

## That would be enough

This has been issue 194 of *To Win Just Once*, published 18th May 2019. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2019

## Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by 31st May 2019.

Orders for *LPBS* and *Wits & Wagers*, plus any other contributions to Pevans by Friday 7th June.

(Next deadlines are: 5th/12th July, 9th/16th August, 13th/20th September)

## Waiting lists

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

*Railway Rivals* – the current game is almost over. Martin Jennings, Rob Pinkerton, Anthony Gilbert, Jonathan Palfrey, Christian Bien and Mike Clibborn-Dyer are up for the next one. (Working copy and rules provided).

*Star Trader* – A new game is just starting, but we have room for 1-2 more players. Rules provided.

## Online games

*Agricola* (at [www.boiteajeux.net](http://www.boiteajeux.net)): Pevans, Brad Martin

*Brass* (at [brass.orderofthehammer.com](http://brass.orderofthehammer.com)): Pevans, Przemek Orwat

*Innovation* (at [www.boardgamearena.com](http://www.boardgamearena.com)): Pevans, Martin Abrahams

*Keyflower* (at [www.boardgamearena.com](http://www.boardgamearena.com)): Pevans, Brad, Al, **one wanted**

*Pax Porfiriana* (at [www.yucata.de](http://www.yucata.de)): Pevans, Mark Benton, Mike Reeves, **one wanted**

*Rajas of the Ganges* (at [www.yucata.de](http://www.yucata.de)): Pevans, Brad Martin

*Through the Ages* (at [www.boardgaming-online.com](http://www.boardgaming-online.com)): Pevans, Przemek Orwat, Mike Tobias, **one pacifist wanted**

## Credits

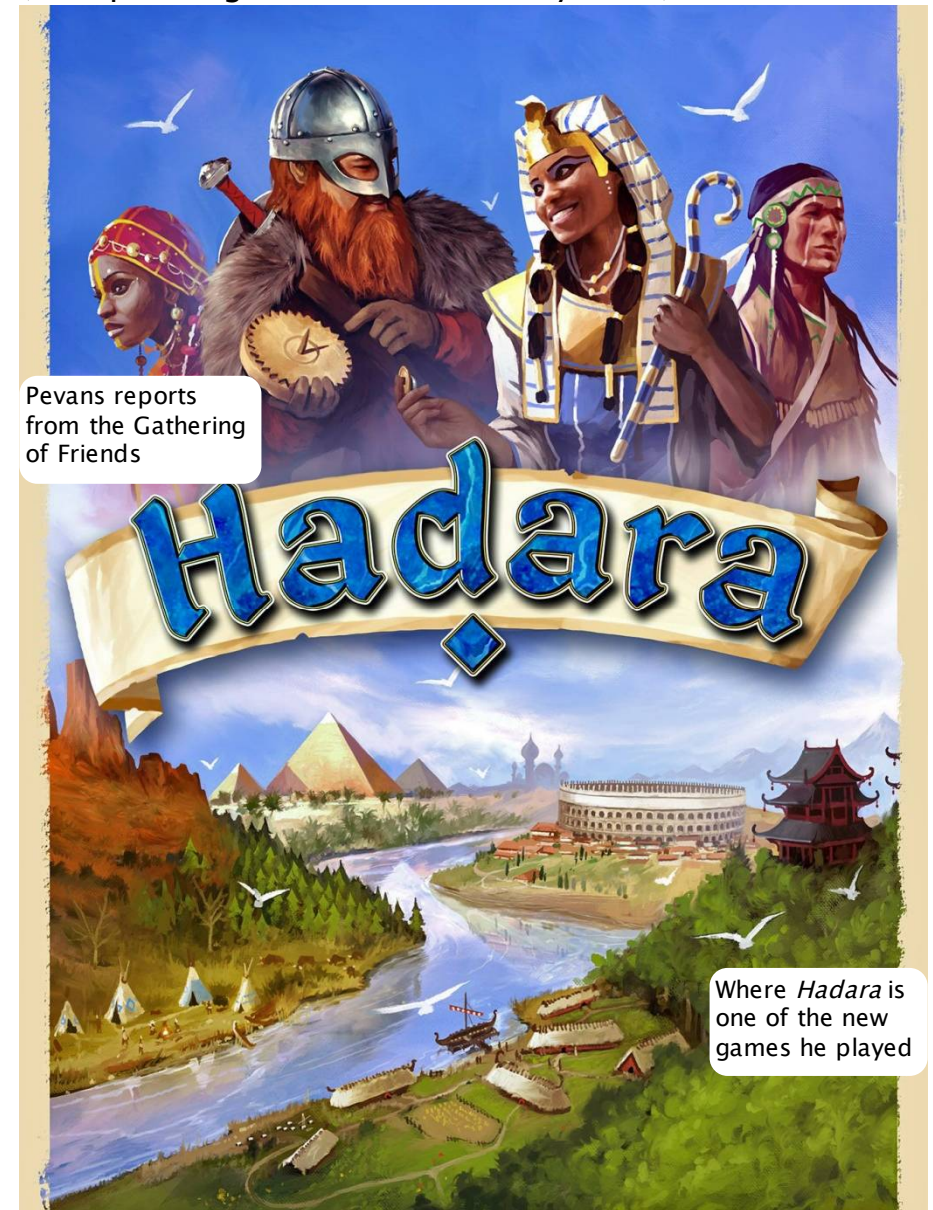
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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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## Chatter

It already feels like my trip to the USA was ages ago, not a few weeks back. I do remember playing lots of games, though, so my comments on most of these are in this issue. I came back with a stinking cold which took a couple of weeks to pass, but this is now ancient history too.

### New Star Trader game

We have six players for this game, *The Mote in God's Eye*, and will be playing a Corporation game on the standard map. More details on page 20, but there's room for another player or two. If you'd like to join in, let Mike have your preferences from the remaining Corporations (section 24.4 in the rules - available on my website at [www.pevans.co.uk/StarTrader50.pdf](http://www.pevans.co.uk/StarTrader50.pdf)) asap and he'll get back to you.

### Online stats

Last issue, *TWJO* 193, was published on 12th April and the PDF versions were downloaded 128 times during the rest of the month. There were 41 downloads for issue 192 in the month, taking it to 228 in 1½ months. And the PDFs of *TWJO* 191 were downloaded 33 times for a total of exactly 300 since publication.

## Letters

Chris Baylis chips in on *Game of Thrones*.

Like you I am watching *GoT* from the beginning - I hadn't watched it all before. I see what you mean about the HBO Titles/Logo but that's not what's got me about it - it's the way it doesn't flow particularly well or continue from one episode to the next.

The battle scenes are quite poor considering the money involved in making it and the one on one combats mostly remind me of what Peter Diamond told and showed me. "Look at your watch, don't look at your watch, look at your watch, etc." This gives you a defence stance that the other actor then plays up to - Peter used to do this on stage with a member of the audience. He gave them a sword and showed them those actions. Then, when they were comfortable going from one to the other, he would attack them like a dervish and they would defend safely - brilliant he was.

I eventually had to watch it because everyone is going on about it. Now I need to read the books to understand what was going on. The TV series twists and turns more than Monaco's racetrack. It was obviously never meant to be seen one episode after another, viewers were supposed to watch it with 7 days in-between each episode so they couldn't remember the tale one week from the next.

I think you'll find there are even more twists in the books, Chris. And, with so many viewpoint characters, it can be half a book before you get the next chapter in a particular character's story. I have been known to skip ahead to find out what happens next, only to find consequences of stuff I haven't read yet! Let's see what Alex Bardy has to say on the topic.

Thanks for another sterling issue of *TWJO*... and particularly glad to hear a fellow *GoT* fan has also re-watched seasons 1-7 before the start of season 8 - it took me about 4-5 weeks in the end, but that's a pretty good binge rate, I thought!

My current binge-watching guilty pleasure is the *Dune* and *Dune Apocalypse* mini-series - the former starring William Hurt as Duke Leto and the latter starring Susan Sarandon, James McAvoy and Alec Newman among others. The *Dune Apocalypse* series was also released as *Children of Dune* and both these mini-series are clearly both low-budget affairs, but enjoyable nonetheless, and certainly ripe for a re-watch in preparation for the new *Dune* movie next year... Indeed, it's been useful as research for *Dune*-related stuff and is much quicker than reading the books... lol

While I re-read the books (as noted in Reading Matter a few issues ago). I have both mini-series on DVD, but have not got round to watching them. I remember the original movie as great on the visuals, but... Sting?! Alex continues:

I read your *John Company* review with interest, but couldn't help wondering how some of the design choices were made, and how long it took to finalise and settle on the rules they did, and to be honest, also wondered where the fun was to be found, especially if a player could deliberately 'crash the company' and end the game prematurely? Why design a game with that as a possibility!?

I suspect that's a consequence rather than a goal of the design. Maybe it wasn't play-tested with a bunch of competitive gamers - or perhaps the play-testers were too respectful of the designer's intent. I should also make clear that there are other scenarios (including one where each player is an independent company) that I haven't played.

## Return to Niagara

### Pevans reports from the Gathering of Friends

I had an uneventful journey to Niagara Falls for this year's Gathering. This is what you want from international travel these days: a lot of sitting down, a bit of queuing and absolutely no excitement. I flew to Toronto again - avoiding the possibility of missing a connecting flight - and took the 'Airbus' shuttle to Niagara, crossing the Rainbow Bridge into the USA.

It was Monday evening when I arrived (the event had started the previous Friday, though I don't think many people are there the whole time - they dip in and out or stop for a few days). After a bite to eat (I'd largely avoided the airline food), I met up with my roommate, Peter Card, and fitted in a couple of games before falling asleep (I blame the jet lag).

The first was *Strange Vending Machine* (designed by Lee Wei Hsuan, Clark Lee and Tsai Huei-Chiang and published by Soso Studio - [www.sosostudio.com](http://www.sosostudio.com)) with Kris Gould on teaching duty. The game has neat cardboard boxes for the vending machines. The cards players will buy go into the partly-open front section, allowing you to see the type of card available and its price, but not the accompanying bonus. The coins you pay go through a slot into the closed rear section of the box.

In your turn, it's either buy a card or take the money from a box (no shaking beforehand!). Once you've got the card, you can see what other cards or combinations you need to score points from it, giving you an idea of what other cards you need to acquire. At the end, it's a question of how well you've put together a set of cards that scores points from each other. I went for a simple strategy that paid off big time - it probably wouldn't if players had known the game better. *Strange Vending Machine* is undemanding fun and just what I needed. It gets a provisional 8/10 on my highly subjective scale.

