

That would be enough

This has been issue 196 of *To Win Just Once*, published 1st August 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 16th August 2019.

Orders for *LPBS* plus any other contributions to Pevans by Friday 23rd August.

(Last 2019 deadlines are: 20th/27th Sept, 25th Oct/1st Nov, 29th Nov/6th Dec)

Waiting lists

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

Railway Rivals – the latest game has just started. Christian Bien, Mark Cowper and Rob Pinkerton are awaiting the next one, who else? (Working map and rules provided).

Sopwith – up for this game of WW1 aerial combat are: Pevans.

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

Online games

Agricola (at www.boiteajeux.net): Pevans, Brad Martin

Brass (at brass.orderofthehammer.com): Pevans, Przemek Orwat

Innovation (at www.boardgamearena.com): Pevans, Martin Abrahams

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

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

Rajas of the Ganges (at www.yucata.de): Pevans, Brad Martin

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

Credits

To Win Just Once issue 196 was written and edited by Pevans. The *LPBS* masthead (page 24) is by Lee Brimmicombe-Wood, as are the drawings on pages 19 and 23. The illustration on page 26 is by Nik Luker and the one on page 28 by Tim Wiseman. Game and book artwork is courtesy of the publisher. Photos were taken by Pevans (except where noted), who played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

First off, an apology for the late appearance of this issue – family stuff has got in the way. I've put the next couple of issues back a week, but I should be on schedule after that (that, in this case, being Spiel '19).

I have recently come face to face with just how much shit I produce. No, I'm not talking about my literary (!) output, I mean literally how much shit I produce. Glossing over the (non-gory, thank goodness) details, what struck me was just how much I produced every day. It brings home what a brilliant job the sewage system does. I can't see how we'd be able to have cities without such a system. Is this what the Romans did for us?

The *Wits & Wagers* game has reached an entertaining conclusion, so I'd like to know what you thought about it. Did it work? Did it make sense to use these questions? And what else could we have as an all-reader game? Meanwhile, I'd better start a new game and, *faute de mieux*, I think I'll return to Trophy Hunter.

Nee-ow! Dacka, dacka, dacka...

Bob Blanchett has proposed running a game of *Sopwith* in *TWJO* and it sounds like a good idea to me. As the name suggests, *Sopwith* is a simple game of WW1 aerial combat and has a long tradition in postal games 'zines. Bob proposes using Keith Thomasson's rules, which are pretty clear and can be found at <http://www.fwtwr.com/sopstats/rules.htm>

If you're interested in playing, ask me to add you to the waiting list. I'll be taking part if we don't have the full complement of six players.

Liminal *En Garde!*

This is a new online game run through the forums at proboards.com. GM Sam includes some interesting house rules for alternative careers, the royal court and appointments and some experimental rules for female characters. There's room for a few more, so sign up on the forum.

Online stats

Last issue, *TWJO* 195, was published on 24th June and the PDF editions were downloaded 294 times in the last week of the month. By contrast, the previous issue attracted 153 downloads through the whole month, taking it to 317 in two (well, just under 1½) months. *TWJO* 193 was downloaded a further 25 times in June, to make 227 since publication.

Looking at some of the other stats, my report from Spiel '15 was popular in June. I'm not sure what was attracting attention there. There were also a lot of referrals to my site from t.co. This turns out to be Twitter. Okay, who's been tweeting?

Letters

Chris Baylis was at the UK Games Expo too.

It's amazing that we go to the same event and neither of us put photos of the same games in our respective reviews. In fact, I think there was only one, perhaps two, games mentioned in your review that I remember seeing. [It] just shows 2 days isn't enough to enjoy all the sights.

Alex Bardy was there as well.

... of the many games you covered in your UKGE report, I have to say that very few really appeal to me.

I'd heard of the Periodic Table game, but had the same feelings as you that it's probably more an educational tool than a fun game to be had with friends. The *Zoom in Barcelona* game sounds remarkably like a P'n'P entry to a BGG competition last year that I gave feedback on (or perhaps it was the year before?) - regardless, it sounds like somebody's expanded on the concept although I don't recognise the name of any of the designers.

I love the concept of the *Brexit: Real Deal* game, but as I've said elsewhere recently (in relation to modern wargames), if it doesn't have a separate "Trump's Tweets" or "The President Tweets" hazard-deck, it's simply not going to cut the mustard, I'm afraid... lol

Rome and Roll sounds okay-ish, but I think I'm almost done with the roll and write genre too - I'm 'done' with a whole lot at the moment, it seems, but hey-ho, my 2019 resolve is really starting to pay off in terms of me feeling like I'm a whole load more objective about the stuff I see nowadays.

Gladiators: Blood for Roses is probably one of the few things I've seen this year that I'm genuinely interested in trying, but that said, having recently played *Colosseum* a few times, I'm not sure this is going to have enough appeal to warrant any expenditure on my part.

Smile also sounded quite interesting, but only because I was playing around with something similar for a token-collecting game I was looking at trying to develop - it stalled quite early, but only because I hadn't found a way to mitigate the ending to ensure a fair crack of the whip for all players. I may yet return to this one.

Spanish resident Jonathan Palfrey may be in for a shock when he visits Scotland.

We're experiencing a heatwave here: the temperature reached 35.1°C a couple of days ago, and over 34°C yesterday and today. Next month I'll be taking a short holiday in Edinburgh, which I expect to be cooler.

As I write, we are getting urgent warnings of a 30°+ heatwave in the UK.

Just one hall to go...

Pevans finishes off the 2019 UK Games Expo

Given the designers, Nuno Bizarro Sentieiro and Paulo Soledade, I expected *La Stanza* (published by Quined Games - www.quined.nl) to be complex. And I was right. It's about the Renaissance, with players moving around the six 'rooms' on the board. These represent different aspects of the period: art, politics, exploration etc. The main mechanism is recruiting a 'character' tile from a room and then taking one of the actions in that room. The strength of the action depends on how many characters you have of the corresponding type. Characters are distributed randomly, so it's important to collect the characters you need before you get to the room you want to use them in. The board shown below is towards the end of a round when most of the characters have been taken.

Most of the actions involve collecting stuff, gaining money and scoring points. There are also 'masterpieces' in each room, which need extra strength to achieve, requiring rather more planning. The correct bonus tile is useful here and with the final scoring. It's my kind of game, while not being as complicated as some of the designers' other games - *Nippon*, for example. *La Stanza* gets a provisional 8/10 on my highly subjective scale.

One of the many new games distributor Asmodee UK (www.asmodee.co.uk) was showing, in this case published by Days of Wonder (www.daysofwonder.com), was



La Stanza in play - six rooms and lots of bits, plus my player board on the left

New Flight Plan, the latest expansion for *Memoir '44*. This replaces the old, and long out of print, *Air Pack* expansion. It was billed as providing a simpler implementation of aircraft in the game, so Peter and I had to give it a go.

I immediately saw one significant change from the *Air Pack*: players don't have to order their aircraft every turn. Once you've got a plane on the board, you order it like any other unit. To keep them from being too powerful, planes have limited ammunition and each player can only have one in play at a time. The other new feature is the pack of Air Combat cards. Like other Combat cards, these are played to provide special actions or bonuses – and are also used to deploy aircraft onto the board.

The other simplification is that aircraft are generic fighters, bombers or fighter-bombers, rather than providing specific characteristics for each individual aircraft. The board was laid out for the Mont Mouchet scenario (from the base game), so this is what we played. This pits French Resistance fighters (me) against German infantry who have a couple of armoured units in support (Peter). It was an odd scenario to add aircraft to, but it all worked nicely.



Display of the *Memoir '44: New Flight Plan* expansion – planes, cards and scenarios



A bit of tank-busting from the Typhoon

As we had some Air Combat cards at the start, I immediately deployed a fighter-bomber (using the Typhoon model) and strafed the enemy reserves (see photo above). In response, Peter played a bomber (the Heinkel 111) that unloaded on some of my troops. What he wasn't expecting was the anti-aircraft ambush card I played to shoot it down! A few turns later, Peter deployed a fighter-bomber of his own (time for the Stuka model), which took out two of my damaged units. I promptly brought a fighter onto the board (Spitfire, of course) and shot down the Stuka – there are simple rules for aircraft dogfights. That was a win for me 4:2.

