

## That would be enough

This has been issue 199 of *To Win Just Once*, published 19th November 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 29th November 2019.

Orders for *LPBS* and *Trophy Hunter* plus any other contributions to Pevans by 6th December.

(First deadlines for 2020 are 3rd/10th Jan)

## 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.engage.co.uk](http://www.engage.co.uk)

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

*Sopwith* – up for this game of WW1 aerial combat are: Rob Pinkerton, Jonathan Palfrey, Anthony Gilbert, Pevans.

*Star Trader* – We have room for 1-2 players in the current game. 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)):

*Keyflower* (at [www.boardgamearena.com](http://www.boardgamearena.com)):

*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)):

## Credits

*To Win Just Once* issue 199 was written and edited by Pevans. The *LPBS* masthead (page 26) is by Lee Brimmicombe-Wood, as are the drawings on pages 21 and 24. The illustrations on pages 28 and 32 are by Nik Luker and the one on page 30 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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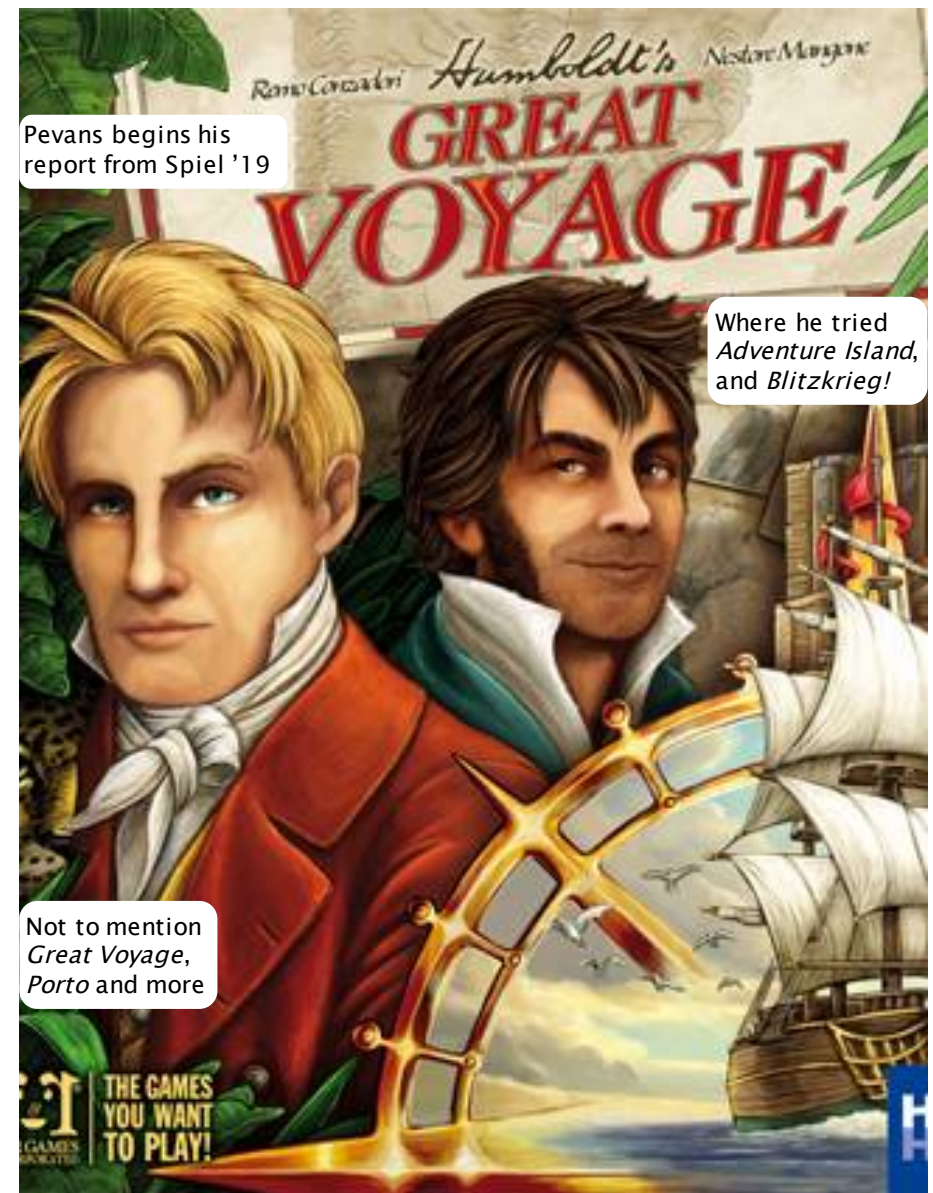
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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Issue 199: November 2019

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## Chatter

First off, this issue is a bit later than planned as Geraldine and I were off to Northern Ireland at short notice to keep an eye on her father, whose health is a bit up and down at the moment. Of course, he's much better when we're there. I was able to get back for the **MidCon** weekend and could then start work on *TWJO* afterwards.

October was a sad month in British board game circles as it saw the deaths of two stalwarts of the hobby and a legendary game designer. The designer is Francis Tresham, creator of the 18xx genre and my favourite game of all time, *Civilization*. I first met Francis at TSR UK's games events at Reading University back in the 1980s and we've met many times since then, particularly at **MidCon** and the UK Games Expo. I last saw him at the London Toy Fair in January 2018 when Gibsons launched their new edition of *Civilization* (see *TWJO* 182). While he looked his age (early 80s), he was as bright and entertaining as ever – even if it took him a few minutes to place me.

Keith Rapley was a regular at Swiggers games club for years until he retired and was no longer in central London during the week. Even then he was an occasional visitor and remained organiser of the monthly G3 Day. He was also a familiar presence at games conventions around the country and thus well known by many UK gamers. Mark Jones and I ran a 'Silly Drive' at **MidCon** as a tribute to Keith, but his gentle, decent presence will be missed by all who played games with him.

In contrast, Geoff Brown was a larger than life presence, but equally a delight. He was part of the "Froggies" supporting Martin Wallace in Warfrog/Treefrog days and a real raconteur. Geraldine remembers him holding court in the bar one **MidCon**, the group around him getting bigger and bigger as more people arrived and were enthralled. He was also on the organising committee (and provider of the games library) for Baycon, where he was the first winner of the Roger Heyworth trophy for "the spirit of the game". Sadly, I hadn't seen Geoff for several years but he, too, will be much missed. Alan Paull posted a lovely tribute on BGG, which I can only endorse. You'll find it in the comments to this post from Tony Boydell: [www.boardgamegeek.com/blogpost/96371](http://www.boardgamegeek.com/blogpost/96371)

Each of them is a loss. To lose all three in a single month is dismal.

In the middle of all this, I was in Essen for Spiel, which was as much fun as ever and my report starts in this issue. It was warmer than usual this year – Autumn didn't seem to have arrived, so there were no big piles of leaves to kick through.

### Shameless plug

Chris Baylis would like everybody to know that a new edition of his game, *Station Master*, is being launched on Kickstarter by Calliope Games. Chris says

that “Calliope have really made it into the game it should have been when Mayfair first took it.” The Kickstarter runs until 13th December and you’ll find it at this URL: [www.kickstarter.com/projects/781219801/station-master](http://www.kickstarter.com/projects/781219801/station-master)

### Online stats

The PDFs of *TWJO* 198 were downloaded 204 times in October after I published them on the 12th of the month. The previous issue, 197, attracted 48 downloads, taking it to 245 in two months. The PDFs of *TWJO* 196 were downloaded 26 times for a total of 306 since publications.

My report from Spiel ’11 attracted quite a bit of interest in October. I can’t see what could have caused this. While the attraction of my *High Frontier* review is presumably the arrival of the fourth edition on Kickstarter. This has left me in a quandary. I have a first edition, plus expansions and the conversion kit for the second edition. Do I want to add the conversion kit for the fourth ed or just give up a buy a whole new copy? Answers on a postcard, please...

## Letters

Mark Cowper “Managed to play a few new games recently”:

6 player *John Company* – OK, but a bit long for me nowadays (though I did win by ransacking Bengal for my museum (patron of the arts) and getting two Walsh Family Members into the House of Lords.

*Dice Forge* – Kids game, but very enjoyable 45 minutes – dice game where you upgrade your dice with gold, to get Fire and Ice to buy Monsters for Victory Points.

*Just One* – Spiel de Jour, great for lots of players.

*Space Base* – another dice game, where you upgrade your ships to get more income and eventually victory points – plays in about an hour and is a great filler.

Playing *John Company* with six is brave. I suspect there were a couple of people with nothing much to do each round. *Just One* is getting a lot of good press and I’ve just discovered I have a copy (it was in a goody bag). I really must get round to opening it.

Jonathan Palfrey continues the *Doctor Who* discussion.

Regarding *Doctor Who*, I think it’s impossible to make a fair judgment of Jodie Whittaker in it, because she’s suffered from poor scripts and poor direction. As for her companions, Bradley Walsh turned out better than expected, but the other two are fairly superfluous, and three companions

seem too many for the writers to cope with. (Perhaps better writers could cope?)

However, Whittaker seems loyal to [show-runner Chris] Chibnall, so the two will presumably leave together, and we’ll never know whether she might have done better with a different showrunner. I now see rumours that a new Doctor is being selected to start in 2021, with Michael Sheen as a candidate who could do well. Although finding a good showrunner is even more important, and more difficult.

I rather doubt that Whittaker’s part has been written for Matt Smith, because the showrunner and the other writers have all changed since then. Also, the Smith Doctor was more in command of events than the relatively ineffectual Whittaker Doctor; and I think that derives mostly from the script.

The overuse of the sonic screwdriver seriously irritates me, although that started years ago. The bloody thing is supposed to be a modest tool of limited functionality, but it’s turned into a magic wand that can do anything, which is ridiculous. John Nathan-Turner presided over the decline and fall of *Doctor Who* in the 20th century and isn’t my favourite person, but he made one good decision in abolishing the goddam screwdriver in 1982. If they had to bring it back, they should have limited it to its original functions: opening doors and frying circuitry.

I absolutely agree about the too-powerful sonic screwdriver. It used to be that the writers had to separate the Doctor from the TARDIS to put him/her in jeopardy, now they have to remove the sonic screwdriver as well.

## October in Essen

### Pevans reports from Spiel ’19

I decided to fly to Germany for this year’s Spiel games fair, something I haven’t done for a few years. The trip was just as I remembered it: fly to Düsseldorf, ‘Skytrain’ to the mainline train station and train to Essen’s *Hauptbahnhof* (main station). As our usual haunt, the Hotel Jung, is closed for refurbishment this year, my usual room-mate, Peter Card, and I were in the InterCity Hotel – a short walk from the *Hauptbahnhof*. This turned out to be a well-appointed modern hotel with a function room set aside for games in the evening.