We then moved on to *Würfeland* (*Diceland* in its English incarnation), which is a colour-based roll-and-write (designed by Andreas Spies and Reinhard Staupe and published by Nürnberger Spielkarten - [www.nsv.de](http://www.nsv.de)). Each player has a sheet

### About the Gathering

This year's event was the 30th Gathering of Friends, which started out as a weekend get-together by a bunch of gamers, led by Alan Moon (now well known as the designer of *Airlines*, *Elfenland*, *Ticket to Ride* et al). The following year they did it again, bringing some friends with them. This is the abiding principle of the Gathering of Friends: everybody who comes is a friend (and is invited by Alan). This makes for a very convivial, relaxed atmosphere in which anyone can walk up to anyone and ask to join or start a game. Never mind six degrees of separation, at the Gathering it's hard to find someone more than two away.

Over the years, the Gathering has expanded in time and space - and moved, too, arriving in Niagara Falls in 2011. Games designers bring prototypes to test and games publishers attend. However, the emphasis remains on playing games and having fun. The event would be familiar to anyone who's been to a UK convention. It consists of people playing games - most of which they've brought with them. I have a good time and meet up with old friends - and new.



Five *Strange Vending Machines* and a pair of glasses

divided into a hexagonal grid of different colours in groups of various sizes. The dice show colours rather than numbers and are rolled at the start of the round.

Players choose a colour and cross off that many spaces on their sheet. There are, of course, restrictions on precisely what you can cross off and rewards for certain things – such as crossing off one of starred spaces. It's an intriguing little game that I quite enjoyed to begin

with. However it went on too long – I'd given up well before the end. It gets a provisional 6/10 on my highly subjective scale.

Tuesday morning was disappointing: my favourite breakfast haunt, the Third Street Retreat – just a couple of blocks from the hotel, was closed. The notice said they were shut for the winter and would re-open “in the Spring”. Clearly mid-April is not yet springtime in Niagara Falls. Peter and I took a stroll to see if we could find any alternative, but ended up back at the hotel for breakfast at TGI Friday's (the hotel no longer has any catering facilities, just concessions: Friday's, Rainforest Café and Starbucks). The coffee was particularly disappointing: warm brown water with just a hint of coffee.

Once we got back to the games, it was time for my introduction to *Wingspan*, courtesy of some old Gathering buddies. I wanted to try this as people have been raving about it on BGG and it was much in evidence at the gathering. Another attraction is that it's published by Stonemaier ([www.stonemaiergames.com](http://www.stonemaiergames.com)), though the designer, Elizabeth Hargrave, is a new name to me. The beautifully illustrated cards mean the game certainly looks terrific. The cards get played onto your own board, adding special abilities and bonuses to the four actions available. One of these actions is, of course, to play a bird card.

Another action is adding more cards to your hand. A third is collecting food (nice wooden pieces), which you pay when placing birds, depending on what's shown on the card. The final action is laying eggs, which you'll also need to pay as you



My score is progressing nicely in *Würfelland*



I think I've gone for too much food-generation (top row) in *Wingspan*

extend each row of cards further. Players start with eight action cubes each and the round ends when everybody's taken all their actions. Then they score for that round's goal, using an action cube to mark this. Thus players have fewer actions in each round. However, this is more than compensated by the bonuses and extras provided by their birds.

After four rounds, the game ends with some final scoring and that's that. The mechanics are pretty simple, it's your selection of birds that add complexity. The game is a question of getting the best out of these few actions, augmented by the special abilities of the birds you've played. I found it needed a bit of management, but not too much. It's a game I'll be happy to play again, but I won't be rushing. *Wingspan* gets a provisional 6/10 on my highly subjective scale.

After an entertaining dinner with more old friends, Peter and I sat down with Walter and Lisa Hunt to try *Obsession*, designed by Dan Hallagan and published by Kayenta ([www.kayentapublishing.com](http://www.kayentapublishing.com)). This is a game I considered backing on Kickstarter, as the theme appealed to me, but didn't in the end. The idea is that players are 19th century British noble families (specifically in Derbyshire for some reason), hosting events and guests to become the most prestigious. There's a definite upstairs/downstairs (or should that be *Downton Abbey*?) feel to it with servant pieces and family members (cards) to deploy appropriately, along with an increasing number of guests (not all of whom are advantageous).

The game is played over a limited number of turns with special events taking place on some of them. Most of the time players choose a room in their mansion to host the event shown on that tile. Then they play cards and assign staff to



*Obsession*: the Cavendish daughter playing bowls with a respected gentleman

receive cash, reputation, more guests and other things. This needs managing as staff take a couple of turns to become available again. Plus you will occasionally have to pass so that you can pick up your cards again. Finally, you can buy a new room tile (I have a fine wine cellar in the photo).

Playing for the first time, I wasn't quite sure what I was doing. Despite this, the game was great fun, though it did go on a little longer than I'd have liked. *Obsession* gets a provisional 8/10 on my highly subjective scale.

There was an earlier start than expected on Wednesday morning when an alarm went off on Peter's phone. He couldn't remember what he'd set it for, but it did get us up for an early breakfast. The day before, Walter had professed an interest in trying *Pax Porfiriana* when he saw my copy and we'd made a date for Wednesday morning. Joining us were Jeff DeBoer and Nick Watkins. It was great to play it face-to-face again (it's one of the games I play online at yucata.de) and it still gets 10/10 on my highly subjective scale.

After coffee, Pete and I christened James and Sheila Davis's copy of *Red Alert* (I decided not to shlep mine across the Atlantic). This is essentially *Commands & Colors* in space – Richard Borg's adaptation of his simple, card-based wargame system to space battles, published by PSC ([www.pscgames.co.uk](http://www.pscgames.co.uk)). We played the introductory scenarios (winning one each) as a learning exercise and duly got a couple of rules wrong (hiding in an asteroid field is not without risk!).

My first impression is that it's closest to *Memoir '44* of the other games in the family: relatively simple and quick to play. One nice touch is that you get points



*Red Alert*: an early stage of the first scenario with red fighters engaging the green flagship (centre) and cruisers (right)

for eliminated units (depending on their size) and win on a points score rather than the number of units destroyed. Thus the hard work of defeating a battleship is more rewarding than picking off a few fighters. I'll be playing more of this, when I can find room... *Red Alert* gets 9/10 on my highly subjective scale.

After the success of last year's game, Thursday was scheduled for 'Advanced' *Civilization* (designed, of course, by Francis Tresham and published, in its 'Advanced' form, by Avalon Hill, RIP). Jim insisted we should start at 9 and five people arrived at the appointed time: me, Peter, Jim, Leo and Walter, whose all-in-one map (it includes both west and east expansions) we were using. As we were setting up, Doug Morse spotted us and then we were six. Hence we were using the standard board and a full set of pieces (55) each.

I got second choice of nation and took Egypt, usually one of the powerful nations. With Africa vacant, my main threat was Doug's Babylon. Hence Egypt expanded into Palestine (well, what will eventually be Palestine) towards Babylon and then built a barrier of several cities between us. In fact, Doug seemed more concerned about Walter's Assyria on his other flank and there was no pressure from him.

I took the strategic decision to stop at the first barrier on the Archaeological Succession Table (this tracks the nations' progress through the ages). Egypt can build the required two cities to get through it, but it puts the country on the back



'Advanced' Civilization: Egypt is now expanding into Africa to meet Italy. What are those Assyrians doing there though? And Thrace is struggling, to Crete's benefit.

foot for further development through the rest of the game. Besides, the chances are everybody will stop at least once, allowing Egypt to catch up. It was actually quite a peaceful game (there's more space with six players), the calamities doing most of the damage. Having said that, we managed to dodge Civil War several times – notably the round when I had 5 calamities (only two take effect and neither was Civil War).

As we were playing 'Advanced' Civ, there was no real pressure on buying civilization cards (things like cloth-making, poetry and democracy) and players' scores soared. As anticipated, several players stopped at one or another barrier. Peter's Italy and Leo's Crete made it to the end of the track ahead of everybody else. I'd forgotten, though, that 'Advanced' Civ scores points, with progress only one criterion. On this basis, Doug took the win, with Egypt in third place behind Assyria. The game had taken some eight hours of concentration, plus an hour or so for lunch. And it was great – I may be warming to 'Advanced' Civ's simplifications... For the record, *Civilization* gets 11/10 on my highly subjective scale.

After a leisurely dinner, Peter and I returned to the hotel and ran in to Joe Huber, who's always good fun to play with. After some discussion of what we had and hadn't played, Joe insisted we had to try *Hadara* (one of the hits of this year's Gathering) and Kris Gould made a fourth.

It's essentially a card game, but each player has their own board with tracks to show how much they have in the four resources and there is a central (pentagonal) board from which they take cards. There are five colours/types of card – the four resources plus purple cards that provide bonuses and abilities.



The central *Hadara* board during the first half of Epoch 2: face-down cards have yet to be taken, face-up ones are awaiting the second half. Note the central 'spinner' that denotes which colour each player is taking this turn.

In the first half of each 'Epoch', players take two face-down cards of each colour, putting one face-up onto the pile for players to take in the second half. The card they take (in either half) can be discarded for cash or bought to increase the player's resources of that colour – or, in the case of purple, provide a bonus. Cards are kept in colour sets and provide a discount on purchases of the same colour.

One resource is income, another allows 'colonies' to be acquired (points and/or further advances on tracks), the third builds 'statues' (ditto). And the last is needed to keep cards between rounds. Finally, players may buy 'medals' at the end of an Epoch for more points. Cards are also worth points and, of course, most points at the end wins the game. Designed by Benjamin Schwer and published by Hans im Glück ([www.hans-im-glueck.de](http://www.hans-im-glueck.de)), *Hadara* has some neat mechanisms and requires constant decision making, none of which feels trivial. However, it didn't really grab me. It gets 6/10 on my highly subjective scale.

I had a bit of a lie-in on Friday, arriving in the main room to find Daniel Karp looking for more players to try card game *Boomerang* (designed by Scott Almes and published by Grail – [www.grail-games.com](http://www.grail-games.com)).

How could I resist? The game is a strange cross between card-drafting and roll-and-write. Each player has a titchy laminated map of Australia to mark things on, which I found rather amateurish. I later



My final *Boomerang* hand with a pair of 'roos and Koalas, a small collection (green) and three (blue) walkers, plus points for my 'boomerang': last card minus first card.

discovered that the game comes with a pad of sheets which can easily be marked with a ballpoint pen. The owner of this copy must have laminated some sheets, but they're too small to work well with dry-wipe markers.

Anyway, the map is divided into Australia's territories with symbols for tourist attractions in each. The cards have a large number, a symbol and icons for sports, animals and/or plants. Players start with a hand of cards and play one face-down, then pass the remaining cards to the next player. From each subsequent hand they play one face-up, giving their opponents a good idea of what they're collecting. Once all the cards have been played, players score for their sets with a bonus if their last card shows a lower value than their first. After four rounds, they score for the tourist attractions as well.

