoughts on games I mentioned.

*I've played White Castle only once. It took me until about ¾ of the way through to latch onto the point scoring chains, by which time I was well behind. I*

*thoroughly enjoyed it, though, especially as it was relatively quick to play for a fairly heavy game. I went out and bought a copy, but haven't had the chance to play it since.*

*I have played Heat a few times now as one of my friends has it. It feels like Flamme Rouge with knobs on. Flamme Rouge is one of my favourite games and so, naturally, Heat is not far behind. Of all the F1 games I have played this is the best. So far we haven't added any of the expansions to the game but I expect that to change whenever we play again. It fits very well with my perceived penchant for "transport" games; a reputation I don't think I deserve.*

I can't comment on that John, but I also enjoy *Flamme Rouge*.

Russell Harris carries on with his own observations.

*HEAT is something of a favourite with the Taunton games group and on Board Game Arena, the two places I play games at present.*

*"are the drivers repairing their cars while they hurtle round the track?" - I always thought of it as drivers "nursing" the car along - not pushing it to its limits - to allow the airflow to cool the engine a bit.*

*"HEAT plays much like other motor racing games I know" - Yes, seems like it's a well-defined genre of game. I know you've a soft spot for F1.*

*"I always aim to be in the highest possible gear when I exit a corner so that I can change up and hurtle along the following straight" - not convinced that's a winning tactic here. It only costs you one Heat card (added to your deck) to skip a gear (2nd to 4th), but changing down from 3rd to 2nd lets you discard a Heat card. So cornering in a lower gear and then skipping a gear lets you push one Heat card back from hand into your deck. Which is the idea - all you have to do is postpone the seize-up of your engine until after you've crossed the line...*

*My suggested tactic would be to stick to the corner speeds almost all the time. Because paying a Heat for one extra speed around the corner often only gains you one extra space, whereas using it for adrenaline gets you 2-4 extra spaces.*

Knowing Russell, I'm pretty sure he's given it more thought than I have, so I suggest following his advice. I tried it in my last BGA game and came... third!

*"it doesn't depose Formule Dé as my favourite motor racing game" - you're joking! The game where your engine blows up if you twice roll a 20 on a D20? Or am I thinking of a different game?*

No, that's the one. And I had forgotten that particular wrinkle. It's been a while since I played it, so I may well have my rose-tinted hindsight glasses on.

Speaking of hindsight...



## It was twenty years ago...

### Pevans reminisces

Yes, as I was recently reminded, this month marks 20 years since I set up **Games from Pevans**. Back in 2004 I took voluntary redundancy from my employer, Business Link for London (part of a Government-funded network that advised small and start-up businesses). As with many of my colleagues, the idea was to continue doing what we had been doing, but as independent consultants – Business Link had become pretty much a tick-box exercise by this point and didn't need our talents or experience.

In my case, IT was my specialist subject, so I planned to continue advising businesses about computers and, of course, that new-fangled internet thing. Having set up a company (Margam Evans Limited) to do this, it seemed sensible to add my other activities to this: this magazine, my new edition of *En Garde!* and **Games from Pevans**. Not least because running an online shop would give me valuable experience for advising my consultancy clients on e-commerce.

This wasn't a complete leap in the dark. I ran the Small Furry Creatures' mail order operation (though that's probably too grand a term) in the mid-1990s, so I had some idea what I was getting into. The big difference was that, this time, my shopfront was online and my customers were potentially all over the world (while the bulk of my customers are in the UK, I have customers all over Europe, in North, South and Central America, in the Far East and in Australia and New Zealand).

The other factor behind **Games from Pevans** was knowing game designers and publishers in the US who couldn't get their games into the UK through the main distributors. So **Games from Pevans** was originally both distributor and retailer. (I made a point of using RRP as my retail price so there was no question that I was under-cutting other retailers).

The picture on the cover, which has come to be **Games from Pevans**'s sort-of-logo, is a photo of my original range of games. Yes, just ten games. From Alan Ernstein's imprint, Hangman Games, I had *Austin Poker*, *Dry Gulch*, the beach-ready *Junk Yard* (in the canvas bag/board) and *Tahuantinsuyu*. The last being a brilliant game about the Incas, reprinted later (2010) by Z-Man as *Inca Empire*.

From Anye Sellers' Dancing Eggplant Games (originally Diet Evil Games, which tells you something about Anye's sense of humour) there were three card games. *Employee of the Month* – about brown-nosing your bosses and colleagues – was designed by Alan Moon and Aaron Weissblum. *Fraud Squad* was Anye's own design and the terrific *Nobody but Us Chickens* came from Kevin Nunn (his first published game, I believe) – my copy's still played today!



And here they are in all their glory.

And then there were Eight Foot Llama's apparently whimsical games, designed by Jim Doherty. *Who Stole Ed's Pants?* is a highly entertaining game of spreading the blame (note for British readers: being an American outfit, they mean "trousers", not "underpants" in the title). *Monkeys on the Moon* (are you saying there aren't?) will melt some brain cells as you try to curry favour with the six different tribes. And *The Penguin Ultimatum* will see off the rest. In a fun way.

After a few years, the distribution side of **Games from Pevans** merged with JKLM Distribution (making JKLMnP, which I found amusing), which was doing a similar thing with small publishers in Europe. This survived for several years (though we didn't have deep enough pockets to compete with the big boys), before I closed it down in 2011 when it became clear that the company was not going to be paid what it was owed and thus couldn't cover its own outgoings (a story in its own right).

This left **Games from Pevans** as a retailer and, without a distribution arm, able to compete a bit better. These days I price at what I consider a sensible mark-up from the wholesale price, which usually means I'm about 10% under RRP. And I buy in from distributors, rather than dealing direct with publishers. However, the bulk of my range is still games from smaller publishers.

My aim is to sell games I enjoy and think other people will (should?) too. Hence, not all my range comes from small publishers – for example, as a *Commands & Colors* fan I try to carry all of these. I am careful to write my own description of each game rather than just copying the publisher's blurb. This has led to one of my customers describing my selection in their feedback as a "carefully curated selection". Which spurs me on to take care over what I add to my catalogue!

There's also a lot more competition these days – I've long since lost count of the online games shops, some of which are pile-'em-high-and-sell-'em-cheap merchants. Amongst these, my website remains an oddity (if you're a techy): static HTML pages, updated by hand. I have resisted moving to one of the standard e-commerce packages as that would mean my website looked like all the others. (I look at this again every few years, but haven't yet found a better option.)

Right now I'm looking at picking up some of the games I enjoyed at the Gathering – where I can offer them at a competitive price – and waiting to see what new games appear at this year's Spiel.

## Samurai Battles

### Pevans gets his *Commands & Colors* fix

Nephew Tom had a week off work recently and we fitted in a couple of sessions of *Commands & Colors: Samurai Battles*, picking up where we left off over a year ago with scenario 7, Koriyama Castle (Jan 1541). The Mori clan has reinforcements from the Ouchi clan and attacks the besieging Amako forces. The Ouchi are supposed to be the rearguard, but see an opportunity to attack as well.



Here's the view from behind Ouchi (red) lines as I'm playing them to begin with (there's a diagram of the set-up on [CommandsAndColors.net](http://CommandsAndColors.net)). This is our first scenario with a command tent in play – worth three victory banners to the Ouchi if they take it.

My initial hand allowed me to make a sustained attack in the centre, letting me punch through with my samurai and take the tent. However, this left me with two samurai units on their own in the middle of the Amako army, which was still in good order. The score's 4:0, comprising three for the Command tent and one fallen Amako unit, while my forces are intact.