It’s also easy to get to the Messe (exhibition halls) from there. Take the U-11 underground train (though the actual vehicle is more like a tram) from the main station. It’s a short ride, but there is a big crowd trying to get on each train in the morning. Extra services mean it’s just a matter of being patient. The grand new East entrance is now open at the Messe and this was the main way in, especially

for those buying tickets on the day. My press pass meant I could stroll in through the relatively quiet West entrance – though this is an extra stop on the U-bahn.

I had better give my usual disclaimer about this report. Spiel is too big for one person to see everything (something I used to try to do), even over four days. Hence this report consists of my highlights which, by definition, will be different from everybody else's. For a start, I know I didn't go down every aisle in every hall and there were major publishers I didn't get to look at. I continued my policy of recent years of sitting down and trying games (rather than just listening to the marketing pitch) and these are (mostly) what I'll report on.

I actually started on Wednesday evening, before the fair formally opens, with the preview night run by the organisers (Friedhelm Merz Verlag). This was their first such event, with the aim of letting people get an early look at some of the new games. I had the company of David Chapman for the evening, playing games together for the first time in several years. The event was spread over three rooms with a games library in one and some publishers demonstrating their games on specific tables.

David and I gravitated to Portuguese publisher MEBO Games ([www.mebo.pt/en](http://www.mebo.pt/en)), who produced *Viral* a couple of years ago (and many others before and since). We tried *Porto* (designed by Orlando Sá), which was colourful and looked complex. The board shows a colourful waterfront scene of the city of Porto (centre of the Port trade, of course) with spaces for players to fill in with colourful buildings, storey by storey, positions for the colourful cards players will draft and a rather dull scoring track around the edges.

Play is simple: take cards or play cards. Playing cards adds storeys (little



*Porto* in play: three buildings completed so far

rectangular tiles) to a building and scores points, with extra points for adjacent tiles, matching bonus cards and for starting (a storey with a door) and finishing (a triangular roof tile) a building. The roof tiles also govern the length of the game, triggering the final round when enough of these have been placed (depending on the number of players).

As well as the bonus cards that give you points for specific actions on your turn there are end-game goals that players can work towards through the game. Our game started simply enough: take a few cards, add some buildings. However, it quickly became a mess of tactical options and tricky decisions – especially when you work out what your opponents are up to. *Porto* is quick-playing tactical fun, nicely illustrated and very colourful. It gets a provisional 6/10 on my highly subjective scale.

Next up, David introduced me to one of his favourite new games, *Tiny Towns* – designed by Peter McPherson and published by AEG ([www.alderac.com](http://www.alderac.com)). This looked simple enough. One player chooses a resource (coloured cube), and everybody places one of these on the square grid of their board. If the colours and the polyomino shape they make match one of the building cards, remove the cubes and place that building (nice wooden piece) in one of the just-vacated spaces on your grid.

As you play the game, it quickly becomes apparent how much placing stuff limits your options. I want to put this building there, which means laying out this set of cubes. But I've got to wait for the right cubes, so I'll start a different building next to it. Except now I don't have space to do both. Aagh! And as the game goes on, space gets more limited and empty squares are left between buildings.

The game ends once one player has filled their board, so there's also a race element. Each building scores in a different way according to what other buildings are next to it or on that board (or not). Hence the game is different according to what mix of buildings is being used. My 'monument' building (red) meant I scored points for my villages (blue) without needing 'farms' (to feed them). I built lots of them, interspersed with the odd 'well' (white discs) and won by a point! Despite my simple strategy, it's tricky tactical stuff. I'd like to try it with more players and it gets a provisional 7/10 on my highly subjective scale.

We wrapped up before the end, catching the



*Tiny Towns*: mine is complete

last U-bahn into the city centre, rather than sticking it out to 1 am and the promised shuttle buses. Well, it's the first night, so you've got to pace yourself... or maybe I'm getting old. ☺

Thursday is when Spiel officially starts and the hordes of gamers waiting for the doors to open are eager to collect their advance orders and be first to play/buy the exciting new games. I seem to have a relaxed Thursday. I certainly didn't make too many notes on what I did. Of course, there were things to collect and people to say hello to...

Linking up with my roommate, Peter Card, we headed in the direction of PSC Games ([www.pscgames.co.uk](http://www.pscgames.co.uk)) to see what was new and say hello to Will Townshend and the rest of the team. Their new game is *Blitzkrieg!*, which particularly interested me because it's designed by Paolo Mori, even though it's a two-player game. There'll be more about this one later on. The prototype on show was David Turczi's *Rome & Roll*, which I rather dismissed at the UK Games Expo earlier in the year. However, a closer look reveals a more interesting game.



A demo game of *Rome & Roll* in progress

players re-build Rome after the great fire. This is definitely worth trying out. It was successfully funded on Kickstarter at the beginning of November and we can expect the finished game next May.

Also to come from PSC is a new multi-player wargame from Martin Wallace, whose stand (as Martin Wallace Designs – [www.wallacedesigns.com.au](http://www.wallacedesigns.com.au)) was just across the aisle. Now titled *Bloodstones* (its former working title was *Runestones*), the game equips its players with sets of domino-style blocks. These are tailored to give each faction its own strengths and weaknesses. Peter (Giants) and I (Humans) sat down to try it with a German couple (playing the Necromancer and ... something else).

Not only are the blocks players' units, but they're also how you pay for doing things. Thus, putting a new unit on the board means discarding blocks. So does moving pieces, though movement is paid for using the dots shown on (one edge of)

Players draft dice from those rolled at the start of the round. They spend these to carry out actions in the game – though some actions don't require dice. Players collect resources, construct buildings, conquer provinces and build roads. The buildings are polyomino shapes drawn onto the central board as the



*Bloodstones*: I've repelled an attack by the giants (yellow) to score the first points

the blocks, so one block can pay for moving several pieces. Blocks are also deployed to add their dots to player's combat strengths, so you have to think about how you want to use your blocks.

However, it's villages (discs) you score points for, so I built lots of villages with a big enough military force to hold off the others (I'm green in the photo). At first acquaintance, *Bloodstones* is an interesting game with some intriguing tactical options. However, it is very much a wargame, which some will find off-putting, and there's a substantial luck element, too. It gets a provisional 8/10 on my highly subjective scale.

Peter and I found another wargame at Osprey Games ([ospreypublishing.com/store/osprey-games](http://ospreypublishing.com/store/osprey-games)): *Undaunted: Normandy*. Designed by Trevor Benjamin and David Thompson, this is a skirmish scale, two-player wargame powered by a deck-building mechanism. Except that it's also a deck-destroying mechanism. Thus each player has their own deck of cards from which they draw their hand. They play cards from hand to move their soldiers (cardboard counters) on the board (built from large square cardboard tiles that provide plenty of variety) and attack.

In addition, players can (and sometimes must) add cards to their deck, including 'fog of war' cards that limit players' actions. Adding a card for a particular soldier means more opportunity to use that counter. What's more, when a soldier is hit, you throw away ("trash" in the jargon) a card, only removing the counter once you've run out of cards. Thus more cards means more hit points, so to speak.

Playing *Undaunted: Normandy*

Thursday evening was the game night organised by distributor and publisher Pegasus ([www.pegasus.de](http://www.pegasus.de)). This has been good fun in previous years, but I found it a bit disappointing this year. Unlike previous years, when the event has taken place on Pegasus's stand in the main halls, it followed the format of the previous day's preview night and took place in the same three rooms downstairs. Peter and I were joined by our long-term gaming buddy John Mitchell, but found that all the heavier games – and Pegasus demoers – had been grabbed before we got into the main room.

John found a copy of *Tricky Druids* for us to try. Designed by Carlo Rossi and published by Pegasus themselves, this is a dice-drafting game. Players are collecting the symbols they need to complete their (hidden) potion recipe. They roll dice to get symbols and then take some of them. The twist is that they must first offer the dice to another player, which suddenly makes the game a whole lot more interesting.

So, do you offer stuff you want, in the hope that the other will refuse them? Only if refused can you take them and add them to your potion. The other issue is that any dice you take that you can't use must go onto your 'bin' card. If your bin overflows, you lose everything you've collected so far. Eek! So, do you offer what you hope is a poisoned chalice, so to speak? After a couple of turns you begin to

We played the basic scenario, which just involves riflemen and scouts fighting over a few victory point markers. I drew German, so I started with some points, putting the onus on Peter to attack. We both advanced to our left, but Peter then had to backtrack (as he's about to do in the photo) to stop me getting the winning points. We churned through our cards in a really tough fight for those points. I won, but it seemed I had quite a head start. The other scenarios make things more complicated and bring in other weaponry (machine guns, mortars et al). This is another game I'd like to explore more, despite it only being two-player. It gets a provisional 8/10 on my highly subjective scale.

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Playing *Tricky Druids*: I need one more ingredient to complete my second potion

get an idea of what the others might be collecting, which adds to the decision-making. Or have they been bluffing? Or double-bluffing?

This is a neat enough family-orientated game, but less interesting when three hardened gamers are playing. I suspect another player would improve things, providing more options for who to give things to. Peter was first to put too much into his bin, which set him back, and John romped to victory. *Tricky Druids* gets a provisional 6/10 on my highly subjective scale.

Our next find was *Adventure Island*, another Pegasus publication, designed this time by Michael Palm and Lukas Zach (the guys behind the rather clever *Undo* series). This is a card-based co-operative game of surviving after being shipwrecked on a Pacific (?) island. Each player has their own character with a specific skill and can carry out two actions per turn. First, you need to find food and shelter... "Hang on," I said, "this is just like *Robinson Crusoe*". And so it was. A simplified *Robinson Crusoe*, to be sure (there's no hunting mechanism, for example), but very much the

*Adventure Island* in progress

same game – which is one of my favourite co-operative games.

Anyway, we pootled through the first scenario, feeling confident of achieving its goals. Then the deck ran out. “Shuffle discards and continue?” I queried. No: we’d lost. Oops! The time pressure is vicious. Reviewing what we’d done, we reckon it is possible to complete the scenario, but you have to focus on the goals right from the start. A few wasted actions and you’re done for. If I’ve got the rules right, the game is actually easier with four players: you have the same number of rounds, but the extra person means two more actions each time. Bizarre.

As a *Robinson Crusoe* fan I quite enjoyed this and would like to give it another go – probably with four players. For the time being it gets a provisional 7/10 on my highly subjective scale. And that was the end of our evening: time to find a taxi back to our hotels (the U-bahn having stopped a couple of hours earlier).