The different sets score in different ways, too: pairs for animals, only if the total is higher than the previous round for plant collections and so on. The game has some interesting features, but I don't think I'll be playing it again. I give it a provisional 6/10 on my highly subjective scale.

Next up, Ralph Anderson recruited me to play *Escape Plan*, along with Alan Stern and TauCeti. I certainly wasn't going to miss a new Vital Lacerda game (published by Eagle-Gryphon - [www.eaglegames.net](http://www.eaglegames.net)). It's wonderfully thematic: post-heist, the gang has been snitched on and the police are closing in. Players have three 'days' to retrieve what they've stashed and then get out of Dodge.

Given the designer, it's no surprise that the game is complex. There are lots of things you could do, but you'll probably only do some of them. The trick is to do the right things. Each turn is very simple: move, dodge the cops (or not) and carry out an action (such as securing a chunk of your money). The big problems are avoiding the police and gaining notoriety - though this can also be useful.



Here's my *Escape Plan* board as I start collecting stuff - including two injuries.

I had great fun playing this - though I nearly messed it up by forgetting that you need some cash to escape with (unless you're the first to leave town). Definitely one to enjoy again and I'll be looking to get hold of a copy. *Escape Plan* gets a provisional 8/10 on my highly subjective scale.

This evening's dinner - with a group of old friends - was enlivened by live music. Well, I say live, but in fact it was a singer accompanied by a backing track plus the odd chord from his guitar. At least the beer was good. After dinner, I was persuaded to play *Hadara* again, with dinner companions Dan and Julie Luxenberg and Mike Young as well as Peter. This time I focused on a strategy and came second by a smaller margin. It's still a take-it-or-leave-it game for me.

The first order of business on Saturday - after a leisurely breakfast - is the flea market. I find it as much an exercise in nostalgia as anything else - all these old games I remember. It's also a chance to chat to people I've missed so far. I bought a few things, of course: a vintage Parker edition of *Pit* (with the bell); the hilarious *Meteor* (designer Mike Young promptly popped up and offered to sign it, giving me the opportunity to use the old gag about a signature devaluing the game); and Tony Boydell's *Paperclip Railways* (which I missed when it came out).

Then it was time for another Gathering regular, as far as I'm concerned: *Memoir '44: Overlord*. The game's organised by James and Sheila Davis, but Sheila was suffering with a cold and didn't take part this time.

The scenario was Operation Lightfoot, the start of the second battle of El Alamein in North Africa. This was on a printed mapsheet, making set-up rather simpler (see photo below). CinC Mario Pawlowski was our Monty, commanding Scott Simon, me and Stephen Glenn as the Brits versus Stefan "Rommel" Buchtmann in charge of Terry Egan, James himself and Leo Tischer - each of the Generals commands the troops in a third of the battlefield.

Initial advances by the Allies were met with stiff counter attacks (James rolled good dice!) except on our left where Scott turned the enemy flank. He even got



Starting positions for the Operation Lightfoot scenario of *Memoir '44: Overlord* - note that we've had to substitute some brown Russians for yellow British models



The final positions of Operation Lightfoot, with a big hole in the German centre

one unit off the far side of the board (earning an extra victory medal). It was a hard fought battle and, though I eventually demolished James in the centre, we lost 15:12, as shown above.

We had a quick bite in Friday's and then returned for the ice cream social – an opportunity to chat and eat ice cream while the main room is prepared for the presentations. Rio Grande Games sponsors the ice cream – thanks, Jay and co. This would normally be followed by prizes and Alan's thank you speech. However, this being the 30th Gathering, we had something special. A couple of years ago Alan invited people to put together videos to celebrate this anniversary.

Half a dozen teams had done so and they were shown on the big screen. They were all good fun, but particularly James and Sheila's informational film about attending the Gathering for the first time. This featured Sheila as a Fifties school marm and James in a non-speaking role. It was a hoot.

After the thank yous, Pete and I went for a beer with Walter Hunt and then Walter introduced us to *Reykholt*. This is one of Uwe Rosenberg's 2018 crop (published by Frosted – [www.frostedgames.de](http://www.frostedgames.de)) and is another of his farming games. This one is set in Iceland where the players set up greenhouses and produce vegetables to feed the tourists. You win by having your pawn furthest along the track of tables, each of which requires a set (bigger each time) of one vegetable.



Playing *Reykholt*: actions are on the board, my greenhouses on the right

Thus, players are planning their planting, harvesting and new greenhouses to try to match this demand. All of these are done by placing worker pieces on the action spaces. The trick is finding the most effective actions to take and, I suspect, depriving your opponents of opportunities. I'll need to understand the game better before I'm doing that. It's a much lighter game than I expected and thus plays quickly. I'm sure I'll be playing it again, but for the moment *Reykholt* gets a provisional 6/10 on my highly subjective scale.

Sunday is an odd day at the Gathering. It's ostensibly a full day of the event, but a lot of people have already gone and more leave through the day. This means games are frequently interrupted for farewells. I myself was expecting an airport shuttle at 2 pm and a late breakfast meant I only had time for one game before then.

The game was *Space Base*, which Peter had been touting for several days. This was designed by John Clair and published by AEG ([www.alderac.com](http://www.alderac.com)). Bill Masek and Jonathan Yost took us to four players. Once we started I realised that I had played it before. Players start with an identical set of spaceship cards in slots 1-12 on their board. Each turn they roll two dice and activate the ship/s corresponding to the numbers on both dice or to their sum.

Depending on the icons on the ships, they produce cash, victory points or an increase in income (there are also lots of special actions). You then spend your cash buying a new spaceship. This goes into the indicated slot. The clever bit is



Playing *Space Base*: my board towards the end of the game



that the old card is turned upside down and tucked under the top of its slot. This then generates cash, points or income on other players' dice rolls.

This mechanism means players' resources build up faster and faster, letting them buy more expensive and powerful ships to increase even faster. The game ends when somebody reaches the target number of victory points. In our game Bill rather ran away with it, by dint of buying every '7' card he could get his hands on (I thought '6's would be better, but this didn't work as well). It's a nice little game, though it goes on a touch too long for me. It gets 6/10 on my highly subjective scale.

And that was that for another year. Lots of games played, lots of friends chatted to and lots of fun had. My journey home was just as uneventful as getting there, for which I am grateful.

## Games Events

The UK Games Expo is at the end of the month and promises to be bigger than ever: Halls 1 and 2 at the National Exhibition Centre from 31st May to 2nd June. The halls hold the trade hall and competition space with additional events and open gaming at the Hilton Metropole hotel in the middle of the NEC. Expect lots of new games to be on show with plenty of opportunities to play them. And buy them, of course. For full details, see the website at [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.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 (next to London Bridge station). For more info, see [www.pevans.co.uk/Swiggers](http://www.pevans.co.uk/Swiggers)

**Games Games Games Days:** from noon(-ish) on the second Saturday each month – now at the Leon in Spitalfields Market (London E1 6DW). It's brightly lit, has big tables and they don't mind us stopping all afternoon. Closest stations are Liverpool Street (Tube and rail) and Shoreditch High Street (Overground).

**UK Games Expo:** 31st May – 2nd June 2019 at the NEC (Halls 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](http://www.ukgamesexpo.co.uk)

**Spiegel:** the board games event of the year. 24th-27th October 2019, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see [www.merz-verlag-en.com](http://www.merz-verlag-en.com)

**MidCon:** early November 2019 at the Hallmark Hotel in Derby. **MidCon** is a friendly board games convention in a decent hotel. Expect mostly open gaming plus a few organised events, including a bring 'n' buy and quiz. See [www.midcon.org.uk](http://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](http://www.boardgamers.org.uk/qla.php)

## Pevans's Wits & Wagers

### Round 5 bets and payoff

Question 5 was how many 'O' levels Pevans passed. The answer is nine.

Player	Answer	Bet on	Stake	Score	Total
Brick Amundsen	5			0	60
Alex Bardy	6	8	10	-10	35
Colin Bruce	6	8	5	-5	60
Mark Cowper	8	8	10	-10	70
Mike Dommett	9	9	10	40	160
Alex Everard				0	70
Anthony Gilbert	5	8	10	-10	70
Bruno Giordan				0	70
Tony Hinton-West		8	10	-10	70
Andrew Kendall	7			0	78
Nik Luker	10			0	40
Tim Macaire	8	8	8	-8	48
Stewart Macintyre	7			0	80
Graeme Morris				0	60
Jonathan Palfrey	9			10	70
Rob Pinkerton	7	9	10	30	95
Alan Tabor	8	8	10	-10	120
Dean Talbot				0	100
Gerald Udowiczenko				0	73
Pam Udowiczenko	9			10	80
Everybody else					80

Mr Dommett gets one right and bets on it, taking him into the lead. Rob (not Neil) Pinkerton is the only other person to bet on the right answer, which gives his score a boost.

This question has reminded me that I was miffed at the time at not being allowed to go for 10 'O' levels. The standard at my (grammar) school was eight. However, the best maths students (like me) were entered for an extra exam, Advanced Mathematics (or something like that) – if they were also taking Chemistry **and** Physics. Just Physics for me, so I was excluded, grumble, grumble. My ninth was

Russian, which I studied for three years, taking the 'O' level after four terms and 'A' level after a further five.

### Round 6 answers

The question is: what year did Geraldine and I get married?

Odds	Answer	Given by
4:1	2004	Alex Bardy
3:1	1999	Mike Dommett*, Anthony Gilbert
2:1	1998	Alan Tabor
1:1	1993	Rob Pinkerton
2:1	1990	Tim Macaire
3:1	1985	Colin Bruce
4:1	1984	Mark Cowper
5:1	Less than these	Tony Hinton-West (1977)

### Round 6 bets

Mesdames, messieurs: faites vos jeux! Anybody and everybody can now bet on what they think is the correct answer above (staking up to 10 points), regardless of whether they gave an answer or not – nor does anybody have to bet on their own answer. Get it right and your bet pays out at the indicated odds (there's a 10-point bonus for anyone who gave the right answer).

### Final round's question

How many nieces and nephews do Geraldine and Pevans have? (You may want to refer to the answer to the first question...)

**Bets on round 6 answers and answers for the round 7 question to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF, UK or TWJO@pevans.co.uk by Friday 7th June 2019**

### What's this all about?

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

Each round a question is posed that has a number as its answer. Players' answers are sorted and given different odds. The middle number gets odds of 1:1,

\* Had he not been working abroad at the time, Mike would have been my best man...

those either side of it 2:1, then 3:1 and 4:1 with the final category being 5:1 that the answer is smaller than anything else.

