

## That would be enough

This has been issue 213 of *To Win Just Once*, published 25th May 2021. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2021

## Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike before now.

Orders for *LPBS* and *Wits & Wagers* plus any other contributions to Pevans by 4th June 2021.

(Next deadlines are up in the air...)

## 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* – Two games under way; anyone for the next one? (Working map and rules provided).

*Star Trader* – The latest game has just started and there's room for more players. (Rules provided.)

## Online games

*Agricola* (at [boiteajeus.net](http://boiteajeus.net)):

*Egizia* (at [yucata.de](http://yucata.de)):

*Grand Austria Hotel* (at [yucata.de](http://yucata.de)):

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

*Puerto Rico* (at [boardgamearena.com](http://boardgamearena.com)):

*Rajas of the Ganges* (at [yucata.de](http://yucata.de)):

*Snowdonia* (at [yucata.de](http://yucata.de)):

*Through the Ages* (various):

*Underwater Cities* (at [yucata.de](http://yucata.de)): Pevans, Brad Martin

## Credits

*To Win Just Once* issue 213 was written and edited by Pevans. The *LPBS* masthead (page 19) is by Lee Brimmicombe-Wood, as are the drawings on pages 11, 20 and 30. The one on page 23 is by Tim Wiseman. Game and book artwork is courtesy of the publisher. Pevans took the photos and played with Photoshop.

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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



The view from the window next to my hospital bed – the prefab building in progress was just bare earth dotted with concrete piles two days before. There's a lot more about my operation and hospital stay inside, but not so much about games...

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## Chatter

First of all, many thanks to all who sent me their best wishes by card, email and other media. To summarise, my operation went well and I was discharged from hospital mid-April to continue recovering at home. I am just starting a three-month course of chemotherapy, which may further disrupt *TWJO*, but we'll see what happens.

I don't often put personal stuff in these pages, but I do feel the need to write about this experience. If this is too much information for you (a feeling I'm very familiar with), just skip the next couple of pages – and re-start at “What I learned in hospital”.

My problems started with something we're all told to look out for: a change in bowel habits. Reporting this to my GP practice, I was given a battery of tests and an actual, physical examination (I thought GPs had given up doing these years ago). The doctor saw enough to refer me for an urgent colonoscopy (aka “sticking a camera up my bum” as one of my fellow patients put it later).

I've had a gastroscopy in the past, so I had some idea of what was involved. In fact, the relaxant drugs left me pretty out of it for the colonoscopy. However, one thing was clear as I recovered after the procedure: I hadn't been on the table for nearly as long as expected.

The doctor's pronouncement was blunt: the colonoscopy was cut short because my bowel was partially blocked (hence the problems). Very probably by a cancer. Numerous biopsies were taken and I was referred for urgent CT and MRI scans (to determine the size/position of the tumour).

The equipment for both types of scan looks very similar. The major difference is the noise produced by the MRI. I was advised to bring “a favourite CD” to listen to. My first thought was, of course, The Saw Doctors' *To Win Just Once*. However, it wouldn't do to start bopping, letting alone punching the air, inside the scanner. In the end, I just grabbed Pink Floyd's *Dark Side of the Moon*. This turned out to be a bit too quiet when competing with the MRI, which sounded like a particularly monotonous Kraftwerk track.

The plan was for the multi-disciplinary team (MDT) to review my test results the following Monday and decide on the appropriate course of action (surgery being the hot favourite). However, that weekend I went into A&E with a high temperature (39.5° C when I arrived) as the result of an infection – possibly triggered by the biopsies. Given the circumstances, I was admitted to hospital and put on “the really strong” antibiotics.

My test and scan results showed a “locally advanced” and “well-defined” tumour – meaning it hadn't spread and could be fully removed by surgery. The MDT

decided this was semi-urgent, leaving a few days for the surgical team to prepare and for the antibiotics to reduce my infection.

The surgery involved cutting out the section of bowel containing the tumour and then stitching the two ends together. This then needs at least six months to heal and thus is disconnected from the rest of the bowel for the duration. Yes, this means I have a stoma\*: an ileostomy draining my small bowel. If all goes well, this will eventually be reversed (at least a year away because of the backlog during the pandemic) and we'll see how well my new, shorter bowel can cope...

