

That would be enough

This has been issue 170 of *To Win Just Once*, published 15th December 2016. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2016

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by Friday, 30th Dec 2016.

Orders for *LPBS*, votes and definitions for Fictionary Dictionary and all other contributions to Pevans by Friday, 6th January 2017.

(First deadlines for 2017: 3rd/10th Feb, 10th/17th March)

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 – the latest game has just started. Who's up for the next one? Working map and rules provided.

Star Trader – There's room for 1-2 more players in the current game (David Buchholz and Jason Fazackarley are waiting for the next one). Rules provided.

Online games

A Few Acres of Snow (at yucata.de): Pevans

Agricola (at www.boiteajeux.net): Pevans, Alex Everard

Castles of Burgundy (at www.yucata.de): Pevans

Concordia (at www.boiteajeux.net): Pevans

Keyflower (at www.boardgamearena.com): Pevans, Brad Martin

Puerto Rico (at www.boardgamearena.com): Pevans, Brad Martin, Al Tabor

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

Vinci (at www.yucata.de): Pevans

Credits

To Win Just Once issue 170 was written and edited by Pevans. The *LPBS* masthead (page 24) is by Lee Brimmicombe-Wood, as are the illustrations on pages 20, 25 and 28. The drawing on page 27 is by Tim Wiseman and the one on page 30 by Nik Luker. Game and book artwork is courtesy of the publisher. Photos were taken by Pevans (except where noted), who played with Photoshop.

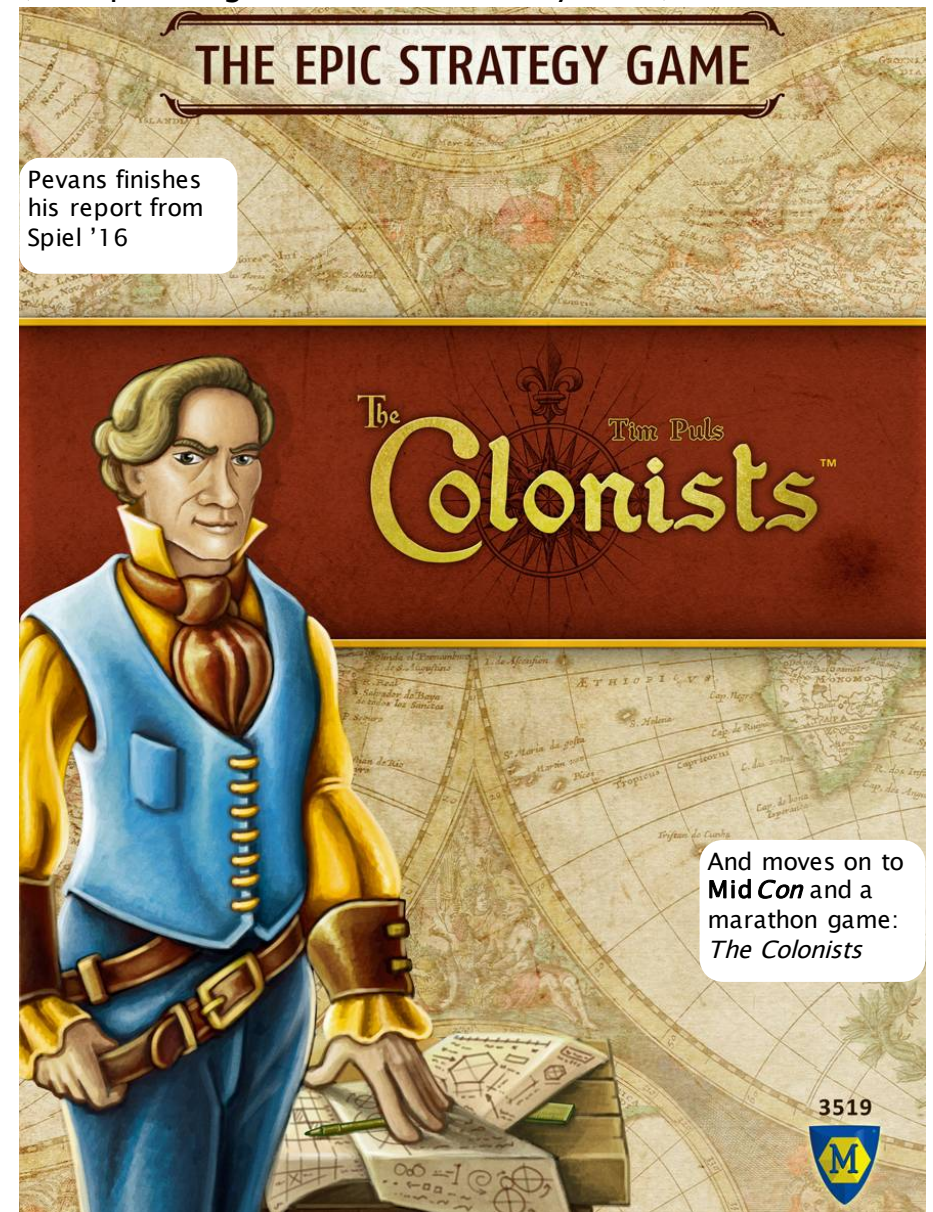
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Issue 170: December 2016
(LPBS 301: March 1669)

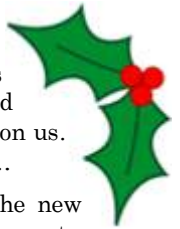
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Chatter



First off, let me wish all my readers a Merry Christmas and a Happy New Year. I expect to be visiting family and friends through the festive season and then 2017 will be upon us.

Can it be more surprising than 2016? I shouldn't tempt fate...

Well, well, well. Last issue I wondered why one wing of the new sheltered accommodation at the end of the road is called Lancaster House and the other Lysander House. I would have gone with Lancaster and York, of course. It took my father to spot the obvious: they're both British military aircraft from World War 2. D'oh! Why didn't I spot that? Particularly as I built both Airfix models in my teens. I suspect it also hints at the likely age of the building's inhabitants.

I have again picked up a copy of Frosted Games' board games Advent Calendar. I got the full size version, which is a huge box with 24 slots in the front. As I did last year, I'm having fun opening a slot each day to reveal a mini-expansion for a recent game. Frosted also do a compact version with the expansions packed into a small box. While this may be more viable as a retail product (especially for mail order), I think it misses the point. The size of the box is part of the appeal: you can't ignore it and it makes a real focal point in the run up to Christmas.

Beer at Christmas

I've also made a start on my box of Christmas ales. First up was Advent Ale from the Hog's Back brewery. At 4.5% alcohol-by-volume, it was at the low end of the selection. It's a nice dark beer with a hint of chocolate in the nose. When I tasted it, my first thought was "toffee... dark toffee". However, the toffee – and the alcohol – was all I got from it, which was rather disappointing.

Second up was Stroud Brewery's "Ding Dong" mulled porter. This is a bottle-conditioned "ruby porter", also at 4.5% and a rich, dark reddish-brown in colour. There was a really spicy nose once it was in the glass that continued into the taste. After a few sips, I realised that I was getting a strong flavour of ginger. The label just mentions that it contains "spices" without being specific, though it also mentions "orange peel". There's an underlying richness from the dark malt and some bite from the hops, but these were overwhelmed by the ginger as far as I was concerned.

By way of contrast, on a recent evening out I tried Malt the Brewery's Dark Ale (3.9%). This is, of course, another dark beer. There's a definite smell of chocolate in the aroma from the glass. To drink, it's velvety, somewhere between a stout and a porter. There's definitely a touch of chocolate and plenty of malt and hops. It's available in bottles as well, so I may have to look it up.

New *En Garde!* games

Tony Hinton-West (of this parish – currently Jean Ettonique in *LPBS*) has set up an online variant *En Garde!* game called “Black Sails”. This is a development of the late lamented “Briny”, shifting the setting to a piratical one. Tony’s running it on the freeforums site and has room for a few more players, so pop along and take a look at <http://blacksailsengarde.freeforums.org/>

Another variant game – in French this time – is *Une Chanson d’Encre et de Sang* (A Song of Ink and Blood, I believe). As the name suggests, this is set George R R Martin’s Westeros, some 90 years before the action of his *A Song of Ice and Fire* novels (aka *Game of Thrones*). The game’s been running for a few years on a four-week turnaround and is well worth a look if your French is up to it: <http://www.lagardedenuit.com/forums/> and scroll down to find the CES forums.

The latest to come to my attention is “Londinium, Britannia”, which merges *Pendragon* and *En Garde!* to give a game of social climbing in the Romano-British kingdom of Uther Pendragon. The idea of *En Garde!* in an Arthurian setting does appeal to me, so I shall be interested to see what GM James Waters makes of it. The game’s being run on roll20.net (“Find a group” and use the keyword “engarde”) and has room for new players.

TWJO online

The PDF edition of *TWJO* 169 was downloaded 194 times in November. The previous issue, 168, attracted a further 30 downloads, taking it to 151 in two months. *TWJO* 167 was downloaded 62 times in November, making a total of 352 downloads since publication.

My website was still attracting some referrals from these odd Russian websites, but I also noted Bing featuring – the first time I’ve noticed Microsoft’s search engine showing up in among all the Google referrals. “Memoir 44” was a popular search term in November. I wonder why?

Letters

Tim Macaire chips in with some seasonal cheer.

The only good thing about Christmas decorations going up so early in shops is that they have to take down the Halloween “Celebrations”. (Bah, humbug!)

You’d think Scrooge himself was in the room. Though I have to admit I have some sympathy with Tim’s point.

More from Spiel ’16

Pevans finishes his report from Essen

It’s been a few years since I’ve spoken to Hans van Tol, the genial main man at Dutch publisher The Game Master. He’s been busy leading teams on missions in *Countdown: Special Ops* – and looks quite intimidating dressed up as a Special Forces operative! However, this year he was in plain clothes and The Game Master has a new board game I was keen to take a look at.

Rhodes is subtitled “a light strategic board game” and that’s a reasonable way of summing it up. It’s nominally set on the island of Rhodes in ancient times, as the cover art makes clear (look, there’s the Colossus!). Players are farmers and traders on the island where business centres on the port in Rhodes town. Each round they get two actions, taken one at a time, and must then decide where they want to be in turn order next round. This is a clever little mechanism on its own: if they really want to be first, players have to pay. However, if they’re short of resources, they can gain a few by settling for last place.

Players start with a farm tile and a few ships. They can expand this with additional farmland and building tiles. Land tiles produce goods – production itself is a neat mechanism that provides tactical options – and have limited



Rhodes display on The Game Master’s stand. There’s a lot going on...

storage. Buildings provide bonuses (extra production, say) and other options (swapping types of goods, for example). Players can load their goods onto ships which – along with Egyptian (ie neutral) ships – line up through the 'harbour'.

Goods on ships can be bought by players to go into their warehouses in the city. Or, if a ship reaches the end of the harbour (with its contents getting cheaper all the way), the goods go into the player's warehouse for free. There is thus a dual incentive for shipping goods into the harbour: for the cash if someone else buys them or for the goods if they're not bought.

Goods in warehouses can be used to complete contracts (called 'assignments' in the rules) to bring in cash and, of course, victory points. While there are other ways of getting points, the contracts seem to be the major source. They also control the length of the game: it finishes at the end of the round when the contracts have run out. Players' remaining goods and cash are worth a few more points and the most points wins.

Rhodes is an entertaining lightweight game that offers players some interesting decisions and tactical options. Having played it once, I give it a provisional 7/10 on my highly subjective scale and expect to be playing it again. You can find The Game Master at www.thegamemaster.nl

British publisher YAY Games is best known for the rather gruesome *Frankenstein's Bodies*. However, this year they had an abstract game to show us. *Ominoos* uses dice with Egyptian hieroglyphs on the faces. Four of these are the players' symbols, with the aim being to score points by getting a line of four or more of your symbol on the board. First to a specific number of points wins.