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

As you can see, the game has plenty of scope for tactics and the winner is not necessarily the smarty-pants.

Now, the issue with running a trivia game in this medium is that everybody has time to look up (well, Google) the answers. So the questions for this game will be trivia about yours truly. The people with an advantage here are those who've known me for donkey's years (hi Mike, hi Pete), so I'll flag their answers.

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

## Subscribing to TWJO

*TWJO* is published on paper and online at [www.pevans.co.uk/TWJO](http://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	£36.00	£43.00

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](http://www.pevans.co.uk/TWJO), where you can pay by credit card (via Paypal or Amazon) or Paypal account.

# The Mote in God's Eye (Star Trader game 10)

## Pre-start

We have six players for this game, which will use the standard map and Corporations. Corporations have been allocated as best possible according to players' preferences.

Mike Clibborn-Dyer is playing MONOGRAM INDUSTRIES.

Mark Cowper is playing QUASAR ENTERPRISES.

Jerry Elsmore is playing ASSOCIATION OF INTERSTELLAR ANARCHISTS.

Paul Evans is playing GATES-LEARJET.

Anthony Gilbert is playing GAMMA LEPORIS CORPORATION.

Przemyslaw Orwat is playing ARCHANGEL LINES.

For the next turn I would like your choice of victory conditions (which will be kept secret) and spaceship names and I will issue player sheets.

There is still space for up to two more players so those wishing to play please send Corporation choices (from those remaining - see section 24.4 in the rules) and victory condition selected.

**Orders to Mike Dommert, 12 Watton Park, Bridport DT6 5NJ  
or by e-mail to mike\_dommert@yahoo.co.uk  
by Friday, 31st May 2019**

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## Watercress (Railway Rivals game 13 - RR2344LH)

### Turn 11

TIS takes the lead but SWIFT isn't out of it yet. The three fight for the rest of the places between them, while GREAT improves a little at the back.

#### This turn's races

Race results				Scores						
				BASH	MDCR	SLOUGH	TIS	GREAT	SWIFT	
29	S3	EAST	52	Windsor/ Maidenhead	10-3		20		+3	
30	13	Shoreham/ H'w'ds H'th	61	London			15	0		15

Race results					Scores					
					BASH	MDCR	SLOUGH	TIS	GREAT	SWIFT
31	16	Three Brid- ges/Dorking	45	Winchester/ Stockbridge	20	10-2	0+1			
32	22	Arundel/ Chichester	31	South- ampton				20		
33	25	Havant/ Cosham	52	Windsor/ Maidenhead	+6	20-6		10+3 -3		
34	36	Portsmouth	53	Guildford/ Aldershot		10+2		20-2		
35	42	Reading	66	London	0	0	10		20	
<b>TOTAL</b>					<b>33</b>	<b>34</b>	<b>46</b>	<b>48</b>	<b>23</b>	<b>15</b>

JR = Joint Run; ERP = Exchange of Running Powers

#### Builds and points

**BASINGSTOKE ASSOCIATED**  
**STEEL HIGHWAY** (BASH), Bob  
Blanchett - Black  
**Builds:** None  
**Points:** 189.5 +33 = **222.5**

**TIGER IN SMOKE** (TIS), Jonathan  
Palfrey - Green  
**Builds:** None  
**Points:** 242.5 +48 = **290.5**

**MISSED, DELAYED AND**  
**CANCELLED RAILS** (MDCR),  
Mike Dyer - Blue  
**Builds:** None  
**Points:** 179.5 +34 = **213.5**

**GRAND RAIL EAST ATLANTIC**  
**TRUNKLINE** (GREAT), Rob  
Pinkerton - Red  
**Builds:** Not allowed - parallel track  
costs 5 points per hex  
**Points:** 15.5 + 23 = **38.5**

**SLOW LOCOMOTIVES ONLY**  
**USED GENTLY ON HILLS**  
(SLOUGH), Brad Martin - Orange  
**Builds:** None  
**Points:** 178 +46 = **224**

**SLOW WAGON IN**  
**FAST TRAFFIC** (SWIFT), Gerald  
Udowiczenko - Yellow  
**Builds:** None  
**Points:** 245.5 +15 = **260.5**

#### GM Notes

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

All companies may carry out joint runs and exchange of running powers with other companies should they wish, though it pays to start negotiations for these soon after the adjudication is sent out.

After the races, you may build up to 2 build points. **Remember: known junctions and parallel builds are deducted from these points.**

### Next turn's races

Race	From	To
36	S5 PORT	44 Whitchurch/Romsey
37	11 Brighton	55 Wokingham/Basingstoke
38	46 Alton/Bordon	15 Pulborough/Cranleigh
39	21 Worthing/Littlehampton	64 London
40	24 Selsey/Bognor	34 Petersfield/Bishop's Waltham
41	56 Woking/Leatherhead	33 Fareham/Eastleigh
42	65 London	44 Whitchurch/Romsey

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk)  
by Friday, 31st May 2019

## 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.

*Brass* games 75 and 76 (at [brass.orderofthehammer.com](http://brass.orderofthehammer.com)) both went to Steve Jones with yours truly second each time (it's my traditional place in a *Brass* game). Game 77 is in progress and I'll be setting up a new one shortly.

Game 22 of *Through the Ages: a New Story of Civilization* (at [boardgaming-online.com](http://boardgaming-online.com)) is nearing a conclusion, but our pacifist game was abandoned. Looks like I have three for a new one – anyone want to join us?

It's time for a new game of *Pax Porfiriana* (at [yucata.de](http://yucata.de)) – who wants to join us?

Al Tabor is interested in playing *Keyflower* (at [BoardGameArena.com](http://BoardGameArena.com)), but we need another player or two. Let me have your ID and I'll invite you into a game.

We're down to two players for *Agricola* (at [www.BoiteAJeux.net](http://www.BoiteAJeux.net)), so there's room for at least one more. Let me know if that's you.

*Rajas of the Ganges* (at [BoardGameArena.com](http://BoardGameArena.com)) is a game I thoroughly enjoy. Who'd like to give it a go? Drop me a line and I'll set up a game.

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

Orders for June 1671 to  
Pevans at 180 Aylsham Drive,  
UXBRIDGE UB10 8UF, UK or  
[lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk)  
by Friday 7th June 2019



## May 1671 (327)

If it's May, it must be time for the army to get ready for the Summer campaign. First, however, there are a few matters of honour to be resolved. GDMD Major Augustin Fourier has a grudge with PM Captain Antoine Robert Guillaume Herville and brings his sabre to settle it. Herville has his rapier, but is not as proficient at swordplay as his cavalryman opponent. However, he dodges Fourier's opening slash; only to run into the following cut. The force of the blow dumps him onto his backside from which position he concedes the fight.

The Commissioner of Public Safety, Felix Anton Gauchepied'er, and the Minister of State, Duncan d'Eauneurts, also have an appointment, but nobody expects Gauchepied'er to turn up – in any of his alter egos. Sure enough, all Viscount Eauneurts finds at the appointed spot is a note. "Our duel shall be in Court, not upon some muddy field" it reads. And so our narrative heads for the courtroom where the MoS has been accused of kidnapping, treason, murder, gaining entrance to various premises under false pretences and being Pestilence, the First Horseman of the Apocalypse...



## Pestilential trial

As France's chief Minister is on trial, the King himself sits in judgement. The public benches are packed as Parisians gather in expectation of more entertainment from their over-the-top CPS. As they settle into their seats, a sudden fanfare erupts and a band of musicians, trumpets blaring and drums beating, enters the court to herald the arrival of Commissioner Gauchepied'er. Felix enters dancing a merry jig and wearing a golden crown and sumptuous silver dress.

A number of CPS agents escort the Commissioner to 'her' seat and form a protective screen while the courtroom quietens and awaits the arrival of His Majesty. A beaming Felix looks across to the defendant and smirks while making thumbs down signs and drawing his finger across his throat in a ghoulish manner, the thick red lipstick and rouge upon his cheeks making a somewhat farcical appearance to the charade.

Upon the appearance of His Majesty, Felix rises, curtsies profusely and snaps his fingers towards several agents. Carrying bouquets of flowers and platters of sweet pastries, they trot forward to present these to the King. They are intercepted by the men of the King's Escort who, with His Majesty's permission, tuck in to the pastries.

Rising to his feet, Felix declares, "Your Majesty, before we begin today's proceedings firstly allow me to say how simply magnificent you look, truly an inspiration for us all and may the Almighty guide you in your decision to save France and rid the realm of its greatest danger. However, not being a vindictive Commissioner and recalling prior requests in this Court for suitable attire, please allow me a short pause while I change into formal wear." At this he is escorted to a side room to reappear, after a brief interlude, dressed as the Grim Reaper, his face whitened, carrying a scythe and giving ghastly stares to the accused. The King applauds, provoking a similar response from the public.

"Your Majesty," intones Gauchepied'er, pointing a bony finger from what appears to be a skeleton hand attached within the sleeve of his black robe towards the defendant, "this wretch has defiled France by his astounding list of crimes. A greater monster it is impossible to describe and I aim to prove to you that he is guilty upon all counts. Thus I call the first of the many witnesses." The Commissioner barks, "Bring in Madame La Whiplash and her girls."

A portly, middle-aged woman enters the Court. Following her is a group of young 'ladies' and all are crowded together in the witness area. The CPS addresses her, "Madame, you are the proprietress of several 'recreational' establishments within Paris – the Mare's Meadow and the Cucumber Patch, to name but a few – and entry to these establishments requires a certain condition for the male patrons, is that correct?"

"Oh yes, Sir, I have very high standards. We don't just let in any riff-raff, it has to be gentlemen, Sir, and gentlemen who are... errmm, how shall I say it? ...blessed in the trouser department."

"Madame, do you recognize the prisoner standing before us today as someone who has frequented your establishments and could you perhaps elaborate upon how he was allowed entry, did he measure up?" Felix sniggers, "So to speak?"

"Well, Sir, I have to say while we do have standards, sometimes there is a gentleman who lets the size of his purse, rather than, er, well, the size of anything else speak for him. I am just a humble woman, Sir, and there are so many expenses and I have to look after my girls and so, on occasions, perhaps, the rules are relaxed if the price is right."

"Yes, I fully understand, no reason to be defensive, Madame, it is not you on trial here today. I can appreciate that the threats, money and pathetic entreaties of the prisoner, holding the Office of State that he currently does, made it very difficult for you to refuse him entry. However, let us hear from some of the ladies who, I believe, personally attended to him during his visits."