On first acquaintance, the *New Flight Plan* expansion does a much better job of introducing aircraft to the *Memoir '44* battlefield than the *Air Pack*. Effectively, it gives both players the option of adding an extra unit – one that can be powerful in the right circumstances. The excellent models add flavour. And there are also rules on combining the Air Combat cards with other Combat decks. That's provisionally 10/10 on my highly subjective scale.

Following this we bumped into Peter Burley, the man behind Burley Games (www.burleygames.com), and he had a new prototype for us to try. *Rolling Bears* is a dice drafting game. There are five colours of dice, with increasing points values and an animal head in place of the '1' side – bears are the most valuable.

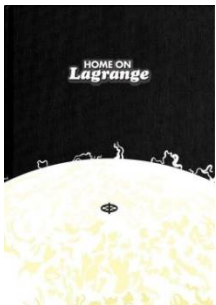


My score board for *Rolling Bears* :I've got 34 points

There are, of course, specific rules for what dice players can re-roll when. The key is how the dice score and Peter has provided two different scoring options in the game. We played 'Wuppertal' rules: players take sets of the same colour and number (four white 4s, say) or runs of all different colours. All players score the value of the dice they've collected and the best set of animals scores as well. As the photo shows, players' boards provide a quick way of totting up the score. You play as many rounds as there are players and the highest total score wins.

The 'Hollandica' scoring option reverses the same/different requirement on set collecting. Animals can be used as wild dice or collected as sets of different animals. This is a neat little game, though it's clearly aimed more at family play. I look forward to the finished article and give it a provisional 6/10 on my highly subjective scale.

This had taken us to closing time, so it was time for beer and pizza and then into Hall 2 to find gamers – open gaming continues through the evenings in the tournament half of Hall 2, Hall 3 and at the Hilton Metropole. Our evening game was *Space Base* (designed by John Clair and published by AEG – www.alderac.com), which seems to be a favourite of Peter's. It's a neat little game and I applied the lessons I learned from my last game (see my report from the Gathering in *TWJO* 194) to win comfortably.



Saturday is the busiest day of the Expo and Peter had taken himself off to play in the wargame tournament, so I did the rounds chatting to people and having games explained to me. I did get to play a couple of games, though.

Home on Lagrange, designed by Jordan Anderson-Hyland and Callum Badger, is an intriguing card game of building space stations in the 1970s. And the artwork is suitably retro. It looks good ... well, appropriate anyway. At the heart of the game are the large cards representing space

station modules of several types. The aim is to complete your station with four modules – and score more points than anyone else. Shame I didn't take a photo.

The small cards are what you use in your turn. These can be played to enhance your station, attack another player or for their monetary value. The most important action is buying a module card, of course. Modules get more expensive with each one you buy, but are only worth their lowest value at the end of the game. Regardless of how many cards you play, you draw just one more to complete your turn.

The game continues until everybody's built their four modules, which feels a bit odd. Certainly players can continue to enhance their station, but the game could go on for quite a while after the first station's been completed – especially if players attack those who haven't finished. Players then score for the value of the modules and other cards in their station.

I really enjoyed this, though it felt quite a light game. The complexity is in the cards, though, so it may well be meatier than my demo game suggested. My favourite touch is the little stories of what happens to your station. There is a different story for each combination of modules, which is terrific. Published by the designers' imprint, Grizzly Games (www.grizzly.games), it was successfully funded via Kickstarter in 2018 and is now available. *Home on Lagrange* gets a provisional 8/10 on my highly subjective scale.

Galactic Era, designed by Channing Jones, is an interesting variation on a science fiction 4X game – exploring and conquering the galaxy. In this game, you can choose the light or dark version of your species/culture. Those on the light side don't interfere with less technologically advanced planets (in best *Star Trek* prime directive style). However, if you opt for the dark side, you can subjugate and exploit your inferiors. Though this does mean you have difficulty trading. And trading technology is another feature of the game, moving up



Galactic Era does look like a 4X

the technology tree courtesy of other players. Hidden fleet strengths give all players the chance to surprise their opponents. It's an attractive-looking game and should launch on Kickstarter on November 4th. Publisher Seajay Games has more about the game at galacticera.net.

I loved the idea of *Mob Sitters*, designed by Paul Brook. Players are baby-sitting the children of mobsters, where temptation comes along. They can assist the mob, steal from them (doesn't sound like a good move to me) or turn them in. And they can finger the other players. Essentially, it's a brightly coloured card game of chancing your arm and shifting the blame. Players start with same set of cards and play three to carry out an action or defend (played face down). At the end, whoever's stolen the most (and been caught) disappears, the most criminal player is arrested, and whoever has the most loot amongst the rest wins. It looks an absolute hoot and should be launched on Kickstarter in September by publisher East Street Games (eaststreetgames.com).

Lonely Bears, designed by David Campbell and Joshua Subramaniam, has been around for a couple of years, but this was my first encounter with it. It's a card game of killer teddy bears, described to me as a "casual strategy" game, but it looks like mayhem to me. Players start with two bears and play cards to add weapons/protection and attack other bears. The winner takes the card as a trophy. Event cards interrupt play and do things to other players. It's nicely illustrated and utterly bonkers. Find out more at lonelybears.co.uk. I picked up a copy, so expect a more detailed review in due course.



Just some of those *Lonely Bears*

I do like Gil Hova's *The Networks*, so I was keen to have a go at his new game, *High Rise*, from his imprint, Formal Ferret Games (formalferretgames.com). The aim is to collect the raw materials needed to build skyscrapers matching the available blueprints. All you do each turn is move along the track on the outside of the board. You can move as far as you want, but you won't get another move until everybody's gone past you – an old mechanism, but a goodie.



Our game of *High Rise* gets under way – some skyscrapers are already in place

Naturally, many spaces let you pick up raw materials, though you have limited storage (you can expand this), and you can also build a skyscraper if you have the right set of materials. You then get the special action on the space linked to the new skyscraper – this space also gives you a bonus when someone else lands on it (rent!). In the photo we've just started the demo game, each of us already having a skyscraper on the board.

The other important mechanism is corruption. Players can build faster and get better rewards if they also take corruption markers. At the end of the game, corruption is negative points with extra penalties for the players with most. Playing the demo game, I made a point of having the lowest corruption. I didn't score a huge number of points for my skyscrapers, but the other players' corruption brought their scores back to me.

I had great fun playing this, even for just half a game. *High Rise* is a clever, interesting game that I'm definitely going to be following up on. For the time being it gets a provisional 7/10 on my highly subjective scale.

Sunday is the shortest day of the Expo, which I made shorter with a lie-in. However, I was able to fit in playing two of the three games I wanted to try. First of these was Tony Boydell's *Attention All Shipping* prototype. The title gives away that this is a game inspired by the shipping forecast (an institution on



Nearing the end of *Attention All Shipping* - as the market (top right) is almost full

British radio: broadcast at specific times to give weather information to fishing boats around the UK. The roll call of sea areas - Forties, Dogger, Tyne... - is a familiar, soothing litany).

It's essentially a pick-up-and-deliver game, with players moving their ships to fish in a sea area (what they catch depends on the dice) and then to sell their catch in a town - there may be some travel in between these two. You have a set number of action points each round, which are used for movement and the number of dice you fish with. Selling fish earns money and most money wins, but you can also spend money to improve your boat (larger hold, bigger engine etc).

Crucial to movement is the weather, represented in each area by an arrow to show wind direction and a die to show strength. Moving with the wind costs fewer action points; against costs more. The fishing boats don't have modern technology as the game is deliberately set in the 1950s - reflected in the artwork, something I hope makes it through to the



My fishing boat with completed tales top left - and more waiting

production version. The photo shows us reaching the end game - I (blue) have a small lead, but it won't last.