Ominoos in play

It's the way the game works that makes it interesting. In their turn, players pick up a die and roll it. Before they place it on the board, however, they first move a matching die. This gives them plenty of scope for wrecking their opponents' plans as well as trying to score. Add in the special actions provided by the other two sides of the dice (one moves and the other re-rolls any die) and you've got something quite challenging and surprisingly interactive.

Ominoos is still quite light, though, and not really my kind of game. I give it a provisional

6/10 on my highly subjective scale. It's another one I'll play if someone else brings it along. For more on YAY Games, see www.yaygames.uk

I don't have to go far to see what StrataMax are up to, as the guys stay in the same hotel as me. What took me by surprise was that they had produced a slew of little card games this year. The first of these was a proper, boxed version of *Airborne Commander*. Designed by Aaron Lauster, this is a solitaire card game of D-Day paratroops. I have a copy of the (limited) initial release and really struggle with it: I just can't win! If you want a tough challenge, take it on. I give it 6/10 on my highly subjective scale.

The most surprising StrataMax game was *Princesses and Unicorns*, designed by Aaron and main man Max Michael. This is a quick-playing bidding game with players trying to win crowns, gowns and frogs – things no self-respecting princess should be without! *Sheepdogs* is also designed by Aaron and Max. It's a trick-taking game with four 'suits' of different sheep – amusingly illustrated – with sheepdogs as trump cards and wolves as hazards, changing who wins the trick.

The game I played, however, is *Bavarian Holiday*, taking on Max in a two-player game. This is a push-your-luck game of dice rolling around the theme of drinking German beer. What's not to like? Players start with a sheet on which they will cross off what they've rolled/drank: pils, altbier and weizen. Each of these beers is represented by different coloured dice and players have a free choice as to which dice to roll.

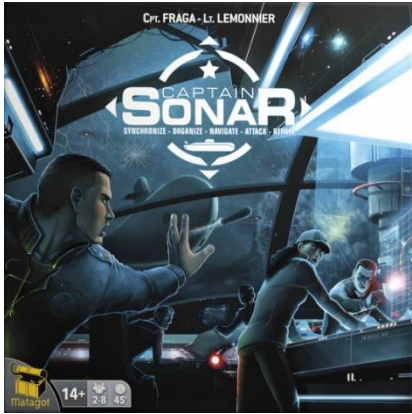
The tricky part is rolling numbers you haven't already crossed off, otherwise you commit the cardinal crime of spilling your beer. Spill too many beers and you're out. Or you can quit while you're ahead – the first player to call it a day and head home gets a bonus (buying flowers for their spouse!). The way out when things get tricky is to eat a pretzel, though there's a limited number of these, too.

I found *Bavarian Holiday* good fun – even though Max drank me under the table. Nearing the limit of spilled drinks, I went home with the bunch of flowers, but Max carried on drinking and somehow crossed off everything on his sheet! It is enhanced by the little wooden



I'm running out of beer to spill: time to cut and run? Or roll the dice one more time?

pieces used to illustrate aspects of the game – yes, there's a little bunch of flowers piece. I give it a provisional 7/10 on my highly subjective scale. You can find StrataMax online at www.stratamaxgames.com



I had spotted the screens set up at the Matagot stand for their large-scale demo game of *Captain Sonar* and was pleased when Richard Dewsbery produced a copy to play back at the hotel on Saturday evening. This game is a submarine battle for two teams. Up to four players are in each submarine's crew and have specific roles, each with their own board to mark their progress on. Screens down the middle of table block sight of what the other team is up to.

The Captain is in charge, of course. They plot the submarine's course and give orders to the others. The Signals operator

listens to what the opposition is doing and tries to work out their position for the Captain. The Mate (First officer, surely?) prepares equipment, including torpedoes, sonar and silent running. However, each of these takes several turns to get ready. The cost of doing things is that the Engineer must cross off a system on his schematic of the sub every turn, depending on what the Captain orders. If a specific set of systems is crossed off, they will self-repair. However, if anything is offline, that equipment can't be used.

The immediate appeal of the game is obvious: "Launch torpedoes!" "Dive, dive dive!" Not to mention klaxon noises. Having got that out of my system, there is a serious, challenging game here. The players really do need to work as a team. Otherwise, as my group demonstrated, you can be sunk by failing systems on your own boat! (We lost one system, were hit by a torpedo and then finished ourselves off, having got the enemy's position completely wrong.)

We played *Captain Sonar* as a learning game, with each team taking turns. Once players know what they're doing, the game is played in real time, which adds another layer of difficulty. I suspect it will need an umpire if people are playing seriously. It was also great fun and I hope to have another go at MidCon. For the time being it gets a provisional 9/10 on my highly subjective scale. www.matagot.com is the Matagot website.

That covers the games I got to play at Spiel this year. I'll put the full report on my website in due course and add it to as I get the chance. My thanks to Friedhelm Merz Verlag for another terrific Spiel: next year's event is 26th-29th October at the usual venue. For more (in English), see www.merz-verlag-en.com

Strolling to Derby

Pevans reports from MidCon

One of my complaints about *MidCon* moving to Derby has been that it removes my easy option for travel. This was a five minute stroll to my local Chiltern Lines station, a gentle ride to Birmingham Snow Hill station and a five minute stroll down the hill to the hotel. Then it occurred to me that I was missing a trick. This year my journey was as above, but to Birmingham Moor Street station. A five minute stroll took me to New Street station for a further 30 minute ride to Derby where the hotel is just across the road. Why didn't I think of this before? It takes slightly longer than getting the Tube into London and a train from St Pancras, but is much more relaxed!

Arriving at lunchtime on Friday, I was able to check in to the hotel immediately. My room turned out to be conveniently just up the staircase between the two main gaming rooms. Coming down again, I bumped into Steve Jones, an old sparring partner (in the *TWJO* online *Brass* games most recently), and he invited me into a game of *Nippon*, joining Tony and Chooi. I have played this once before, but can't remember whether I mentioned it in *TWJO*. It's a highly complex game designed by Nuno Bizarro Sentieiro and Paulo Soledade and published by What's Your Game? in Italy.

The theme of *Nippon* is the industrialisation of Japan. The board shows the main islands of Japan, divided into provinces, plus various tracks and tables, and players each have their own board. The players represent *zaibatsu*, the



Round 3 of our *Nippon* game: you can see the workers on the table of actions at the top, with the next arrivals queuing up on the left. I (red) have a slight lead...

conglomerates that dominated early Japanese industry, and it's clear that a significant action is building factories. Fuelled by coal, these produce goods – for delivery within Japan to gain influence in the provinces (and bonuses) or for export to fulfil contracts.

However, building factories is only one thing. Players can also invest in steamships and railways, build coal mines to improve their coal income, increase their knowledge, enabling them to enter new industries, and more. At the heart of the game is the clever mechanism for taking actions. These are shown on the board and each is randomly populated with coloured pawns (meeples, of course). To take an action, a player removes a pawn – yes, this is a worker-removal game!

The removed workers go onto spaces on the player's board. At some point, they will decide to 'consolidate', at which point they have to pay for the workers they've taken. The cost depends on the number of different colours of workers they have. This adds some clever tactical elements to choosing what worker to take. It's not enough just to get the action you want, is it worth doing if it adds another colour to your set of workers? And can you take a colour that will reduce another player's options?

Decisions, decisions: the game is full of them. What this gives players is lots of different ways to play the game. For example, I chose to ignore ships and trains and concentrated on building up my industrial base, gaining influence in most of the provinces. This proved to be just enough to give me the win – just two points ahead of Steve. An excellent start to the weekend's games. *Nippon* gets a definite 8/10 on my highly subjective scale. What's Your Game? can be found at www.whatsyourgame.eu

As the others headed off for an early dinner, I met up with Chris Dearlove, who taught me *Colony*. This gets a provisional 6/10 on my highly subjective scale and I shall look for an opportunity to play it again. Publisher Bézier Games can be found at beziergames.com.

One of the delights of *MidCon*'s location in Derby is the number of decent restaurants that are just a short walk from the hotel. Chris and I went for an excellent curry before returning for more games.

My regular convention companion Pete Card joined Chris and me to play *Railroad Revolution*. (I don't see as much of Pete at *MidCon* as at other conventions as he's part of t'committee and thus has other duties that keep him away from the games playing.) This is another very involved game from What's Your Game? (one of this year's crop) and was designed by Marco Canetta and Stefania Niccolini.

The main board shows some major cities across the US of A and one of the things players will do is construct railroad lines across the country, starting in the Eastern cities. Each player has their own board on which their railroad and



Railroad Revolution in play at an early stage.

building pieces start, but whose main purpose is to show the actions available to them. This is another game that elaborates on the idea of placing a pawn to take an action. In spades.

The most obvious actions are to extend your railroad, by placing markers between cities, or to build a station, by placing a building in a city. A player chooses to do this by putting one of their workers on the appropriate box on their board. However, there is a subsidiary part to each action, which depends on the colour of the worker placed. Thus using an orange worker to place railroads gives the player some cash back, while using a turquoise one gets them an extra placement. Players only start with white workers...

Thus part of what players need to do is gain different colours of worker and then use the bonuses they provide effectively. On top of this, there are trains to buy, 'milestones' to achieve and 'telegraph offices' to build. There are bonuses and extras associated with most things players do, providing an awful lot of tactical considerations. The game wraps up once one player has placed all their wooden pieces and players tot up their scores.

I thoroughly enjoyed my first acquaintance with *Railroad Revolution*, despite its complexity – it's a game you probably need to play a couple of times just to understand all the possible options and identify strategies. My initial conclusion is that the key to the game is choosing what to score for. And then doing this better than the other players can manage with their choices. It gets a provisional 8/10 on my highly subjective scale and sent me happily to bed.

I approached breakfast on Saturday morning with some trepidation. The hotel has a relatively small restaurant area, which is where they serve breakfast, and it has been chaos in previous years. Not this time, however. The staff marshalled everybody briskly in and out and were prompt to serve coffee and to clear and relay the tables. It was busy, but efficient, so full marks to the hotel.

Arriving in the main games room, I found Richard Dewsbery setting up *The Colonists* with Chris and was very pleased to join them. Designed by Tim Puls, *The Colonists* is published by Lookout (in German – as *Die Kolonisten*) and Mayfair (in English). It's subtitled "The Epic Strategy Game" and it really is a monster. Having looked at it at Spiel the month before, I'd concluded that a convention was probably the only time I'd get to play it.

The playing area is made up of hexagonal tiles, each representing a different place, with a couple of larger tiles, the markets. Players have one pawn ('Steward') which they move around the tiles, making use of the place they end up on. As the playing area expands with the addition of more tiles, the markets are the saving grace as stewards can always hop direct to a market. Players also have their own board, which is where they store goods and add their own buildings (rectangular tiles). Crucially, space is limited and players need to be able to house all their workers.

The Colonists is divided into four eras and players can start with any era and play as many – or as few as they want. We decided to start with Era I and play through to Era II at least, deciding at the beginning of each Era whether to continue with the next one afterwards. (The idea was that this would give us the opportunity to play for the end of the game.)

Each Era is made up of five years. There are two rounds ('half-years') in each year and each player gets three turns in a round. Thus, a full game of four eras means 120 turns for each player. Epic indeed. A turn consists of moving your pawn and taking the action provided by the place you end up on. The obvious things here are collecting resources and constructing buildings. However, you must have room to store the resources. What's more, some places use up basic resources to produce more advanced ones: turning clay into bricks, for example.