I was a bit disappointed by the actual operation – I didn't get to see the operating theatre. I was wheeled into the anaesthetists' preparation room where they hooked me up to various machines and set up an epidural. This was to deal with the post-op pain, but has to be done on a conscious patient, so is one of the first things. Then they knocked me out. (I asked one of the anaesthetists about counting backwards from 10, as seen in all the best dramas. He reported that most people get down to 2, but only remember reaching 7-8 afterwards.)

Next thing I knew was surfacing in Recovery, being fussed over by two doctors. After some debate whether I should spend a night in Intensive Care (for the personal care of a High Dependency bed), I was eventually wheeled back to the ward, the epidural keeping me feeling fine. It's an odd feeling when a whole section of your body is numb to the touch, but you can still feel that it's there.

What followed was mostly tedious – over two weeks in the same corner of a bay (a four-bed section of the ward) as I began to recover. Gradually. The ever-chirpy physiotherapists wasted no time. The day after the operation, they had me out of bed and into a chair. A couple of days later, it's walking and, finally, marching up and down the test steps in the foyer. Apparently, the sooner post-operative patients get moving, the faster they heal and recover.

The epidural had to be removed after a few days. My next pain relief was a PCA – patient-controlled analgesia. This is a morphine drip with a button for me to press when I needed more. Happy days! Except there's a five-minute delay before I can press again. This makes sure I couldn't possibly overdose. I did think of treating this as a challenge, but decided that wasn't sensible.

One of the side effects of the operation is that you don't feel hungry until your internal organs start to heal. This makes regaining your appetite a key indicator of recovery. It was a while before I started to feel hungry and was on a limited diet initially – I actually lost 12 kilos in weight during my hospital stay.

The PCA couldn't last forever either, so my next pain relief was Tramadol (morphine again) tablets. Starting on four a day, I was able to reduce this to twice daily before heading home. This quickly went down to one a day and then

---

\* On discovering what a stoma is, I decided it is both something out of a very nasty horror story and an utterly brilliant piece of medical science.

just relying on paracetamol. I was amused that it took two nurses to issue me with a Tramadol tablet in hospital and then watch to make sure I took it, but I was just given a box of 30 tablets to bring home.

There was a final hiccup when it came to discharge. First my potassium level was low, so I was dosed up and kept in to check that worked. Then the pharmacy only delivered half the drugs I was supposed to take home. Can't go without that Tramadol. Or the anti-emetics...

But I did, finally, get home and was very pleased to do so. I'd spent 24 days in hospital, effectively in the same bed in the same corner.

Since then, I've seen the oncologist, who agrees with the surgeon that the tumour was completely removed. However, he scheduled a three-month course of chemotherapy (which I'm just starting). This has two purposes: to make absolutely sure the cancer hasn't spread and to reduce the statistical likelihood of it recurring (50% without chemo, 20% with).

### What I learned in hospital

First off, you get institutionalised very quickly. It actually felt strange coming home after three weeks on the ward.

However, one good thing about the ward was meeting people. I've barely been out of the house for the last year, let alone met anyone I didn't already know. Here I had my three fellow patients – a changing roster – and three shifts worth of nurses and healthcare assistants. Plus visiting doctors (of various specialities), matrons, physiotherapists, phlebotomists (blood tests every morning) and more.

Wards are perennially short of staff – and that's before they get sick, have to self-isolate and so on. Hence little things take longer than they should – and can be missed. However, the big things are handled quickly and competently. The issue is making sure the little things don't undermine the big things.

And it was a real relief to get home.

### Online stats

*TWJO* 212 was published way back at the end of February. The PDFs were downloaded 198 times during March and they've attracted 296 downloads to the end of April. The previous issue has been downloaded 258 times since publication (to 30th April), as has the one before that, issue 210.

### Letters

Tim Macaire has found some sage advice for us all.

*I suspect many of your readership will be in the older cohorts, and so able to go outside when the Easter sun eventually makes an appearance. But, as*

Samuel Pepys said, “1665 was a terrible year; let us celebrate 1666 and the end of the Plague by going to a bakery.”

Mmm, baked goods... Jonathan Palfrey’s been reading.