Peter and I decided to start in hall 2 on Friday and gravitated to R&R Games ([www.rnrgames.com](http://www.rnrgames.com)) to say hi to Frank DiLorenzo and the rest of the gang. We sat down to try *Humboldt's Great Voyage*, which was designed by Remo Conzadori and Nestore Mangone (the German version comes from HUCH! – [www.hutter-trade.com/index.php/en](http://www.hutter-trade.com/index.php/en)). Most of the board shows large circles, named for major ports around the world, with arrows showing the connections between them. Once the circles are stocked with wooden discs, this becomes a Mancala mechanism that is central to the game.



*Humboldt's Great Voyage* with my current ships bottom left

Players draw a disc from the bag and must start at one of the ports in this colour (though they can have one re-draw). They take the discs from the chosen circle and follow the arrows around the board, leaving a disc at each port they get to. Placing a disc that's the same colour as the port means they get to pick up a good (tile) of the same colour from the side of the board. The goods go onto their ship cards and, when a ship is fully loaded, it 'sails' to score points.

This all seems fairly straightforward, but there is more to it, of course. When one player takes their turn, the others get to draw discs from (some of) the ports visited, which has the useful side-effect of limiting the number of discs in any circle. The discs also go onto ships and earn a bonus when the ship sails: one of the character tiles. There are points for sets of these tiles at the end of the game, but they can be spent during the game as well to gain a bonus.

The tactical challenge is using the Mancala mechanism to its best effect, while aiming for the strategic goal of maximising the return on your ships. Some ships require specific goods, rather than a generic colour, which is both trickier and more rewarding. The German couple we played with weren't very chatty, but seemed to enjoy it as much as we did. I found this intriguing and challenging and look forward to playing it again. *Humboldt's Great Voyage* gets a provisional 8/10 on my highly subjective scale.

Peter and I made an early exit from the fair on Friday evening to stroll up the road to the *Hausbrauerei* before it got busy. This brew-pub is a fixture on our Essen itinerary and we tucked into their dark wheat beer and hearty food (pig's knuckle for Peter, while I stuck with my favourite house special: slabs of pork and Nürnberg bratwurst with sauté potatoes and veg – the last topped with Hollandaise sauce just in case you thought you were getting anything healthy).

Back at the hotel, Peter and I had a go at *Blitzkrieg!* (picked up from PSC Games the day before), which claims to be “World War Two in 20 minutes”. The board abstracts the war to five major theatres, each with a track to show which side (Axis or Allies) is winning there. Both players have a bag of cardboard tiles representing military units of different types and strengths in their colour and starts by drawing a few.

A turn is simple: place a tile and draw a new one. First, however, there are restrictions on where tiles can be placed: blue (sea) spaces can only have ships and aircraft, for example. Then the balance of strength in that theatre shifts towards the side that just played. And the player gets any bonus printed on the space. This can be an extra tile, adding a new technology tile (jet fighters, atomic bombs) to their bag, bombing their opponent to remove tiles and so on.

The rows of spaces in the different theatres represent separate campaigns and the player who's ahead in that theatre scores points when a campaign is completed. Of course, this means the player who's currently losing in that theatre has little incentive to complete it – unless they can swing things back their way.



The Axis is two points ahead, but the Allies are winning 3 of the remaining 4 theatres

The end of the war is triggered when someone reaches 25 points and most points wins (the Allies have a final play to even up the turns if necessary).

I'm impressed that the game lives up to its promise of completing the war in 20 minutes (or so), though it is set at a very abstract level. It provides a clever challenge as you try to out-guess your opponent, while being constrained by the tiles you have available. That's a provisional 8/10 on my highly subjective scale.

We were then joined by Sebastian Bleasdale, who was staying in the same hotel. Time for a new game and we broke out the latest from Bernd Eisenstein and Irongames ([www.irongames.de](http://www.irongames.de)), *Pact*. This is a card-drafting game of collecting goblins of different types so that you can complete 'task' cards with the right set of goblins. As this was our first game, we stuck to the beginners' game.

You start with the Spring tasks, four of which are available, along with a separate draft row of goblins plus your own hand of goblins. Your turn is either taking goblin cards or playing them. There's no hand limit, so you can take as many goblins as you want. Except that if the deck runs out, everybody must discard down to five cards. Oops! A large hand does give you more choice, but you can't play more than three on your turn.

Whether you've played or drawn cards, you can then complete a task, if the right set of goblins is available. Now, it's unlikely that you'll be able to play enough goblins in one turn to complete a task, so you'll have to leave them on the table for later. However, any player can use the goblins in front of one of their neighbours to complete a task. This shares the points for the task between the players, rather than one player taking them all.



*Pact* in play: bottom left are joint tasks with Sebastian, my own on the other side

This means you have to put some thought into which goblins you leave in front of you. When completing a task with a neighbour, it makes good sense to use as many of their cards and as few of yours as possible. Hence you want to put down cards that one of your neighbours may find useful, while not letting them have too many.

On top of this, there are some bonus cards which are shared out at the beginning. When a player uses one, they pass it on, so all the bonuses should be available to you at some point (unless you're playing with Sebastian, who kept hogging them for some undisclosed – tactical? – reason). On first acquaintance, it seems quite a slight game, though there can be some neat tactical options. It gets a provisional 7/10 on my highly subjective scale.

I'm going to have to call a halt to this report – and I've already cut out several bits to fit this in. Expect more next issue, including *Amul*, the heavyweight *Chicago 1875* and the bonkers *Wormlord*.

## Reading Matter

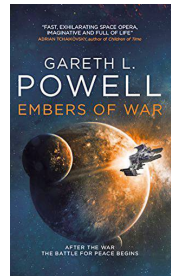
I spent an idle afternoon a few weeks ago working through the bibliographies of my favourite science fiction authors at [FantasticFiction.com](http://FantasticFiction.com) (a brilliant resource if you haven't come across it). The aim was to find books that I'd missed, but it turned to be a bit of an exercise in nostalgia, identifying books I'd like to re-read.

Working through the list, I was struck by how many books I'd thought were stand-alone novels turned out to have sequels or even be the start of a series. Mary Gentle's *A Secret History*, for example: there are three more books following



this. And there's a fourth book in John Christopher's "Tripods" series that seems to be the first one!

I feel I've been rather neglecting SF in recent months with my continuing addiction to Bernard Cornwell (specifically, the "Sharpe" and "Last Kingdom" series). However, someone recommended *Embers of War* by Gareth L Powell (also the start of a series), so I picked it up as an e-book. This is set a few years after a vicious interplanetary war, hence the title. Wartime enmities have left scars and we learn about one particular atrocity in the prologue.



The narrative proper starts, as many books do, by introducing us to a bunch of unrelated characters. We assume that the plot will bring them together, sooner or later. In this case, the characters include a poet on a sight-seeing trip to a very unusual solar system and the disparate crew of a spaceship from the "House of Reclamation". Think of this last as International Rescue in space – an organisation that rescues spaceships and travellers in distress. The ship's crewmembers served on both sides – and none – in the war and the ship itself, the Trouble Dog, is a decommissioned sentient warship (with a conscience).

As the squabbling crew race across the galaxy to rescue a cruise liner (guess who's on board), introducing this far future setting to us, I was reminded of Becky Chambers' *The Long Way to Small, Angry Planet*. Though this is a much more fractious – and troubled – crew and any similarity quickly disappears.

As our characters come together and the plot reaches its climax, it takes a bizarre and unexpected turn. Suddenly it's more like an Alistair Reynolds novel with a *deus ex machina* resolution that is more the sudden appearance of an entire pantheon than a single god. This probably makes more sense if you view this book as setting things up for the rest of the series. However, I don't think I'll be reading any of them as I found this one too off-putting.

## Games Events

The only event of note I can see before the end of the year is Dragonmeet: 30th November at the Novotel London West in Hammersmith (London). Having started life as a role-playing event, Dragonmeet has broadened out somewhat, but the emphasis is still RPGs. As well as the substantial trade hall, there is plenty of open gaming, demos and tournaments. For more information, see the website at [www.dragonmeet.co.uk](http://www.dragonmeet.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:** 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](http://www.ukgamesexpo.co.uk)

**Spiel:** *the* board games event of the year. 22nd-25th October 2020, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see [www.spiel-messe.com/en](http://www.spiel-messe.com/en)

**MidCon:** 13th-15th November 2020 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](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)

## 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

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## Trophy Hunter

## Turn 2

## This turn's shots

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

This is entertaining. There's a flurry of shots around the lion near the centre of the grid, but it's still hanging on. Only Paul Wilson tackles the Antelope next to it, so the points are his and he takes an early lead.

Matt Wale finds another Antelope to match Paul's score, while Chris Baylis and Mark Cowper find the same Antelope and finish it off. There's an interesting burst of shots in this area – some co-ordination going on, perhaps?

## Scores

Player	Shots	This turn	Total
Alex Bardy	I10	1.67	1.67
Chris Baylis	M4	4.00	4.00
Colin Bruce	I12, J11	0.00	0.00
Charles Burrows	H11, I12	0.00	0.00
Mark Cowper	M3	4.00	4.00
Mike Dommett	B19, P10	0.00	0.00
Anthony Gilbert	H11, I10	1.67	1.67
William Hay	I12, J11	0.00	0.00
Andrew Kendall	J3, K3	0.00	-4.00
Nik Luker	O7, P8	4.00	4.00
Tim Macaire	I10	1.67	6.67
Graeme Morris	L4, H4	5.00	5.00
Rob Pinkerton	N4, R13	0.00	0.00
Matt Wale	C18	4.00	8.00
Graeme Wilson	M5, O8	0.00	-4.00
Paul Wilson	G10	4.00	8.00

Graeme Morris wings a different Lion and Nik Luker picks off a Monkey. However, nearly half the shooters miss completely (though Mike Dommett does at least get a non-scoring Bush).

Chris Baylis explains his actions thus, "I have loaded my rust sh\*tgun and blasted pellets into the Bush (I missed Obama and Trump) hitting M4 (apparently you cannot miss being hit on the M4)." Mark Cowper goes with the same 'M' gag: "I seem to spend most of my days on these two." As his second shot was cancelled by hitting on the first one, we'll have to guess which M it was.

Chris has a question: "Going by Graeme Morris's logic, is the Lion hit by Tim the imaginary one that runs round the centre

of the world?" I have no idea what he's on about (situation normal), but here's what Graeme M has to say. "Quick ... while Carole isn't glued to the telly (*Bargain Hunt*) Bang! (L4), Bang! (H4)." [For the avoidance of doubt, Carole is his better half.]