You also need to have the room for buildings, although you can replace an old building with a new one and some later buildings are upgrades to earlier ones. The earlier building is usually a pre-requisite, making it tricky to get certain buildings if you haven't built the pre-requisite. In order to use a building, players must have a worker on it. This is another limitation: players start with two workers each and, to get more, must add the appropriate buildings (which take up room...).

Just in case that's too simple, there are three types of worker. Initially, players start with two green meeples ('Farmers') each. With Era II, yellow meeples ('Citizens') become available (by getting an appropriate building) and some



My board towards the end of *The Colonists*, storage on the right. Note the unemployed Farmers and Merchants lying down.

buildings require citizens to operate. The down side is that, while Farmers feed themselves, Citizens must be provided with food at the end of the year. Era III introduces red meeples ('Merchants') in the same way. However, merchants not only need feeding, they require clothes too!

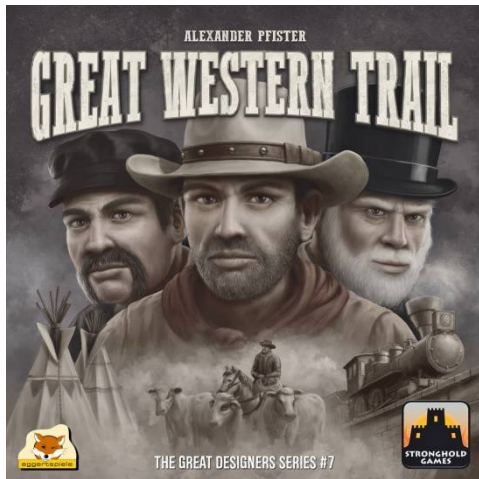
The way the game works, you really need to play Era III to get much use from Citizens and Era IV to use your Merchants. That's because you need to be able to get the buildings that produce these – and they may not appear at the start of the Era – before you can do anything with the buildings that use these workers. The goal of all this activity is to have the most money at the end of the game, with buildings and employed workers having a value to add to any cash.

We were enjoying ourselves so much that we continued for the full four Eras, finishing the game some eight hours after we started. Definitely an epic! As Chris and Richard had both played before, I didn't expect to be much competition for them. What I didn't expect was that there would be just six points between the two of them (Chris came in ahead of Richard). I am impressed that *The Colonists* kept my attention and involvement for the whole time. There are decisions to make every turn, the tactical options balanced by strategic considerations, and the game keeps changing as new places and buildings become available. It gets a provisional 9/10 on my highly subjective scale and I shall look for an opportunity

to play it again. For more information, see Mayfair's website at mayfairgames.com.

From a monster of a game to a quick-playing civilisation development game. Yes, I got my copy of *The Flow of History* onto the table – though both Chris and Richard had played the game before. I covered this in the first part of my Spiel report (in *TWJO* 169), so I won't go into detail. It did let me get my revenge on the other two, though!

Chris and I went to dinner at the sort-of-Italian restaurant across the road. (It definitely has an Italian flavour, but one of their specialities is kebabs. Go figure.) On returning, Chris introduced me to *Great Western Trail*. This is one of the games I wanted to try at Spiel, but didn't get close to. Designed by Alexander Pfister, it's published by eggertspiele (in Germany) and Stronghold Games (in the US) and is another seriously complex game.



The eponymous trail zig-zags across the board, ending in Kansas City (yee-haa!). Essentially, it consists of spaces onto which players can place their buildings – the game starts with some neutral buildings in situ. A player's turn consists of moving their cowboy meeple along the chain of buildings and taking the actions of the one they end up on. As you'd expect, one of these actions is adding a building to the board.

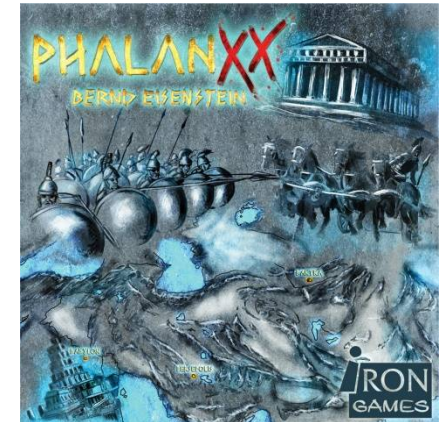
Players also have a deck of cow cards, which is manipulated *Dominion*-style. Cows in hand are needed for some actions – and one

action is buying more cows, of course. On top of this, players can hire cowboys, to help buy cows, craftsmen, to help construct buildings, and engineers, to help move your train. Each player has a train piece on the track running round two sides of the board (from Kansa City) and moving this reduces the cost of selling your cows and provides other bonuses.

When a player arrives at Kansas City, they do several things, including generating income from their current hand of cows. There's thus a tactical consideration in the turns before arriving at KC to maximise the value of your hand. In particular, arriving at KC makes more cowboys, craftsmen and engineers available and this is the mechanism that will bring the game to an end. Once the game is over, players score points for all sorts of things – buildings, how far their train's got, their cows and so on.

Great Western Trail was another game I thoroughly enjoyed. On top of all the tactical decision making, it clearly provides different strategic options. I look forward to playing it again and give it a provisional 8/10 on my highly subjective scale. That finished off my Saturday, though. Eggertspiele can be found online at www.eggertspiele.de.

Sunday morning saw me meet Pete over breakfast, after which we set up my copy of *Phalanxx* – the latest from Bernd Eisenstein and Irongames. We were joined by several others, giving the game a good workout. Set in Alexander the Great's empire, the game has wargame overtones and is driven by a clever dice mechanism. Other significant components are the board, showing cities and oases across the Middle East that are worth points, and the cards that represent troops, leaders and equipment.



At the start of their turn, players can buy one of the available cards. Then they roll the three dice passed to them by the previous player and match them with the three dice already in front of them to power their actions. Generally, you want the new die to be a higher value than the existing one. However, in order to play a card, you need to meet the card's requirements with your existing dice and this requires high values.

Apart from playing a card, you can also deploy troops onto the board, aiming to get control of the points-scoring oases and cities. This may involve a fight with the player already occupying the area. It's pretty simple – higher strength wins. Or you can replace one of your existing dice with a new one or swap one with another player's die **of the same value**. The reason this is important is that dice come in different colours and some cards require specific colours. This is a clever mechanism that I struggled to get to grips with.

The game progresses fairly predictably until the last couple of turns. When the "Heroism" card is revealed, the game enters its final stage and now battles are won by the player with the higher number of Leader and Equipment cards. This radically changes the balance of power, particularly if you're not prepared for it. We weren't! Players' strengths still count towards their final score, so it's still worth having.

I really need to play *Phalanxx* again now I have a better understanding of the rules. For the time being, I give it a provisional 7/10 on my highly subjective scale. Irongames is online at www.irongames.de.

Pete then brought out his copy of *Scythe* (designed by Jamey Stegmaier and published by Stonemaier Games). I'd played this once before and was pleased to get a second opportunity. *Scythe* gets 8/10 on my highly subjective scale and I'm looking for the chance to play again. You'll find Stonemaier online at stonemaiergames.com.

That brought this year's **MidCon** to an end for me. A thoroughly entertaining weekend's gaming with old – and new – friends and plenty of real ale (organised by t'committee as the hotel doesn't normally sell it). The journey home was uneventful, though rather slower than getting there (well, that's Sunday for you). I look forward to next year's event, which I expect to be the second weekend in November – the perfect opportunity to try some of the new games launched at Spiel the month before. Thanks to Jeremy Tullett and the rest of the committee for another terrific weekend.

Games Events

There doesn't seem to be anything on in December, but Winter Stabcon is the first weekend in January. That's 6th-8th January 2017 at the Britannia Hotel in Stockport. It's a few years since I've been, but I always enjoyed Stabcon with its mix of board game, role-playing and other games. It's an informal event, largely open gaming with a few pre-arranged events – and more organised on the fly by those attending. For more information see groups.yahoo.com/stabconinfo or email bookings (at) stabcon.org.uk.

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (a few minutes' walk from London Bridge station). For more info, see www.pevans.co.uk/Swiggers

Games Games Games Days: from noon(-ish) on the second Saturday of most months at the Allsop Arms (137 Gloucester Place, London NW1 5AL). The pub has an extensive menu as well as good beer and is convenient for Baker Street and Marylebone stations and a short walk from Bond Street Tube station.

UK Games Expo: 2nd-4th June 2017 at the NEC (Hall 1 and Hilton Metropole). This is a public event that showcases games of all sorts with a huge trade hall plus demonstration and participation games and guests. For gamers there are lots of tournaments and open gaming. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 26th-29th October 2017, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: November 2017 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See www.midcon.org.uk.

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

Online Games

TWJO readers are welcome to join in the various online board games we're playing. Let me know what games you'd like to play and I'll add you in.

Game 42 of *Brass* (at brass.orderofthehammer.com) was won by our ringer, 'jackrhs', with 156 points. Steve came in second on 138 with me on 122 and Mike scoring 108 points. Game 43 is well under way and more players are welcome for the next game.

I've discovered that I'm really not very good at *Castles of Burgundy* or *Stone Age*, much as I enjoy both. If you fancy winning, join me at yucata.de (for either), BoardGameArena.com (*Stone Age*) or BoiteAJeux.net (*Castles*).

The big news, as far as I'm concerned, is that I've finally won a game of *Keyflower*. Well, it's certainly the first online (at BoardGameArena.com) game I've won and, I think, the first time I've won any game of *Keyflower*. If you'd like to join in, let me have your ID at BGA and I'll invite you into a game.

boardgaming-online.com has an implementation of the new edition of *Through the Ages*. I'm discovering that it's just as tricky as the original! Al Tabor and I are fans – anyone like to join us?

Subscribing to *TWJO*

TWJO is published on paper and online at www.pevans.co.uk/TWJO (as a PDF document). You can buy or subscribe online or as below.

If you want to play in any (or all) of the games in *TWJO*, you have two options. You can subscribe to the paper edition, which includes playing in the games. Or you can take the PDF edition and pay the "games only" subscription.

The table on the right shows the costs for the paper edition, including postage.

Paper edition	UK	Europe	World
10-issue (1 year) subscription	£27.00	£45.00	£55.00

The second table on the right shows the games only subscription (including VAT, where applicable).

Games only	UK & EU	Else-where
10-turn (1 year) subscription	£6.00	£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. You can pay by bank transfer (contact me for the company's bank account details), by UK cheque (payable to Margam Evans Ltd) or by PayPal to TWJO@pevans.co.uk. You can subscribe online at www.pevans.co.uk/TWJO, where you can pay by credit card (via Paypal or Amazon) or Paypal account.

Fictionary Dictionary

Chris Baylis provides an additional definition, for the two round 5 words together: "The original name of the Spielberg film Indunna & Jonnock & the Lost Word." No, I don't know what he's on either.

Top scorers in this round are Colin Bruce and Alex Everard, bringing Colin up to joint second with Bill Hay as Nik Luker fails to score. Andy Kendall maintains his lead, though, as Chris Baylis and Pam Udowiczenko join the fray.

Round 4 Scores

Name	This round	Total
Chris Baylis	2	2
Colin Bruce	5	11
Mike Dommett	0	6
Alex Everard	5	9
William Hay	2	11
Andrew Kendall	3	16
Nik Luker	0	10
Tim Macaire	0	3
Graeme Morris	4	6
Rob Pinkerton	0	1
Pam Udowiczenko	3	3
Bruce Whitehill	0	5

Round 5 definitions

The proposals are below. All you have to do is let me know your favourite definition for each word.