The Command tent has been captured. Now get out of there!

move the entire force in one go). However, Tom disrupted this by attacking in the centre, heading towards the command tent. I took out two ashigaru units and pushed back the rest. So the score is 2:0 to me.

Tom then outflanked me on the right with the two mounted samurai, riding down one of my ashigaru -- 2:1.

As Tom rolled up my right flank with his cavalry, I attacked with my centre and left cards. However, he had better luck than me, taking out another three units and a leader to my one. And my mounted samurai bowmen got cut off in the centre for Tom to eliminate them as the coup de grace.

The final score was 3:6, making the overall score 9:10 to Tom.

Scenario 8 is the First Battle of Azukizaka in 1542, starting the Campaigns of the Oda clan. Great rivals the Oda and Imagawa clans both advanced into the territory of the Matsudaira that separated their lands, the armies meeting at Azukizaka. The two sides look evenly matched and both have a command tent plus Army Commander and bodyguard in play. Over the page is what it looks like from the Oda (blue) side (as that's the side I'm playing first).

Some useful cards let me attack on both flanks. My mounted samurai on the left removed two ashigaru for minimal losses, but my ashigaru on the right were driven back by Tom's own mounted samurai. That's 2:0 in my favour.

My samurai made a fighting retreat from their exposed position, ashigaru spearmen coming to support them. However, I lost one samurai, one ashigaru and a leader as Tom fought back to 4:3.

We swapped ashigaru in the centre, 5:4, before I got my samurai horsemen into the fight on the left, the final banner being an Amako leader.

We re-set the board and swapped seats for the re-match. Initial manoeuvres let me get my army into a contiguous line (I had a "Serpent Command" card to



My right flank has gone and the final banner is that blue piece lying down.





The black blocks are the Army commanders and bodyguards in their tents.

We both continued to attack on our respective left. My horsemen made good inroads into Tom's right flank forces and headed towards his command tent, while my right flank took a battering without losing many complete units. Tom threw more troops between me and the tent, but I took out another ashigaru for the win.



Final score was 5:3 to me/Oda and we concluded our first day after some four hours play. A couple of days later we reconvened for the return match and my turn to play Imagawa (red). Over the first few turns I marshalled my troops into a solid line and advanced. The initial fighting was on my right where Tom's samurai took out my Arquebusiers, putting him into the lead 0:1.

I've preserved some battered units and my cavalry top left gets the winning banner.

My formation broke up as I pressed forward on the left, my samurai eliminating Tom's in front of his Command tent. Their Leader fled (with the appropriate loss of Honour for Tom), but another on the edge of the battlefield fell to the spears of my ashigaru. And I took the lead 2:1.

With support from the archers further back, my foot samurai took out two of Tom's ashigaru and closed on his Command tent – that's 4:1. Tom's mounted samurai relieved the pressure and removed my foot to make it 4:2.

The final action was on my right flank where my ashigaru avoided Tom's samurai to finish off a battered ashigaru of Tom's (lying down in the photo below). 5:2 is the

win for me/Imagawa after also winning as the Oda last time. So that's a 10:5 victory for the scenario.

That didn't take much more than half an hour, so we moved briskly on four years to scenario 9, Kawagoe Castle. The Uesegi clan (red) have been besieging the Hojo (blue) in the castle but, unknown to the Uesegi, a Hojo relief force has arrived. The garrison sallies to catch the besiegers between them and the new arrivals. In game terms, the Hojo have a hand of six cards to the Uesegi's four, which is a useful advantage (reflecting the surprise element). So is outnumbering your opponent.



This time it was Tom who got almost all his units into formation. In this case a diagonal line from the centre rear to forward on my right. At least I was able to save the bowmen who were my furthest forward at the start. They didn't last much longer, though, as the Hojo line closed in on my Command tent and I scrambled to get my left flank units across to the action.

The next few turns saw Tom's Hojo inflict casualties, eliminating one of my ashigaru and a Leader, but only denting my Army commander's bodyguard. In return, they took out one opposition samurai and badly damaged another. That's 1:3 against me. And it didn't get any better as Tom finished off the two battered ashigaru by the Command tent.

That's a 1:5 win. A bit of luck would have improved the scoreline, but I don't think Uesegi is going to win this one. Time to find out as Tom and I switched sides for the rematch.



Here's the view from the Uesegi side as I'm playing red to begin with.



Tom takes out an ashigaru to win as blue

Tom quickly pulled the Uesegi forces back. I attacked on my right flank, but lost two ashigaru spearmen to lucky dice rolls and gained nothing. That's 0:2!

I shifted my attack to the centre, though the bulk of the Uesegi force was now here. Having an advantage in Honour chips, I played a "Personal Challenge" Dragon card: my Leader against Tom's. And lost! Then the

fighting saw me eliminate two ashigaru, but lose a samurai foot unit: 2:3.

Tom played a "Turncoat" Dragon card, something that was a feature of our early games. However, this time, he didn't manage to get a unit to swap sides. Phew! Numbers finally began to tell as I removed two ashigaru (that's 4:3), but my troops were getting battered. A final swap of casualties produced a Hojo win 5:4.

And the overall result was 6:9, another win for Tom. This session was just three hours for three games – an hour apiece seems to be usual.

I haven't mentioned the Honour and Fortune aspect as we both managed to keep enough chips in hand (you lose H&F when units retreat, need it to play Dragon cards and bad things happen if you run out – but it is relatively easy to get chips). Tom was on the limit a couple of times, though.



And so do I.

Tom and I have now played the first nine scenarios. Discounting the initial, ahistorical learning scenario, that's 16 games. Tom's won nine of those to my seven. However, the aggregate scores for the eight scenarios are 2:6 to Tom! He's clearly losing better than I am.

## Reading Matter

I have not been neglecting Ben Aaronovitch's "Rivers of London" series and have now zipped through books 6, *The Hanging Tree*, and 7, *Lies Sleeping*. The first refers to London's execution site: Tyburn. And thus connects to the river of the same name and its embodiment as Lady Ty, one of Mama Thames's more powerful daughters. Who has a long-standing antipathy to our copper-cum-wizard hero, Peter Grant. You can see where this is going just from the title.

However, that's only the starting point for the story, which takes Peter into different parts of the metropolis and further entanglement with the series' 'Big Bad', The Faceless Man. One of the things I – and probably Peter – took away from this book is that there are more types of magic users than in Peter's formal education as a "practitioner". And a lot more beings who are innately magical.

*Lies Sleeping* continues the story as the forces of law and order take the fight to The Faceless Man and his sidekick, Peter's ex-colleague, Lesley. That should probably be "try to take the fight to..." as the good guys keep finding further depths to the bad guys' scheming and contingency plans. And there's clearly more to come, particularly as Peter finds new ways to use his abilities and discovers even more about the Rivers. (I should also mention that, as Jonathan Palfrey reassured me a while ago, Peter's love life is looking up – he's with river goddess Beverley Brook!

It occurred to me again as I was reading these two books that one of the reasons I enjoy them is that Aaronovitch often writes about bits of London I know. I recognised the Soho he described in the second book and the scenes around Smithfield Market in *Lies Sleeping*. And then there are the cultural references he continually drops in – *Monty Python*, *Doctor Who*, *Star Trek* et al. I'm sure there are others that I've missed, but Aaronovitch seems like my kind of guy ...

## Games Events

The thirteenth, "lucky" HandyCon takes place from 9th – 11th August at the Delta Hotel in Milton Keynes. This is essentially an open gaming event, but the organisers provide a games library and there are a few organised games that can be booked in advance. Full details on the website – [www.handycon.co.uk](http://www.handycon.co.uk) – along with advance information for the October event.