On top of this, there are other ways of earning money, hazards to avoid and, best of all, stories to complete. The stories provide a focus to what you're doing and give players tales to tell. One of my stories was "The Footsteps of Robert [Louis?] Stevenson", which had me delivering lightbulbs to lighthouses (useful features that negate hazards - once a bulb has been installed).

The game was just as much fun as I expected and I'm looking forward to this even more than Tony's *Alubari*, which is due later this year. That's a highly provisional 8/10 on my highly subjective scale.

My second game on Sunday was *Museum* from Holy Grail Games (holygrail.games), which I'd been eyeing up all weekend as it looked great. Designed by Eric Dubus and Olivier Melison, the idea is that players are each the curator of a museum, looking to fill it with suitable exhibits. The exhibits are gorgeously illustrated cards which players pick up from four geographical groups.

Each card has a value, which you score when you place it onto your museum board. However, to do so, you must also put at least the same value of exhibits into storage. You can get exhibits back out of storage, but other players can take them too - provided they swap in item/s of at least the same value.



Display of *Museum* - this isn't quite how it's set up to play

The reason to do this is that you're trying to make sets. Each card comes from a particular civilisation (such as the Celts or the Romans in Europe) and belongs to a particular 'domain' (warfare, trade, religion and so on). At the end of the game players get points for the size of their civilisation and domain sets – provided all the exhibits in a set are a contiguous group on their museum board. Civilisation sets can be bigger, but domain sets are worth more for the same size.

Players start with a bonus card that will give them extra points if they achieve a certain goal, providing some initial structure to what they collect. Then there are 'expert' cards that can be bought for advantages during play or bonuses at the end. Oh, and I haven't mentioned the very useful prestige points that can be gathered and either spent during the game or kept to score at the end.

This was great fun to play – helped by my companions at the table – though I can't help wondering how I managed to get Stonehenge and Machu Picchu into my museum! In fact, this was my favourite of the games I played at the Expo, and I even walked away with a copy. I give it a provisional 9/10 on my highly subjective scale.

The prototype on the Holy Grail stand looked very interesting too, with its board of concentric rings. The theme is rival mining operations on Saturn's moon, Titan, so it's no surprise the game is called *Titan* (designed by Matthieu Podevin). Players purchase, deploy and upgrade equipment to mine deeper and deeper into Titan to extract valuable minerals. However, they only have limited storage space and must try to minimise the inevitable contaminants while collecting the high value stuff. It's due on Kickstarter in September and I'll be looking out for it.



Look at that! Demo game of *Megacity: Oceania* nearing completion

The game I missed out on (I just ran out of time) was the latest from Hub Games (www.wearehubgames.com), *Megacity: Oceania*, which looked wonderful and was designed by Jordan Draper and Michael Fox. Essentially, players are stacking up odd-shaped translucent plastic pieces (shades of the venerable *Bausack* – though that's wooden pieces). These are buildings to add to the growing 'megacity'. The really tricky bit is that you stack your pieces onto a hexagonal tile in front of you and then have to slide it across the table to the city. I look forward to catching up with it at the next opportunity.

Congratulations and thanks to Richard Denning and the whole Expo team (especially all the volunteers) for another great weekend. The next UK Games Expo is scheduled for 29th-31st May 2020 – keep up to date at www.ukgamesexpo.co.uk

Games Events

The summer Handycon comes up early in August: 9th-11th at the Holiday Inn in Maidenhead. It's essentially an open gaming event (though there are several tournaments and a bring 'n' buy) and one that I haven't managed to get to. I know lots of people who have, though, and they all say good things of the event. Find out more from the website at: www.handycon.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

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: 29th-31st May 2020 at the NEC (Halls 1-3 and Hilton Metropole). This is a public event that showcases games of all sorts with a huge trade hall plus demonstration and participation games and guests. For gamers there are lots of tournaments and open gaming. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 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

MidCon: 8th-10th November 2019 at the Hallmark Hotel (and Hallmark Inn across the road) in Derby. **MidCon** is a friendly board games convention in a decent hotel. Expect mostly open gaming plus a few organised events, including a bring 'n' buy and quiz, plus a trade stand from Spirit Games. See www.midcon.org.uk.

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

Pevans's Wits & Wagers

Round 7 bets and payoff

Player	Answer	Bet on	Stake	Score	Total
Brick Amundsen	7	7	50	-50	0
Alex Bardy	7	14+	15	-30	35
		13	15		
Colin Bruce	5	5	5	-10	65
		4	5		
Mark Cowper	5	14+	10	-10	50
Mike Dommett	14	14+	20	-40	160
		11	20		
Alex Everard	3	3	60	-60	0
Anthony Gilbert	19	14+	55	-55	55
Bruno Giordan				0	70
Tony Hinton-West	11			0	60
Andrew Kendall	13	13	108	-108	0
Nik Luker	4	6	35	-70	0
		6	35		
Tim Macaire		6	8	-16	32
		11	8		
Stewart Macintyre				0	80
Graeme Morris		14+	60	-60	0
Jonathan Palfrey	7	14+	10	-10	90
Rob Pinkerton	6	11	20	-30	95
		7	10		
Alan Tabor	13	7	50	-115	0
		13	65		
Dean Talbot				0	100
Gerald Udowiczenko				0	73
Pam Udowiczenko				0	80
Everybody else					80

The question was, how many nieces and nephews do Paul and Geraldine have? The answer is nine, which nobody guessed (and tells you something about different generations after question one revealed that we have seven siblings between us). The amusing thing about this is that nobody's getting any payoff from their final bets – and many went all in!

Graeme Morris has a last word: (Awakening suddenly) Eh? What's that? A bet? Put everything on 14 or more! What? Yes! Everything! Now where's my whiskey? Damned impudence. Fella can't even have a nap... (drifts noisily back to sleep.)

And the winner is: Mike Dommett! By dint of not going 'all in' on the last round. However, I feel Mike may have had an unfair advantage, given how long (decades!) we've known each other. So I'm invoking my favourite rule from Doris & Frank's terrific *Igel Ärgern*: the winner is clearly on drugs and is disqualified. This promotes Dean Talbot into first place – well done, Dean – with Jonathan Palfrey just behind him.

As this is the first time I've used *Wits & Wagers* as the all-reader game, I'd appreciate your feedback on how it went – whether you participated or not. Did it work? Did it make sense to use these questions? And what else could we have as an all-reader game?

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, 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 less than the lower 4:1 will go into the "smaller than anything else" 5:1 band.

Games from Pevans

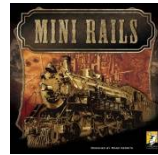
Mail order board and card games in the UK



Mini Rails

The idea here is to extend a railway network and take a share in a company, but you must do both, whether you want to or not. It has that simple-yet-fiendish vibe.

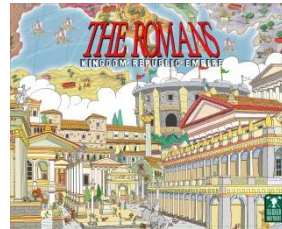
For 3-5 players, aged 13+, playing time 50 minutes: **£28.00**



The Romans

Each player has their own version of the Roman Empire, but must compete with the others for the actions they want. The illustrations are bright and jaunty and the cloth 'board' is a Ragnar trademark.

For 1-4 players, aged 14+, 2+ hours to play: **£36.00**



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Paper edition	UK	Europe	World
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Games only	UK & EU	Else-where
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The Mote in God's Eye (Star Trader game 10)

Turn 1

At Gamma Leporis, GAMLEPCO bid 2 and, using their Market Managership as well, bought 17 units of Alloys. GAMLEPCO also flew their Flute hull to Tau Ceti where they loaded 4 units of Isotopes which they had bought at 3 HTs.