Induna

1 A Hindu atheist.

2 A greeting spoken from a Fremen of Arrakis to another close family member.

3 This is the indigenous word for Indiana folk born and bred there. Examples: People from Toronto say "Tronta", people from Miami say

"M'ami" and people from Indiana say "Induna".

4 Mumbai streetmarket knock-off of Marks & Spencers PerUna range. Theresa May picked up something saucy while she was there.

5 Baby-sitter from the sub-continent.

6 Shade of brown used to convey rundown Rust Belt USA.

7 Someone who lives on a beach.

8 Indiana Jones's daughter's pet name, used by all her relatives. "Induna is just like her dad, heading out for adventure every morning," said her grandfather.

9 A voter in the US state of Indiana who is unable to answer when asked by pollsters which presidential candidate they prefer.

Jonnock

1 A less talented Fox hunter than Jorrocks.

2 An insult derived from the name of the 1980s Conservative Defence Secretary, John Nott: as in "What a Jonnock".

3 A type of Scottish tea cake, similar to a Tunnock's tea cake but with a candy coating instead of a chocolate one.

The next words are: Kainite and Levin

Send your votes (just two numbers) and/or made-up definitions to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or to TWJO@pevans.co.uk by 6th January 2017

What's this about?

This game is open to all readers and I guess most of you will have come across some variation of it. Each issue I will put up a couple of obscure (or not) words. Anybody who wants to participate writes in with a fictional definition for each word. (For example: "Geranium: a ceremonial dagger used by Aztec priests for human sacrifice.") I publish the definitions, anonymously.

All readers (not just those who contributed) vote for their favourite definitions (any vote for yourself will be ignored). Players score points for the number of people who choose their definition. (In other versions of the game, the definitions include the correct one and players get points for spotting it. However, Google and Wikipedia make this too easy, so I've left it out for this game.)

We'll run this for 10 rounds/issues. The winner will be the player with the most points at the end.

Obama (*Railway Rivals* game 12)

Game report - Turn 1

AMERICAN CENTRAL RAILWAYS took two lines of approach, while TYRANNICAL RACISM UNDER MY PRESIDENCY and CANNIS RAILWAYS headed South West to just outside Bloomington and UPTHUR CREEK RAILS paralleled them to the West.

Builds

TYRANNICAL RACISM UNDER MY PRESIDENCY (TRUMP),

Gerald Udowiczenko - Black

a)(Chicago) - R68 - Q68 - P67 - O67

b)(O67) - L65

c)(L65) - G63 - G62

Points: 20 = B20

AMERICAN CENTRAL RAILWAY

(ACR), Jonathan Palfrey - Green

a)(Chicago) - O67

b)(O67) - Kankakee (+6);

(P67) - Joliet

c)(Chicago) - V67 - Elgin (+6)

Points: 20 +6 +6 = 32

CANNIS RAILWAYS (CR), Paul

Evans - Blue

a)(Chicago) - P67 - Joliet (+6)

b)(Joliet) - M65

c)(M65) - G62

Points: 20 +6 = 26

UPTHUR CREEK RAILS (UCR),

Mike Clibborn-Dyer - Red

a)(Chicago) - S67 - R66 - R65

b)(R65) - Aurora - P63 (+6)

c)(P63) - Streator - J60 (+6)

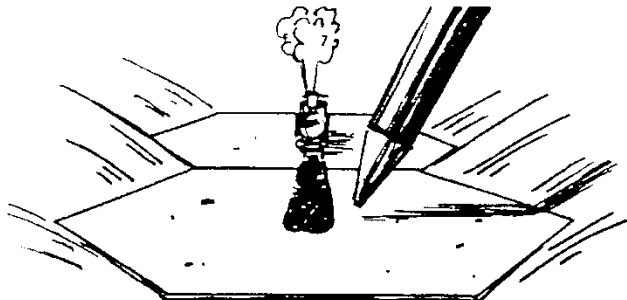
Points: 20 +12 = 32

GM Notes

Note that the deadline has gone back a week from the one previously announced to give us longer over Christmas.

Next Turn's builds: 4, 6, 5

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 30th December 2015



Trader to the Stars (*Star Trader* game 8)

Game report - Turn 9

Epsilon Eridani saw WHITE STAR LINE unable to sell Liquors at 15, but INTERSIDEREAL GREENHORNS sold 4 units on Contract. PAVONIS PIONEERS sold 12 Petroleum for 7 HTs each and became Contractors. They then sold 3 Spice for 14 HTs each.

PAVONIS PIONEERS sold 5 Isotopes on Contract at Delta Pavonis and bought 26 Petroleum for 15 HTs each. They then quickly sold 5 on Contract. Meanwhile, SWISS MERCENARY FLEET sold 10 Spice for 12 HTs apiece and were made Dealers.

Tau Ceti saw PAVONIS PIONEERS buying Isotopes on Contract, while Transuranic Trading bought 6 units at 4 HTs each and gained a Contractorship. PAVONIS then sold 8 Petroleum at 9 HTs each to finish.

Mu Herculis had INTERSIDEREAL GREENHORNS selling 5 Isotopes at 9 HTs each, followed by 8 Liquors for 16 HTs apiece to take a Dealership. PAVONIS PIONEERS bought 3 Monopoles for 13 HTs each.

The FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS tried to sell non-existent Isotopes at Beta Hydri and PAVONIS PIONEERS failed to sell Petroleum at 11 HTs as the price dropped.

WHITE STAR LINE managed to buy 2 units of Liquors at Alpha Centauri for 13 HTs each.

Finally, at Sigma Draconis, COSTA NOSTRA IMPORTERS INC sold 2 Isotopes for 2 HTs each as the price dropped. INTERSIDEREAL GREENHORNS' bid of 10 HTs to sell Petroleum was undercut by FATCATS offering 7 HTs. They sold 7 units at this price. COSTA NOSTRA IMPORTERS INC finished by selling 6 Spice for 10 HTs each and gained a Dealership and PAVONIS PIONEERS sold 5 more on Contract.

COSTA NOSTRA IMPORTERS loaded Passengers for Beta Hydri and Delta Pavonis.

The FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS sold the Lily on Planet at Mu Herculis for a reputed 130% of list price and used the proceeds to repay its loan which came due this Quarter. Many reporters were very pleased to hear the news. The captured Ma Barker landed at Sigma Draconis and took on a new A class crew and some Cargo pods - its Light Weapons and Passenger pods were sold. The Croco was equipped with Cargo pods as well. The bearded leader returned to the Federation bankers and negotiated a loan of 1,197 HTs over four Quarters. Perhaps the Leopard can change his shorts.

WHITE STAR LINES loaded Passengers for Tau Ceti, Beta Hydri and Epsilon Eridani.

SWISS MERCENARY FLEET sold the ship that managed to Hyperjump successfully for 110% of list price.

INTERSIDEREAL GREENHORNS laid down a fresh Phoenix Hull, the Kris, at Tau Ceti Shipyards. It has been equipped with Light Weapon and Cargo pods and an A grade crew and should launch next Quarter.

PAVONIS PIONEERS sold their 15 Petroleum Factories and repaid their loan.

TRANSURANIC TRADING bought a new Liquor Factory at Alpha Centauri and laid down a new Phoenix Hull there as well, the TT Europa. An A class crew has already been hired for next Quarter.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash	Re p'n	Player
C Costra Nostra II	6 5 2	13	3rd	166	26	Mark Cowper
D Fools & Horses	3 0 7	0	7th	326	40	Mike Clibborn-Dyer
E FATCAT	10 7 5	12	4th	1197	23	Jerry Elsmore
F White Star Line	2 0 7	15+1	1st	621	40	Paul Evans
G Swiss Mercenary Fleet	3 5 4	0	5th	184	40	Martin Jennings
H Intersidereal Greenhorns	10 0 7	0	8th	151	40	Mateusz Ochman
J Pavonis Pioneers	10 0 8	17	2nd	668	40	Przemek Orwat
K Transuranic Trading	10 0 5	0	6th	163	40	Bob Parkins

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

News

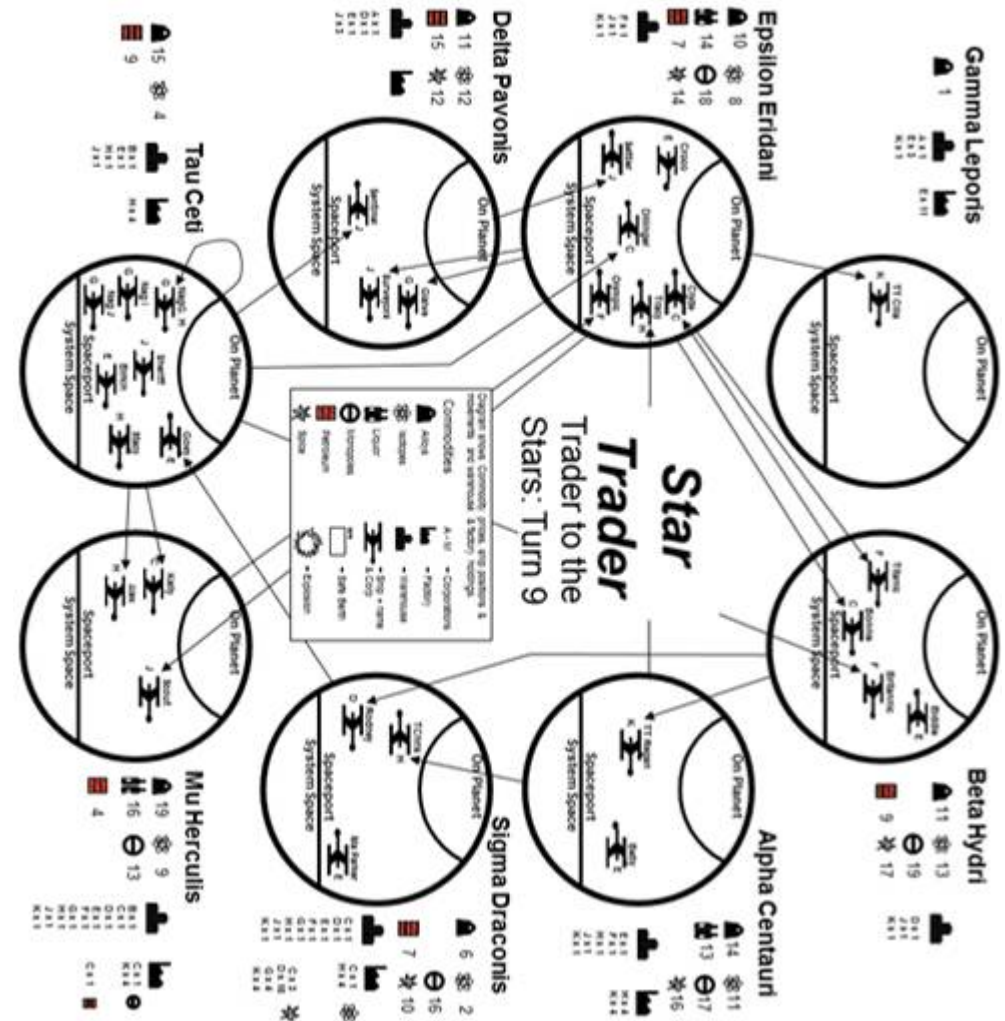
There were four new News chits this turn. The current chits (new ones in bold) are as follows.
 Turn 10C4, P5
 Turn 11B8, B4, P7, **P2**
 Turn 12C7, C5, B6, C4
 Turn 13**B8, C8**

(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

Note that the deadline has gone back a week from the one previously announced to give us longer over Christmas.