**Swiggers:** games club that meets on 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 these days. For more info, see [www.pevans.co.uk/Swiggers](http://www.pevans.co.uk/Swiggers) or the BGG Guild at [boardgamegeek.com/guild/1672](http://boardgamegeek.com/guild/1672)

**UK Games Expo:** 30th May – 1st June 2025 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](http://www.ukgamesexpo.co.uk)

**Spiel:** the board games event of the year. 3rd-6th October 2024, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see [www.spiel-messe.com/en](http://www.spiel-messe.com/en)

**MidCon:** 1st-3rd November 2024 at the Derby Mickleover Hotel in Mickleover (two miles from Derby city centre). **MidCon** is a friendly board games convention, now in a comfortable modern hotel. It's largely open gaming, but the new website allows games to be scheduled in advance – useful if you want lots of players for something. There's also a Bring 'n' Buy and a quiz on Saturday night. See [midcon.org.uk](http://midcon.org.uk)

## Troodos (*Railway Rivals* game 18 – RR2528CY)

### Turn 7

#### Race results

Race	From	To	MT	CR	AGTM	III
1	11 Paphos	32 Dhali	20			
2	25 Piatres	43 Nicosia	10 JR	0+1-2	10-2	10-1+4 JR
3	52 Kyrenia	61 Athna		10		10
4	63 Famagusta	35 Larnaca	5+4	20-4	5	
5	45 Nicosia	15 Limassol	20-1+2	0+1-2	10	
6	51 Lapithos	22 Lefka				20
<b>TOTAL</b>			<b>60</b>	<b>24</b>	<b>23</b>	<b>43</b>
JR = Joint Run; ERP = Exchange of Running Powers						

MEDITRAINEAN made a good start and took an early lead. ALL GREEK TO ME spent to break into MT's southern preserve. CANTERBURY RAILWAYS was unlucky with some longer competing routes and INLAND IRONHORSE INTERNATIONAL competed with AGTM in the NE corner.

#### Builds and Points

**MediTrainean** (MT), Anthony Gilbert – Red  
**Starts:** Larnaca  
**Builds:**  
 (Evrykhou) – B51 (1 to III);  
 (B69) – F67 – Lefkoniko (1 to AGTM)  
**Points:** 56 -10 -2 +8 +60 = **112**

**Canterbury Railways** (CR), Rob Pinkerton – Blue  
**Starts:** Famagusta  
**Builds:**  
 (Athna) – N28 – N27 – Larnaca – G24 – G23 (8 to MT)  
**Points:** 54 -12 -8 +3 +24 = **61**

**All Greek To Me** (AGTM), Mike Dyer – Black  
**Starts:** Kyrenia  
**Builds:**  
 (N14) – A54 – Evrykhou (3 to CR);  
 (F69) – F68 – Lefkoniko;  
 (Limassol) – D14  
**Points:** 34 -12 -3 +1 +23 = **43**

**Inland Ironhorse International** (III), Chris Rudram – Green  
**Starts:** Lapithos  
**Builds:**  
 (K70) – L70 – L72 – M73 – N74  
**Points:** 64 -6 +1 +43 = **102**

#### Next turn's races

Race	From	To
7	16 Limassol	23 Evrykhou
8	24 Pedhoulas	36 Larnaca
9	65 Theodoros	41 Morphou
10	54 Kythrea	44 Nicosia
11	66 NE Cyprus	13 Kilana
12	34 Zygi	53 Kyrenia

#### GM Notes

You may enter up to **four** of the six races – any that nobody enters will be held over to next turn. If working with another player, please make it clear whether it's a JOINT RUN or EXCHANGE OF RUNNING POWERS and state what route is to be taken (which might be "accept MT's route", for example).

After the races, you may spend up to 10 from your points (**including payments to others**) to build track.

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

**Orders to Mike Dommert, 12 Watton Park, Bridport DT6 5NJ  
 or by e-mail to mike\_dommert@yahoo.co.uk  
 by 13th September 2024**

## Subscribing to TWJO

TWJO is published on paper and online at [www.pevans.co.uk/TWJO](http://www.pevans.co.uk/TWJO) (as a free PDF). If you want to play in any (or all) of the games in TWJO, you have two options. You can subscribe to the paper edition, which includes playing in the games. Or you can take the PDF edition and pay the "games only" subscription.

The table shows the costs for the paper edition, including postage, and the games only subscription.

	UK	Rest of World	Games only
10-issue (1 year) subscription	£36.00	£47.50	£5.00

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



## Trophy Hunter

## Turn 9

## This turn's shots

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

Oops! As Mike Pollard pointed out to me, the Antelope on J13 had already been hit on turn 4. So I'm afraid Charles Burrows, Tim Macaire and Matthew Wale each lose the 1.33 points they scored last turn. Sorry, guys.

I also somehow managed to show the blank space at B3 that Mike Dommett hit last time as a Monkey. However, I correctly scored Mike *nul points*, so nothing to deduct there.

## Scores

Player	Shots	This turn	Total
Alex Bardy	H9, S14	0	13
Colin Bruce	G6	-2	6.5
Charles Burrows	E5, R6	0	5.17
Mark Cowper	A18	2.5	16.37
Mike Dommett	B19, G8	0	5
Anthony Gilbert	B19, S5	0	9.43
William Hay			0.04
Andrew Kendall	A18	2.5	11.83
Andrew Larder	S12, T12	0	0
Nik Luker	S6, R7	0	14.71
Tim Macaire	D1, D2	0	5.33
Brad Martin	G8, B13	0	12.05
Graeme Morris	G7	-2	1.5
Rob Pinkerton	G6	-2	8.43
Mike Pollard	K16, L17	0	8.79
Eddy Richards	G5*	0	10.5
Chris Rudram			-3.5
Pam Udowiczenko	M7, A12	0	12.5
Ray Vahey			5
Matthew Wale	L2, N2	0	13.08
John Watson	H5, G8	0	4.92
Graeme Wilson	H19, S16	0	3.3
Paul Wilson	G7	-2	5

Wow! The Gorilla in the top left quadrant is taken out in a hail of lead. That's not the idea, guys! \*Only Eddy Richards escapes penalty as he's hitting a part that's already been taken out. Or, as he put it, is "anything tasty there?" No, just dead Gorilla.

One of those getting negative points is Graeme Morris. "Ruminating sadly on the knowledge that I am not among those 'who are in with a chance', I shall whack off the following wild blasts," he says.

Only Mark Cowper and Andy Kendall trouble the scorer in a positive way, both picking out the same Lion (bottom left).

"Who says Elephants are extinct?" asks Brad Martin. "I reckon there is at least one left, and I think it is over there...!" That's a no.

There are a lot of near misses and some wasted shots on places where no animal can possibly be.

One turn to go and can Mark Cowper hang on to his lead?

## Key

Animals	Symbol	Size in 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	4	-12
Lion	L	3	4	15
Elephant	E	4	3	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.

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 new squares 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.

After 10 turns or when the board is clear (except for any snakes), the player with the most points wins.

**Send your last shots to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or TWJO@pevans.co.uk by 16th August 2024.**

## 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 (except the gorillas). The players are hunters who've paid to bag trophies.

All you have to do each turn is nominate two squares to take potshots at: F9 and M17, say (the second is only used if the first misses). Letters (A-T) run across the top of the grid and numbers (1-20) down the side (A1 is thus the top left corner).