Bill Hay proposes an alternative key:

B 0 Brexit party MEP

M 4 MP from the backbenches

A 8 Alternative voting system fan club AKA Lib Dems

S 10 SNP

G -12 Green

L 15 Labour Lefties

E 20 Etonians leading the Conservatives

Meanwhile, Andy Kendall is feeling hard done by. "Hmm," he muses, "negative gorilla tactics. Should I just keep shooting it and see if I can get least points? I might as well be out of any chance after one turn!" That's you and Graeme W, Andy.

## Key

Animals	Symbol	Size (squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	-12
Lion	L	3	3	15
Elephant	E	4	2	20
Other symbols				
	X	Missed shot		
UPPER CASE = this turn, lower case = last turn, <b>Strikeout</b> = dead animal				

Notes: animals go up and down or left and right, not diagonally, with two exceptions. Elephants are blocks of four squares; each Snake is two diagonal squares and moves by up to three squares a turn.

Animals only touch (if at all) at corners and only Snakes will go next to a Bush.

the same animal at the same time, they get the points for the square they hit.

Once an animal has been identified, subsequent shots share the points of the square they hit (no more points for the first square/s) – at least +1/-1. So if players A and B hit the second square of that lion and C gets the third, C gets 5 points and A and B get 2½ each.

An animal is dead when all its squares have been hit. No more points can be scored for this animal. However, animals worth minus points are patched up between turns and thus each hit scores (negative) points.

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

Send your shots to Pevans at  
180 Aylsham Drive, UXBRIDGE UB10 8UF or  
to [TWJO@pevans.co.uk](mailto:TWJO@pevans.co.uk)  
by 6th December 2019.

## What's this all about

This game is essentially a *Battleships* variant and is open to all readers of *TWJO*. The 20 x 20 grid represents a safari park that needs to cull some of its animals. The players are hunters who've paid for the opportunity to bag trophies.

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

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

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

## Turn 4

The blockading force at Mu Herculis had visitors this Quarter. First, a QUASAR ship that flew past as if they weren't there. Second, a MONOGRAM INDUSTRIES streamlined light cargo carrier that spotted them and managed to perform an emergency Hyperjump. Third, a MONOGRAM INDUSTRIES military Dagger Hull that was overwhelmed and totally destroyed by the far superior forces of the ASSOCIATION OF INTERSTELLAR ANARCHISTS without managing to return fire or attempt an escape. The crew may well still have been disorientated after jump and any attempt to escape was a failure

At Gamma Leporis ARCHANGEL bought 4 Alloys for 3 HTs each, closely followed by QUASAR buying 8 more at the same price and gaining a Contractorship. GAMLEPCO bought 5 more on Contracts using their Market Manager position.

ARCHANGEL were selling Isotopes at Epsilon Eridani, and got rid of 2 units for 11 HTs each.

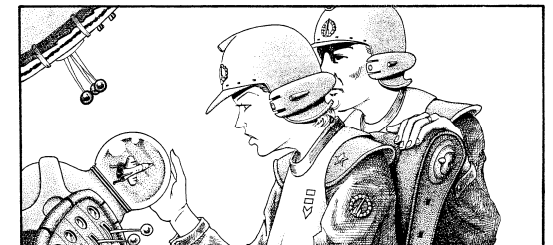
GAMLEPCO's higher bid shut GATES-LEARJET out at Tau Ceti and they bought 13 Isotopes for 5 HTs apiece to gain gaining a Dealership. They sold 10 Alloys for 5 HTs each and took a Contractor's position in this commodity as well.

Blockaded Mu Herculis saw Monogram selling 5 Monopoles on contract, as their Piccolo hull emergency-jumped to safety, while the Dagger hull was blown apart. GATES-LEARJET sold their one Isotope on Contract as well.

GATES-LEARJET bought 5 Isotopes on Contract at Sigma Draconis, GAMLEPCO selling 2 Alloys and buying 2 Isotopes for 5 HTs each.

Beta Hydri saw GATES-LEARJET selling 5 Alloys for 6 HTs apiece and then taking a Contractor's position by selling 8 Isotopes for 6 HTs each. ARCHANGEL's bid of 7 found no takers.

GAMMA LEPORIS ORGANISATION went to the Federal Banks and borrowed 200 HTs over 4 quarters.



ARCHANGEL LINES loaded their little fleet with Passengers ready for their reliable trips.

MONOGRAM INDUSTRIES improved their Reputation, but would have been happier with any news that the local Federation forces had managed to find the blockading ASSOCIATION OF INTERSTELLAR ANARCHIST's ships.

GATES-LEARJET decided to stop using their ship as an expensive Warehouse and shelled out for one at Beta Hydri.

And QUASAR ENTERPRISES received encouraging news from their parent company which resulted in a rise in their Reputation.

**Corporation Table**

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep	Player
A AIA	0 5 9	7	2nd	27 -	Jerry Elsmore
B GamLepCo	5 0 3	0	3rd	213 26	Tony Gilbert
C Quasar Enterprises	10 3 5	0	4th	92 40	Mark Cowper
D Monogram Inds	6 0 4	0	6th	60 35	Mike Dyer
E Gates-Learjet	10 4 3	0	5th	368 40	Paul Evans
F Archangel Lines	4 0 4	13	1st	244 40	Przemek Orwat

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

**News**

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

- Turn 5 P5, B3
- Turn 6 C4, C7
- Turn 7 **B6**

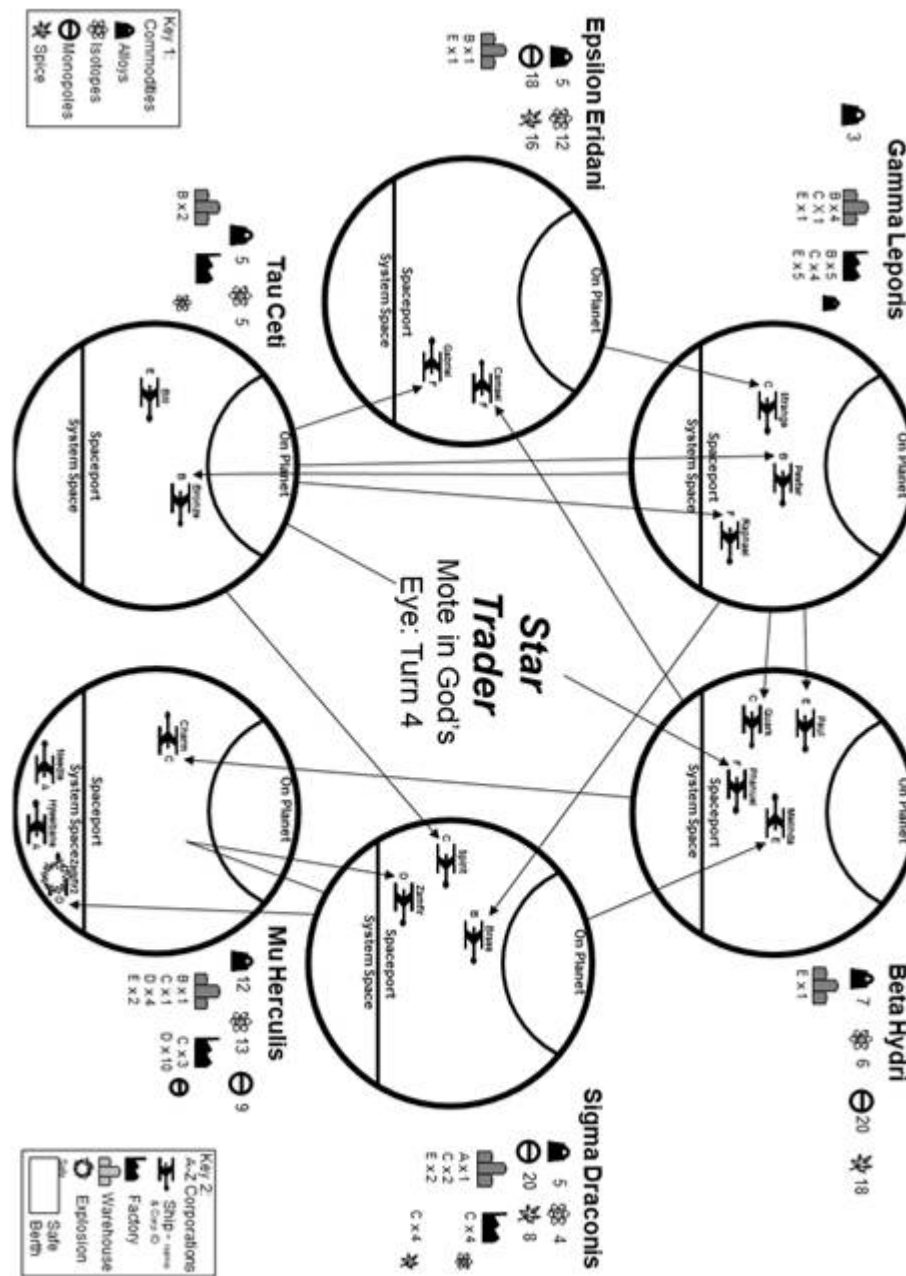
(Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

**GM Notes**

You can put conditional orders for Hyperjumps.

You can make agreements with other players – but check section 23 in the rules for how these work.

**Orders to Mike Dommatt, 12 Watton Park, Bridport DT6 5NJ  
or by e-mail to mike\_dommatt@yahoo.co.uk  
by Friday, 29th November 2019**



## UpLoders (*Railway Rivals* game 14 - RR2387KT)

### Turn 4

STEAMPUNK IPA laid track to Memphis and connected some more in Tennessee. SCHWEIZER MACHINENFABRIK continued to build south and west in western Tennessee. GRACELAND MYSTERY TOURS were building through the hills into Eastern Tennessee. NASHVILLE CATS RAILROAD headed for the Mississippi. BIEN'S INTERNATIONAL EXPRESS NETWORK built in the north east where FOGGY BOTTOM RAILWAYS built towards Ohio.