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD
 or by e-mail to mike_dommett@yahoo.co.uk
 by 30th December 2016



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

Orders for April 1669 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 6th January 2017



March 1669 (301)

Paris remains in the grip of winter: snow and ice are the order of the day and Parisians are getting fed up with it. Those of a more elevated social class find other things annoy them: members of other regiments, riff-raff upstarts and, of course, anyone looking at their girl!

Even Felix Antoine Gauchepied'er has taken against someone over a woman. Jean Tétreault-Cauchon is the object of his ire and Lois de Lô the proximate cause. As well as his faithful companion, Trissy, Gauchepied'er brings a troop of the Crown Prince Cuirassiers to the agreed meeting place "for moral support". Quite what the group of heavily made up transvestites is for is anybody's guess. He limbers up with some practice throws with his daggers, does some stretching exercises and has a quick tactics talk with some of the CPC NCOs. He does some more stretching exercises. He throws his knives again. He checks the time with Trissy. A couple more throws bring the complaint that his arm is tired. As the onlookers drift off, it becomes clear that Tétreault-Cauchon is not going to show. "I won!" crows Gauchepied'er, capering about with Trissy.

In another part of the forest (okay, the *Bois de Boulogne*), Félix Subercaseaux meets Louis Oeuf Ur Terribles to resolve their differences over Angelina. Both bring their regimental weapon: an elegant rapier for Subercaseaux and a brutal ~~meat cleaver~~ cutlass for Terribles. Given that Terribles would make four of Subercaseaux, is carrying a large blade and has the greater expertise, this is a completely one-sided fight. Terribles starts with a parry, anticipating a furious lunge. Subercaseaux sticks to an ordinary lunge and scores first blood, piercing

his opponent's arm. However, Terribles has only dropped his guard to launch his own attack. The cutlass strikes home with a noise like a butcher taking the leg off a carcass. Carcass is the apposite word as that's what Subercaseaux has become. RIP.

Wiping down his sword, Terribles moves on to his next appointment, with Charles Louis Desapear. However, Brigadier-General Desapear is indisposed and his duels (with Subercaseaux, Terribles and Xavier Four-Hollandaise) are held over. Not that he'll now have to fight Subercaseaux. Terence Cuckpowder has a doctor's note letting him off his duels completely, much to the disappointment of Jean Ettonique and Etienne Brule. The next duel is thus between Ali Vouzon and Bill de Zmerchant.

Paris is very much in favour of Zmerchant's challenge after Vouzon failed to hold his advertised party and the man himself seems resigned to his fate. Vouzon isn't as small as Subercaseaux, but he's a small man. Zmerchant isn't as big as Terribles, but he's still twice the mass of his opponent. And he's brought a two-handed sword against Vouzon's rapier. Guess which of the two is more skilled? Yes, everything's in Zmerchant's favour. Both men start with a lunge, their blades striking home at the same moment. The blunt end of the two-hander does no more than prod Vouzon, whose rapier draws the first blood. However, as Vouzon prepares a second lunge, Zmerchant continues his furious lunge. Again the two blows hit together. As Zmerchant turns with his cut the rapier is partly deflected, but does a little damage. The two-handed sword does a lot. "Urk," says Vouzon. His eyes roll up in their sockets and he crumples to the ground. RIP.



Duncan d'Eauneurts has challenged Sebastian de la Creme for his insults. Paris isn't so emphatic about this one, but Eauneurts is granted cause. He turns up with his sabre and Creme brings his own. The two men look well matched, so there's every prospect of a decent fight. Except that Creme is not happy with the whole idea. Having crossed blades with Eauneurts, he sticks his sword into the ground, puts his hands on the hilt and waits to be struck. Eauneurts lunges with his sabre, causing a light wound, Creme surrenders and that's that.

With ice and lemon

As news of the recent deaths gathers speed through Paris's arteries of gossip, the Minister of State takes his place in the courtroom to consider the case of Jean Ettonique. The Commissioner of Public Safety, Terence Cuckpowder, is in a

wheelchair, an attractive brunette in attendance, and offers no evidence. It has all been, apparently, “a case of mistaken identity”. Cuckpowder continues, “The evidence laid against this officer has proved to be false. Unless the Minister of State has anything to say I request he be allowed to walk free.”

Minister of State le Sang is clearly nonplussed. He considers this statement for a while, referring to his notes, and then begins to speak.

“Destiny is a funny thing. Not five years ago, in November of 1664, I was the young officer on trial for his life in this court and now here I sit in judgement. Back then, while charges were levelled of treason, my true offense was pursuing the hand of a fair lady who was also being pursued by the then Minister of State, Count d’Or. Not content with giving me two sword thrusts through the body, he had me brought before him on trumped up charges and besmirched my good name by perverting His Majesty’s justice to settle his personal scores.” Looking thoughtful, le Sang muses aloud, “I wonder in exactly which circle of Hell he currently resides?”

Shaking off his moment of reverie, he returns to the matter at hand. “So can you see, Commissioner Cuckpowder, why I am less than enthused at your using the King’s Justice to try to harm your romantic rival? Levelling charges for base personal motives calls the impartiality of His Majesty’s officials into question and, by extension, reflects poorly on the King himself. Perhaps my immediate predecessor as His Majesty’s First Minister had a different view of such matters, but my personal experience has taught me of the importance of having the highest standards in such cases. So let me make those standards crystal clear to you and everyone else in this courtroom and kingdom.”

He turns to the accused, who has been listening as the Minister of State dressed down his accuser and rival. “Major Jean Ettonique, I find you absolutely innocent of the charge. I extend to you my personal apology and that of His Majesty’s government that you were ever charged with a crime for such a clearly petty and personal reason. Take up your sword, sir, and continue to wield it with honour in the defence of His Majesty and France.” He slams down the gavel and cries, “Case dismissed with prejudice. Court is adjourned.”

Still no dunkin’

There is almost a stand-off over the Minister of State’s latest appointment to his cabinet. Earl le Sang asks a rather sore Sebastian de la Crème to be a Minister without Portfolio, “if he first resigns as Brigadier of Heavy Brigade”. For his part, Crème is happy to resign as Brigadier once he’s been appointed a Minister. After a little to and fro, the matter is settled and Crème takes up his new role. This brings him welcome elevation with a Knighthood.

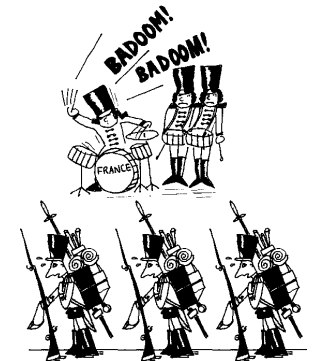
There still remains one gap in the cabinet, however, as Minister le Sang maintains a vacancy for Minister of Justice. Nor can he make his preferred

nominee, Duncan d’Eauneurts, Commissioner of Public Safety as Terence Cuckpowder soldiers on to the end of his term.

In the military sphere, Cavalry Division commander Uther Xavier-Beauregard names Gaston le Somme as the Division’s Adjutant. Once it’s clear that he can’t get this position with First Division (it’s occupied at the moment), Lt-Colonel le Somme says yes. Lieutenant-General Sebastian Adis II asks Louis Oeuf Ur Terribles to be his Aide, an appointment the young Captain is pleased to accept. Just one snag: Adis already has an Aide.

There’s some neatly choreographed movement in the Second Foot Brigade. First off, Brigadier Bernard de Lur-Saluces has asked his current Brigade Major (some non-entity) to step aside. He brings a bit of influence to bear and makes sure of it. 13th Fusilier Captain Le Poutine Noir has cash to burn, even after repaying the Shylocks, and buys a Majority. Brigadier-General Lur-Saluces then appoints Major Noir to fill the sudden vacancy in his staff.

It seems the commander of the Royal Foot Guards, Brigadier-General Amant d’Au, has had enough of Paris for the time being. He orders his regiment into action, rousting his men – including Lt-Colonel Jean Jeanie and Major Beau Reese Jean Seine – out of their warm lodgings and taking them off to the frontier. Their companions on the road comprise the first battalion of the Cardinal’s Guard, Lt-Colonel Alan de Frocked at their head. Not to be outdone, Lt-General Richard Shapmes volunteers to command a battalion of the Royal North Highlanders, while Jean Ettonique is off to join a Frontier regiment.

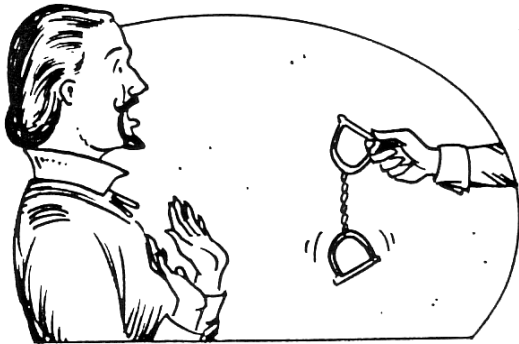


There is no try

March’s social whirl starts in the Fleur de Lys – where else? Baron Etienne Brule is hosting a party! However, he has only invited Parisians of a certain standing in society. Maurice Essai Deux must realise that he has not yet achieved this, but he turns up anyway and is duly refused entry. This does not trouble our host; Etienne greets his guests with equanimity and Belle Epoque on his arm. First on the roll of guests (in alphabetical order) is Duncan d’Eauneurts, attending without an escort. Frele d’Acier, second in command of Etienne’s regiment, is next and is accompanied by Freda de Ath. Gaz Moutarde arrives with Anne Tique on his arm. Thomasina Tancenjin accompanies Jacques As. Sebastian Adis II brings Marie Antoinette with him. Sebastian de la Crème escorts Di Lemmere. Finally, Was Nae Me arrives with Vera Cruz.

Further down the social scale, Xavier Money welcomes “Gentlemen of Paris” to Bothwell’s to celebrate “Jiff Lemon Day”. Xavier explains the celebration thus:

“Monsieur Jiff was the man who first squirted lemon juice and scattered sugar over crêpes. (Madame Jiff must have been apoplectic at this cavalier assault on her cooking, but one taste would have won her over.)” His guests are struck by the sight, as they enter, of a large china model of a lemon as the centre-piece on the banqueting table. Annibal Lechiffre is first on the list, bringing Violet Bott for a taste of lemon. Claude Talon escorts Anna Rexique. Henri Dubois is unaccompanied (a visit to the Bawdyhouses will follow). Jean Tétreault-Cauchon is accompanied by Lois de Lô. Louis Oeuf Ur Terribles completes the set and is particularly welcomed by Xavier, who treats him like a dear friend. The company is served pancakes with sugar to scatter on top and lemons to squeeze over them, making an odd accompaniment to the wine they quaff (cider is more usual).



Back at the Fleur, other members make their way to the club, while standing apart from Etienne's party. Bill de Zmerchant escorts Mary Huana for a drink. The Minister of State, Pierre le Sang, arrives with Guinevere d'Arthur on his arm. He is unfazed by the demands of Chopine Camus, who wants to Toady to him, and Sir Chopine is left in the lobby.

The Commissioner Pierre would like to get rid of, Terence Cuckpowder, brings Fifi. He parks her at a table while going in search of Dragoon Guards in the club. He quickly comes across Etienne Brule and Frele d'Acier and a serious slanging match ensues. Terence brings it to a dramatic conclusion by producing arrest warrants for the two men and gloating as they are dragged off to the Bastille. As the news of this spreads around the city, Parisians are quick to start reserving places in court to hear what the Minister of State will have to say this time. Uther Xavier-Beauregard and Henrietta Carrotte arrive at the Fleur in the middle of the commotion and quietly find a table for themselves.