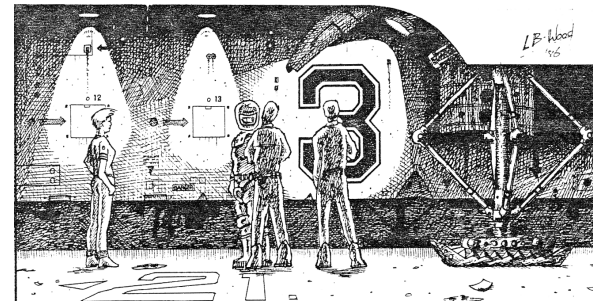
At Mu Herculis, GATES-LEARJET sold 5 isotopes on Contract, while MONOGRAM sold 5 Monopoles similarly.

ARCHANGEL LINES bid 12 to buy Spice at Sigma Draconis, and got 4 units, while GATES-LEARJET bid 6 to buy Isotopes and loaded a dozen as they gained a Dealership. Elsewhere prices generally drifted upwards.

ARCHANGEL LINES named its Flute Hull 'Gabriel' and its Clarinet Hull 'Cameal' and shifted the latter into a safe berth. They loaded Passengers for travel next Quarter. After taking out a 437 HT Loan over 4 Quarters from the Federation bankers, they laid down a Phoenix Hull with A crew, Passenger and Light Weapon pods, the Phanual, at Tau Ceti's Shipyards. An additional cargo pod was bought for the Gabriel. Reputation was improved by 3 and Political Connections were improved as well.

QUASAR ENTERPRISES spent some of their cash mountain and started buying Warehousing and Factory Production. A Warehouse at Gamma Leporis, another at Mu Herculis and a pair at Sigma Draconis. 4 Alloy Factories at Gamma Leporis, 3 Monopole Factories at Mu Herculis, 4 Spice and 4 Isotope Factories at Sigma Draconis. Their Monarch Hull has been renamed 'Quark' and their Piccolo Hull, 'Charm'. And it hasn't even drawn on its borrowing facilities.

GATES-LEARJET took out a loan for 422 HTs over 4 Turns and started spending it. First they bought five Alloy Factories and a Warehouse at Gamma Leporis. Agent Tender was hired and waits at Mu Herculis Spaceport. A Flute Hull, the 'Paul', was laid down with A crew and cargo pods at Beta Hydri. The Miranda lost her Passenger pods and gained Cargo and Light Weapons, together with an A class crew. Augmented jump was added to all ships. Reputation was increased.



UpLoders (*Railway Rivals* game 14 - RR2387KT)

Turn 1

Starting from Nashville, STEAMPUNK IPA heads away into the South West. SCHWIEZER MACHINENFABRIK and FOGGY BOTTOM RAILWAYS build north and west and are the first trains to Clarksville. NASHVILLE CATS RAILROAD heads east and starts to build across the ridge. BIEN'S INTERNATIONAL EXPRESS NETWORK builds south and a little east from Lexington towards the ridge, while GRACELAND MYSTERY TOURS builds SW from Lexington.

Builds and Points

BIEN'S INTERNATIONAL EXPRESS NETWORK (BIEN), Christian

Bien - Brown

Builds:

- a)(Lexington) - W33
- b)(W33) - U32 - R33 - R34
- c)(R34) - Middlesboro (+6);
(Z31) - Winchester (+6)

Points: 20 +12 = **32**

NASHVILLE CATS RAILROAD

(NCR), Jonathan Palfrey - Green

Builds:

- a)(Nashville) - L23
- b)(L23) - Cookeville - L27 (+6);
(Nashville) - J20
- c)(L27) - L28

Points: 20 +6 = **26**

SCHWEIZER MACHINENFABRIK

(SMF), Martin Jennings - Red

Builds:

- a)(Nashville) - L16 - N15
- b)(N15) - Clarksville - Q15 - Hopkinsville (+3 +3)
- c)(Hopkinsville) - U17.

Points: 20 +6 = **26**

GM Notes

Order layouts were generally OK. Please make sure to show: Your Name, Company Name, Company Colour.

GRACELAND MYSTERY TOURS

(GMS), Mike Dyer - Purple

Builds:

- a)(Lexington) - A80 - Frankfort (+6);
(A80) - Y29
- b)(Y29) - W28 - W29 - U30 - Somerset (+6)
- c)(W28) - U27 - U26

Points: 20 +12 = **32**

FOGGY BOTTOM RAILWAYS

(FBR), Rob Pinkerton - Blue

Builds:

- a)(Nashville) - M19 - N18
- b)(N18) - O18 - O17 - Clarksville - P15 - Q15 - Hopkinsville (+3 +3)
- c)(Hopkinsville) - S15 - T14 - U15

Points: 20 +6 = **26**

STEAMPUNK I. P. A. (SIPA),

Anthony Gilbert - Black

Builds:

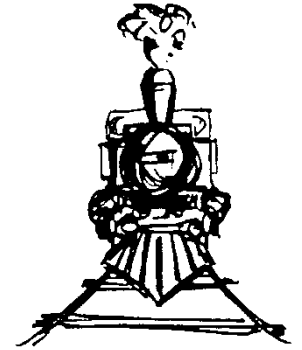
- a)(Nashville) - L15
- b)(L15) - L11
- c)(L11) - L10 - K10 - J9

Points: 20 = **20**

Please shout if there are problems with the colours on the map - Pevans has also used thicker lines this time.

First turn's rolls: 4, 5, 5

**Orders to Mike Dommett, 12 Watton Park,
Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 16th August 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.

The all-star cast (plus me) was back for game 7 of *Agricola* (at www.BoiteAJeux.net), which was another win for Martin Abrahams from Brad Martin while I just squeezed into third place ahead of Mark Cowper. We've gone for a drafting start-up for game 8, which is just getting under way.

Brass game 78 (at brass.orderofthehammer.com) put me back in my place - I finished fourth. It was a close win for Steve Jones, just a couple of points ahead of Mike Tobias. Game 79 was a win for Mike with yours truly second. Our eightieth game is under way and introduced Przemek Orwat, with Steve missing out - we have five players for a four-player game...

I'm hankering for more *Innovation* (at BoardGameArena.com), so I've started a game. Sign up now or give your ID at BGA and I'll invite you to the next one.

Al Tabor is interested in playing *Keyflower* (at BoardGameArena.com) so I've started a game of this, too. We need another player or two, so join now. Or let me have your ID and I'll invite you to the next game.

I want to play more *Pax Porfiriana* (at yucata.de) and I'm going to stamp my foot until more players turn up!

Rick Shattuc took the honours again in our 23rd game of *Through the Ages: a New Story of Civilization* (at boardgaming-online.com), well ahead of your esteemed editor. Game 24 is in full swing and we've also started our fourth 'pacifist' (no wars or aggressions, but the events can still be nasty) game.

Rajas of the Ganges (at 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).

Orders for August 1671 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 23rd August 2019



July 1671 (329)

In July the sun is hot – as France's troops in the field are finding out. It's warm in Paris, too. Too warm for duelling reckons Commissioner of Public Safety and self-styled queen Felix Anton Gauchepied'er. He blows out the challenge from Minister of War Terence Cuckpowder that Paris has voted has cause. Lieutenant-General Cuckpowder is not surprised, though he does get a polite note stating that Queen Felix is unfortunately occupied by affairs of state.

Justin Thyme is pleasantly surprised when Gaz Moutarde fails to show up for their duel. Clutching his foil, he wipes the sweat from his brow when he realises he won't have to face a cutlass after all.

A few changes

Minister of State Duncan d'Euaneurts finances his Guards Reserve Battalion for another month, putting the 'troops' under the command of the Minister of War. He is pleasantly surprised that donations from like-minded Parisians (Greg de Bécqueur, Luc Azzat and Pierre le Sang) actually bring in more cash than he's paid out.

Felix calls in one of his remaining favours to back Les Anonyme's (formerly X2) request for the Lt-Colonel of the 53rd Fusiliers to resign his commission. No-one else influences the man and, after consideration (it's a 50:50 thing), he stays with the regiment.

With a bit of borrowing and a useful gift from Bastian de LaGarde, Private Les Anonyme buys himself a commission in the 53rd: Major. He is joined by Graeme

Oeufthreunse and Hercule D'Engin who are both admitted by that non-resigning Lt-Col. Engin takes a Captaincy, while Oeufthreunse is satisfied with the rank of Subaltern, despite borrowing substantially. Outfitted in their new uniforms, both recruits set off to join their regiment in action.