#### Builds and Points

##### BIEN'S INTERNATIONAL EXPRESS NETWORK (BIEN), Christian

Bien - Brown

##### Builds:

a)(B85) - Maysville; (+6)

(X33) - X35

b)(X35) - Hazard; (+6)

(B89) - B90 - A91

c)(A91) - X40 - Pikeville; (+6)

(M41)-N41

**Points:** 50 +18 +1 = **69**

##### NASHVILLE CATS RAILROAD

(NCR), Jonathan Palfrey - Green

##### Builds:

a)(J20) - Murfreesboro - Tullahoma; (+6)

(J18) - I18

b)(I18) - Columbia;

(K12) - K8 (1 to SIPA)

c)(Morristown) - L38 - O40; (1 to BIEN)

(K8) - K7 - Dyersburg

**Points:** 33 +6 -2 +3 = **40**

##### SCHWEIZER MACHINENFABRIK

(SMF), Martin Jennings - Red

##### Builds:

a)(I17) - H17 - Columbia - G19 - F19 - E19 (1 to Steampunk)

b)(E19) - C18;

(M16) - M14;

(D18) - Pulaski.

c)(M14) - Paris - M10

**Points:** 35 -1 = **34**

##### GRACELAND MYSTERY TOURS

(GMS), Mike Dyer - Purple

##### Builds:

a)(Somerset) - S30 - R30 - Q31

b)(Q31) - P30 - O30 - N30 - M30

c)(M30) - L30 - K31 - Rockwood (3 to NCR)

**Points:** 62 -3 = **59**

##### FOGGY BOTTOM RAILWAYS

(FBR), Rob Pinkerton - Blue

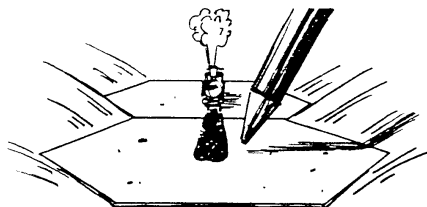
##### Builds:

a)(B78) - Frankfort - B80 - C81 - C82 - D82

b)(D82) - E83 - Maysville - E85

c)(E85) - E88 - Portsmouth

**Points:** 20 = **20**



##### STEAMPUNK I. P. A. (SIPA),

Anthony Gilbert - Black

##### Builds:

a)(L10) - Dyersburg - K6 (+6)

b)(K6) - F3

c)(F3) - Memphis; (+6)

(Tullahoma) - Murfreesboro; (6 to NCR)

(Tullahoma) - D23

**Points:** 67 +1 +1 +12 -6 = **75**

#### GM Notes

Please lay out your orders with: Your Name, Company Name, Company Colour.

Don't forget when races start that you can exchange running powers or have joint races with other companies.

Next turn's rolls: **6, 4, 3**

**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, 29th November 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.

Game 9 of *Agricola* (at [www.BoiteAJeux.net](http://www.BoiteAJeux.net)) is in progress and looks like it will be a close finish.

I think we're still on *Brass* game 84 (at [www.brass.orderofthehammer.com](http://www.brass.orderofthehammer.com)), but there's currently a technical issue with the site that means I can't check. Fingers crossed that normal service will be resumed soon.

Al Tabor and I are playing *Keyflower* (at [BoardGameArena.com](http://BoardGameArena.com)) with a couple of other people. This is a game where, instead of feeling I'm doing well and losing, I feel I'm struggling and then (occasionally) win. It's a tricky game and more players are welcome to join us.

The *Pax Porfiriana* games (at [yucata.de](http://yucata.de)) seem to have lapsed, but I still want to play more. Who'd like to join me?

And can I get any takers for *Rajas of the Ganges*? It's a game I really enjoy (managing your stock of dice can get tricky) and it's available at [yucata.de](http://yucata.de)

Our 26th game of *Through the Ages: a New Story of Civilization* (at [boardgaming-online.com](http://boardgaming-online.com)) is reaching its conclusion. Pacifist game 5 ended in a win for Przemek Orwat, who clearly understands this form of the game. We've started a sixth game and I think I'm getting to grips with it.

## Les Petites Bêtes Soyeuses

Being a correspondence game of *En Garde!* run by Pevans since April 1986 and now published as part of *To Win Just Once*.

New players are always welcome. If you'd like to play, you'll need to subscribe to *TWJO* (see page 17). You will also need (access to) a copy of the published rules to *En Garde!* (see [www.engage.co.uk](http://www.engage.co.uk)).

**Orders for November 1671 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 6th December 2019**



## October 1671 (332)

After last month's partying there are plenty of affairs to settle. Let's start with the hulking Bendroit de Tres and the pint-size Zavier Ulric Turenne, whose dispute is over a certain young lady. As a non-military man, Tres carries a foil, while Picardy Musketeer Turenne wields a rapier. Neither has a second. Turenne offers his opponent (whom he keeps referring to as "BLT") a glass of Madeira from the bottle he's brought. Tres is too busy warming up to accept, so Turenne places the second glass carefully on the ground. Tres starts by parrying, expecting a furious lunge, but Turenne goes for an ordinary lunge and runs his opponent through for first blood. Tres steps back to inspect the damage, Turenne offering him "some mayonnaise" for his wound. Then Turenne follows up with a slash to do more damage. Annoyed, Tres closes in and applies his boot where it will do most good, putting his not inconsiderable weight behind it. Turenne hits the ground, doubled up in pain, and gasps out his surrender. Sadly he knocks over that glass of Madeira before he can get to his prepared speech. Tres may not be particularly honourable, but a win is a win...

Grand Duke Max's Dragoon Major Augustin Fourier and Archduke Leopold's Cuirassier Lieutenant-Colonel Jacques Gillier choose each other as their first opponent amongst their regimental enemies. As cavalymen, both use a sabre, but neither has a second. Fourier attacks with a furious slash, but Gillier has judged his adversary correctly: he blocks the slash and jumps out of the way of the cut. He attacks with a slash of his own, only for Fourier to slash back.

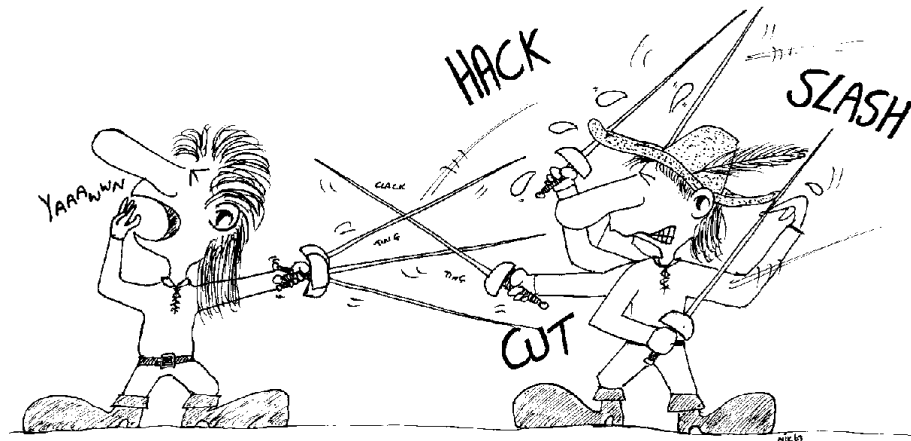
However, Gillier's attack was only the first part of his furious slash and the heavy cut brings Fourier's surrender. His injuries allow Fourier to withdraw from his engagements with Frele d'Acier and Will Iamnot, also of the ALC, while Gillier's second GDMD opponent, Amaury Saint-Yves, simply doesn't show up. Not to fight Gillier, not to fight Acier, not to fight Iamnot.

Les Anonyme of the 53rd Fusiliers has a rendezvous with Ben e'Volence of the Crown Prince's Cuirassiers. This pits an infantry rapier against a cavalry sabre, though Anonyme has the advantage of size. Anonyme starts with a rapier lunge that is deflected by e'Volence's sabre slash. Both blows do some damage and it's the larger man, Anonyme, who concedes the fight. Anonyme's rather smaller colleague, Hercule D'Engin, steps up to face e'Volence next, bringing Greg de Bécqueur as his second. First blood goes to Engin as he starts a furious lunge. However, e'Volence retaliates with a slash before Engin can swing back with his cut and Engin surrenders instead. 2:0 to the Crown Prince's man.

It is no surprise that retiring Commissioner of Public Safety Felix Anton Gauchepied'er doesn't show up to his duels with Jean Ettonique and Percy Urbain Fanci-Free. His excuse is contained in the notes both men receive: "Sorry, the Queen is having one of her 'heads' again and is too unwell to attend." Fanci-Free's note is accompanied by a cake, a bottle of champagne and a second missive that reads, "My darling boy, what a terrible misunderstanding. As you know, you are my favourite and always welcome to warm my bed. Accept these gifts and think of me when you taste them!"

Dragoon Guard Fanci-Free moves on to meet another enemy – and Gauchepied'er's regimental colleague – Queen's Own Carabiner Marc de Zorro. However, he must wait while Zorro takes on Greg de Bécqueur, whom he regards as an upstart. Hercule D'Engin and Duncan d'Eauneurts are Bécqueur's seconds (it seems he moves in exalted circles) as he matches his rapier against Zorro's sabre. Zorro's initial lunge (with a sabre?!) is parried and Bécqueur gets first blood with his riposte. Zorro's ensuing cut is a hefty blow, but Bécqueur shrugs it off and lunges to try to even the damage. Then he lunges again, but this is deflected by Zorro's next slash. This blow brings Bécqueur to his knees and forces his surrender. He declines to meet Bastian de LaGarde or Jean Ettonique.

Time for Fanci-Free to step up, though he's clearly no match physically for Zorro. This time it's sabre versus sabre and there are no seconds. A mis-timed block from Fanci-Free allows Zorro to get in the first slash and Fanci-Free concedes. Pausing only to wipe the blood from his sword, Zorro moves on to his match with Jean Ettonique. And Ettonique could well be his match as he is the larger man, far more skilled with his sabre, uninjured and supported by Henri Dubois, also of the Dragoon Guards. Both men opt for a slash, attacking together. Despite following up with a cut against Ettonique's second slash, it's Zorro who surrenders this time, his accumulated injuries proving too much.



THE BENEFITS OF SUPERIOR EXPERTISE.

Our final fight is the Marquis Terence Cuckpowder against Viscount Etienne Brule. Over a woman, natch. Both men wield sabres and Cuckpowder is seconded by Jean Ettonique and Uther Xavier-Beauregard, while Frele d'Acier supports Brule. The two men are of similar build, Cuckpowder's advantage is his far superior expertise. As he demonstrates by blocking Brule's slash and dodging his cut. Two quick slashes as Brule struggles to recover give him the win.

### Ins and Outs

QOC Lt-Col Felix Anton Gauchepied'er has asked his commanding officer to resign. However, he offers no arguments in support of this while the Colonel is supported by Greg de Bécqueur and Jean d'Ice. Their influence ensures that the man stays in charge of the regiment. For this month, anyway.