Jean d'Ice gives Ava Crisp an outing, taking her to Bothwell's for a drink. In Hunter's, Gaston le Somme and Xavier Four-Hollandaise are doing the same, accompanied by Bess Ottede and Leia Orgasma, respectively. Coeur De Lion escorts Ada Andabettoir to Blue Gables, as does Percy Mystic with Lotte Bottle.

The clubs are much quieter in week 2 – not least because two socialites are enjoying the hospitality of the Bastille. The one event is Duncan d'Eauneurts' memorial for Jacques Shitacks, held at Bothwell's. Gaston le Somme attends with Bess. Maurice Essai Deux comes on his own. Was Nae Me brings Vera and Xavier Four-Hollandaise has Leia on his arm. Chopine Camus is also in Bothwell's, bringing Sheila Kiwi for a drink. As they enter the club, they pass

Claude Talon, who's busy trying to remember the name of the man he's come to Toady to. “Yes, it's on the tip of my tongue... Begins with a 'B'. No, definitely a 'B'... Is it Bonnets?” Unable to identify his putative host, Claude doesn't get in.

Only Pierre le Sang and Guinevere are in the Fleur. There are more people in Blue Gables: Coeur De Lion and Ada at one table, Felix Antoine Gauchepied'er at another and Percy Mystic at a third, with Lotte. Xavier Money takes Betty to the Frog & Peach again, but without the guests this time.

ARSEing about

Week 3 is the latest meeting of Felix's ARSE club. This month it's a Ball with the theme of 'Spring', though the entertainment is various friends of Felix doing comedy acts. The 'highlight' is a singing performance and poetry recital from Felix and Trissy. They also offer beauty & make up sessions for those interested. Their guests start with Annibal Lechiffre, who has not brought Violet. Jean Tétreault-Cauchon brings Lois, who looks bemused. Sebastian Adis II comes alone and has to fend off the attentions of several of the performers. Xavier Money and Betty are the last, but their entry is interrupted by an argument. Xavier bumps into an enemy, Percy Mystic, as they enter the club. An exchange of challenges follows before Percy takes Lotte to their own table, well away from Felix's followers. Coeur De Lion and Ada complete the ensemble in Blue Gables.

The Fleur is busier again, with Bill de Zmerchant entertaining people by losing money on the gaming tables. He loses the first bet, cuts the next two when he sees the house's roll and splits the last four with two wins and two losses. As he's staking 500 crowns a time, he's down a cool thousand by the end. The others in the club are jailbird Etienne Brule and Belle, Pierre Cardigan and Edna and Pierre le Sang and Guinevere. Pierre has survived two weeks in the Louvre grovelling to the King after failing to turn up for his appointment in February. Jacques As celebrates his release from incarceration by taking Thomasina to Bothwell's. Was Nae Me takes Vera to Hunter's.

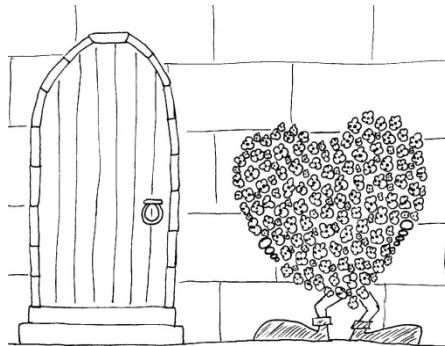
There are no organised events in the last week of March and even fewer people in the clubs. The same four members are in the Fleur. Bill de Zmerchant wins some cash back by only losing one of this week's wagers and winning the other two. Etienne Brule brings Belle along again and Pierre Cardigan is back with Edna. Pierre le Sang and Guinevere are at their usual table, where Duncan d'Eauneurts joins them. No doubt Pierre and Duncan are discussing just what Duncan will do when he finally gets to be CPS.

Only Sebastian Adis II is in Bothwell's, but is joined by a Toady, Louis Oeuf Ur Terribles, who doesn't bring along his newly-acquired female companion (she'd finally succumbed to his repeated gifts of a “diamond-encrusted, sabre-wielding Guard”). Was Nae Me and Vera return to Hunter's. Blue Gables is populated by Coeur De Lion, escorting Ada, Felix Gauchepied'er and Percy Mystic, accom-

panied by Lotte. Finally, Red Phillips does some business. Annibal Lechiffre comes in with Violet and does well on the tables. Despite losing his first bet, he places four more and wins them all. His winnings aren't huge, though, as he's only staking 10 crowns a time.

Our usual iron man, Jacques de Gain, gets in his four weeks' practice with his rapier. This month he has some competition, though: Bernard de Lur-Saluces and Pepé Nicole both put in four weeks with their rapiers. Rick O'Shea and Balzac Slapdash's only absence from the gym is to visit the bawdyhouses for some different practice. Rapier is their choice of weapon, too. After partying in week 1, several Parisians retire to their gym for the rest of the month: Gaz Moutarde (cutlass), Jean d'Ice (rapier), Sebastian de la Creme (sabre), Terence Cuckpowder (sabre) and Uther Xavier-Beauregard (sabre). Le Poutine Noir's three weeks with his rapier follow being unlucky in love (or courting, anyway).

Spending two weeks practising are: Chopine Camus (sabre), Claude Talon (tomahawk), Frele d'Acier (sabre), Gaston le Somme (sabre), Jacques As (sabre), Jean Tétreault-Cauchon (sabre) and Xavier Four-Hollandaise (rapier). A few others, such as Henri Dubois, pop in for the odd week. The otherwise unidentified 'X2' tries his hand at courting this month and succeeds, eventually. He repairs to Red Phillips for a celebratory drink, taking his conquest, Jenny Russe, with him. Maurice Essai Deux fluffs his courting attempt (filling the young lady's apartment with flowers only works if she's actually there) and ends up at the Bawdyhouses at the end of the month, too. Unlike 'X2', he takes full advantage of the services on offer.



Siege warfare on ice

The new season starts as the last one finished: with the Frontier troops investing a Spanish fort from icy trenches and a frosty encampment. They are joined by the Royal Foot Guards under Brigadier-General Amant d'Au. The Bdr-Gen wins the approbation of his men by finding decent billets – though the local peasantry is less impressed by the requisitioning of their homes. There is a fulsome Mention in Despatches for Au as a result ("he's got his men in houses!"), but he's more interested in the rather more than 500 crowns he receives. There are no Mentions for his Brigade Major, Jean Jeanie, or his Aide, Beau Reese Jean Seine. However, each gets twice as much loot as their boss, much to his annoyance.

DG Major Jean Ettonique has no command as he is Horse Guards Brigade Major, so he's volunteered to serve with the Frontier regiments and has been assigned to

number 3. There are no rewards for him, but he survives happily. The regiment is supported by the first battalion of the Cardinal's Guards, led by Lt-Colonel Alan de Frocked. He leads a night-time mission to infiltrate the Spanish lines and comes back with some valuable booty: 1,200 crowns' worth, to be precise.

Finally, Lt-General Richard Shapmes takes command of a battalion of the Royal North Highland Border regiment. As befits this elite regiment, they manage to get into trouble. Except for Shapmes' battalion, which picks up the pieces. Shapmes' share comes to 700 crowns. ❖

Press

Announcements

Soldiers of His Highness's Royal Foot Guards:

There is distress at the front and we are called once again to save France. It pains me that I was not able to give more notice to you and your families but heavy is the head... that... is responsibility. Damned women. Do you think they'll buy that?

To: All my darling friends
Sweethearts, that beastly Colonel of my regiment – Crown Prince Cuirassiers – simply has to go as she has the most awful dress sense and, what's more, filthy nails!
I implore all of you with any influence to assist me in my efforts to get her sent packing asap.
Love and kisses, † Felix

Social

To All Gentlemen of Paris,
Dear Sirs,
I intend to sponsor a horse race during week 4 of April. Drinks and nibbles provided for all guests and partners. All invited, even if you only want to spectate.
† Jacques As GDMD

Pierre Cardigan
will be hosting a party in weeks 3 and 4 – all may attend.

Dear all, if there are no natural disasters, outbreaks of plague or other major incidents, I will hold a party next month in weeks 3-4. All are welcome, not that I expect very many to show. I would say it will be fun but I don't want to be overly optimistic.
Yours,
† Lt.Colonel Percy Mystic

To all in Paris,
I will be holding a party in Hunter's weeks 1 – 4; all invited; costs for mistresses and guests will be covered.
† Earl Was Nae Me

Personal

My Dear Cockpowder
I hope you are not abusing your power as CPS to inflict petty revenge against members of my regiment. We all remember the show trials of your predecessor with distaste.
Sincerely,
† Earl Frele d'Acier,
Minister without Portfolio

Sir Terence Cuckpowder,
Commissioner of Public Safety
Sir,

You have done me the dishonour of restricting my freedoms, hard used in service to the King, last month. Moreover, you have for three months now not met me on the field of honour, and we have a debt outstanding. I also have a second debt of honour to settle this coming month. I trust you will keep our appointment and let me be at liberty to keep my other commitments.

As to the matter of a trial, I understand the deep rivalry between our regiments. I admire you as a known sabreur of some skill. But surely this is just one misunderstanding too much? I have served France as loyally as you ... allow me to get on with doing that in my own way, and you in yours.

I trust we will see the measure of you soon enough and you will set the right example to your subordinates in this matter. Indeed, as a gentleman of some renown, I hope you would do me the honour of speaking out against any punishment at my trial so that you may relish the opportunity to meet me in the field.

Yours faithfully,

† Jean Ettonique
Major
Dragoon Guards

To Lady Isla d'Euaneurts, Chateau
d'Euaneurts, Euaneurts-sous-
Montreuil, Pas-de-Calais, Picardy
Chère Maman,
Some bad news I'm afraid: Count
Jacques Shitacks, who was so kind to

me on my arrival in Paris thanks to being a regular visitor to Chateau d'Euaneurts when his duties required him to visit Calais, died suddenly last month. The cause of his death is unclear but he could obviously see the Grim Reaper coming since he made numerous bequests to Paris' less affluent socialites beforehand – a final kindness which was indeed typical of the man. Paris will mourn his passing deeply, beginning with the remembrance event I'm staging at Bothwell's this month.

I hope to begin the month at a gathering hosted by Baron Brule – provided he doesn't meet his death from the sabre of Sir Terence Cuckpowder beforehand. Sir Terence killed a regimental friend of mine on the duelling field last month. He also seem totally disinclined to accept the Minister of State's offer of a Ministry – perhaps he feels he's made too many enemies to leave the Commission of Public Safety voluntarily? Whatever the reason, I still haven't been able to secure a government position yet and, if this lack of office continues this month, another Spring spent at the front appears the only option for,

Your Dutiful Son,

† Duncan
P.S. I regret that the Winter months spent at the front failed to make me richer by a single sou. Hopefully my next foray will be a little more successful.

Less manly than Gauchepieder? How can this be?

† Le pantalonjaune

“Major Ettonique is a great to his Dragoon Guards uniform, which, as we all know, is the best looking uniform in the King's Army. Note the fine green tunic and the red collar and cuffs. Pure class. Major Ettonique is a proud member of the Dragoon Guards and has served his country well. One has to serve one's country well in order to find a place in the Dragoon Guards, the finest cavalry regiment in the King's Army, let alone to rise to the rank of Major. If you are men of fine social standing, matchless military skills, superb patriotism, and the bravest of the brave, perhaps you too could one day be a member of the Dragoon Guards, like Major Jean Ettonique, who is a hero of France and completely innocent of all charges.”

† EB at the trial of JE

Beau Reese Jean Seine

Sir, when in good health again I shall challenge you to a duel. Any Frenchman can serve His Majesty nobly and even the meanest peasant may carry an Army Commander's baton in his knapsack. Especially after we have defeated the enemy and ransacked his baggage train.