Smiling benignly and flashing a wicked grin towards Duncan (gestures strangely at odds with his costume), Felix continues, "Now, ladies, you have heard the words of Madame and I'd be grateful for some further information from you direct. Can you tell the Court some of what happened during these visits? For example was the prisoner a good client, a bad one, did he menace you at all?"

"Oh no, Sir", says one of the girls. "He was an easy client; we all looked forward to his visits because all he wanted to do was talk, actually. In fact, it was easy money and a bit boring." At this she giggles and several of the others nod their heads in agreement. "You see, he just used to talk about his mother and how other girls never understood him. Some men are real brutes, rough and tumble types, with many weird demands, but he just used to sit there for a few hours and, well, just talk really. I have to say we girls felt a bit sorry for him to be true and he was always a generous with his tips."

"Thank you, Madame and ladies," responds the Grim Reaper figure. "That was most enlightening of you and you are free to leave." The women are escorted from the Court and, as they leave, a CPS agent passes Madame a small leather bag that clinks slightly as she hides it within her dress.

"Next, Your Majesty," resumes Gauchepied'er, "I shall call upon myself to give evidence concerning the kidnapping of Government employee Tristram de Gaye, who was illegally removed by members of the prisoner's regiment following the trial of his mother and the late enemy spy Captain Von Bismarch. Let me tell you, Your Majesty, that extensive investigations by my Office unearthed paperwork that had been concocted for a kangaroo court alleging that poor Trissy was some former Musketeer called Maurice d'Ancer". Felix stamps his feet with

rage, shouting at Duncan “You brute, this was a total abuse of a government employee, a direct act of vengeance against the Public Safety Ministry and thereby at His Majesty too and what have you done with Trissy?” He produces a bundle of papers and waves it in the air before handing it to a clerk for the King.

“Your Majesty, despite further exhaustive searches in Marseille of prison ships and jails no trace of Trissy has yet been found, so I believe that foul murder has been committed!” At this point the door to the Court opens and a bedraggled bearded man wearing furs and a tin crucifix enters. “Is it my turn yet?” he quavers. All turn to see a former witness to several trials, Monsieur Davide L’Icke, clasping a large leather book.

“Ah, Monsieur L’Icke, a timely appearance,” replies Gauchepied’er. “I had just finished detailing to His Majesty about the kidnap and murder charges, so you may give your evidence regarding the Horseman of the Apocalypse.”

“I have this book here, your Grace,” screeches L’Icke, “and you may be interested to see this particular page.” He opens the book to reveal a caricature of Duncan sat upon a skeletal horse with the word ‘Pestilence’ above it. “This is the sacred tome of St Mathias which has been in my family for many years,” he gibbers, giving a weird series of giggles. “And after Your Grace alerted me to the presence of the Four Horsemen, I immediately researched it. This page and the others with it give graphic warning of the danger posed by the ones it details as hiding as the enemy amongst us. And look, Your Grace, you can see it looks like him,” he laughs nervously as he points towards the defendant.

“Excellent work as always, Monsieur,” agrees the CPS. “If you can pass the book to me, I shall ensure His Majesty is able to see this revealing and damning evidence.” The King looks over at the accused and notes, “Terrible likeness, Viscount d’Eauneurts, though the horse isn’t bad.”

With no further witnesses to call Felix sums up. “Your Majesty, you have heard from the many witnesses today and seen evidence from the sacred tome of St Mathias, all of which conclusively demonstrate the unequivocal guilt of the accused to all charges. As, I hope, a future member of your family, once that delightful son of yours accepts my hand in marriage, it is only fitting that we work together to protect France and its people. I was going to suggest the prisoner be sentenced to life within a cage hung outside the walls of the Bastille, but it appears he is so much of a threat that there can only be the ultimate penalty for his crimes. Remember, too, his failings as Commissioner, when he was dismissed for incompetence, and how he hounded me out of his regiment with threats and abuse – me a decorated war heroine with many mentions for bravery! The demon must die, Your Majesty, and I already have La Belle Estelle ready outside with a large Chinese rocket waiting, just give me the word and we can launch him into oblivion!”

Much as the King might like to see the fireworks, he does feel the accused should have his say and waves the Viscount d’Eauneurts to take the ~~stage~~ stand.

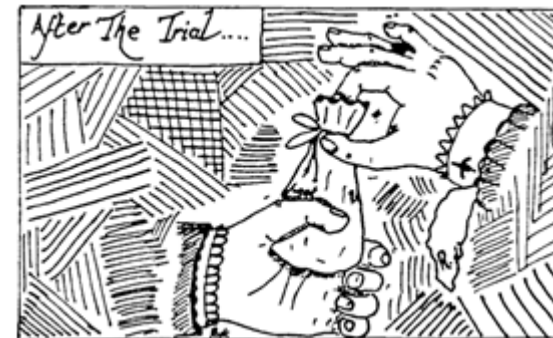
“Your Majesty, Noble Lords and Esteemed Gentlemen,” begins the Minister of State. “Let me apologise for your inconvenience today in having to witness yet another of the Commissioner’s tastelessly orchestrated legal farces. Since the Commissioner is, technically, a member of my government, I cannot help but feel responsible for his lunatic antics – despite the fact that I had no hand in his appointment (indeed I opposed it vehemently) and have no means of dismissing him. (I’d also like to apologise to those gentlemen who were inconvenienced at the Fleur last month, when the Commissioner had the effrontery (or should that be ‘ebbackery’ in his case?) to disrupt the civilised gathering I had arranged there).

“I will not dignify the Commissioner’s baseless and fantastical charges with a detailed response. Their ludicrous and incredible nature must surely be evident to all. Your Majesty may find it enlightening, however, to learn of the reasons why these baseless charges have been levelled in the first place.

“I regret that what we are witnessing today is but the latest development in a long-standing personal vendetta which the Commissioner has, for incomprehensible reasons of his own, decided to wage against me. I have no idea at all of the Commissioner’s motives for this. Until he embarked upon this sorry course he had received nothing but kindness at my hands – even to the extent of allowing him to join the King’s Musketeers in the, in retrospect forlorn, hope that it might make a man of him.

“It transpired, however, that as soon as he joined my regiment he began plotting to have me removed from my position as Commissioner of Public Safety – the only government appointment for which I was eligible at the time. Without any prior consultation with me, when the post came up for reappointment he thrust himself forward as an alternative candidate – offering I know not what inducements to the then Minister of State.

“Fortunately, on that occasion he was unsuccessful. Since he had shown that the concepts of gratitude, honour and loyalty were totally alien to himself – in other words to be totally unfit to enjoy the honour of being a King’s Musketeer – I promptly requested that he resign from the regiment. At first he refused point blank, only changing his mind when he realised that he could expect to spend the rest of



his service with the regiment at the front. He subsequently joined a regiment far less choosy where their recruits are concerned.

“At this point he began a concerted campaign of slander against me, claiming a familiarity which never existed and that I was somehow disadvantaged where manly attributes are concerned. (Being totally devoid of backbone – I’m told that it is only the whalebone in the bodily contraptions he sports which allow him stand upright – he invariably played the coward when called upon to back up his false allegations.) Needless to say, where the latter allegation is concerned I could call upon any number of professional ladies to refute the lie.

“When he was finally appointed as Commissioner of Public Safety (despite my pleas and warnings of the possible consequences to the then Minister of State) he was able to give his peevish spite free rein.

“He hounded my poor mother on a bogus treason charge and treated her so appallingly that I have been forced to send my family to one of Your Majesty’s far away colonies for the their own safety.

“He also began to vent his spleen on members of regiment, arranging for the judicial murder of Captain von Bismarch, a capable officer whose loyalty to Your Majesty was unquestionable. It remains a mystery to me how he induced the then Minister of State to administer a guilty verdict on the basis of no evidence whatsoever (though it has been noted that the Minister’s private fortune saw a considerable rise, and the Commissioner’s a considerable drop, in the month of the trial).

“Which brings us the present situation where the Commissioner sees Horsemen of the Apocalypse behind the doors of the most respectable residences of Paris. Surely it is clear to all that the evil humours which have built up in the Commissioner’s pox-addled brain thanks to his baseless spite have now disturbed the balance of his mind irreparably? His outrageous accusations would be laughable but for the fact that he is, thanks to a position he has plunged into irretrievable disrepute, able to bring them before the highest court in the land.

“In conclusion, the Commissioner’s insane accusations are undeserving of any serious defence. I am more than happy to put my trust in the good sense of Your Majesty and am confident that I shall see their unequivocal dismissal.”

The Minister even has a couple of witnesses who testify in his defence. Marquis Beau Reese Jean Seine, a Minister without Portfolio and the Field Marshal, Count Uther Xavier-Beauregard.

“If it please the court,” states Xavier-Beauregard, uncomfortable with the look he’s had from the judge’s seat. “I hesitate to try the court’s patience by directly addressing the farrago of inconsequential jibber-jabber that the CPS has laid before us. It is surely sufficient to recall that Viscount d’Eauneurts is a noble

fellow of proven loyalty and capability, while observing for ourselves that his accuser is a gibbering lunatic.”

This concludes the proceedings, leaving His Majesty to deliver his verdict. “Well,” he begins, “This has all been most entertaining. I do like the costume, Felix. However, it has been made clear to me by many respected gentlemen and Lords (Marquis Seine; my son’s Aide, M Azzat; Viscount le Sang; The Minister of War, Marquis Cuckpowder; Count Xavier-Beauregard; and, of course, the Minister of State himself) that these charges are nonsense and, having conferred with His Eminence, I am inclined to agree. So, no fireworks today: case dismissed!” He leans back to savour Felix’s reaction and is not disappointed.

Gauchepied’er gives a huge shriek and shouts angrily, “WHAT... WHAT...? You fat fool, how dare you free this villain! I am to be Minister of State, I am the law in this Courtroom and you choose to ignore me, me Felix Anton Gauchepied’er, Baroness, Commissioner of Public Safety, about to be Queen of Wadi El-foud! How dare you! This means War!! I shall see you ousted, your ugly head on a spike and the throne shall be mine. I go now to gather my allies and forces; we shall see you upon the field of battle!” Shaking his scythe, he hurries from the court.

Laughing heartily, His Majesty stands to applaud Gauchepied’er’s exit, forcing everybody else in the court to do the same. This gives Hercule D’Engin the chance to push through the crowd, intercepting the CPS and challenging him to a duel (see Press).

### Brigade Major at last!

Percy Urbain Fanci-Free, a Major in the Dragoon Guards, has given up on his quest to become Brigade Major of the Horse Guards. “The position’s occupied,” he mutters grumpily in his tent at the siege. However, he’s submitted his application and the bureaucracy will process it. What’s more, Bastian de LaGarde and Felix Anton Gauchepied’er have called in a favour each to persuade the incumbent to depart. Terence Cuckpowder throws a spanner in the works, using his influence to try to persuade the Brigade Major to stay. The man can see the writing on the wall, though, and decides to quit. Major Fanci-Free is promptly appointed to the now vacant position.