Zavier Ulric Turenne's application to the Picardy Musketeers is turned down and he stays in Paris for the month.

Gaz Moutarde's application for Brigadier of the Guards was overtaken by events and he doesn't get the position now held by Brigadier-General Amant d'Au.

No relief for Spaniards

The expected Spanish relief column puts in an appearance this month, but is stopped in its tracks by First Army. Warned by the cavalry scouts, the Frontier regiments dig in across the enemy's line of advance and resolutely stand their ground. The cavalry division harries the flanks of the advancing troops after chasing off the screening Spanish cavalry.

Brigadier Charles Louis Desapear is with Frontier regiment 1 and demonstrates just how quickly a musket can be fired. Annoyed by the slowness of the recruit next to him, he grabs the soldier's musket and loads it despite the private's protestations. He aims towards the enemy and pulls the trigger. The double charge is too much for the thin barrel and the musket explodes in Desapear's face, wounding him grievously. He is parked with the rest of the wounded, but has expired by the time the fighting is over. RIP.

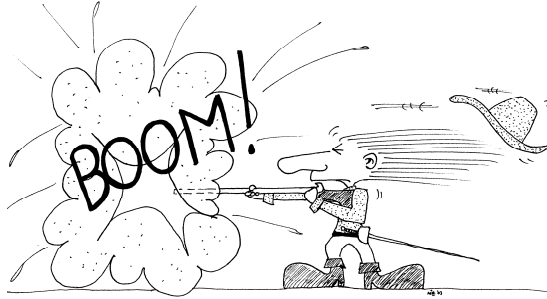
The Heavy Brigade sees off the light Spanish cavalry with no problems. (Brevet) Brigadier-General Frele d'Acier, commanding the Archduke Leopold Cuirassiers, receives a brief Mention in Despatches when he turns down command of the Brigade, preferring to retain his Ministerial position. Collecting loot from the defeated enemy increases his coffers by well over 500 crowns.

In the Crown Prince Cuirassiers, Lt-Colonel Chris Knight is promoted to Colonel when the regiment's erstwhile CO takes over the Brigade on his own promotion. One of the regiment's Majors falls to an enemy sabre, creating a space for Captain Ben e'Volence to be promoted into. He quickly buys the two extra horses he needs for his new rank.

The Dragoon Brigade stages hit and run attacks against the enemy flanks, preventing them fully deploying against the Frontier regiments. Princess Louisa Light Dragoons commander Georges Hommemince is Mentioned in Despatches ("a Dragoon officer's Dragoon officer") and collects a bit of loot (under 200 crowns worth) from the defeated foe.

The nominal head of the Grand Duke Max's Dragoons, Xavier Money, is currently Brigadier, so Lt-Col Padamus Da Grim leads the regiment. He survives happily. Major Augustin Fourier survives despite having his horse shot dead as

he leads an attack. He is quick to requisition a new one. This leaves Brigadier Money, who sees his name go into the Despatches (“a Dragoon Brigadier’s Dragoon Brigadier”). However, he spends most of his time plundering, adding almost a thousand crowns to his wealth.



General Jacques de Gain, commanding First Army, is pleased with his troops’ efforts this month, keeping an eye on them throughout. He gets a bit too close to the action though and loses an epaulette to a Spanish musketball. He is Mentioned in Despatches (“one-epaulette Jacques”) and grabs a couple of hundred crowns worth of booty.

End of the siege?

After last month’s success, Second Army is wrapping up the siege. First Division assaults the remaining resistance while Second Division and the Horse Guards clear away their siege works and start repairing the defensive ramparts. Army commander General Pierre le Sang gets kudos for joining in the assaults. He also gets a double MiD (“what’s he doing there?” “Oh, very brave!”) and picks up almost fifteen hundred crowns worth of loot.

Lt-General Leonard de Hofstadt commands First Division and is brevetted to General. This brings him a Mention in Despatches (“He’s a General”) and plunder worth over fifteen hundred crowns. His Aide and new Major, Greg de Bécqueur, is also Mentioned (“He’s become an Aide to a General”) and his share of the loot is even more than his boss’s. After the unfortunate loss of a horse from the Division HQ, Bécqueur’s menu for this month is: *cheval en croute*, profiteroles, then coffee, brandy and cigars.

The Royal Marines and Picardy Musketeers are held off when they attack. RM Major Alonzo Fonde-Lapatrie rallies his men in the face of determined musketfire, bringing him a lavish MiD and a Knighthood. He collects over fifteen hundred crowns worth of booty as well. RM Lt-Col Henri DuShite is acting Brigadier of First Foot. His brief Mention (“Henri who?”) is rewarded with a pat on the back. There is over five hundred crowns worth of loot for him.

In the Guards Brigade, the King’s Musketeers and Cardinal’s Guard are stymied by determined resistance – the remaining defenders are still hoping for the relieving troops to arrive. However, the Royal Foot Guards overrun the main keep, giving them access to plenty of plunder. Brigadier Amant d’Au is promoted

to the full rank of Bdr-General, taking him out of the RFG. He is Mentioned (“bye, bye”) and liberates almost two thousand crowns worth of goodies. Brigade Major Bastian de LaGarde doesn’t get quite as much loot and has his own Mention (“Still in the RFG”).

Lt-Col Jean Jeanie commands the RFG and is promoted to Colonel in the wake of Au’s elevation. He plunders over two thousand crowns worth of the Spanish stores. Major Beau Reese Jean Seine is right alongside him, but gets exactly two thousand crowns worth. There’s just over a thousand crowns worth for Captain Luc Azzat, who simply doesn’t have the experience of his superiors.

At the head of the Cardinal’s Guard, Alan de Frocked is Mentioned succinctly in the Despatches (“he’s in charge of the CG”). That’s it, Alan. Lt-Colonel Jean d’Ice is also in the Despatches, but at more length (“he’s second in command of the Cardinal’s Guard”). There’s a similar Mention for Duncan d’Eauneurts, commanding the King’s Musketeers, but he does a spot of looting as well, picking up 1,500 crowns worth of goodies.

Retiring Field Marshal Uther Xavier Beauregard continues to command a battalion of the Royal North Highlanders and gains a MiD and the best part of two thousand crowns worth of loot.

There’s nothing as spectacular for Second Division. Divisional Adjutant Robert d’Lancier has a nice, safe month and clears a couple of hundred crowns worth of booty. As brevet Brigadier-General commanding the Royal Marines, he is offered command of First Foot Brigade, but prefers to stay in his current position.

There are mixed results for the Fusilier regiments in Second Foot Brigade. Brevet Lt-Col Hugh Jass of the 13th is acting Brigadier of Second Foot and survives happily. The 53rd is the more successful regiment, though not without loss. As the soldiers start filling in their trenches, Major Les Anonyme has a bright idea. “Lads,” he shouts, “We can just shove these earthworks into the trench. Come on, heave!” This works well and, with a cheer, the men topple the heap of earth into the ditch behind. What Anonyme hadn’t banked on was that Subaltern Graeme Oeufthreunse would be in the trench at the time. Buried in an avalanche of clay, the Subaltern has asphyxiated before he can be dug out. RIP. Still, it’s an ill wind: Captain Hercule D’Engin spots something unearthed by the falling earthwork. It’s a chest of goodies buried for safekeeping by locals and worth nearly fifteen hundred crowns to the newly promoted Major Engin. Anonyme is Mentioned in Despatches (“great idea”).

There’s not much for the Horse Guards Brigade to do this month, but they ride around looking dashing anyway. And pitch in wherever they can help. Help pick up some loot, that is. The Brigadier, Swindelle d’Masses, is promoted to permanent Brigadier-General, severing his QOC connection. He collects just over two hundred crowns worth of booty. Brigade Major Perci Urbain Fanci-Free is too busy writing his journal to spot any opportunities and goes without reward.