† Terence Cuckpowder

Dear Katie,

It was one indiscreet night and I had not anticipated this extreme reaction from you. I will forever miss those mugs as they were a gift from my late father. Your suggestion about where to keep the shards still gives me night terrors. Perhaps asking for exact measurements regarding M.

Cuckpowder's privates was a bit out of order, but so was walking out with him while I risked life and limb in defence of France. Yes, I realise I told you about the tennis, but that was really more of a spontaneous game the enlisted men got together. I only played one game of doubles to show them how well the game could be played in poor conditions. The results are my own fault and are a price of my hubris. Who knew Lt. Col. Jeanie was a demon on the court... the man danced and cavorted in ways no decent man sh... but this is all beside the point.

Since hearing these recurring words from your lips as you slumber, it is obvious we have much to discuss. I find it difficult to believe that one woman could have so many brothers and am curious to meet them. Perhaps I can rent a theatre and we can get together. As I say, words have been spoken in anger and I regret comparing you to a goat. We will talk of this soon. Unfortunately, I am called away suddenly to battle. *Amant coughs awkwardly and reassures himself that Katie is not really more terrifying than Spanish steel... he begins to hum as he hunts for his shuttlecocks*

Amant finishes his fourth cup of wine as he finishes dictating and tosses a coin to the fastidious little man “Again, the comment about a fop was the wine talking. You look quite... well... yes... good day.”

To: BDZ
Proud of yourself?
Thought so.

† AV

To his Eminence, Earl Pierre le Sang,
Minister of State

From Major Jean Ettonique, Dragoon
Guards, Brigade Major to the Horse
Guards Brigade

Your Eminence,

I write as a humble soldier who will soon find himself standing before you in judgement although I have committed no crime, except of crossing the path of a man who is my regimental enemy and who holds the position of Commissioner of Public Safety.

For three months, Brigadier General Sir Terence Cuckpowder, has avoided meeting me on the field of honour. When our paths should finally cross, he orders me arrested for a trifle. Is such behaviour honourable? Is it meet in a General?

I am a loyal son of France, Sir, and I hope you will see that I am as brave as I am loyal. Regrettably, I have two matters of honour to attend to before the trial. I hope to discharge these and then stand before you, in whatever condition these affairs leave me. Our regimental system and its rivalries help we ordinary men to become greater than ourselves, to strive to be better than our peers ... and from this wells up the discontent between regiments. But should this, with its military value, be suborned when one of us also holds political appointment?

I hope you will deem that it should not, and that I am not guilty of anything other than wearing the wrong uniform and being on the wrong street of Paris on the wrong week. I am a proud Dragoon Guard: I

place myself at your mercy and ask that you allow me to continue to serve, undiminished by this encounter, restored to my place in society with all my humble accoutrements. If you were to do justice by me in this, I will deploy to the Front and serve with a Frontier regiment for a season as my demonstration of faith and loyalty.

I remain, Sir,

Your obedient Servant,

† Jean Ettonique

Count Uther Xavier-Beauregard

I am sorry I did not take up the post I applied for, but I was offered a position in the government.

I was disappointed to learn that you had taken this personally as a slight.

The comment regarding risking my life I find most distasteful: in what way will serving as acting commander of the Dragoon Guards this summer be in any way less dangerous than acting as your adjutant?

With all due respect I have served on your staff before and I am well aware that I may have reduced my risk of a paper cut with your staff. I have, however, exposed myself to shot and sabre risk.

I look forward to serving under you this summer in the field.

Sincerely,

† Earl Frele d'Acier,
Minister without Portfolio

Lord Percy Percy says, as fashion is tending towards the pointless, Cuckpowder makes fashionable arrests.

May I add a small valedictory to what will no doubt be many eulogies to the noble and most-favoured of men, the valiant M. Shitacks. Though I have only been in Paris a few months, the provinces where I grew up rang with his name and all men spoke of his many merits with approbation and – in his conquests amongst the beautiful ladies of the court – with envy. Nothing so becomes him as the manner of his going: unexpected, humble, generous and without fuss. Paris is the poorer for his absence but wherever he is – and I am sure we will soon hear of his many triumphs elsewhere – his new society will come to celebrate his arrival. Farewell and Bon Voyage.

† Gaston Le Somme, Lt.Colonel,
Royal Marines

Adiss II

I hope, should Monsieur Gauchepieder show signs of relapsing, you or your successor will know what to do.

† Cuckpowder

To Colonel Sir Duncan d'Eauneurts,
OC The King's Musketeers,
Apartment 6d, Place des Conquetes,
Quartier du Louvre, Paris.

Dearest Duncan,

Sich sad news about Count Shitacks. What a lovely wee man he was. I don't suppose he left you enough to make a dent in the remaining mortgages?

Im surprised to hear that you still dinnae ha'e the Commissioner post, since I was accosted by an irate inebriate regarding this recently. She alighted from her coach (she was

returning from a shopping binge to London, taking advantage o' the weak pound) and proceeded to berate me about my son abusing his powers as commissioner to hound her own son to his death. (Her breath smelled like a distillery so I surmise drink had been taken). I told her I had nae idea what she was talking aboot, at which she put her nose in the air, turned her back on me precariously and toddled unsteadily back to her coach, which then proceeded towards Paris at speed. Have ye any idea who the poor woman might be?

Talking of abusing powers, we've been hearing some very disturbing rumours about the Commissioner issuing writs for treason upon those whose courting plans merely conflict with his own. This cannae be true, surely?

Your Doting Maman,

† Lady Isla d'Eauneurts

Lt-General Sebastian de la Creme,
Brigadier – Heavy Brigade to
Colonel Sir Duncan d'Eauneurts,
Commanding Officers – Kings
Musketeers and Aide to Field
Marshall Le Sang
Sir,

I wish to make it clear that this will be my last missive to you, I do not wish to correspond further as I have far better things to do with my time, such as recovering from my wounds. My thoughts and opinions on you have not changed, but I understand the etiquette society places upon us and have considered the matter to be dropped as a result of our duel. You won the duel and so honour was

settled, I shall make no further public declarations towards you, but cannot be held accountable for gossip nor my private correspondence being read.

Now, please stop your ridiculous attempts at public ridicule with your so called poetry. It is demeaning of someone of your rank and status to act so like a school child. Concentrate on your job, which you seem wholly unsuitable for. As for what you do once Commissioner, I will wait and see, but your behaviour thus far does not fill me with any hope of justice being on your agenda, Further letters will be binned without being read, please direct your attentions elsewhere.

Wearily,

† Sebastian de la Crème

Baron d'Masses:
RIP

But he died with a blade in his hand
and a brave heart. † Cuckpowder

Points Arising

Next deadline is 6th January 2017

Note that the deadline has gone back a week from the one previously announced to give me longer over Christmas.

The terms of office of the current Commissioner of Public Safety and Minister of Justice run out at the end of April. If you want to apply for either of these (or even both), do so with your April orders (for action at the start of May). However, both positions are appointed by the Minister of State, Pierre le Sang, so

Poetry Corner

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

Send a note to Ulla and Josephine
Sign this anonymous but send a
wilted Red Rose to each one.

Roses are Red,
Sadness is Blue,
I am fairly sure
Your lover was at Angelina's door.

"I can't stand it!" screams Creme in
despair.

"I must shake that man from my
hair!!

I'll appeal to his betters
Then burn all his letters
And wish that he just wasn't there."

† DdE

applications addressed to him will be
more effective.

Remember, boys and girls, when
Toadying to someone, your orders
need to say **who** you're Toadying to. I
don't need the club, but I do need to
know who the host is.

I had no orders from the following
and they suffered the consequences:
LdH Leonard de Hofstadt (Neil
Packer) has NMR'd. Total now 1

CLD (Martin Jennings) was floated
as he's "up to his neck with family
commitments".

FSdM (Nik Luker) was floated due to
a family bereavement, with our
condolences.

X1 (Craig Pearson) was floated as
Craig's moving house – only from one
side of Australia to the other, though.

Farewell

I removed Paul Appleby's new
character as he didn't send any orders
after his previous one died of NMRs
and his subscription has expired.

New *En Garde!* Games

Tony Hinton-West has set up an
online variant game called "Black
Sails". This is a development of the
late lamented "Briny", shifting the
setting to a piratical one. Tony's got
room for a few more players, so pop
along and take a look at
blacksailsengarde.freeforums.org/

Another variant game – in French
this time – is *Une Chanson d'Encre et
de Sang* (A Song of Ink and Blood, I
believe). As the name suggests, this is
set George R R Martin's Westeros,
some 90 years before the action of his
A Song of Ice and Fire novels (aka
Game of Thrones). The game's been
running for a few years on a four-
week turnaround and is well worth a
look if your French is up to it:
www.lagardedenuit.com/forums and
scroll down to find the CES forums.

The latest to come to my attention is
"Londinium, Britannia", which
merges *Pendragon* and *En Garde!* to

give a game of social climbing in the
Romano-British kingdom of Uther
Pendragon. The idea of *En Garde!* in
an Arthurian setting does appeal to
me, so I shall be interested to see
what GM James Waters makes of it.
The game's being run on roll20.net
("Find a group" and use the keyword
"engarde") and has plenty of room for
new players.

Notes

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

There's a Yahoo! group for *En Garde!*
players that provides a forum for
players of different games to swap
stories and ideas. Sign up and get
talking at: <http://games.groups.yahoo.com/group/EnGardePlayers/>

Reminders: It is worth sending
orders in even if they're a day or two
late: I may be able to action the
orders and should be able to use any
press. It also reassures me you're still
there.

Orders (and press) should be e-mailed
to lpbsorders@pevans.co.uk – you'll
get an automated reply when your
message arrives in my mailbox.
Please give your name and your
character's name and specify actions
in full (since it's without your
character sheet). If you want queries
answered before the deadline, e-mail
LPBS@pevans.co.uk instead.

Announcements

Annibal Lechiffre asks NPC Major 1 of Princess Louisa Lt Dragoons to resign

Felix Anton Gauchepied'er asks NPC Colonel of Crown Prince Cuirassiers to resign

Jean Tétreault-Cauchon asks NPC Lt.Colonel of Princess Louisa Lt Dragoons to resign

Pierre Cardigan asks NPC Aide to General (PC) to resign

Trials

Etienne Brule and Frele d'Acier will be on trial at the beginning of next month (after duels, but before anything else). The retiring Commissioner of Public Safety, Terence Cuckpowder, will prosecute – though the charges have not been made public. The Minister of State, Pierre le Sang, will sit in judgement. Players are welcome to submit press for the trial – if you want this to have any effect, send it to the CPS and/or MoS beforehand.

If either character is convicted, he may appeal to the King to commute his sentence and any player may use influence for or against this.

Duels

Results of March's duels

Jean Tétreault-Cauchon didn't turn up to fight Felix Anton Gauchepied'er and lost SPs.

Terence Cuckpowder declined to meet Jean Ettonique as he was under half Endurance.

Louis Oeuf Ur Terribles (gains 1 Exp) killed Félix Subercaseaux.

Charles Louis Desapear was 'floated' for his duel with Félix Subercaseaux.

Terence Cuckpowder declined to meet Etienne Brule as he was under half Endurance.

Bill de Zmerchant (gains 1 Exp) killed Ali Vouzon - voted cause 12:1.

Duncan d'Eauneurts (gains 1 Exp) beat Sebastian de la Creme - voted cause 6:2.

Grudges to settle next month:

Florent Sans de Machine (Rapier, 4 rests) has cause with Claude Talon (Dagger, adv.) as he's not Noble but higher SL.

Charles Louis Desapear (Rapier, 1 rests) and Louis Oeuf Ur Terribles (Cutlass, Seconds GlS & SA2, adv.) have mutual cause over Angelina.