The Horse Guards still have no Brigadier as Inspector-General Chopine Camus refuses Brigadier-General Swindelle d’Masses’ application for the post. That’s not all he turns down, stopping Lieutenant-Colonel Chris Knight of the Crown Prince Cuirassiers from taking his squadron into action. “We’ll need the

troopers in the summer,” he growls at Lt-Col Knight before despatching him to serve with a Frontier regiment. “You, not so much.”

The CPCs gain a new Captain: Ben e’Volence calls in a few favours to make sure he’s admitted to the regiment and then buys his way to this rank with his nice new loans. He also receives an unexpected gift from Terence Cuckpowder.

Greg de Bécqueur needs no influence, he is signed up for the King’s Musketeers by the regiment’s commanding officer, Duncan d’Eauneurts. First, of course, he has to quit the Grand Duke Max’s and then buys his way back to the rank of Captain, helped by a hefty cash emolument from Viscount d’Eauneurts.

He’s not the only one to leave his regiment. Before returning to the Bastille, Gauchepied’er renounces his commission in the Cardinal’s Guard: “I will no longer fight for the King, only against him,” he declares. CG Lt-Colonel Jean d’Ice has very different ideas: he volunteers his battalion to join the siege. The Field Marshal, Uther Xavier-Beauregard, is on his way to the siege, too, presumably to see how things are going. Though he does feel the need to re-fill his coffers after his recent generous donation to the Exchequer.



### Slow start

There’s a distinct lack of social events at the start of May, so many Parisians are at their own club. For Leonard de Hofstadt (who’s just repaid his loan) and Pierre le Sang, this is the Fleur de

Lys. They are accompanied by Frances Forrin and Guinevere d’Arthur, respectively. Bothwell’s is where to find Bastian de LaGarde and Swindelle d’Masses, escorting Cath de Thousands and Lucy Fur, respectively. The Horse Guards and Blue Gables are quiet, but the Frog & Peach has some members in situ. Ben e’Volence brings Di Lemmere for a quiet drink. Georges Dueppre and Deb Estaround, host Georges’ regimental colleague, Antoine Robert Guillaume Herville, another man who’s received a gift from Marquis Cuckpowder.

Duncan d’Eauneurts, Felix Anton Gauchepied’er, Pierre Cardigan and Padamus Da Grim are all, separately, in the Bawdyhouses (“The Mare’s Meadow” for Duncan), indulging in a little companionship. Duncan and Padamus attract the attention of the footpads, but both have spent their cash. In the gyms, Jacques de Gain starts his rapier practice. Also on rapier this week are Balzac Slapdash and Hercule D’Engin. Augustin Fourier, Chopine Camus and Terence Cuckpowder practise with their sabres.

Gaz Moutarde is missing as he’s at home with his lady friend, while Greg de Bécqueur is with someone he’d like to be his lady friend. She’s not interested, though, despite his nice new uniform and the offer of a hot sausage roll.

Week 2 sees Felix arrive at the Fleur for her ‘coronation’ as “Queen of Wadi El-Foud”. She is accompanied by the usual two mannequins and a squad of Public Safety agents, mostly looking uncomfortable with their roles in this celebration. Joining Felix are Bastian de LaGarde (with Cath), Balzac Slapdash (plus Mary Huana) and Georges Dueppre (and Deb). Leonard and Pierre are in the Fleur again with their ladies and keeping out of the way. Duncan d’Eauneurts also stays out of the way and is joined by Greg de Bécqueur, who has Jenny Russe on his arm – good job she doesn’t know what he was up to the week before.

Bothwell’s sees Swindelle d’Masses and Lucy return, while Ben e’Volence and Di are back in the Frog & Peach. Padamus Da Grim turns up at the F&P too, having had his oats. It’s the turn of Antoine Robert Guillaume Herville and Hercule D’Engin to visit the Bawdyhouses, where they both indulge. Augustin Fourier, Chopine Camus, Jacques de Gain and Terence Cuckpowder continue practising. Pierre Cardigan takes up his sabre, while Gaz Moutarde trains with his cutlass.

The major social event of the month is Pierre le Sang’s bash at the Fleur. This sucks in just about everybody. First of Pierre and Guinevere’s guests (alphabetically) is Augustin Fourier, escorting Josephine Buonoparte. Bastian de LaGarde brings Cath. Ben e’Volence is accompanied by Di. Balzac Slapdash comes alone. Chopine Camus forsakes his sabre practice to turn up with Sheila Kiwi. Gorges Dueppre brings Deb. Greg de Bécqueur has Jenny on his arm. Hercule D’Engin is unaccompanied, as is Padamus Da Grim. Swindelle d’Masses escorts Lucy and, finally, Terence Cuckpowder brings Leia Orgasma.

Other members in the Fleur this week are Felix Anton Gauchepied’er, bitching about the King’s “betrayal”, and Leonard de Hofstadt (with Frances, of course). Gaz Moutarde is still practising cutlass, Jacques de Gain rapier and Pierre Cardigan sabre. This week Antoine Robert Guillaume Herville and Duncan d’Eauneurts take up their rapiers.

May finishes with Xavier Money’s party at the Blue Gables. At least, it would be if Xavier had turned up. Instead Augustin Fourier, Balzac Slapdash, Georges Dueppre and Padamus Da Grim spend the week chatting amongst themselves outside the club. Swindelle d’Masses is back in Bothwell’s with Lucy. Bastian de LaGarde and Cath are there too. Gaz Moutarde trots in for a glass and welcomes a guest, Antoine Robert Guillaume Herville. Leonard de Hofstadt (with Frances) and Pierre le Sang (plus Guinevere) are the only people in the Fleur.

Greg de Bécqueur is off courting again – and getting the same answer as he did at the start of the month, despite the armful of pastries he brings. Ben e’Volence puts in a week in the gym with his sabre. Also practising sabre are Chopine Camus, Pierre Cardigan and Terence Cuckpowder. Duncan d’Eauneurts continues his rapier practice, as do Hercule D’Engin and Jacques de Gain.

This leaves Felix Anton Gauchepied’er. He’s outside the Bastille drumming up recruits for his new “Bastille Guards Battalion”, which has been promoted



throughout the city. Quite a few city folk seem attracted by the all-black uniforms, set off by a blood red sash – though there isn't a huge selection of sizes – and the impressive monthly salary offered. It's not quite the 300 soldiers (plus officers) Felix hoped for, but he's certainly got a company's worth signed up and paid their first month's wage. Strangely, there are only a dozen or so still in the new barracks (hastily built within the Bastille) the following day.

### The siege goes on

The French troops are hoping to wrap up their siege before the summer season begins, with the possibility of a substantial Spanish army arriving. However, things don't go according to plan: the Spanish troops still seem to be well supplied. A night-time sortie throws Frontier regiment 1 out of their positions. Subaltern Boul Ogne takes a musketball through his hat, but survives. So does his fellow Subaltern, Alonzo Fonde-Lapatrie, who receives a Mention in Despatches ("he's a survivor") and a cash gift from Cuckpowder. Brigadier-General Charles Louis Desapear is attached to the regiment, too, and gets a MiD ("surprised the enemy missed all that gold braid").

The other Frontier regiments hold their own. CPC Lieutenant-Colonel Chris Knight and DG Major Percy Urbain Fanci-Free survive handily with their respective regiments. Fanci-Free is confused: he expected to be with his regiment, but his sudden appointment as Brigade Major has taken him out of the chain of command and off to a Frontier regiment on his own. The Royal North Highland Border regiment makes the first breakthrough, storming the bastion in front of them. The regiment is bolstered by two Generals, Bernard de Lur-Saluces and Sebastian de la Creme, plus the Field Marshal, Uther Xavier-Beauregard. All three get lashings of loot (where a lashing is on the order of 500 crowns) and a Mention each ("Let's see them keep this up next month").

The Royal Foot Guards exploit the RNHB's success to complete the capture of the bastion. Brevet Bdr-General Amant d'Au, commanding the regiment, collects 1,400 crowns for himself – almost three lashings. The Lt-Colonel, Jean Jeanie, takes it all in his stride and pockets 1,200 crowns worth of booty. Major Beau Reese Jean Seine's take is worth 400 crowns – not quite a lashing, but a decent return for a man who's trying out a chainmail bikini in place of the RFG's traditional breastplate ("it does chafe a bit," he admits). Captain Luc Azzat's plunder is a couple of lashings and he goes into the Despatches ("Look at that!").

The Cardinal's Guard makes no progress – either forward or back. There's no reward for commanding officer Alan de Frocked. Lt-Col Jean d'Ice wins a hundred crowns playing dice with the men and is Mentioned in Despatches ("playing dice with the men!"). Things are much the same with the Royal



Marines: nothing for the CO, Robert d'Lancier, but a little something for the Lt-Col. Henri DuShite gets a hefty Mention for his pro-active approach to assigning and re-assigning the pickets. This brings him the reward of a pat on the back.

The cavalry is busy foraging and scouting for any relief columns. The Archduke Leopold Cuirassiers and Princess Louisa Light Dragoons have some success this month. ALC commander Frele d'Acier finds time to add 800 crowns worth of forage to his personal wealth. PLLD Colonel Georges Hommemince is brevetted to Bdr-Gen after he secures a Spanish supply train, looting 1,500 crowns-worth.

Things are not so rosy for the Dragoon Guards. They run into a combined arms Spanish force and take a pasting from the force's artillery. The only officer casualty is Captain Paul d'Udderjuan, who falls under the first barrage. RIP. There are Mentions in Despatches for Bdr-Gen Etienne Brule, Lt-Col Jean Ettonique and Major Henri Dubois ("Three clean pairs of heels"). Brule is disappointed: he could have done with some loot to make up for the large donation he was 'invited' to make to the Exchequer. ❖

## Press

### Announcements

Public Safety Official Announcement  
War is hereby declared against the despot King Pevans and all true patriots are called to defend Commissioner Queen Felix and help topple this worthless fat fool from the throne.

The newly created Bastille Guards Battalion is recruiting men with immediate effect and will soon be ready to march upon the Palace. Death to the King, death to his lackeys, glory to Queen Felix!

† Commissioner Gauchepied'er

Dearest Captains of our Military,

A position as my Aide de Camp has become available for the campaign.

Please apply directly to my office in order to be able to fill this position in time for the forthcoming assault on the enemies of France.

† Lt-Gen Leonard de Hofstadt.

To: The Royal Families and Houses of Europe

France needs your help! Send whatever forces you can to support the people against King Pevans and to assist Queen Felix in her just and rightful claim to the throne. You will all be richly rewarded with the opportunity to acquire wealth and lands for your efforts.