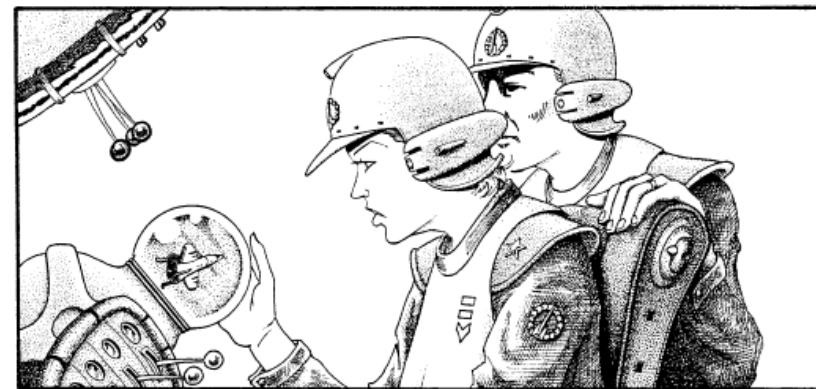
The first hit on each animal scores points in proportion to its size. For example, a Lion is three squares and worth 15 points, so the first hit scores  $15/3 = 5$  points. If several players hit the same

The Wizard of Anharitte (*Star Trader* game 12)

## Turn 6

The Federal Inquiry found no Corporation with a totally clean Operation and all suffered Reputation loss to a degree. TREKBOER suffered badly, but other Corporations had little sympathy.

The blockade by MADNESS & MAYHEM at Gamma Leporis was lifted, though as a ship, believed to be the same, has been spotted near Tau Ceti, it may just have been moved.



Trading started at Gamma Leporis as MADNESS & MAYHEM bought an Alloy on Contract.

ROCKET TRADERS sold 6 Isotopes for 7 HTs each at Epsilon Eridani and gained a Dealership, while COSTA NOSTRA COFFEE bought 6 at 9 HTs and also acquired a Dealer's position. SOLAR SPICE & LIQUORS sold 12 Spice for 10 HTs each, assisted by their agent, and shut ROCKET TRADERS out completely. COSTA NOSTRA COFFEE also sold 4 Alloys for 8 HTs apiece.

ROCKET TRADERS bought 12 Isotopes for 6 HTs each at Tau Ceti and took the first Market Manager position.

Mu Herculis saw TREKBOER selling 2 Isotopes for 18 HTs each.

ROCKET TRADERS bought Isotopes on contract at Sigma Draconis, while MADNESS & MAYHEM bought 10 for 4 HTs each and got a Market Position. COSTA NOSTRA COFFEE bought 2 more at the same price and TREKBOER got none. TREKBOER did dispose of two units of Monopoles for 17 HTs each, however.

At Beta Hydri ROCKET TRADERS sold 3 Isotopes for 7 HTs apiece and MADNESS & MAYHEM sold 7 Alloys for 9 HTs each and became Contractors.

TREKBOER hired agent JB at Mu Herculis and paid to increase their Reputation, while purchasing 2 Isotope Factories at Sigma Draconis.

ROCKET TRADERS loaded Passengers for two spaceports and hired an A class crew for their new ship, launched at Tau Ceti from the shipyards there.

COSTA NOSTRA COFFEE INC delivered OP 9 with the cash and Reputation bonus and loaded Passengers.

MADNESS & MAYHEM took comfort from Planetary Defence Forces not intercepting their ship in Tau Ceti System Space.

SOLAR SPICE & LIQUORS loaded passengers and bought a Warehouse at Mu Herculis.

**Corporation Table**

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep	Player
A Costa Nostra Coffee	9 0 1	0	3rd	230 22	Mark Cowper
B Madness & Mayhem	7 5 0	0	2nd	32 19	Anthony Gilbert
C Solar Spice & Liquors	6 3 4	0	4th	280 38	Paul Evans
D TrekBoer	2 7 2	0	5th	272 25	Mike Dyer
E Rocket Traders	10 0 8	4	1st	33 38	Przemek Orwat

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

**News**

Event 11 took place and Corporations lost Reputation in the Audit: A -5, B -10, C -6, D -11, E -6.

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

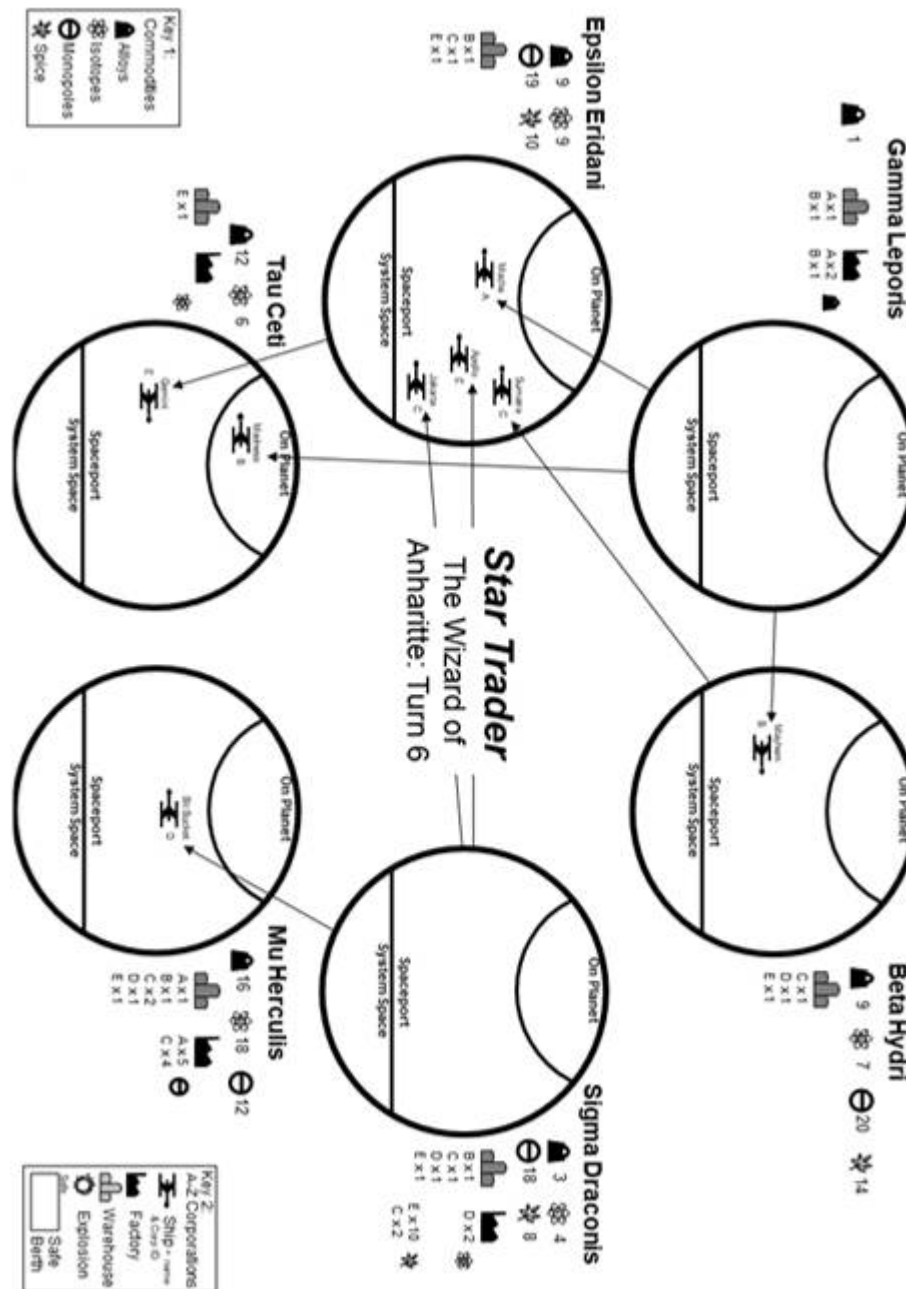
- Turn 7 C3, P3
- Turn 8 P4, C4
- Turn 9 C4, B10
- Turn 10 **B9**

(Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

**GM Notes**

If you want to take an illegal chit -- such as Slaves, Weapons or Tempus – you have to land ON PLANET to take the chit. Being in the Spaceport or System Space doesn't cut it.