Dragoon Guards CO Etienne Brule does best, with plunder worth 300 crowns. He gets a MiD to go with it (“best plunderer”). There’s a further 200 crowns worth for Lt-Col Jean Ettonique, but just a hundred for Major Henri Dubois. He is Mentioned, though (“worst plunderer”).

Nothing to see here

Meanwhile, back in Paris it’s a pretty quiet month. Take Sebastian de la Creme, for example. He spends his time in the Fleur de Lys with Maggie Nifisent. Justin Thyme is in the Frog & Peach with Sue Briquet for the month. Pierre Cardigan is the one man whose month exclusively involves the gymnasium: he’s practising with his sabre.

Terence Cuckpowder starts in the Fleur with Kathy Pacific and then disappears with his sabre for the rest of the time. Last of the sabre-practisers is Chopine Camus, who interrupts his exercise to take Sheila Kiwi to the Fleur in week 3. Bernard de Lur-Saluces’ third week is spent at the Bawdyhouses for some female company. The rest of the time he spends practising his rapier moves.

It’s three weeks of rapier practice for Balzac Slapdash, too, before he heads for Bothwell’s, picking up Alison Wunderlandt on the way. Balzac tries his luck on the gaming tables, placing three 50-crown bets. He wins the first one, but loses the other two to end up 50 crowns out of pocket. There are actually other people in Bothwell’s at the time. After a week visiting his mistress and two visiting his cutlass, Gaz Moutarde hits his club. Zavier Ulric Turenne rolls up as his guest. Zavier’s month has been a visit to the Bawdyhouses and two weeks rapier practice before his big opportunity.

This leaves our Commissioner of Public Safety, Felix Anton Gauchepied’er. He starts by taking the newly liberated Trissie to the Fleur to show ‘her’ off to the assembled multitudes (well, Terence and Sebastian, anyway). However, it’s only Felix who’s certain this cringing creature is Trissie. The clothes no longer fit the skinny frame and are carried rather than worn. When addressed, s/he whimpers and mutters, “My name is gimp. Please, master, I’m the gimp. Insert part B...”

After this, Felix is off to the Bawdyhouses for some special companionship. He then disappears into his offices at the Bastille and is only spotted once more this month. Late one evening in week 4, a patrol of the Guards Reserve Battalion spots a group of black-clad men breaking into a residence. They immediately raise a hue and cry, but the pursuit is hampered when a couple of them trip over the small barrels left by the



miscreants. The perps’ escape is puzzling as they didn’t get past the group of black-uniformed CPS agents, led by Felix, coming the other way.

Investigation shows the small barrels to be full of gunpowder, while the residence turns out to be the Paris home of the Minister of State, Duncan d’Eauneurts. Felix blames the incident on the “general unpopularity” of the Minister of State, stating that “the populace is getting restless. No doubt it won’t be long before the King is the target of something similar.” ❖

Press

Announcements

Ministerial announcement on behalf of the Public Safety Ministry
Following the recent explosions and virtual destruction of the King’s Musketeers’ barracks, an investigation has determined that the cause was one of either two scenarios. First, the geriatric old soaks that had been left to guard the place were so inept they foolishly detonated gunpowder stores by knocking over a nearby oil lamp or, second, the sheer resentment of the people towards MoS d’Eaunerts and his corrupt office drove them to infiltrate the barracks and raze it to the ground hoping to take the MoS with it.

† HRH Queen Felix
Commissioner of Public Safety

MINISTRY OF STATE DIRECTIVE TO ALL GOVERNMENT OFFICES AND OFFICIALS

The authority of the Commission of Public Safety devolves from that of the Ministry of State, whose power devolves from His Majesty himself. All authority previously enjoyed by the Commissioner of Public Safety is hereby rescinded until further notice. He may consider himself dismissed from office forthwith.

Commissioner Gauchepied’er is a self-confessed traitor who has publicly declared ‘war’ upon His Majesty and committed acts of treasonous sabotage which have directly placed the person of Her Majesty in jeopardy. All government officers and officials – including those of the Commission of Public Safety – are hereby instructed to cease paying any heed whatsoever to any directives the dismissed Commissioner may issue and should under no circumstances co-operate with him further. This is of particular importance to all those responsible for safeguarding the nation’s arms, armaments and munitions. Anyone allowing the Baron Gauchepied’er further access to gunpowder will be considered to have committed treason.

Indeed, for the safety of all (including the deranged commissioner himself) it would be best if he was immediately apprehended and placed in custody at the Conciergerie until such a time as he is determined to be fit to plead – or not – to a charge of Treason. Anyone contributing to his capture and incarceration may expect a suitable reward in due course.

† Viscount Duncan d’Eauneurts,
His Majesty’s Minister of State

Despatches from the Front

Mon Roy,
Merci pour l'honneur que vous venez de me faire.

Longue vie au Roy!

The ongoing trials and tribulations of Percy Urbain Fanci-Free

To my complete surprise, my application to become Brigade Major of the Horse Guards was suddenly accepted and I find myself catapulted into the General Staff under Brigadier D'Masses. Lots of parades and checking the latrines are dug to the right specifications and not much direct action, just watching the lads steam into a bunch of Spaniards who sallied forth (apparently to use our freshly dug latrines as their own are backing-up as a result of our siege). I see the strategy clearly now: stink the bast*rds out. The Horseman of Pestilence is here amongst us and active and I am onto him. I suspect he was behind the musketball from a discarded pistol that hit me square on the noggin; luckily a bit of rouge delicately applied is hiding the bruising but the lads say I am no longer the ferret but now "Le Badger".

I was dismayed to see my old friend Felix has descended into insanity after his trysts with the Four Horsemen – I implore those in Paris to pity and support him, not challenge him to endless duels in an attempt to increase their status. One should encourage diversity and inclusivity and take pride in those who are different – mark my words – this will catch on one day.

Maman

Just a quick note to tell you about a new discovery I have made: une tasse de thé. It is delicious. There is an Anglais here, a surgeon looking after the wounded. After every battle, he brews a big pot of thé and hands out cups of it to the lads. It soothes the soul, he says.

With his help, I have sent for some supplies. When this war is over, I will bring them home and make you "a cuppa".

Your loving son, † Xavier

Personal

To: My loyal subjects in Paris
Darlings all,

That beastly swine Dunkie has been leaning on people to pay for his band of mercenaries, in an effort to defeat me, your Queen. Unfortunately, this ghastly war has eaten into my personal wealth and, until such time as I am able to gain control of the Treasury, I am faced with crippling costs to defend my person and that of you, my people.

Therefore I, in turn, am calling upon all loyal patriots to send me whatever funds you can as a matter of urgency so we can save the realm and finally put an end to that old fool of a King and his lickspittle Dunkie... plus the other assorted traitors out there. In return for your financial support, sweeties, I will grant each of you the Order of the Oasis, a most prestigious medal which comes with a grant of land within the country of Wadi el-Foud.

† HRH Queen Felix
Commissioner of Public Safety

To Les Anonyme, X2:

You may keep your name a secret, but your social status betrays you. No man of your blood should languish a private in the 53rd. Please accept 230cr to buy the rank you deserve, a horse and a sword to keep your enemies a little further off.

† Bastian de LaGarde

Viscount Duncan d'Éauneurts, His Majesty's Minister of State, to
Marquis Terence Cuckpowder, His Majesty's Minister of War,

Greetings!

My Lord Marquis,

You will be aware of the continuing treasonous activities of the Commissioner of Public Safety. Months ago I issued a standing order that no-one, other than members of the regiment or Royal Foot Guards, was to be admitted to the King's Musketeers' barracks in the Palais des Tuilleries without my express permission. Despite this, operatives of the rogue Commissioner somehow managed to smuggle purloined gunpowder into the Palace of the Queen and cause considerable explosive damage. Threatening the person of Her Majesty in this way is treason of the highest order, Sir, and cannot be tolerated.