† Queen Felix

Commissioner of Public Safety  
Baroness, War Heroine

### Despatches from the Front

"I hate the Front; it's so far from Paris."

"Yes, but it's also a long way from our power-crazed CPS."

(pause)

"I love the Front; it's so far from Paris."

The ongoing trials and tribulations of Percy Urbain Fanci-Free  
 They were here! The 4 Horsemen. They were spotted by one of Grand Duke Max Dragons' patrols in the early morning. I immediately saddled my horse and recklessly rode after them. When I arrived, I could only see one of them, the Horseman of Pestilence, dressed as a Colonel of the King's Musketeers (at least, that is what I think I saw). As he charged at me, I braced myself and at the last moment, reached into my pocket and withdrew a handkerchief filled with fresh Lavender and Rose Water Pot Pourri which I flung in the cursed one's face – boom! He vaporised, leaving behind steaming hoof prints and a faint smell of brimstone. This was witnessed by my squadron and Le Roi has seen fit to offer me a Baronetcy plus wholesome mention in dispatches. Later, the lads told me I was really lucky as I just went berserk and charged a cannon on my own, poured my pot pourri over the Spanish Gunners before they had finished loading chain shot, leaving them sneezing and wheezing, whereupon the lads steamed in and captured the mobile artillery rig. But I know what I saw – it was a Horseman. I have sent my written Testimony to the CPS to this effect. I pray that our brave CPS will be able to uncover them at Court next month, the pressure is slowing driving him mad. May he find the courage and fortitude to repulse these diabolic forces and save us all from purgatory or, even worse, Hell, where we would all be forced to wear Canary Yellow

Breeches and Pea Green Shirts every time we went out to promenade around the malls – the horror!

## Blatant brown-nosing

I trust our brave soldiers will do the honour of France proud over the coming campaign season. Three cheers for their Majesties!

† Lt General Cuckpowder (brev)

More please. † Le Roi

## Matters of Honour

Recently a certain Percy Urbain Fanci-Free referred to me also as “One of the Horseman of the apocalypse... pestilence”. Me, a regular churchgoer being so devout as to have for some years been assisting the various churches I attend with the ringing of the bells to call Christians to prayer... I can provide documentary evidence of my baptism, confirmation and participation in holy church. Here is my grandfather's bible which I kiss in front of you all. I may be a devout Christian, but not necessarily a good Christian, for my actions do not cease when it comes to drawing blood. The accusation of Percy Urbain Fanci-Free against me is an insult which cannot be left unsatisfied. It is also so similar your accusation against Duncan d'Euaneurts that I cannot help but see a direct link to yourself. Therefore, since you have made these vile unchristian accusations, I denounce you as an enemy of all Christians and we know what that means don't we? There are holy

offices who look into such things, but to save them time... I hereby challenge you to meet me with honest steel at the earliest opportunity and thereafter I shall attend to your underling, God Willing and God save the King who should not have to put up with the likes of you. † HDE

## Social

June will see the triumphant return of General le Marquis Sebastian de la Creme and he looks forward to spending the month celebrating his successes at the front with his peers! All of a suitable social standing are welcome to join him for month-long drinks throughout June at the esteemed Fleur de Lys, please enquire to avoid disappointment. Be prepared to be regaled with tales of heroism, stoicism and the glory of the French Army – ladies welcome.

[Party at the Fleur de Lys, all SL 17 plus mistresses welcome, week 1 – 4 throughout June.]

Hmm, is the Marquis not aware that June is the start of the campaign season? † Le Roi

## Personal

Sir Percy Urbain Fancy Free  
 If death is abroad, couldn't we let him stay there? Take away his passport so he cannot return to la belle France?

† T Cuckpowder

Lord Percy Percy says, as fashion is tending towards the Laura Ashley look, our CPS is deeply unfashionable.

To: Sir Percy Urbain Fanci-Free  
 My Darling boy,  
 Many thanks for your continued loyalty and defence of my person. You shall be richly rewarded upon my success and I promise you command of Dunkie's current regiment and all of his personal wealth and belongings once he too has been disposed of with the other traitors. In fact, you can have Beauregard's belongings, too, come to think of it. A place within a future new government is assured for you. Keep up the good work!

Your grateful employer and friend,  
 † Queen Felix  
 Commissioner of Public Safety

Open letter to Le Roi to be read at the trial of DdE:

Your Majesty,

I regret that I have but one life to give for my Monarch. Had I another I would be able to fight your Majesty's enemies in Paris as well as here at the front. As it is this missive must stand in for me.

I beg your Majesty, on my honour and my office, to find the Minister of State, Duncan d'Euaneurts, not guilty by reason of insanity. Specifically by reason of the insanity of Felix Anton Gauchepied'er.

Minister of State d'Euaneurts has done great service to the cause of Brexit – the setting up of an assisted suicide clinic for the British. While suicide is a mortal sin, an eternity in hell is surely preferable to a life in Britain. I hope you will allow him to continue this good work.

Your Humble Servant,  
 Beau Reese Jean Seine

To the Commissioner of Public Safety  
(confidential)

Commissioner,

I've heard that you are offering a reward for information regarding the whereabouts of your former companion 'Trissy'. I have it on good authority that Trissy took advantage of the confusion following your unsuccessful trials of the d'Éauneurts to escape your clutches and make his own way in the world by less disreputable means than serving as your Mignon. He has since found gainful employment at Hector's House of Pain using the professional name 'The Gimp'.

It should be simplicity itself to confirm the veracity of the above information and, when you have done so, I'd be obliged if you could pay the promised monies to the King's Musketeers Benevolent Fund.

† A Helpful Friend

To: My dear friend and former  
Commander, Baron de Frocked  
Sweetheart,

It is with a heavy heart that I must leave the regiment in order to claim my throne. I thank you for your support and mentoring over the last few years, but give you my word that upon my success you will be richly rewarded and a place in government awaits you.

† Felix xx

Overheard in the CPS's office as spoken by our most noble CPS

"Spring, and a young man's fancy turns to thoughts of love – and, as a young man's fancy, I should know!"

† Les pantalons jaune

I cast my vote such that the Fleur should be a CPS-free zone.

† Cuckpowder

At the Trial of Viscount d'Éauneurts  
Your Majesty, Noble Lords and ladies, Gentlemen of Paris:

There is a canker at the heart of our fair city, a disease of malignant hate, corruption and the abandonment of reason. Its source is that man [he points but cannot speak his name] who has brought the wild accusations you have heard today. Accusations I say that should be seen as what they are: sedition and treason. For to question the judgement of Le Roi in appointing Viscount d'Éauneurts as one of his ministers is to strike at the foundations of government itself. I say nothing of the wisdom, bravery, integrity and scrupulous honesty of the accused. Others who are more gifted will say it better than I ever could. But of his accuser, I say he is malicious, crazed, deceitful and dangerous. Let him be cast down and into the Carcerie, there to be judged and let his carcass join the other filth floating in the Seine until it descends into the black depths and is seen no more.

† Bastian de LaGarde

What the hell happens to the citizens of Paris? Give them a Government position and they go completely nuts... If you look back at what the last few CPSs did, they went very strange (Although O'Shea didn't exactly do a lot as CPS but was mostly sane).

## Poetry Corner

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

Just look at the proud Dragon  
Guard:

He trots round the exercise yard,  
Looking down on the rest,  
Thinking he is the best,  
And paying us all scant regard.

† Le Salame Disparu

He goes through Paris late at night  
And gives the citizens a fright.  
Arrested here and tortured there,  
The law-abiding must beware!  
Spinning webs of vain deceit,  
He murders justice at the feet  
Of he who sits – Le Roi! – in  
judgement.  
His tyranny must end,  
He and his minions we shall send  
To Hell,  
And Paris shall know happiness  
again,  
When Felix ends his grisly reign – of  
terror.

† Les Citoyens Désespérés

## Points Arising

Next deadline is 7th June

Thanks to all who contributed to this month's trial report, especially Jason (FAG) and Paul (DdE).

It's been so long since we had a trial that wasn't decided by a player character, I had to check the rules. I decided BRJS ('employee') and UXB (higher SL) counted as witnesses which, with all the favours used, meant a very decisive acquittal.

June is the start of a new season. **All characters start the month in Paris and all duels must be fought.** Any vacant appointments not taken by player characters will be filled by NPCs – unless a post is appointed by a player character, who may order that it is left vacant (if you have an appointment or a rank that allows you to appoint posts, don't forget to do so).

June is the start of the campaign season. **All units listed on the "Army Organisation" table will be in action** (any volunteers will serve with the Frontier regiments). Characters who are part of one of these units can only avoid active service by resigning from their regiment and/or appointment.

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

It looks like some 30% of the characters could be in Paris next month, so this will be a normal turn (rather than running June and July back-to-back, as I would do if more characters were in action).

### Absent friends

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

AdA Amant d'Au (David Brister) has NMR'd. Total now 1  
 BdT Bendroit de Tres (Olaf Schmidt) has NMR'd. Total now 1  
 BO Boul Ogne (Dean Talbot) has NMR'd. Total now 4 and is sent to a Frontier regiment  
 FdA Frele d'Acier (Peter Farrell) has NMR'd. Total now 1  
 HJ Hugh Jass (Ray Vahey) has NMR'd. Total now 1  
 JJ Jean Jeanie (Andrew Kendall) has NMR'd. Total now 1  
 X1 (Gerald Udowiczenko) has NMR'd. Total now 1  
 X3 (Charles Popp) has NMR'd. Total 2 and is sent to a Frontier regiment  
 XM Xavier Money (Pam Udowiczenko) has NMR'd. Total 1  
 FSdM (Nik Luker) was floated as Nik "messed up again".

**Notes**

The *En Garde!* rules are available to LPBS players at a reduced rate: see

**Announcements**

Chopine Camus asks NPC Division Commander of Second Division to resign  
 Chopine Camus applies for Division Commander of Second Division

**Duels**

**Results of May's duels**

Augustin Fourier (gains 1 Exp) beat Antoine Robert G Herville.

any month's Points Arising page at [www.pevans.co.uk/LPBS](http://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 that you're still there.

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

Greg de Becqueur asks NPC Major 1 of King's Musketeers to resign

Gaz Moutarde asks NPC Brigadier of Guards Brigade to resign

Swindelle d'Masses applies for Brigadier of Horse Guards Brigade

Felix Anton Gauchepied'er didn't turn up to fight Duncan d'Eauneurts and lost SPs.

**Grudges to settle next month:**

Hercule D'Engin (Rapier, Seconds GdB) challenges Felix Anton Gauchepied'er (Dagger, adv.).