The senior Major of the Archduke Leopold Cuirassiers also retains his position, despite Frele d'Acier calling in a favour to persuade him to quit. Regardless, the ALC Regimental Adjutant, Will Iamnot, uses his borrowings to buy his way up to become the junior Major in the regiment.

There's bad news for one new arrival in Paris: Phillipe F'Loppe's application to join the Crown Prince Cuirassiers is rejected by the regiment's commander, Chris Knight. This is despite F'Loppe's determined attempts to prove that "there is a hero inside me waiting to get out". He presents a formal letter of introduction and compliments the receiving officer's uniform, military record and social standing. Unfortunately, he's chosen Lt-Col Ben e'Volence rather than Brig-Gen Knight.

Ivor Edward Defrane is more successful, being admitted to the Royal Marines by its commanding officer, Robert d'Lancier. He had also won admittance to the Princess Louisa Light Dragoons from Bdr-Gen Georges Hommemince, but clearly

preferred the Marines. Perhaps because he can buy his way to the rank of Major with last month's loans.

Despite only having been appointed last month, Lt-General Terence Cuckpowder resigns his influential position as Adjutant-General. The reason for this becomes clear when the Minister of State, Duncan d'Euaneurts, chooses him to be the new Commissioner of Public Safety. This is a bit of a blow for Uther Xavier-Beauregard who was expecting the post. As consolation, Euaneurts makes him a Minister without Portfolio, rejecting applications from Pierre le Sang and Swindelle d'Masses for similar appointments.

Bernard de Lur-Saluces seems to have had enough of Paris already and offers his services to the Royal North Highlanders. They issue him with the regimental kilt and off he goes. Felix Anton Gauchepied'er also wants to get out of Paris – there's a new ~~marshal~~ CPS in town. He commands a squadron of the Queen's Own Carabiniers, so he re-schedules his loans and trots off with his men (oo-er!). Including the hapless Subaltern Marc de Zorro.

### Call this a party?

There are no social activities announced for the start of October, so many Parisians take the opportunity to visit their clubs. Red Phillips is where Horace Bury heads, taking Belle Epoque with him. This means the gentleman who turns up on her doorstep is out of luck. There's nobody in the Frog & Peach, but they have received a resignation. Ivor Edward Defrane intends to apply to "a more prestigious establishment". This is followed by an application letter from one Ivor Edward Defrane. Sadly, having just resigned there's a cooling-off period of three months before he can re-join. Ivor does his cooling off outside the club.

Ben e'Volence escorts Di Lemmere to his new club, Blue Gables, to start their month. Xavier Money rolls up as well, with Betty Kant on his arm. Alonzo Fonde-Lapatrie heads for Hunter's with Ella Fant where he is excessively attentive, plying her with "prosecco and choccies" (what, *Italian* wine?). This is also where to find Les Anonyme and his lady friend, Carole Singeurs, now that Les is a member. They have a guest, too: Thierry d'Actyl, a junior officer in Colonel Anonyme's regiment, the 53rd Fusiliers. Alonzo keeps glaring at the single man...

There's a Toady to be found in Bothwell's as well. Greg de Bécqueur brings Katy Did for a drink as the guests of Bastian de LaGarde and Cath de Thousands. Greg insists on buying the drinks. He must be flush as he's also settled his debts. Percy Urbain Fanci-Free and Fifi are also in Bothwell's.

There is, of course, a bigger crowd in the Fleur de Lys. Etienne Brule brings Kathy Pacific. Jean Jeanie escorts Jacky Tinne. France Forrin is on the arm of Leonard de Hofstadt. Pierre Cardigan takes a table to entertain Edna Bucquette. The new CPS, Terence Cuckpowder, turns up and takes a careful look around,

not disclosing who he's looking for. Uther Xavier Beauregard brings Henrietta Carrotte to demonstrate his gambling skills. He places a substantial (over a thousand crowns) wager. And loses it.

Recent arrival Phillipe F'Loppe tries to negotiate a better deal from the moneylenders, but his every offer is just met with the standard terms, whichever one he talks to. He borrows as much as he can.

As a new week starts, it's time for a discussion of military tactics at the Fleur, hosted by Frele d'Acier. This is a fairly exclusive affair, open to members of Frele's regiment, the Archduke Leopold's Cuirassiers, and senior Parisians. ALC Lt-Col Jacques Gilliers turns up with Lotte Bottle for company. Bdr-Gen Jean Jeanie attends, but without Jacky this time. General Leonard de Hofstadt fancies a decent discussion and brings Frances, too. ALC Major Will Iamnot is the final member of the discussion group. With most of the gathering being from one regiment, there's no real scope for any argy-bargy.



Other members return to the Fleur: Etienne and Kathy; Pierre and Edna. Another member arrives: Pierre le Sang brings Guinevere d'Arthur and makes some 'casual' references to his previous week's visit to the Louvre and how well His Majesty received his little gift ("just a bijou chess set – ebony and ivory pieces on an inlaid marble board"). And Uther re-appears to have another go on the gaming tables. Despite Henrietta's alarm, he places another large bet and wins this time. This does his status no harm.

There's a pop-up party at Bothwell's as new member Greg de Bécqueur celebrates ... something. He and Katy attract several party-goers, despite the lack of notice. Augustin Fourier charges in with Pet Ulante to "get this party going!" Les Anonyme brings Carole. Georges Hommemince takes time off from his own party preparations to attend with Angelina di Griz. Robert d'Lancier accompanies Bess Ottede and Xavier Money has Betty on his arm. Robert

skips to the gaming tables and makes half a dozen bets, each of 250 crowns. He loses the first one, but gets his money back when he wins the second. He cuts three in a row and loses the last to end the week well out of pocket.

Alonzo Fonde-Lapatrie and Ella are in Hunter's again, this time for the "scented jacuzzi" Alonzo has organised. Ben e'Volence and Di have Blue Gables to themselves. And Henri DuShite hits the Frog & Peach with Ingrid la Suède, having spent the previous week at her place. They are the only ones in the club as Ivor Edward Defrane is still arguing with the management about their membership processes. Recent arrival Phillipe F'Loppe turns up in person to see

what the club can offer him. He is turned away at once as his social standing is simply not up to the club's standards. It looks like only Red Phillips is available to him.

### Now that's what I call a party

Greg's party continues through week 3 with one addition to (and no losses from) the guests. These are Jacques Gillier and Lotte, rather slumming it after their time in the august circles of the Fleur the week before. This causes the month's (almost) only argument as Jacques is Lt-Colonel of the ALC, while Augustin is a Major in Grand Duke Max's. The mutual insults will require a duel to settle. Robert places another series of bets. Again, the first wager is lost, but he wins the next two. Ahead on the week, he quickly loses two more and wins the third to finish as he started.

Hunter's sees Alonzo and Ella in residence again, this time for "aroma pampering". Ben e'Volence and Di occupy Blue Gables. Hercule D'Engin is the man in the Frog & Peach. Ivor is the man outside once more – the last time before the lure of the bawdyhouses becomes irresistible. Edouard Jogue arrives in Red Phillips, which would otherwise be empty. The crowd in the Fleur starts with Chopine Camus, Sheila Kiwi on his arm. Etienne is still there with Kathy. Leonard ditto with Frances. So too are Pierre C and Edna and Pierre le S and Guinevere. Henrietta sees Uther make his regular weekly bet and lose it for a second time.

Georges Hommemince hosts his celebration of All Hallows' Eve at Hunter's to complete the month. With Angelina as hostess, Georges has a decent guest list. This starts (alphabetically) with Les Anonyme and Carole. Balzac Slapdash appears in society for the first time this month, bringing Alison Wunderlandt with him. Greg de Bécqueur and Katy are next, provoking immediate protests from Balzac. He is certain that Greg's lack of nobility makes him unsuitable company and challenges him. Horace Bury escorts Belle. Hercule D'Engin is 'self-partnered'. And Thierry d'Actyl completes the list. He's dressed as a priest and accompanied by the 'young lady' he hired from the bawdyhouse earlier this month. A classic combination. As the only one in costume, Thierry gets Georges' prize for the best fancy dress.

Hunter's is once again the venue for Alonzo Fonde-Lapatrie and Ella, where Alonzo has high hopes of the "naughty undies social promotion". This probably ensure Ella knows exactly what he's after. Robert d'Lancier is there too, but ignores the partying to concentrate on his gambling. The usual sequence of bets brings him three wins, two cuts and a loss. This leaves Robert with a small profit on the week – though not enough to off-set his earlier losses. Edouard Jogue attends Red Phillips, while Xavier Money and Betty occupy Blue Gables.

In the Fleur, Pierre le Sang hosts Ben e'Volence. Their ladies, Guinevere and Di, respectively, are in attendance as well. Etienne Brule and Kathy, Leonard de

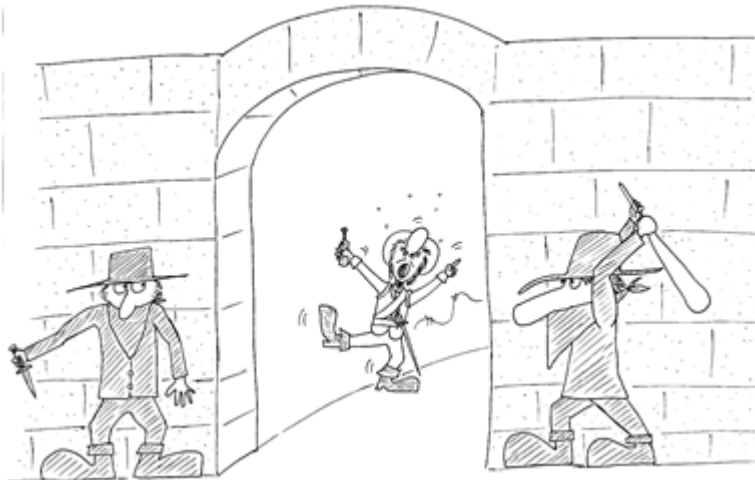


Hofstadt and Frances, Uther Xavier-Beauregard and Henrietta make up the numbers. Speaking of numbers, Uther plonks another big bet on the table. He wins his wager to break even over the month – though with slightly more kudos.

While half of Paris is to be found in the clubs, the other half is in less salubrious places: the gyms and the red-light district. In fact, there are several who spend the whole month practising with their weapon. One of these is Jacques de Gain, of course, passing his time with his rapier. Chris Knight and Duncan d'Euaneurts (muttering darkly about Felix's absence from Paris) do the same. Balzac Slapdash practises rapier for three weeks before heading for a party. Chopine Camus fits in three weeks with his sabre around the party he attends and Frele d'Acier does the same. After his sabre practice, Jean Ettonique uses the last week of October to go courting. Unfortunately, the object of his affections is out partying.