I have ordered the Guards Reserve Battalion to put themselves at your disposal, as the most prominent loyal government minister currently in Paris. I would suggest you order them to pay special attention to safeguarding the Arsenal and Petit Arsenal (the only Royal Stores of gunpowder in the city) so as to

prevent our treasonous Commissioner from purloining any more for his nefarious schemes. Furthermore, I have issued a general proclamation denouncing the Commissioner as a rank traitor all of whose authority has been rescinded by his recent actions and exhorted all government offices and servants – including his own – to consider him an avowed enemy of the King whose despicable actions should be actively resisted at every opportunity.

I would appreciate it if you could issue a similar proclamation to all those whose chain of command you head as Minister of War.

Finally, I would appreciate it if you could decree (through your various Inspectors-General etc.) that, until the Tuileries is repaired, the King's Musketeers will exchange barracks with the Cardinal's Guard and move into La Tournelle. Baron Alan de Frocked has acted most shabbily in this affair, refusing to keep his unhinged underling in any kind of check and neglecting every opportunity to relieve Paris of Gauchepied'er's noxious presence when he had the chance to do so. Perhaps, once the Summer Campaign is concluded, Brigadier-General Count Amant d'Au might be prevailed upon to volunteer the Cardinal's Guard to the front until the Tuileries repairs are completed?

I remain,

His Majesty's Most Loyal and
Devoted Subject,
† Viscount Duncan d'Éauneurts

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

My dear M'sieur de Bécquer, I admire ambition in a man, particularly if it is the better to serve His Majesty in the defeat of France's enemies. Please accept my help in all your endeavours and I wish you bonne chance!

† Major Bastian de LaGarde

To: Commanding Officer, 1st Battalion, King's Musketeers
From: Captain Greg de Bécqueur, C Company
Sir,

I read with grave concern of recent occurrences in Paris, and believe the veterans assembled to defend His Majesty will require strong yet calm leadership, of the kind you have demonstrated most impressively over the years. I urge you to consider making your services available to the Guards Reserve Brigade, as I believe you can make a huge difference at this crucial moment in the history of our great realm. The Spaniards here seem far less of a threat than the dastardly Felix and his minions; I know the younger officers will rise to the occasion and lead the men to success.

Bendroit de Tres

Think nothing of it: serve his Majesty loyally and win renown.

† Cuckpowder

To: Sir Jean d'Ice
Oooh, you nasty ungrateful hateful little cow! How dare you seek to insult me and ask the boys to rejoice that I have left the CG. You then compound your shame by calling me, your Queen, names. I'll have you for that UNLESS you issue an immediate apology and send me suitable compensatory financial recompense... something that must have several 0s on the end of it! I bet you're just jealous anyway because it's Alain who's the good looking one in the regiment; he's a real man, unlike you with your skinny calves and scrawny ass. Anyway, Trissy and I never rated you above a 2 or 3 on our highly subjective scale!

† HRH Queen Felix
Commissioner of Public Safety

I didn't know Sir Jean had a donkey, scrawny or otherwise. Let alone any baby moo-cows. † Le Roi

Poetry Corner

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

The Archduke's men ride out to war
In armour from waistline to jaw.
They've more hope than the rest,
If they're shot in the chest;
They'll feel just a little bit sore.

† Le Salame Disparu

Points Arising

Next deadline is 23rd August

The Minister of State has decided that ALL Brigades will be committed to the summer 1672 campaign. The Minister of War has opted for "as many commands as possible" (Organisation 74 in your rule books):

First Army (Field Ops)

First Division

Guards Brigade (RFG, CG, KM)

Dragoon Brigade (GDMD, PLLD)

Cavalry Division

Horse Guards Brigade (DG, QOC)

Heavy Brigade (CPC, ALC)

Second Army (Siege)

Frontier Division

Frontier regiments

Third Army (Defence)

Second Division

Third Foot Brigade (27M, 4A)

Fourth Foot (69A, Gascons)

RNHB

Third Division

First Foot Brigade (RM, PM)

Second Foot Brigade (13F, 53F)

All military appointments lapse at the end of August and the new posts (according to the new organisation above) will be filled at the beginning of September. **With your orders for August let me have your applications for posts in September** – these may be conditional on promotions in August. Remember: if you have a brevet rank, you can only get a military appointment at that rank (unless it expires at the end of August when you can also apply for appointments

at your permanent rank in case your brevet is not extended).

Chancellor of the Exchequer and Ministers of Justice and War also fall vacant at the end of August and may be applied for with your August orders (to take effect in Sept).

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 3 and is sent to a Frontier regiment

BdT Bendroit de Tres (Olaf Schmidt) has NMR'd. Total now 1

UXB Uther Xavier-Beauregard (Pete Card) has NMR'd. Total now 1

X5 (Mark Nightingale) has been floated at his request: "it's a bit crazy right now (end of first company financial year)..."

Welcome

Hello to James Schoonmaker, who joins us this turn. Enjoy the game, James – just don't listen to anything Felix tells you. Alternatively, listen to **everything** Felix tells you!

Farewell

I removed Dean Talbot's character as he didn't send orders after his previous character died of NMRs.

Liminal En Garde!

This is a new online game run through the forums at probboards: liminalengarde.proboards.com. GM

Sam includes some interesting house rules for alternative careers, the royal court and appointments and some experimental rules for female characters. There's room for a few more, so sign up on the forum.

Notes

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

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

Announcements

Les Anonyme asks NPC Lt.Colonel of 53rd Fusiliers to resign

Les Anonyme applies for Brigade Major of 2nd Foot Brigade

Les Anonyme applies for Aide to General

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

Felix Anton Gauchepied'er asks NPC Major 1 of The Gascon Regiment to resign

Greg de Becqueur asks NPC Lt.Colonel of King's Musketeers to resign

Duels

Results of July's duels

Gaz Moutarde didn't turn up to fight Justin Thyme and lost SPs.

Felix Anton Gauchepied'er didn't turn up to fight Terence Cuckpowder and lost SPs - voted cause 6:1.

Grudges to settle next month:

None!

"adv." shows who (if anyone) has the advantage of higher Expertise:

his first duelling sequence need only contain six actions.

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

Duels held over to September

Luc Azzat versus Balzac Slapdash.

New Characters

Martin Jennings gets the Bastard son of a very wealthy Earl: Init SL 8; Cash 675; MA 4; EC 3 (X1).

Nik Luker gets the First son of an Impoverished Gentleman: Init SL 5; Cash 44; MA 1; EC 4 (X2).

James Schoonmaker gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 5; EC 3 (X3).

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince LA	to Field Marshal JdI
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 N (until August 1671)	
Minister of Justice N (until August 1671)	
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.

Army Organisation and 1671's Summer Deployment

First Army (Defence)	JdG/__/__/AdF
Cavalry Division (Defence)	N7/N/N3
Heavy Brigade (Defence) - ALC CPC	
Dragoon Brigade (Defence) - GDMD PLLD	
Frontier Division (Defence)	__/__/N5
Frontier Regiments (Defence)	
Second Army (Siege)	PIS/N/__/N
First Division (Assault)	LdH/GdB/__/
Guards Brigade (Assault) - RFG CG KM	
1st Foot Brigade (Assault) - RM PM	
RNHB Regiment (Assault)	
Second Division (Siege)	N6/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	AdA/___/BdLG
Horse Guards Brigade	SdM/___/PUFF
Heavy Brigade	N5/___/___
Dragoon Brigade	XM/___/N5
First Foot Brigade	___/___/___/N1
Second Foot Brigade	___/___/___
Third Foot Brigade	N5/N/N3
Fourth Foot Brigade	___/___/___/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	N2	N6	N2	N3	N9
Attached					UXB
Also at the Front					