**Orders to Mike Dommert, 12 Watton Park, Bridport DT6 5NJ  
or by e-mail to mike\_dommert@yahoo.co.uk  
by 13th September 2024**





## 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 15). You will also need (access to) a copy of the published rules to *En Garde!* (see [www.engarde.co.uk](http://www.engarde.co.uk)).

**Orders for February 1676 to Pevans  
at 180 Aylsham Drive, UXBRIDGE  
UB10 8UF, UK or  
[lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk)  
by 16th August 2024**



### January 1676 (383)

It is a New Year, is it not? But the same old grudges keep coming up... Those with Jean-Paul LeMon have been hanging around since last month. There's no sign of him this month, either, so they'll still be with us next month. Or they would be if Jean-Paul was.

Armand Alsace seems to have got himself into a whole heap of trouble. He decides Ian Dediette is the man to settle things with first. This maybe because Ian is quite a little guy and not as good with his rapier as Armand is with his. Expecting a lunge from his opponent, Ian parries. However, Armand has chosen to slash which may not do as much damage but is unexpected. And a parry does nothing to stop it. As he's bleeding, Ian surrenders. One down.

Next on Armand's list is Arent Hayes. Of medium build, he's less bulky than Armand, but Armand's injuries from last month even things up. However, he is wielding a sabre, being a cavalryman. Both men go for a furious slash. However, Armand's superior skill means he gets his hits in first. The rapier does less damage, of course. Finally, Armand goes for the expected lunge and this strike brings a surrender from Arent. That's two for Armand.

Despite having enough fresh wounds to be able to skip any more fights, Armand turns up to his duel with Octo Lucretius Souris. Octo is the beefiest of Armand's adversaries and another man with a sabre in his hand. The only thing in Armand's favour is his greater expertise. Both men go for a furious slash again and the rapier does less damage again. That's enough for Armand and he concedes this one, unable to carry on to his meeting with Thibault Pinot-Noir. This is a shame as Thibault has a very fine brandy provided by Louis Renault to "bolster his spirits".

Hugh Jeneaux also has several duels to fight. First on his list is the diminutive Louis Severin Descartes, a fellow sabre user. As Hugh has not fully recovered from older injuries, this is actually a close match-up. Beau Nidle and Thierry Boule roll up to second Hugh, while Louis has Jacques Hatt backing him up. Though there's no sign of his second second, Elroi le Flingue. Hugh opens the fight with a lunge – a surprising choice for a man with a sabre, but perhaps he's hoping to take his opponent by surprise. He doesn't, as Louis parries and stops the blow. He then dodges the cut part of Hugh's furious lunge and hits back with a slash as Hugh recovers. That's enough for Hugh and a win for Louis. Hugh declines to meet Elroi le Flingue or Alvin Charles (not that the latter turns up either).

With Martin de Garnache and Zeold von Tu not showing up for their fights with Beau Reese Jean Seine and Frank X Change, respectively, that's all for January. Martin at least has the excuse that he's avoiding fighting the commander of his regiment – and Beau that he's avoiding fighting a subordinate!

### A new Aide

Despite (or because of?) his battered, bandaged appearance, Hugh Jeneaux finds a General who's prepared to appoint him as his Aide (Army Adjutant was out of his reach). As the General in question has no command, Hugh will still be serving with his regiment come the campaign season.

Terence Cuckpowder calls in a favour to back up Ben e'Volence's call for the Heavy Brigadier to resign. Under this pressure, the Brigadier has to give up, leaving a useful vacancy for Ben when his term as Minister of War concludes at the end of next month.

Talking of Brigadiers, Henri DuShite decides First Foot Brigade should join the action in the Low Countries. The Royal Marines and Picardy Musketeers thus get their marching orders, much to the surprise of the Picardies' new Colonel, Percival Puffington.

As commander of the Crown Prince Cuirassiers, Ben e'Volence admits a new recruit to the regiment. François de Blanchefort, for that is his name, purchases a Captaincy, helped by the cash bonus Ben awards him.

Cavalry support for the volunteers comes from Hugh Jeneaux, who mobilises his squadron of Archduke Leopold's Cuirassiers, and Come Asiouar, who brings his squadron of the Queen's Own Carabiniers into the fray.



Who was where – Bothwells

Where	Week 1	Week 2	Week 3	Week 4
Bothwell's	FXC + Frances	ZVT + Lucy . JJ + Jacky LR + Maggie . FdB . NM + Vera . TPN + Angelina . BN . HF + Violet . JHT + Guinevere . TB + Belle . TTT + Madelaine . YS + Sheila . HWB . FXC + Frances . AICH . BLC . JdA + Carole . EIF + May . RS + Therèse . LSD + Edna . GdB + Bette . ID . CdN . GdA . CPL	FXC(G) . NM + Vera . TPN + Angelina . BS + Alison . HF + Violet . TTT + Madelaine . YS + Sheila . HWB . AICH . JdA . LSD + Edna . GdB + Bette . CdN . GdA	MdG + Katy LSD + Edna . FdB . TPN + Angelina . BN . BS + Alison . FS + Pet . TTT + Madelaine . HWB . AH . FXC + Frances . AICH . BLC . JdA . EIF + May . JD . GdA . CPL
Outside Bothwell's				

Shows who was in or outside a club: . = Toadying to character above; (G) = Gambled; CP = Crown Prince; (id) = expected host.



Everybody over to Bothwell's

The big parties this month are in Bothwell's. Frank X Change and Frances Forrin even take the step of inspecting the premises at the start of the month to "check we are happy with the catering and decorations".

And have a drink. The second week of January sees Louis Renault (and Maggie Nifisent) holding court with entertainment from "a renowned string quartet". "Music hath charms..." it is said and this is definitely a peaceful gathering. A gift from Louis has ensured that new boy Charles PiedLuminaire has an outfit suitable for these surroundings. Though the gift is dwarfed by the loan Charles has received from the other Louis, Severin Descartes.

However, Zeold von Tu and Lucy Fur are providing "reviving toddies" in a different part of the club, following their attendance at Epiphany Mass at Notre Dame. Two of those at Louis's bash, Claude de Nord and Frank X Change, are King's Musketeers. When they realise the commander of the Cardinal's Guard is in the club, they steal away to swap challenges with Zeold.

The following week it's the turn of Frank X Change to hold his party in Bothwell's. Frank casually drops a purse of 1,500 crowns on the tables and walks away, not caring whether he wins or loses. He doesn't need to go back as he loses. Still, it gets him some social status. Hugo Furst gets nothing for showing off his "manly" duelling scars, though! And he can't even blame the drink as he's trying to be restrained and avoid "humming tunelessly to the music".

There may not be as many people as the week before, but there are enough to produce a challenge. As usual, this is between members of enemy regiments: Balzac Slapdash (now of the Dragoon Guards) and Queen's Own Carabinier Yve Stanbul. At least Balzac actually got into the party this time – he was turned away the week before as Dragoon Guards were not welcome.

The month ends with Louis Severin Descartes and Edna Bucquette hosting people in Bothwell's and jokingly competing to see who's faster at paying for their drinks. The event is timed so that guests have "digested the first few weeks of the year and slept off the New Year's hangover." The surprise here is that Elroi le Flingue (and May) get in after Elroi didn't second his host earlier in the month...