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

**Challenges to be voted on:**

Hercule D'Engin challenges Felix Anton Gauchepied'er for being an enemy of all Christians.

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

**New Characters**

Bruno Giordan gets the Bastard son of an Impoverished Earl: Init SL 8; Cash 36; MA 3; EC 4 (X2).

Charles Popp gets the Second son of a very wealthy Merchant: Init SL 3; Cash 500; MA 5; EC 3 (X3).

**Tables**

**Army Organisation and 1671's Summer Deployment**

First Army (Defence)	JdG/__/__/AdF
Cavalry Division (Defence)	N5/N/N3
Heavy Brigade (Defence) - ALC CPC	
Dragoon Brigade (Defence) - GDMD PLLD	
Frontier Division (Defence)	N4/N/N5
Frontier Regiments (Defence)	
Second Army (Siege)	PIS/N/N5/N
First Division (Assault)	LdH/__/N1
Guards Brigade (Assault) - RFG CG KM	
1st Foot Brigade (Assault) - RM PM	
RNHB Regiment (Assault)	
Second Division (Siege)	N5/N/RdL
2nd Foot Brigade (Siege) - 13F 53F	
3rd Foot Brigade (Siege) - 27M 4A	
4th Foot Brigade (Siege) - 69A Gsc n	
Horse Guards Brigade (Field Ops) - DG QOC	

Organisation and Deployment for the Campaign Season with Army and Division posts (Commander/Aide/Adjutant/QMG) Entries are ID for player characters, "N" (+ MA if needed) for NPC, \_\_ for vacant

### Brigade Positions

Guards Brigade	N2/N/BdLG
Horse Guards Brigade	--/--/PUFF
Heavy Brigade	N2/N/N2
Dragoon Brigade	N4/N/N5
First Foot Brigade	N2/N/N1
Second Foot Brigade	N2/N/N4
Third Foot Brigade	N4/N/N3
Fourth Foot Brigade	N5/N/N2

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

### Frontier Regiments

	(On Campaign for June-Aug)				
	F1	F2	F3	F4	RNHB
Colonel	N4	N1	N5	N5	N7
Attached					
Also at the Front					

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

### Battle Results

Royal Foot Guards: 1	Frontier regiment 1: 5
Cardinal's Guard: 4	Frontier regiment 2: 3
Dragoon Guards: 6	Frontier regiment 3: 4
Archduke Leopold Cuirassiers: 1	Frontier regiment 4: 4
Royal Marines: 4	RNHB regiment: 2
Princess Louisa Lt Dragoons: 2	

### Other Appointments

King's Escort: Ensign N	Captain __
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince LA	to Field Marshal Jdl
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General N
Inspectors-General: of Cavalry CC	of Infantry __
Commissioner of Public Safety FAG (until September 1671)	
Chancellor of the Exchequer __	
Minister of Justice __	
Minister of War TC (until August 1671)	
Minister of State DdE (until November 1671)	

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

### Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	
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	LdH
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	SdM
30	Leia Orgasma	13	B	TC
45	Cath de Thousands	13		BdLG
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	GD
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	BeV
53	Angelina de Griz	10	B	
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idée	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	GdB
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	BS
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	AF
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Lô	5	B	

Regiments		RFG	CG	CCG	KM	DG	OO	ALC	CPC	RM	CDM	13F	PLD	53F	27M	4A	69A	Gscn
Col	AdA	AdF	DdE	EB	SdM	FdA	N4	CK	HDS	PDG	CD	GH	N3	N4	N2	N3	N6	N2+
LCol	Jl	Jdl	N6	JE	HD	PUFF+	N3+	N4	N2+	N1	N2	N1+	N4+	N5+	N4	N2	N5	N6
Maj 1	BRJS	N2+	N1	N1	N3	N4	N6	N6	N6	N4	N1	N3	N3	N5	N6	N5	N6	N2
Maj 2	BdLG+	N2+	N1	N1	N3	N4	N6	N6	N6	N4	N1	N3	N3	N5	N5	N6	N2	N2+
Capt 1	LA	N5	N3	N1	N1	N6	N6	N6	N6	N4	N1	N3	N3	N5	N5	N6	N2	N2
Capt 2	N3	N5	N1	N4	N4	N4*	N1	N1	N4	N4	N2	N2	N3	N3	N5	N1	N1	N6
Capt 3	N2*	N2	N6*	N2	N5	N2	N2	N2	N6	N6	N2	N2	N3	N3	N5	N1	N1	N2
Capt 4	N6	N6	N6	N4	N2	N2	N2	N6	N6	N5	N6	N6	N6	N5*	N5*	N1	N1	N6
Capt 5																		
Capt 6																		

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

# The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player	
UXB	Count Uther Xavier-Beauregard	26	F	Comfy	Fld Marshal/Min w/o Port	16	Flr	4	Pete	Card	
PIS	Viscount Pierre le Sang	25	31	Rich	General/2nd Army Commdr	7	Guinevere	Flr	4	Bill Howell	
EB	Marquis Etienne Brule	25	F	Poor	B.Bdr-General DG/Min w/o Port	3	Flr	4	James	McReynolds	
AdA	Count Amant d'Au	25	F	Fthy	B.Bdr-General RFG/Min w/o Port	11	Flr	5	David	Brister	
PC	Count Pierre Cardigan	24	54	Rich	General/Min w/o Port	9	Flr	5	Matt	Shepherd	
DdE	Viscount Duncan d'Euaneurts	24	50	Withy	B.Bdr-General KM/State Min.	8	Flr	5	Paul	Lydiate	
FdA	Count Frele d'Acier	24	F	Withy	B.Bdr-General ALC/Min w/o Port	18	Flr	3	Peter	Farrell	
JdG	Count Jacques de Gain	23	39	Fthy	B.General/1st Army Commdr	24	Flr	6	Ben	Brown	
SdIC	Marquis Sebastian de la Creme	23	F	Withy	General/Min w/o Port	5	Flr	5	Alan	Percival	
BRJS	Marquis Beau Reese Jean Seine	22	F	OK	Major RFG/Min w/o Port	5	Flr	3	Bill	Hay	
JJ	Count Jean Jeanie	21	F	Rich	Lt.Colonel RFG	27	Flr	3	Andrew	Kendall	
CC	Marquis Chopine Camus	20	57	Withy	B.Lt-General/Insp.Gen.Cav	9	Sheila	Flr	4	Stewart	Macintyre
TC	Marquis Terence Cuckpowder	20	52	Withy	B.Lt-General/War Minister	6	Leia	Flr	4	Mike	Dormett
LdH	Sir Leonard de Hofstadt	18	44	Comfy	B.Lt-General/1st Div Commandr	5	Frances	Flr	5	Neil	Packer
SdM	Sir Swindelle d'Masses	18+60	Comfy	B.Bdr-General QOC/Min w/o Port	6	Lucy	Both	4	Craig	Pearson	
JE	Count Jean Ettonique	17	F	Rich	Lt.Colonel DG/Min w/o Port	19	Both	5	Tony	Hinton-West	
GM	Sir Gaz Moutarde	16	28	Withy	Bdr-General	4	Both	2	Mike	Clibborn-Dyer	
AdF	Baron Alan de Frocked	16	F	Rich	B.Bdr-General CG/1st Army QM G	3	Both	2	Charles	Burrows	
JdI	Sir Jean d'Ice	15	F	Comfy	Lt.Colonel CG/FMshl's Aide	6	Both	3	Tym	Norris	
FAG	Baron Felix A Gauchepped'er	14	17	Poor	/CPS	8	Flr	4	Jason	Fazackarley	
BdLS	Marq. Bernard de Lur-Saluces	14	F	Rich	B.General	12	Both	3	Rob	Pinkerton	
BdLG	Bastian de LaGarde	14+44	OK	Major	RFG/Gds Brigade Maj.	4	Cath	Both	1	Jerry	Spencer
HD	Baron Henri Dubois	13	F	Comfy	Major DG	4	Both	3	Wayne	Little	
CLD	Charles Louis Desapear	13	F	Withy	Bdr-General	3	Both	4	Martin	Jennings	
CK	Sir Chris Knight	12	F	OK	Lt.Colonel CPC	10	Hunt	2	Paul	Wilson	
LA	Luc Azzat	12	F	Comfy	Captain RFG/C.Prnce Aide	3	Both	2	Tim	Macaire	

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
PUFF	Baron Percy Urbain Fanci-Free	11	F	OK	Major DG/HGds Brigade Maj.	8	Hunt	2	Mark	Cowper
GdB	Greg de Bequeur	11+35	Poor	Captain	KM	6	Jenny	Hunt	5	Anthony Gilbert
FsdM	Florent Sans de Machine	10	18	Comfy	Major KM	3	Hunt	4	Nik	Luker
GH	Sir Georges Hommemine	10	F	Comfy	B.Bdr-General PLLD	6	Hunt	1	Cameron	Wood
RdL	Robert d'Lancier	10	F	Comfy	B.Bdr-General RM/2nd Div Adjut't	7	Hunt	4	Steven	Malecek
GD	Georges Dueppre	10+30	OK	Colonel	PM	6	Deb	F&P	3	Mark Nightingale
XM	Xavier Money	9	11	Withy	B.Bdr-General GDM	5	BG	3	Pam	Udowiczzenko
AFL	Alonzo Fonde-Lapatric	9	F	Poor	Subaltern	6	2	Graeme	Morris	
PdU	Paul d'Udderjuan	9	RIP					Bruno	Giordan	
PDG	Padamus Da Grim	9+30	Comfy	Lt.Colonel	GDM	8	F&P	2	Graeme	Wilson
AF	Augustin Fourier	8+29	Poor	Major	GDM	2	Josephine	BG	3	Brick Amundsen
BS	Balzac Slapdash	8+29	Comfy			9	Mary	BG	4	Matthew Wale
BeV	Ben e'Volence	6+33	Poor	Captain	CPC	5	Di	F&P	3	Ash Casey
HDE	Hercule D'Engin	6+18	OK			2	2	Gerry	Sutcliffe	
X1		5-	1	OK		5	F&P	2	Gerald	Udowiczzenko
X3		5	RIP					Charles	Popp	
HDS	Henri DuShite	5	F	Comfy	Lt.Colonel RM	6	4	Dave	Marsden	
ARGH	Antoine Robert G Herville	5+19	Poor	Captain	PM	5	2	Bob	Blanchett	
BdT	Bendroit de Tres	4-	2	Poor		2	5	Olaf	Schmidt	
HJ	Hugh Jass	4	5	Poor	Major 13F	3	3	Ray	Vahey	
BO	Boul Ogne	2	F	Comfy	Subaltern	2	4	Dean	Talbot	

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, Fthy = 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+