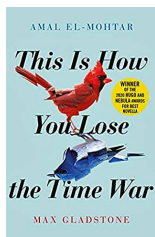
*I'm glad you sort-of-liked A Memory Called Empire. Not one of my top favourites, but I liked it and have reread it. It does seem anachronistic to me to transplant an old-style empire with powerful emperor and sun temples (!) into the far future. I'm rather hoping that future political systems will progress into something new (maybe even something better), rather than regress into structures that have been tried in the past and discarded. However, I can live with it.*

*Today ... I finished reading [the sequel] A Desolation Called Peace. A very impressive book in most respects, but the ending seems to me relatively weak: adequate, but not up to the standard of the rest of the book. Her first book had a stronger ending.*

Sounds worth a look.

## Reading Matter

I read quite a lot while I was in hospital, burning through numerous e-books and even the odd paper one. Starting with another three volumes of Bernard Cornwell’s Sharpe series. The only problem with reading them one after another is the repeated snippets of explanation (the procedure to load and fire a Brown Bess musket, for example) that are in every book. Still, the stories zip along at a good pace and I ended up with Sharpe promoted to Major and effortlessly stepping up from leading his rag-tag band of riflemen to commanding a regular battalion and rifle/light companies on the battlefield.



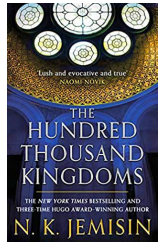
Returning to science fiction, I went for *This Is How You Lose the Time War* by Amal El-Mohtar and Max Gladstone, not least because it won both Hugo and Nebula prizes. I immediately thought of Fritz Leiber’s *The Big Time*, which also has a war across time as its backdrop. And one faction is known as Spiders, if I recall correctly, a term that also crops up in this book.

The structure of *This Is How You Lose the Time War* is very different. The action happens off-stage, as it were, and is only reported by our protagonists, Red and Blue. They are on opposite sides, of course, and start leaving messages that recognise their opponent’s successes (there may also be some taunting). As they go back and forth across time (and dimensions?), the reader begins to realise this is a love story. Or possibly clever manipulation of one by the other. Or both.

I found it hard going – my sympathies were not engaged – and am still baffled by the ending. I think I need to read it again (while not taking morphine).

NK Jemisin is an SF writer I hadn’t come across until recently. Hearing nothing but good things, I thought I should try some of her stuff and opted for *The Hundred Thousand Kingdoms* (which dates back to 2009 and is the first in the “Inheritance” series).

It’s actually a fantasy and a very different fantasy. The ruling family (clan?) enforce their will through the Gods under their control. Yeah, right. Oh shit, there’s one and he’s coming for our hero! Yes, the rulers literally have Gods at their beck and call.

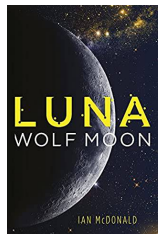


However, the Gods are double-edged swords and are conspiring to win their own freedom, of course. Our hero, Yeine Darr, is an estranged high-level family member. She is summoned to the capital as part of choosing a successor to the ruler and thrown into the middle of a huge pile of intrigue.

Despite being new to all this, Darr starts her own intrigues. This just adds to the range of possible outcomes. I found the story utterly fascinating and was gripped right the way through to the final resolution – partly expected, but also surprising. What I can’t see is how this can be the start of a series of books, given what happens at the end. I’ll just have to read the next one to find out.

A paper book that I read – or rather re-read – was Richard Morgan’s *Altered Carbon*. It was terrific again and interesting to see how much it differed from the TV series. And it reminded me that Takeshi Kovacs is not a nice man. I also returned to the *Dune* series with *Dune Messiah*. Good grief, it’s turgid. Lots of pontificating and analysis of each conversation from the points of view of everybody there. Only at the end are there some significant plot developments. Luckily it’s a slim book. And I’m on to *Children of Dune*...

I discussed the first of Ian McDonald’s “Luna” series (*Luna: New Moon*) in TWJO 202 and have finally caught up with the second book, *Luna: Wolf Moon*. This follows the surviving members of the Corta family after their corporation/clan’s near destruction at the end of the first book. I presumed they would make a comeback, but wasn’t expecting quite what happens.