Who was where – in other clubs

Where	Week 1	Week 2	Week 3	Week 4
Fleur de Lys	JJ + Jacky JIT + Guinevere GdB + Bette CdP(G) + Morgane	CdP(G) + Morgane	CdP(G) + Morgane	TC + Justine RS + Thérèse . NM + Vera . JJ + Jacky . JIT + Guinevere . ZVT . CdB + Bette . CdN . JH + Cath . LR + Maggie BeV + Lotte . TB + Belle CdP(G) + Morgane
Outside Fleur de Lys	TC (BRJS)	SE (BRJS)		SE + Thomasina
Hunter's	NM SE + Thomasina BS + Alison		SE + Thomasina	
Blue Gables	HF + Violet YS + Sheila			YS + Sheila . HF + Violet
Frog & Peach	TB + Belle			
Red Phillips			ID	

Shows who was in or outside a club: . = Toadying to character above; (G) = Gambled; CP = Crown Prince; (id) = expected host.

Louis has competition from Rick Shaw and Josephine de Buonoparte, whose masked ball is in the Fleur. Rick leads the way with a mask of a winged eagle. Unfortunately, this has a significant drawback: he smacks people in the face every time he turns round. Their invitation list is more select, but gives another opportunity for Claude and Zeold to renew their mutual challenges. Greg de Bécqueur confuses people by wearing a mask of the two-faced Roman God, Janus, and several guests end up talking to the back of his head. Jean Jeanie and Jacky Tinne have more obvious masks: his is of an old man labelled “1675”, hers a young woman emblazoned “1676”. Louis Renault is masked as a sheep with Maggie Nifisent in full shepherdess garb (with mask). Zeold von Tu’s mask is a simple affair. Made of iron. (Apparently His Majesty is very taken with this idea.) The prize for the best mask goes to Greg, once Rick has worked out which side to present it to.



The rest of the clubs see a few members popping in from time to time through the month. Yve Stanbul’s fourth week party sadly falls into this category. There’s just too much competition from other events for Blue Gables to be particularly appealing. Yve’s guest, Hugo Furst, has to be reminded (mostly by his better half, Violet Bott) that his host’s name is not “Con Stan Tinople”. *[Please welcome Mr & Mrs Tinople and their hustler son, “Con” Stan Tinople! – couldn’t resist it, Ed.]*

Camille de Polignac follows his fondness for a flutter by laying his usual bets on the tables in the Fleur. Five bets of 600 crowns each week. First, two wins, a loss and two cuts see him break even. Second come three losses to two wins, so he’s out of pocket this time. Next, he wins two, loses two and cuts the last for a further loss. And his final wagers produce two wins and one loss and he cuts his bet twice. He’s substantially in the red at the end of the month, but is reaping plenty of kudos from the cognoscenti.

Backed by his entourage of “Tangerines” performing songs, acrobatics and “comedy stuff”, “Tiny” Thierry Toothpick is successful in his advances to Madelaine de Proust. Lord knows why...

Octo Lucretious Souris sadly fails in his courting. How could Jenny resist gifts of nougat and “the new stuff from the colonies – choco-thingie! The ladies in the bawdyhouses (later on) are much more taken with it.



### Who was where – with the ladies

Where	Week 1	Week 2	Week 3	Week 4
Carole	JdA succeeds	Out		
Jenny		OLS fails		
Justine		TC succeeds ex-HDS		Out
Katy				MdG succeeds ex-TdIL Out
Katy's doorstep	ZUT MdG	ZUT MdG		
Lucy	ZvT at home	Out		
Madelaine	TTT succeeds ex-CdN	Out	Out	Out
Violet	Out FdB fails	Out	Out	Out
Violet's doorstep			FdB AH JD	

Shows who was with a mistress or on a doorstep: Out = Mistress with current lover;  
I = Indiscreet (+ mistress name); EX-id = Pinched from former lover.

### Who was where – round and about

Where	Week 1	Week 2	Week 3	Week 4
Bawdy houses	HWB + FC AH + FC AICH + FC BLC + FC AA + FC: Mug 0 ID + FC GdA + FC CPL + FC: Mug 0		BN + FC	OLS + FC
Practising	BN - Sabre FS - Rapier OLS - Sabre JdG - Rapier EIF - Sabre RS - Sabre LSD - Sabre BeV - Sabre CdN - Sabre JH - Sabre BdLS - Dagger LR - Rapier	FS - Rapier JdG - Rapier AA - Rapier BeV - Sabre JH - Sabre BdLS - Dagger	ZUT - Rapier JJ - Rapier TC - Sabre FS - Rapier JIT - Sabre TB - Sabre ZVT - Rapier BLC - Sabre JdG - Rapier AA - Rapier EIF - Sabre RS - Sabre BeV - Sabre JH - Sabre BdLS - Dagger LR - Rapier	ZUT - Rapier JdG - Rapier AA - Rapier ID - Rapier BdLS - Dagger
Regimental Duties	JD	AH JD	OLS	
Busy doing nothing	TPN		CPL	

FC = Female Company; Mug n = Mugged & amount lost; (G) = Gambled; Weapon = Weapon practised. For those doing nothing: -club = not in a club; -Cash = insufficient funds; -SL = insufficient Social Level.

## Hanging on in Holland

This month French forces come under sustained attack from the Spanish, Dutch and Brandenburg forces ranged against them. Luckily, the First Foot Brigade is there to bolster the Frontier troops. Both regiments take a pounding though. Colonel Percival Puffington of the Picardy Musketeers is brevetted to Brigadier-General and Mentioned in Despatches. Brigadier Henri DuShite has his brevet rank made permanent and gains the title of Viscount. He also pockets well over 500 crowns from a little bit of looting.

Lieutenant-Colonel Come Asiouar's QOC squadron is attached to Frontier regiment 1, where being on horseback allows them to escape the fate of the regiment. However, there's no further reward for Come.

Nor is there anything for Major Hugh Jeneaux whose ALC squadron under is with Frontier regiment 2, despite them doing much better.

Only Bdr-Gen Thomas de la Lune, who's commanding a battalion of the RNHB sees something for his efforts – a few hundred crowns worth of loot as the Highlanders put up a stiff resistance to the enemy. ❖

## Press

### Announcements

To all members of His Majesty's Armies,

Are you worried about injuries while at the Front?

Concerned that your wounds might fester?

Worry no more.

M. Le Chemiste has a large supply of Hygienic Bandages™ and cleansing salves available at affordable prices.

A Tincture of Opium is also available on request.

Seeking a second for duelling – must be good with a needle and applying alcohol to wounds – ask for Arent, CPC Barracks – I'll be the large man sweeping up.

Terence Cuckpowder – Time for a Change!

Do not re-elect the Minister of State with a super-majority: He will have your head, and confiscate all your money!

3 wasted Years: choose Reform!

Subaltern Arent Hayes is looking for a learning opportunity with any Brigadier General – cleaning boots, writing notes and serving hot or cold beverages a specialty.

**\*\* 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.

† Viscount Thyme

**\*\* Aide Required \*\***

I am looking for a competent aide.

Please contact me with your credentials

† (Brevet) Bdr-General Viscount  
Thyme

## Despatches from the Front

Note at the RM barracks:

“Thank you. Please note we are at the front. If you would like to join us, please note you will be accepted as soon as we see you at the front. Thank you.”

To the music of the William Tell  
Overture (Who?)

To the front, to the front, to the front  
Da Da,

again...

again...

Away to the Netherlands!

## Matters of Honour

Well, how to start the new year? Right: by sticking sharp objects in my fellow countrymen!