Charles Louis Desapear (Rapier, adv.) and Xavier Four-Hollandaise (Rapier, Seconds SdIC & FAG, 1 rests) have mutual cause for being in enemy regiments.

Etienne Brule (Sabre, Seconds FdA, 5 rests) and Terence Cuckpowder

(Sabre, adv.) have mutual cause for being in enemy regiments.

Frele d'Acier (Sabre, Seconds JA & EB, 3 rests) and Terence Cuckpowder (Sabre, adv.) have mutual cause for being in enemy regiments.

Leonard de Hofstadt (Rapier, 3 rests) has cause with Louis Oeuf Ur Terribles (Cutlass, Seconds GlS & SA2, adv.) for pinching Sue.

Percy Mystic (Sabre, Seconds BdZ & PC, adv.) and Xavier Money (Sabre, 3 rests) have mutual cause for being in enemy regiments.

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

Duels held over to June:

Florent Sans de Machine versus Jean Ettonique.

All duels (including any to be voted on) must be fought next month unless held over because one of the duellists is already at the Front. Orders conditional on a challenge being voted cause are acceptable.

New Characters

Graeme Morris gets the Second son of a wealthy Viscount: Init SL 10; Cash 500; MA 4; EC 3 (X3).

Mark Nightingale gets the Orphaned First son of a small Merchant: Init SL 4; Cash 128; MA 1; EC 2 (X4).

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal DdE
Provincial Military Governors: RS/N/N/N/N	
City Military Governor __	Adjutant-General SA2
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety TC (until April 1669)	
Chancellor of the Exchequer ROS (until April 1669)	
Minister of Justice __	
Minister of War __	
Minister of State PIS (until November 1669)	

Shows who holds appointments outside military units: ID for Characters, N for NPC, __ for vacant, CPS for additional posts held by the CPS.

Battle Results

Royal Foot Guards: 3
Frontier regiment 1: 4
Frontier regiment 2: 4

Frontier regiment 3: 5
Frontier regiment 4: 3
RNHB regiment: 5

Army Organisation and 1669's Summer Deployment

First Army (Assault)	BdZ/BRJS/N3/N
First Division (Assault)	--/--/N6
1st Foot Brigade (Assault) - RM PM	
2nd Foot Brigade (Assault) - 13F 53F	
3rd Foot Brigade (Assault) - 27M 4A	
Frontier Division (Assault)	N2/N/N5
Frontier Regiments (Assault)	
Second Army (Field Ops)	N4/AdF/N3/JdG
Cavalry Division (Field Ops)	UXB/N/GIS
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Third Army (Defence)	N1/N/N5/EB
Guards Brigade (Defence) - RFG CG KM	

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	WNM/N/MED
Horse Guards Brigade	N4/N/JE
Heavy Brigade	--/--/FAG
Dragoon Brigade	N4/N/CT

First Foot Brigade	N2/N/--
Second Foot Brigade	BdLS/N/LPN
Third Foot Brigade	N3/N/N2
Fourth Foot Brigade	N1/N/--

Current CO/Aide/Brigade Major of each Brigade; entries as Army table

Frontier Regiments

				(Siege for Mar-May)	
	F1	F2	F3	F4	RNHB
Colonel	N3	N4	N4	N6	N4
Attached			1 Bn CG		RS
			JE		
Also at the Front					
			Royal Foot Guards		

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

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	TC
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	XFH
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	PM
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		WNM
31	Bess Ottede	12	I/W	GIS
1	Sue Briquet	11	B	
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	CT
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	SdIC
53	Angelina de Griz	10	B	
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	JdI
59	May Banquot l'Idée	9		
2	Betty Kant	8	I	XM
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	SA2
49	Mary Huana	8	B/I/W	BdZ
34	Freda de Ath	7	W	FdA
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	EB
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	AL
15	Ada Andabettoir	5	B/I	CDL
25	Lois de Lô	5	B	JTC

Regiments		RFG	CG	KM	DG	OOC	ALC	CPC	RM	GDMD	13F	PLLD	53F	27M	4A	69A	Gscn
Col	AdA	LdH	DdE	EB	FdA	TC	PM	N7	GM	CC	BdLS	JTC	N4	CLD	N5	PN	
LCol	Jl	AdF	ME	FD	AdF	N4	N5	N5	JA	N6	LPN	N6	N6+	N4	N3		
Maj 1	BRJS	Jdl	ME	N5+	N1	N2	N6	N1	N3	N4	N1	N3	N2	N2+	N5		
Maj 2	N3	N1	N6*	N5	N4*	N5	N4	N3	N3	N4	N3	N3	N2	N2	N1		
Capt 1	N2	N3	N6*	N5	N4*	N5	N4	N3	N3	N4	N3	N3	N2	N2	N1		
Capt 2	N5*	N6*	N5	N4	N4*	N5	N4	N3	N3	N4	N3	N3	N2	N2	N1		
Capt 3	N5	N5	N3	N2	N4	N1	N4	N3	N3	N4	N3	N3	N2	N2	N1		
Capt 4	N5	N2	N4	N5*	N4	N1	N4	N3	N3	N4	N3	N3	N2	N2	N1		
Capt 5	N4	N2	N4	N5*	N4	N1	N4	N3	N3	N4	N3	N3	N2	N2	N1		
Capt 6									LOUT	XM		AL					

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
PC	Count Pierre Cardigan	25	56	Withy	General/Min w/o Port	9	Edna	Flr	5	Matt Shepherd
PIS	Earl Pierre le Sang	23	71	OK	Fld Marshal/State Min.	7	Guinevere	Flr	4	Bill Howell
JdG	Count Jacques de Gain	23	23	Fithy	Bdr-General/2nd Army QM Gen.	20		Flr	6	Ben Brown
BdZ	Earl Bill de Zmerchant	22	65	Comfy	General/1st Army Commndr	6	Mary	Flr	3	Tim Macaire
UXB	Count Uther Xavier-Beauregard	22	52	Withy	B.Lt-General/Cav Div Commandr	14	Henrietta	Flr	4	Pete Card
AV	Count Ali Vouzou	22	RIP							Graeme Morris
EB	Baron Etienne Brule	19	50	Comfy	B.Bdr-General DG/3rd Army QMG	2	Belle	Flr	4	James McReynolds
FdA	Earl Frele d'Acier	19	49	Comfy	Lt.Colonel DG/Min w/o Port	9	Freda	Flr	3	Peter Farrell
RS	Earl Richard Shapmes	19	F	Withy	Lt-General/Prov.Mil.Gov	11		Flr	4	Charles Popp
AdA	Viscount Amant d'Au	19	F	Rich	B.Bdr-General RFG/Min w/o Port	8		Flr	5	David Brister
JJ	Earl Jean Jeanie	17	F	Rich	Lt.Colonel RFG/Min w/o Port	18			3	Andrew Kendall
WNM	Earl Was Nae Me	16	45	Withy	Bdr-General/Gds Brigadier	8	Vera	Hunt	3	Mark Farrell
ROS	Marquis Rick O'Shea	16	36	Rich	Bdr-General/Chancellor	5		Both	6	Paul Wilson
TC	Sir Terence Cuckpowder	16	33	Comfy	B.Bdr-General QOC/CPS	4	Fifi	Flr	4	Mike Dommett
DdE	Sir Duncan d'Eauneurts	16	+50	Comfy	Colonel KM/FMshl's Aide	5		Both	5	Paul Lydiatae
SA2	Sir Sebastian Adis II	15	35	Comfy	B.Lt-General/Adjutant Gen	5	Marie	Both	4	Mark Cowper
GM	Sir Gaz Moutarde	15	34	Rich	B.Bdr-General RM	3	Anne	Both	2	Mike Clibborn-Dyer
JA	Sir Jacques As	15	28	Comfy	Lt.Colonel GDMD	4	Thomasina	Both	4	Joe Farrell
CC	Sir Chopine Camus	15	25	Comfy	B.Bdr-General GDMD	7	Sheila	Both	4	Stewart Macintyre
Sd/C	Sir Sebastian de la Creme	14	31	Comfy	B.Lt-General/Min w/o Port	4	Di	Both	5	Alan Percival
BRJS	Sir Beau Reese Jean Seine	14	F	Comfy	Major RFG/Gen's Aide (1st Army)	4		Both	3	Bill Hay
Jdl	Sir Jean d'Ice	12	20	Comfy	Major CG	5	Ava	Both	3	Tym Norris
AdF	Alan de Frocked	12	F	Comfy	Lt.Colonel CG/Gen's Aide (2 Army)	3		Both	2	Charles Burrows
JE	Jean Ettonique	12	F	Comfy	Major DG/HGds Brigade Maj.	7		Both	5	Tony Hinton-West
LdH	Leonard de Hofstadt	11	21	Comfy	B.Bdr-General CG	5		Hunt	5	Neil Packer
CDL	Sir Coeur De Lion	11	20	Comfy	B.Bdr-General PM	5	Ada	BG	3	Graeme Wilson

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
CT	Claude Talon	11	19	Comfy	Major GDMD/Drgn Brigade Maj.	4	Anna	Hunt	4	Cameron Wood
PN	Sir Pepé Nicole	11	16	Comfy	B.Bdr-General 69A	7		BG	3	Colin Cowper
XFH	Xavier Four-Hollandaise	10	23	Comfy	Lt.Colonel 13F	5	Leia	Hunt	2	Francesca Weal
MED	Maurice Essai Deux	10	+32	Comfy	Major KM/Gds Brigade Maj.	4		BG	3	Olaf Schmidt
GIS	Gaston le Somme	9	28	Comfy	Lt.Colonel RM/Cav Div Adjutant	2	Bess	Hunt	3	Jerry Spencer
BdLS	Bernard de Lur-Saluces	9	16	Comfy	B.Bdr-General 13F/2 F Brigadier	5		BG	2	Rob Pinkerton
CLD	Charles Louis Desapear	9	13	Comfy	B.Bdr-General 27M	2		BG	4	Martin Jennings
PM	Percy Mystic	8	26	Comfy	Lt.Colonel ALC	7	Lotte	BG	3	Ray Vahey
X1		8	0	OK		4			4	Craig Pearson
FS	Félix Subercaseaux	8	RIP							Mark Nightingale
FAG	Felix Anton Gauchepied'er	7	20	Comfy	Lt.Colonel CPC/Hvy Brigade Maj.	5		BG	4	Jason Fazackarley
XM	Xavier Money	7	17	Comfy	Captain GDMD	5	Betty	F&P	3	Pam Udowiczenko
FSDm	Florent Sans de Machine	7	10	Comfy		3		BG	4	Nik Luker
HD	Henri Dubois	6	11	Comfy	Subaltern DG	1		F&P	3	Wayne Little
LOUT	Louis Oeuf Ur Terribles	6	+31	OK	Captain RM	2		F&P	5	Dave Marsden
AL	Annibal Lechiffre	5	16	OK	Captain PLLD	5	Violet	RP	2	Marc Blanchette
JTC	Jean Tétrault-Cauchon	5	10	OK	Lt.Colonel PLLD	3	Lois	F&P	5	Daniel Blanchette
BS	Balzac Slapdash	5	9	OK	Colonel PLLD	6		F&P	4	Matthew Wale
LPN	Le Poutine Noir	4	9	OK	Major 13F/2 F Brigade Maj.	5		RP	5	Neil Pinkerton
X2		4	6	OK		2			3	Gerald Udowiczenko
X3		4	RIP							Paul Appleby

An F under SPs means that the character was at the Front, RIP means that he died.
+ against SL means it went up this month, - means it went down.

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Fithy = 25000+

Last seen is the lady the character was last seen with in public.

EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+