Following a long-standing tradition, Henri Dubois, Jean d'Ice and Xavier Ulric Turenne start October in the red-light district and then head for the gyms. By the time he gets there Jean is sporting a large bump on his head. He's had a run-in with the footpads. Or was it would-be assassins responding to the 'fatwa' issued last month? Good job he had a squad of Guardsmen with him or who knows what might have happened... While sabre is Henri's weapon, the other two practice rapier. Hercule D'Engin is another to be found in a bawdyhouse at the start of the month. Following that, one week with his rapier is enough for him, and he's off partying. Successful courting leaves Beau Reese Jean Seine three weeks to work out with his rapier. One week with Fifi is all Percy Urban Fanci-Free needs before taking up his sabre for the rest of the month.

Augustin Fourier (sabre), Bastian de LaGarde (rapier), Henri DuShite (cutlass), Jacques Gillier (sabre) and Jean Jeanie (rapier) all find time for a couple of



weeks practising and a few others pop into their gym for the odd week. Terence Cuckpowder puts in three weeks courting, not taking the hint when his intended is out with somebody else. Edouard Jogue does get the hint, which is why he's in a bawdyhouse in week two. The footpads take a fancy to his purse, but find it empty. Bendoit de Tres fails twice at his attempts to woo, burning his way through his latest loan. He takes himself off to the bawdyhouses for the second half of October. Phillipe F'Loppe gets one thing right this month, spending his last week at a bawdyhouse with some female company – his reward for “a hard month of exploring and settling in”. Sadly, Paris has different ideas and his social standing suffers.

Will Iamnot is one of the successful wooers, but Bastian de LaGarde tries it on with Will's paramour the following week. Bastian's complete lack of discretion means Cath chucks him and Will has cause for a duel.

### Led by donkeys

Out on the France's borders, the Frontier regiments have found another Spanish enclave to lay siege to. Lieutenant-General Bernard de Lur-Saluces turns up to take command of a Battalion of the Royal North Highlanders. He leads them with great aplomb and a short kilt, storming a bastion to earn a Mention in Despatches (“Good God, that's a short kilt!”) and collect well over fifteen hundred crowns worth of loot.

Felix Anton Gauchepied'er's QOC squadron is assigned to support Frontier regiment 3. Given it's a siege, there isn't much for the cavalry to do, but Gauchepied'er does it with ... style. Or something. This brings him a brief Mention (“Good God, what is he wearing?”). The reluctant Subaltern Marc de Zorro keeps his head down (it's hidden inside the donkey's head costume he acquired for Georges Hommemince's party) and survives happily. ❖

### Press

#### Announcements

The Cardinal's Guard are looking for a few good men; the position of Regiment Adjutant is available to the first applicant who achieves the rank of Captain.

† Colonel le Baron Jean d'Ice

Sponsor still sought for the 53rd Fusiliers. Apply Colonel Les Anonyme

#### Social

To all gentlemen of SL 9 or above  
Please join me to celebrate my re-appointment as Brigade Major of the Guards Brigade at my club, Bothwell's: Weeks 3 and 4 in November. Your mistresses are welcome and your costs will be paid.

† Bastian de LaGarde

To the esteemed gentlemen of Paris (which, of course, excludes the 53rd) and their ladies,

It is with great pleasure that I invite you all to a party at Blue Gables in the 3rd Week of November. It would be a pleasure for Di and I to host you all and we very much look forward to your company.

Until that time,

I remain your servant,

† Lt Col Ben e'Volence, CPC,

## Military Missives

Terence,

Welcome to the 53rd

I see that both myself and our CO have duels this month. I would be pleased indeed if you wished to attend as second. I will happily write orders for mutual seconding with yourself.

Once again welcome to the regiment for which things as looking up indeed

Kind regards,

† Hercule d'Engin

## Personal

The Imperial Palace of Japan, Tokyo

"So, this Queen Felix is what can only be described as a lunatic! The woman, I mean man, err... whatever sounds completely off her rocker. But then, saying that, he/she may be of some value to securing future links with France. What's the harm in taking the risk and sending her a ninja? If it pays off, then fine; if not, we have at least been seen to be doing something and what's the loss of a single ninja anyway? These fellows can be a nuisance at the best of times,

so sending one overseas may be a good thing. Who do we have spare?" The Emperor turns towards an advisor kneeling before him.

"Well, your Imperial Majesty, we are a little short on the ninja front at the moment. What with the mission against Shogun Suzuki and the quelling of the peasants' revolt in Kinai, plus the actions against that rogue Chinese brigand, we've only really got the one left in Tokyo. But that is probably out of the question bearing in mind that it's..."

The advisor is cut short by an interruption from Emperor Satohito.

"Excellent, send him, then, and keep me updated."

"But, your Imperial Majesty, I was about to say..." his voice trails off as he notices the Emperor has turned away to address one of his Generals regarding orders for his forthcoming birthday parade. "The only one left is your cousin's son, Tojo Banzai, and he is so short-sighted he can barely see a hand in front of his face. He only got accredited as a ninja because of his royal links... er... your Majesty... errr... I guess I'll send him then."

Letter from Lt. Col. Greg de Bécqueur to Col. Ennetrois, officer commanding Queen's Own Carabiniers [delivered personally by Katy]:

Monsieur, I have heard you are under some pressure to stand down from your command and write to offer you my support. I have been following your career and feel it is far too soon for you to consign your carbine to the cabinet. Prior to your recent promotion, your sterling service as divisional adjutant for the cavalry

inspired me to seek the same role in the infantry. I look forward to seeing you lead your illustrious regiment to many bloody victories over His Majesty's enemies; should you lose the odd Lieutenant-Colonel along the way, such is war.

I remain, etc.

† Lt. Col. de Bécqueur,  
King's Musketeers

To: My loyal subjects,

Your Queen has been forced out of office by the beastly Dunkie and then refused a place in government. What's more, villains like Cuckpowder, Beauregard and many others continue to persecute me and I am forced to take temporary flight to avoid their dastardly machinations. Take my word, the streets of Paris will be far from safe under the so-called watchful protection of Cuckpowder as CPS.

I am calling upon my subjects to launch a civil war against the tyrants of government and that fleabag of a king\* we currently have. Rest assured, darlings, I will return to lead you all once the banner of Queen Felix has been raised in righteous indignation and challenge.

Love to you all, † Queen Felix  
\*Any words pertaining to the King cannot be taken as the actual words of Queen Felix, these merely represent the views expressed by others to the Queen and have been reported solely for factual purposes.

To "queen" FAG

The depths to which you continue to sink amaze me. I did not think it was possible for you to get any more

immoral. Having spurned my offer to settle matters between us in a civilised manner, you now attempt to hire assassins to murder me! Fortunately, I am unconcerned by this as I am certain that there are no Frenchmen who will act on your criminal offer.

I look forward to the day when an honest CPS will give you a fair trial so I can have a front row seat at your execution.

Challenge me to a duel if you dare!

† Colonel le Baron Jean d'Ice

Colonel Anonyme

CO 53 Fusiliers

Sir,

The barracks have been inspired by your leadership and the fresh approach you bring to command of the regiment. Your modern ideas and training techniques are whipping the men into excellent shape; not to mention your keen financial acumen and the sponsorship opportunities you have offered to the wealthy gentlemen of Paris. The regiment will go from strength to strength under your command.

However, I fear that kind old Captain Francois, our hardworking regimental adjutant, is finding it hard to understand all of your excellent changes. He has had years of brave service, but with his wooden leg and his deafness from years of musket practice I am afraid that he is not up to the job of properly implementing your modern warfare training programme. It might be best for him and the regiment if he were to take his pension and retire with our grateful thanks to the country. Maybe

a younger, fresher company commander, would be best placed as your adjutant. Someone to show all Paris that we are an exciting fresh new regiment and not the fusty old 53F that Captain Francois joined forty years ago.

Forever your servant  
† Captain d'Actyl, Company D

To: Perci Urbain Fancy-Free  
My dearest Perci-kins,  
I hope you enjoyed the treats I sent to you instead of that ridiculous duel business. Now the reason I am writing to you, darling, is to warn you of possible reprisals from Dunkie and his gang. As you will know by now, he has forced me out of office at the Bastille and looks set upon giving the CPS post to that villain Cuckpowder – a simply dreadful fellow. No longer can I safely protect you, my darling, so do what you can to avoid the enemy until such time as I can rally my forces and sort out a little overseas intervention to aid my cause.

Once we are successful and Dunkie & Co are history, the reign of Queen Felix can commence and her friends and loyal supporters will be truly blessed by her rewards.

Love and kisses, † Queen Felix

The Ongoing Trials and Tribulations of Percy Urbain Fancy-Free  
Well, I know it is the witching season, but the good citizens of Paris were subjected to an early Halloween Horror – the appearance of my old friend Felix dressed in a ghastly Mourning Dress – to a party. It was a fashion disaster. A true faux pas.

Everyone knows that veils are so 1670. Anyway, we got into a horrid shouting match and it is going to be pricks at dawn. I have a big surprise ready to knock Felix back into this world – watch this space. To add insult to injury, another young Queen was prancing about picking fights with his betters; we will teach him a stern lesson. I did say a sound public spanking would suffice, but no, Colonel Brule insists that duelling is done with the regimental weapon, so it will be sabres. Let's hope he has the balls to show up. After some well-deserved partying with Fifi, it was off to the Gym to tone up.

I hear the kitchen at Hunter's has a new line of PUFFs. They're very sweet, but tasteless and rather dull.

† MdZ

## Poetry Corner

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

The Grand Old Duke Max has dragoons;  
They really are such great buffoons:  
Ride a horse to the war  
Then forget what it's for,  
And charge at the foe like baboons.  
† Le Salame Disparu

There once was a young foot guard called Beau,  
Who decided to write some sort of poetic verse.  
His rapid ascent of the greasy pole to make go  
Metre and rhyme? Who cares? Could it be worse?  
† BRJS

## Points Arising

### Next deadline is 6th December

It may be worth reminding you all that I do not interpret your orders, I take them as written. Thus, if you say “Attend PdQ's party” but there is no character PdQ, you will spend the week trying to find PdQ. I will not assume it's a typo for the actual character PdR – for all I know you have reason to avoid PdR's party without anyone realising it.

DdE's term as Minister of State finishes at the end of next month, as does the Minister of Justice's. Anyone wishing to apply for either appointment should do so with their November orders. However, remember that the new MoS will appoint the MoJ.