Captain Thibault Pinot-Noir, I will attend your meeting with Colonel Alsace. I trust you have prepared yourself and practised your fencing arts. If not, I have arranged to bring you some brandy to bolster your courage, just a nip, mind you, to steady your nerves, and some bandages in case you meet with the Colonel's more experienced rapier.

Regards,

† Baron Louis Renault

## Social

Gentlemen of Paris,

During week two, Miss Nifisent and I cordially invite you and your ladies to join us as our guests for a special supper by one of Paris's most eminent cooks, when he will serve his signature dish, *Filets de porc aux pruneaux*.

Unfortunately, this invitation does not include members of the Dragoon Guards due to their insistence on trying to put holes in my aide, Captain Stanbul.

Regards,

† Baron Louis Renault

## Personal

I would like to thank my superior, the esteemed Minister of State, for allowing me the opportunity to serve the King of France and wheedle out those who abuse his gracious gift of freedom.

I would also like to thank my trusty Aide, Frank X Change, who diligently carried out his duties without complaint. I highly recommend him to anyone looking for a post to be filled. As for Thierry Toothpick, it was a strange coincidence that, at my last trial, he offered me a tastypastry only for me to fall quite unwell minutes later.

Yours,

† Claud De Nord

Dear Friends and most scholarly grammarians,  
Thank you for your generous support against Thomas de la Lune's scurrilous accusations. Please ensure you can join me at my sumptuous supper to raise a toast to common sense and the creative spirit.

Your humble servant,

† Louis Renault

## Poetry Corner

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

As I walked home last night  
I came across a curious sight.  
Though I had a wine or two  
I vow my encounter is most true.  
I met a man dressed in his best  
coat, hat and a scarlet vest.  
He had with him a pig as he passed by:  
Pink, plump and with a twinkle in her  
eye.  
She wore a velvet cloak and a bonnet,  
too,  
And on each trotter, a tiny shoe.  
Please, Sir, I do must enquire,  
Why this most ostentatious attire?  
He was most aggrieved by what I said,  
Proclaiming: I do most like this shade  
of red. † LR

An Ode to Chevalier-Cavalier:-  
It was the best of times, now the worst  
of times, as we will no longer duel.  
Good night, good night! Duelling is  
such sweet sorrow.

† Justin Thyme

\*\*To Hugh Jeneaux, My Foe\*\*  
1 Ah, Hugh Jeneaux, with your  
haughty air,  
A peacock strutting, feathers  
debonair.  
Your rapier gleams; like your wit it's  
slim,  
A fencer's blade, yet a mind so dim.  
2 Your love letters? Oh, they're très  
absurd,  
The scratch of chickens, the merde of  
birds.  
To win fair maidens, you prance and  
preen.  
Alas! They flee, unwooded, unseen.  
3 So here's to Hugh Jeneaux, my foe,  
Less musketeer than a mangy crow.  
May your blade rust through, your  
head deflate,  
While we better men mock this  
featherweight.  
4 Au revoir, mon ami, or rather  
adieu!  
For in this poetic duel, I've bested  
you.

† ELF

Born anew, my mistress chases down  
the sun.  
Huntress of heaven,  
Herald of starlight,  
The swell upon the ocean deep her  
train.

† TdLL

## Points Arising

Next deadline is 16th August

Tim Macaire had a comment on the new format. "I do recall a couple of convention games, and I think the 'new' format is actually better; it is possible to find the necessary information, but it does not break up the flow of the report." That all sounds good – anyone else going to chip in? And note that I've got away from the mono-spaced Courier font.

I heard from Bob Blanchett after the deadline with the alarming news that "I've just spent the week in hospital." He added, "the ticker needed a reset/shock. Took me and my GP completely by surprise!" Is it me or am I sensing some Aussie grit there? Anyway, Bob is back home and all seems well again.

Ben e'Volence will complete his year as Minister of War at the end of February. Anyone wishing to apply for this appointment should do so with their February orders (to be resolved at the start of March).

### Farewell

Mike Clibborn-Dyer has decided to "take a break from *En Garde!* and perhaps join back later." We'll miss you, Mike, and you're very welcome to re-start whenever you're ready.

### Welcome

Ben Edwards signed up for the game before the Jan deadline, but wasn't able to get orders to me in time. So his

character starts with February and welcome to *LPBS*, Ben.

Joining us just after the deadline was Jonah Schmiechen, who's setting up his own game as well. And a hearty welcome to you, too, Jonah.

### Absent friends

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

BRJS Beau Reese Jean Seine (Bill Hay) has NMR'd. Total now 1  
GdBm Gaston de Boum (Ray Vahey) has NMR'd. Total now 1  
JPLM Jean-Paul LeMon (Terry Crook) has NMR'd. Total now 2 and is sent to a Frontier regiment

### Notes

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

There's 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](mailto:lpbsorders@pevans.co.uk) – you'll get an automated reply when the message arrives in my mailbox. Please give your name and your character's name and specify actions in full detail. If you want a query answered before the deadline, please use [LPBS@pevans.co.uk](mailto:LPBS@pevans.co.uk) instead.



## Announcements

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

Ben e'Volence applies for Minister of State

Thomas de la Lune asks NPC Brigadier of 3rd Foot Brigade to resign

Beau Reese Jean Seine applies for Minister of State

Thomas de la Lune asks NPC Brigadier of 4th Foot Brigade to resign

Hugo Furst asks NPC Colonel of 13th Fusiliers to resign

Thomas de la Lune applies for Brigadier of 2nd Foot Brigade

Terence Cuckpowder applies for Minister of State

Thomas de la Lune applies for Brigadier of 3rd Foot Brigade

Thomas de la Lune asks NPC Brigadier of 2nd Foot Brigade to resign

Thomas de la Lune applies for Brigadier of 4th Foot Brigade

## Duels

### Results of January's duels

Armand Alsace (gains 1 Exp) beat Ian Dediette.

Armand Alsace declined to meet Thibault Pinot-Noir as he was under half Endurance.

Hugh Jeneaux declined to meet Alvin Charles as he's under half Endurance.

Zeold von Tu didn't turn up to fight Frank X Change and lost SPs.

Hugh Jeneaux declined to meet Elroi le Flingue as he was under half Endurance.

### Grudges to settle next month

Louis Severin Descartes (with JH, gains 1 Exp) beat his enemy Hugh Jeneaux (with TB & BN).

Martin de Garnache (Rapier, Seconds BRJS, adv.) and Zavier Ulric Turenne (Foil, Seconds LR, 3 rests) have mutual cause as neither stood down over Katy.

Beau Reese Jean Seine didn't fight Martin de Garnache and lost SPs.

Claude de Nord (Sabre, Seconds TTT, adv.) has cause with Tiny Thierry Toothpick (Dagger, Seconds CdN, 4 rests) for pinching Madelaine.

Armand Alsace (gains 1 Exp) beat his enemy Arent Hayes.

Claude de Nord (Sabre, Seconds TTT, adv.) and Zeold von Tu (Rapier, 4 rests) have mutual cause for being in enemy regiments.

Octo Lucretius Souris (gains 1 Exp) beat his enemy Armand Alsace (under half Endurance).

Frank X Change (Rapier, Seconds CdN & LSD, adv.) and Zeold von Tu (Rapier, 3 rests) have mutual cause for being in enemy regiments.

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

Arent Hayes (Sabre, adv.) and Jon Dicehateme (Rapier) have mutual cause as neither stood down over Violet.

*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.*

Fran ois de Blanchefort (Sabre) and Jon Dicehateme (Rapier) have mutual cause as neither stood down over Violet.