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

Battle Results

First Army: 1 Cavalry Division: 4 Heavy Brigade: 5 Archduke Leopold Cuirassiers: 1 Crown Prince Cuirassiers: 2 Dragoon Brigade: 1 Grand Duke Max's Dragoons: 3 Princess Louisa Lt Dragoons: 2 Frontier Division: 2 Frontier regiment 1: 1 Frontier regiment 2: 2 Frontier regiment 3: 4 Frontier regiment 4: 4	Second Army: 2 First Division: 1 Guards Brigade: 3 Royal Foot Guards: 1 Cardinal's Guard: 4 King's Musketeers: 3 1st Foot Brigade: 3 Royal Marines: 3 Picardy Musketeers: 4 RNHB regiment: 2 Second Division: 4 2nd Foot Brigade: 5 13th Fusiliers: 5 53rd Fusiliers: 2 3rd Foot Brigade: 1 27th Musketeers: 5 4th Arquebusiers: 1 4th Foot Brigade: 2 69th Arquebusiers: 2 The Gascon Regiment: 5 Horse Guards Brigade: 3 Dragoon Guards: 4 Queen's Own Carabiniers: 2
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Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	TC
54	Madelaine de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	SdIC
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		BS
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	JiT
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
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	
53	Angelina de Griz	10	B	
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idée	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Lô	5	B	

Col	Regiments																
	RFG	CG	KM	DG	OOC	ALC	CPC	RM	CDM	13F	PLLD	53F	27M	4A	69A	Gscn	
LCol	JJ	AdF	DdE	EB	N3+	FdA	CK	HDS	PdG	N1+	GH	N5	N6	N6	N2+		
Maj 1	BdLG+	N2+	GdB+	HD	N6	N2	BeV	AFL	N2	N7	HJ+	N3	N4	N3+	N5	N3	
Maj 2	N5	N5	N1	N4	N4*	N3	N1	N4	N6	N4	N4*	N6*	N2	N4	N5	N5	
Capt 1	N6	N6	N1	N2	N3*	N6	N6	N6	N2	N2	N2	N3*	N3	N4	N5	N5	
Capt 2	N6	N6	N1	N2	N3*	N6	N6	N6	N2	N2	N2	N3*	N3	N4	N5	N5	
Capt 3	N6	N6	N1	N2	N3*	N6	N6	N6	N2	N2	N2	N3*	N3	N4	N5	N5	
Capt 4	N5	N5	N1	N2	N3*	N6	N6	N6	N2	N2	N2	N3*	N3	N4	N5	N5	
Capt 5	N5	N5	N1	N2	N3*	N6	N6	N6	N2	N2	N2	N3*	N3	N4	N5	N5	
Capt 6	N5	N5	N1	N2	N3*	N6	N6	N6	N2	N2	N2	N3*	N3	N4	N5	N5	

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

The Greasy Pole

ID	Name	SLSPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
UXB	Count Uther Xavier-Beauregard	26	F	Withy	Fld Marshal/Min w/o Port	18		Flr	4	Pete Card
PIS	Viscount Pierre le Sang	25	F	Rich	General/2nd Army Commdr	7		Flr	4	Bill Howell
EB	Earl Etienne Brule	25	F	OK	B.Bdr-General DG/Min w/o Port	4		Flr	4	James McReynolds
AdA	Count Amant d'Au	25	F	Flthy	Bdr-General/Gds Brigadier	11		Flr	5	David Brister
SdC	Marquis Sebastian de la Creme	24	72	Withy	General/Min w/o Port	5	Maggie	Flr	5	Alan Percival
PC	Count Pierre Cardigan	24	35	Rich	General	9		Flr	5	Matt Shepherd
FdA	Count Frele d'Acier	24	F	Withy	B.Bdr-General ALC/Min w/o Port	20		Flr	3	Peter Farrell
DdE	Viscount Duncan d'Eauneurts	24	F	Rich	B.Bdr-General KM/State Min.	8		Flr	5	Paul Lydiate
JdG	Count Jacques de Gain	23	F	Flthy	General/1st Army Commdr	24		Flr	6	Ben Brown
BRJS	Marquis Beau Reese Jean Seine	22	F	Comfy	Major RFG/Min w/o Port	6		Flr	3	Bill Hay
JJ	Count Jean Jeanie	21	F	Flthy	Colonel RFG	28		Flr	3	Andrew Kendall
CC	Marquis Chopine Camus	20	54	Withy	B.Lt-General/Insp.Gen.Cav	9	Sheila	Flr	4	Stewart Macintyre
TC	Marquis Terence Cuckpowder	20	51	Withy	B.Lt-General/War Minister	6	Kathy	Flr	4	Mike Dommatt
SdM	Sir Swindelle d'Masses	18	F	Withy	Bdr-General/HGds Brigadier	6		Both	4	Craig Pearson
LdH	Baron Leonard de Hofstadt	18	F	Withy	B.General/1st Div Commandr	7		Flr	5	Neil Packer
JE	Count Jean Etonique	17	F	Rich	Lt.Colonel DG/Min w/o Port	20		Both	5	Tony Hinton-West
AdF	Baron Alan de Frocked	16	F	Withy	B.Bdr-General CG/1st Army QMG	3		Both	2	Charles Burrows
BdLS	Marquis Bern'd de Lur-Saluces	16+63	Rich	B.General	B.General	12		Both	3	Rob Pinkerton
GM	Sir Gaz Moutarde	15-12	Withy	Bdr-General	Bdr-General	4		Both	2	Mike Clibborn-Dyer
JdI	Sir Jean d'Ice	15	F	Comfy	Lt.Colonel CG/FMshl's Aide	7		Both	3	Tym Norris
FAG	Baron Felix A Gauchepped'er	14	16	Poor	/CPS	8		Flr	4	Jason Fazackarley
BdLG	Bastian de LaGarde	14	F	Comfy	Major RFG/Gds Brigade Maj.	4		Both	1	Jerry Spencer
HD	Baron Henri Dubois	13	F	Comfy	Major DG	6		Both	3	Wayne Little
CLD	Sir Charles Louis Desapear	13	RIP							Martin Jennings
CK	Baron Chris Knight	12	F	Comfy	Colonel CPC	11		Hunt	2	Paul Wilson

ID	Name	SLSPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
LA	Luc Azzat	12	F	Withy	Captain RFG/C.Prnce Aide	3		Both	2	Tim Macaire
PUIFF	Baron Percy Urbain Fanci-Free	11	F	OK	Major DG/HGds Brigade Maj.	8		Hunt	2	Mark Cowper
GdB	Greg de Becqueur	11	F	Comfy	Major KM/Gen's Aide (1st Div)	6		Hunt	5	Anthony Gilbert
GH	Sir Georges Hommemince	10	F	Comfy	B.Bdr-General PLLD	6		Hunt	1	Cameron Wood
RdL	Robert d'Lancier	10	F	Comfy	B.Bdr-General RM/2 Div Adjutant	7		Hunt	4	Steven Malecek
AFL	Sir Alonso Fonde-Lapatrrie	10+	F	Comfy	Major RM	7			2	Graeme Morris
PDG	Padamus Da Grim	9	F	Comfy	Lt.Colonel GDMD	9		F&P	2	Graeme Wilson
XM	Xavier Money	9	F	Withy	B.Bdr-Gen GDMD/Drgn Brigadier	6		BG	3	Pam Udowiczenko
BS	Balzac Slapdash	8	11	Comfy	Major 53F	3		BG	4	Matthew Wale
Anon	Les Anonyme	8	F	Poor	Major 53F	3		BG	3	Bruno Giordan
AF	Augustin Fourier	8	F	OK	Major GDMD	3		BG	3	Brick Amundsen
X5		8	0	OK		4		BG	2	Mark Nightingale
GO	Graeme Oeufthreunse	7	RIP							Nik Luker
HDE	Hercule D'Engin	6	F	Comfy	Major 53F	2			2	Gerry Sutcliffe
BeV	Ben e'Volence	6	F	Poor	Major CPC	5		F&P	3	Ash Casey
JiT	Justin Thyme	5	13	OK		7	Sue	F&P	2	Gerald Udowiczenko
HDS	Henri DuShite	5	F	Comfy	Lt.Colonel RM	7			4	Dave Marsden
HJ	Hugh Jass	4	F	Poor	B.Lt.Colonel 13F	3			3	Ray Vahey
ZUT	Zavier Ulric Turenne	4+	15	OK		3			1	Bob Blanchett
BdT	Bendroit de Tres	2-	2	Poor		2			5	Olaf Schmidt
X3		2	RIP							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, Flthy = 25000+
 Last seen is the lady the character was last seen with in public.

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