### Absent friends

I had no orders (“No Move Received”) from the following and they suffered the consequences:  
ASY Amaury Saint-Yves (James Schoonmaker) has NMR'd. Total now 1  
GM Gaz Moutarde (Mike Clibborn-Dyer) has NMR'd. Total now 1  
HJ Hugh Jass (Ray Vahey) has NMR'd. Total now 2 and is sent to a Frontier regiment  
SdM Swindelle d'Masses (Craig Pearson) has NMR'd. Total now 1

## Announcements

Felix Anton Gauchepied'er asks NPC Colonel of Queen's Own Carabiniers to resign

JiT (Gerald Udowiczenko) has been floated as Gerald's been busy

X1 (Martin Jennings) has been floated at his request

### Welcome

Joining us this turn was Phil Urquhart, who's new to *En Garde!* Welcome to LPBS, Phil, and enjoy the game.

### Notes

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

There's 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.

Jean Jeanie applies for Brigadier of Guards Brigade

Thierry d'Actyl applies for Regiment Adjutant of 53F

Thierry d'Actyl asks NPC Regiment Adjutant of 53rd Fusiliers to resign

## Duels

### Results of October's duels

Bendroït de Tres (no Expertise) beat Zavïer Ulric Turenne.

Augustin Fourier declined to meet Frele d'Acier as he was under half Endurance.

Jacques Gillier (gains 1 Exp) beat his enemy Augustin Fourier.

Augustin Fourier declined to meet Will Iamnot as he was under half Endurance.

Ben e'Volence (gains 1 Exp) beat his enemy Les Anonyme.

Amaury Saint-Yves didn't turn up to fight Frele d'Acier and lost SPs.

Amaury Saint-Yves didn't turn up to fight Jacques Gillier and lost SPs.

Amaury Saint-Yves didn't turn up to fight Will Iamnot and lost SPs.

Ben e'Volence (gains 1 Exp) beat his enemy Hercule D'Engin (with GdB).

Felix Anton Gauchepied'er didn't turn up to Jean Ettonique and lost SPs.

Felix Anton Gauchepied'er didn't turn up to fight Percy Urbain Fanci-Free and lost SPs.

Marc de Zorro (gains 1 Exp) beat Greg de Becqueur (HDE & DdE).

Jean Ettonique (with HD, gains 1 Exp) beat his enemy Marc de Zorro.

Marc de Zorro (gains 1 Exp) beat his enemy Percy Urbain Fanci-Free.

Terence Cuckpowder (with JE & UXB, gains 1 Exp) beat Etienne Brule (with FdA).

Greg de Becqueur declined to meet Bastian de LaGarde as he was under half Endurance.

Greg de Becqueur declined to meet Jean Ettonique as he was under half Endurance.

### Grudges to settle next month:

Augustin Fourier (Sabre, adv.) and Jacques Gillier (Sabre) have mutual cause for being in enemy regiments.

Will Iamnot (Sabre, Seconds FdA, adv.) has cause with Bastian de LaGarde (Rapier, Seconds HDE, 1 rests) for an indiscretion with Leia.

Balzac Slapdash (Rapier, adv.) has cause with Greg de Becqueur (Foil, Seconds HDE & DdE, 5 rests) as he's not Noble but higher SL.

"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.

## New Characters

Phil Urquhart gets the Second son of an Impoverished Gentleman: Init SL 4; Cash 40; MA 3; EC 4 (PFL).

## Tables

### Army Organisation and 1672's Summer Deployment

First Army (Field Ops)	JdG/_/_/Anon/_/_
First Division (Field Ops)	_/_/_/GdB
Guards Brigade (Field Ops) - RFG CG KM	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Cavalry Division (Field Ops)	_/_/_/BeV
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Second Army (Siege)	_/_/_/Jdl/N
Frontier Division (Siege)	_/_/_/N1
Frontier Regiments (Siege)	
Third Army (Defence)	LdH/N/_/_/_
Second Division (Defence)	_/_/_/N6
3rd Foot Brigade (Defence) - 27M 4A	
4th Foot Brigade (Defence) - 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	_/_/_/N5
1st Foot Brigade (Defence) - RM PM	
2nd Foot Brigade (Defence) - 13F 53F	

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	N5/N/BdLG
Horse Guards Brigade	N1/N/HD
Heavy Brigade	FdA/BdZ/N2
Dragoon Brigade	GH/N/N6
First Foot Brigade	N3/N/AFL
Second Foot Brigade	N4/N/HDE
Third Foot Brigade	N1/N/N6
Fourth Foot Brigade	N1/N/N5

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



# The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
EB	Viscount Etienne Brule	27+118	Withy	B.Bdr-General DG/War Minister	4	Kathy	Flr	4	James McReynolds	
PIS	Count Pierre le Sang	27+106	Rich	Fld Marshal/Min w/o Port	7	Guinevere	Flr	4	Bill Howell	
UXB	Count Uther Xavier-Beauregard	26+93	Withy	General/Min w/o Port	18	Henrietta	Flr	4	Pete Card	
DdE	Viscount Duncan d'Eauneurts	24 63	Rich	Colonel KM/State Min.	8		Flr	5	Paul Lydiate	
FdA	Count Frele d'Acier	24 52	Withy	B.Bdr-General ALC/Hvy Brigadier	20		Flr	3	Peter Farrell	
PC	Count Pierre Cardigan	24 41	Rich	General	9	Edna	Flr	5	Matt Shepherd	
BRJS	Earl Beau Reese Jean Seine	24+84	Withy	Lt.Colonel RFG/Min w/o Port	7		Flr	3	Bill Hay	
JdG	Count Jacques de Gain	23 46	Fthly	General/1st Army Commndr	24		Flr	6	Ben Brown	
JJ	Count Jean Jeanie	21 58	Fthly	B.Bdr-General RFG	28	Jacky	Flr	3	Andrew Kendall	
TC	Earl Terence Cuckpowder	20 35	Withy	B.Lt-General/CPS	6		Flr	4	Mike Dommett	
CC	Marquis Chopine Camus	20 35	Withy	Bdr-General	9	Sheila	Flr	4	Stewart Macintyre	
LdH	Baron Leonard de Hofstadt	20+65	Withy	B.General/3rd Army Commndr	7	Frances	Flr	5	Neil Packer	
JE	Count Jean Ettonique	19+63	Rich	Lt.Colonel DG	21		Flr	5	Tony Hinton-West	
SdM	Sir Swindelle d'Masses	18 28	Withy	Bdr-General	6		Flr	4	Craig Pearson	
BdLS	Marquis Bern'd de Lur-Saluces	17 F	Rich	Lt-General	13		Both	3	Rob Pinkerton	
Jdl	Baron Jean d'Ice	17+52	Withy	Colonel CG/2nd Army Adjutant	8		Both	3	Tym Norris	
BdLG	Sir Bastian de LaGarde	15 45	Withy	Major RFG/Gds Brigade Maj.	4	Cath	Both	1	Jerry Spencer	
GM	Sir Gaz Moutarde	15 29	Withy	Bdr-General	4		Both	2	Mike Clibborn-Dyer	
HD	Baron Henri Dubois	15+54	Comfy	Major DG/HGds Brigade Maj.	7		Both	3	Wayne Little	
FAG	Baron Felix A Gauchepped'er	14 F	Comfy	Lt.Colonel QOC	9			4	Jason Fazackarley	
CK	Marquis Chris Knight	14+57	OK	B.Bdr-General CPC/Chancellor	11		Hunt	2	Paul Wilson	
GdB	Greg de Bequeur	13+50	Comfy	Lt.Colonel KM/1st Div Adjutant	6	Katy	Both	5	Anthony Gilbert	
PUFF	Baron Percy Urbain Fanci-Free	13+43	OK	Major DG	8	Fifi	Both	2	Mark Cowper	
WI	Will lamnot	12 30	Poor	Major ALC/ALC Regt. Adjt.	1		Both	3	Charles Burrows	
GH	Sir Georges Hommemince	12+41	Withy	B.Bdr-General PLLD/Drgn Brigadier	6	Angelina	Hunt	1	Cameron Wood	
AFL	Sir Alonzo Fonde-Lapatric	12+38	Comfy	Major RM/1 F Brigade Maj.	7	Ella	Hunt	2	Graeme Morris	

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
XM	Sir Xavier Money	11 32	Withy	Bdr-General	7	Betty	BG	3	Pam Udowiczenko	
RdL	Robert d'Lancier	11+37	Comfy	B.Bdr-General RM	7	Bess	Hunt	4	Steven Malecek	
JG	Jacques Gillier	10+40	OK	Lt.Colonel ALC	4	Lotte	Hunt	2	Mark Nightingale	
Anon	Les Anonyme	10+34	Poor	Colonel 53F/1st Army Adjutant	3	Carole	Hunt	4	Bruno Giordan	
AF	Augustin Fourier	9 20	Comfy	Major GDMD	3	Pet	Hunt	3	Brick Amundsen	
X1		8 0	OK		4			3	Martin Jennings	
BeV	Ben e'Volence	8+ 51	OK	Lt.Colonel CPC/Cav Div Adjutant	5	Di	BG	3	Ash Casey	
BS	Balzac Slapdash	7 17	Comfy		9	Alison	BG	4	Matthew Wale	
HDE	Hercule D'Engin	7 16	Comfy	Major 53F/2 F Brigade Maj.	2		F&P	2	Gerry Sutcliffe	
MidZ	Marc de Zorro	7 F	Poor	Subaltern QOC	6		BG	4	Tim Macaire	
HDS	Henri DuShite	7+ 29	Comfy	Lt.Colonel RM	7	Ingrid	F&P	4	Dave Marsden	
IED	Ivor Edward Defrane	6 6	OK	Major RM	6			3	Graeme Wilson	
JIT	Justin Thyme	5 11	OK		5		F&P	2	Gerald Udowiczenko	
HB	Horace Bury	5+ 17	Poor	Captain 27M	6	Belle	RP	2	Sebastian Emde	
ASY	Amaury Saint-Yves	4- 8	OK	Captain GDMD	5			3	James Schoonmaker	
HJ	Hugh Jass	4 F	Poor	B.Lt.Colonel 13F	3			3	Ray Vahey	
TdA	Thierry d'Actyl	4+ 21	Poor	Captain 53F	1		RP	2	John Cooke	
PFL	Phillipe F'Loppe	3- 1	Poor		3			4	Phil Urquhart	
ZUT	Zavier Ulric Turenne	3 7	Poor	Major PM	3		RP	1	Bob Blanchett	
EJ	Edouard Jogue	3 5	Poor		1		RP	4	Nik Luker	
BdT	Bendroit de Tres	2 5	Poor		2			5	Olaf Schmidt	

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+