### Duels held over until June

Balzac Slapdash (Rapier, adv.) and Yve Stanbul (Sabre, Seconds LR, 5 rests) have mutual cause for being in enemy regiments.

Henri DuShite versus Terence Cuckpowder.

Thomas de la Lune versus Martin de Garnache.

## New Characters

Ben Edwards gets the First son of a Merchant: Init SL 4; Cash 165; MA 5; EC 3 (X4).

Terry Crook gets the Orphaned First son of a Merchant: Init SL 4; Cash 915; MA 1; EC 2 (X2).

Jonah Schmiechen gets the Second son of a wealthy Merchant: Init SL 3; Cash 250; MA 6; EC 2 (X3).

## Tables

### Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince NM	to Field Marshal CdP
Provincial Military Governors: N/N/N/N/N	
City Military Governor TC	Adjutant-General N
Inspectors-General: of Cavalry __	of Infantry __
Commissioner of Public Safety __	
Chancellor of the Exchequer RS (until end August 1676)	
Minister of Justice __	
Minister of War BeV (until end February 1676)	
Minister of State __	

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



# The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
BRJS	Count Beau Reese Jean Seine	25	42	F1thy	B.Bdr-General	RFG/State Min.	13		Flr	4	Bill Hay
BeV	Count Ben e'Volence	24	64	Comfy	B.Bdr-General	CPC/War Minister	11	Lotte	Flr	3	Ash Casey
GdB	Count Greg de Bécqueur	24	48	Rich	B.Lt-General/Div	Commandr	13	Bette	Flr	5	Anthony Gilbert
JdG	Count Jacques de Gain	24	27	F1thy	General/Flid Army	Commandr	24		Flr	6	Ben Brown
CdP	Marquis Camille de Polignac	23	64	Comfy	Lt.Colonel	RFG/FMshl's Aide	4	Morgane	Flr	4	James McReynolds
JJ	Count Jean Jeanie	23	55	F1thy	General		32	Jacky	Flr	4	Andrew Kendall
TC	Count Terence Cuckpowder	22	50	Withy	B.Lt-General/City	Mil.Gov	7	Justine	Flr	6	Mike Dommett
BdLS	Count Bernard de Lur-Saluces	22	48	F1thy	Lt-General		19		Flr	3	Rob Pinkerton
HDS	Viscount Henri DuShite	21	F	Rich	Bdr-General/1	F Brigadier	15		Flr	4	Dave Marsden
RS	Marquis Rick Shaw	20	53	Withy	General/Chancellor		2	Therèse	Flr	6	Charles Burrows
ZUT	Baron Zavier Ulric Turenne	20	33	Comfy	Lt-General/2nd Div	Commandr	4		Flr	1	Bob Blanchett
JIT	Viscount Justin Thyme	19	36	Rich	B.Bdr-General	QOC	16	Guinevere	Flr	2	Geraid Udowiczenko
LR	Baron Louis Renault	17	24	Rich	Lt-General/Cav Div	Commandr	3	Maggie	Both	4	Roy Bleasdale
CdN	Sir Claude de Nord	17	19	Withy	B.Bdr-General	KM	3		Both	4	Andrew Larder
LSD	Sir Louis Severin Descartes	16	26	Withy	B.Bdr-Gen	GDMD/Flid Army QMG	4	Edna	Both	1	Chris Schotmann
NM	Sir Neville Moore	15	42	Withy	Captain	RFG/C.Prnce Aide	1	Vera	Hunt	2	Cameron Wood
JH	Sir Jacques Hatt	15	30	Comfy	B.General		4	Cath	Both	3	Joel Halpern
ZvT	Sir Zeold von Tu	15	27	Comfy	B.Bdr-General	CC/Gds Brigadier	7	Lucy	Both	3	Tim Macaire
MdG	Martin de Garnache	14	19	Comfy	Major	RFG/Gds Brigade Maj.	3	Katy	Both	4	Bill Howell
FXC	Frank X Change	14+52		Comfy	Lt.Colonel	KM	6	Frances	Both	4	Nigel Monaghan
BS	Marquis Balzac Slapdash	13	41	Withy	Lt.Colonel	DG	19	Alison	Both	5	Matthew Wale
AiCh	Baron Alvin Charles	13	32	Comfy	Lt.Colonel	GDMD	11		Both	2	Graeme Wilson
HWB	Hector William Boone	13	28	Comfy	Major	RFG	5		Both	5	Paul Wilson
FS	Baron Felipe Savant	13	27	Comfy	Captain	RFG	5	Pet	Both	4	Brick Amundsen
TTT	Tiny Thierry Toothpick	12	38	Comfy	Captain	RFG/LtGen's Aide (Fntr	5	Madeline	Hunt	1	Jason Fazackarley
HJ	Hugh Jeneaux	12	F	OK	Major	ALC/Gen's Aide	6		Hunt	3	Bruno Giordan

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
SE	Stephane Strange	11	27	OK	Lt.Colonel	CPC/Hvy Brigade Maj.	3	Thomasina	Hunt	4	Neil Packer
YS	Yve Stambul	11	24	OK	Captain	QOC/LtGen's Aide (Cav	5	Sheila	BG	4	Pam Udowiczenko
TdLl	Thomas de la Lune	11	F	OK	Bdr-General		6		Hunt	5	Peter Card
CA	Come Asiouar	10	F	OK	Lt.Colonel	QOC	4		Hunt	4	Jacob Andersson
BN	Beau Nidle	10+30	OK	OK	Major	CPC/CPC Regt. Adjnt.	2		Hunt	3	Paul Murphy
JdA	Jean d'Aubergine	9+38	OK	OK	Colonel	4A	3	Carole	BG	3	Paul Robbins
TPN	Thibault Pinot-Noir	9+35	OK	OK	Major	CPC	5	Angelina	BG	3	Tim Rattray
BLC	Botte Le Chimiste	8+33	OK	OK	Major	GDMD/Drgn Brigade Maj.	2		BG	4	Tym Norris
EIF	Elroi le Flingue	8+33	OK	OK	Major	GDMD/GDMD Regt. Adjnt.	6	May	F&P	4	Daniel Racke
HF	Hugo Furst	8+30	OK	OK	Lt.Colonel	13F	5	Violet	BG	2	Graeme Morris
TB	Thierry Boule	7+37	OK	OK	Captain	CPC	4	Belle	F&P	6	John Cooke
AA	Armand Alsace	6	16	OK	Colonel	53F	8		F&P	4	Sebastian Emde
PPuf	Percival Puffington	6	F	OK	B.Bdr-General	PM	4		F&P	5	Tony Taylor
GdA	Grenville d'Arkrite	6+36	Poor	Poor	Captain	GDMD	4		F&P	5	Gerry Sutcliffe
FdB	Francois de Blanchefort	6+28	Poor	Poor	Captain	CPC	3		F&P	4	Peter Farrell
OLS	Octo Lucretius Souris	5	13	Poor	Subaltern	CPC	5		F&P	5	Olaf Schmidt
JPLM	Jean-Paul LeMon	5	RIP								Terry Crook
ID	Ian Dediette	5+16	Poor				2		RP	2	Nik Luker
AH	Arent Hayes	5+15	Poor		Subaltern	CPC	4			3	Mark Cowper
CPL	Charles PiedLuminaire	3+30	Poor				5			3	Nick Tyrrell
JD	Jon Dicehateme	3+10	Poor		Subaltern	4A/BdGen's Aide (LSD)	6			1	Steven Malecek
GdBm	Gaston de Boum	2-	0	Poor	Captain	Gscn	3			5	Ray Vahey
X1		2	Ret								Mike Clibborn-Dyer

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+