However, I found the narrative rather episodic. We look at each individual Corta separately, whether they’re hiding out or trying to fight back. They find allies and assistance from both likely and unlikely sources. But there’s also further betrayal alongside the revenge. And I felt that most of the major plot developments happened outside these episodes.

The setting of the books remains fascinating, though. A believable view of why and how humans live in the hostile environment of the Moon – in this case an industrial base rather than a civil society (the only law is contract law!). Plus the intriguing societies and groups that McDonald envisages. I found *Luna: New Moon* a bit disappointing compared to the first book, but I shall still be getting hold of the third (and final?) book, *Luna: Moon Rising*.

## Games Events

The following box concentrates on events I usually 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) to play online at various websites. 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 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). Please contact me if you're thinking of attending in case other things have got in the way.

**UK Games Expo:** pushed back to 30th July-1st Aug 2021 at the NEC 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. 14th-17th October 2021, 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:** mid-November 2021 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, a few organised events, including a bring 'n' buy and quiz, and 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 free PDF). If you want to play in any (or all) of the games in TWJO, you have two options. You can subscribe to the paper edition, which includes playing in the games. Or you can take the PDF edition and pay the "games only" subscription.

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

To subscribe, send your name, address and payment to *To Win*

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

	UK	Rest of Europe	Rest of World	Games only
10-issue (1 year) subscription	£27.00	£36.00	£43.00	£5.00

## Elmers End (*Railway Rivals* game 16 – RR24700)

### Turn 2

UNORTHODOX ENGINEERS built North East up the valley and, further East, so did GERALD'S WELSH RAILWAY. RAREBIT CYMRU RAIL reached the head of the valleys and built westwards. BABEL AND SWANSEA HAULAGE built west to the edge of the map and then started a line towards Pontarddulais.

### Builds

#### UNORTHODOX ENGINEERS

(UE), Jonathan Palfrey – Green

a (Neath) – N21 – M21 – M19

b (A63) – B63 – D64;

(B63) – B65

c (B65) – C66 – C67 – Resolven – F68 (+6)

**Points:** 21 +6 +1 = 28

#### RAREBIT CYMRU RAIL (RCR),

Mike Dyer – Black

a (H60) – Gwaun Cao Gurwen – K59 – Glanamman (+12)

b (Glanamman) – K57 – J56 – J53

c (J53) – J51 – J50 (tunnel)

**Points:** 49 +12 = 61

#### GERALD'S WELSH RAILWAY

(GWR), Gerald Udowiczzenko – Red

a (Port Talbot) – Britton Ferry;

(J24) – K25

b (K25) – K26 – N27 – N28

c (N28) – Cymmer Afan; (+6)

(N28) – Glynccorrwg; (+6)

(D26) – C27

**Points:** 32 +12 = 44

#### BABEL AND SWANSEA

HAULAGE (BASH), Bob Blanchett – Blue

a M3 – A41 – B42

b (B42) – Kidwelly; (+6)

(K14) – K15

c (K15) – K16; (1 to UE)

(L11) – M12 – N12

**Points:** 38 +6 -1 = 43

### GM Notes

Order layouts: Your Name, Company Name/Initials, Company Colour. It makes life so much easier when adjudicating.

The first turn's die rolls are: 6, 3, 4

**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, 14th May 2021**



## Freshford (*Railway Rivals* game 15 – RR2469CT)

### Turn 3

BIEN linked into Oxford and elsewhere and then heads west to Bicester while the other three continue northwest towards Oxford. CHAIRBOYS built to Chesham and Didcot. RLR built east and north and CJR built north, parallel to the Chilterns, and then west.

#### Builds

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

Bien – Red

- a (Linslade) – Bletchley; (+6)  
(Bicester) – D45
- b (D45) – Oxford;  
(St Albans) – M21
- c (M21) – Berkhamstead (+6)

Points: 50 +12 +1 = 63

##### CHILTERN HALL AND IN RAILS BEYOND YONDER STOKE-CHURCH (CHAIRBOYS), Mark

Cowper – Black

- a (Beaconsfield) – G19 – H19
- b (H19) – Rickmansworth – H21 –  
Watford – J21 – K21 – L20 (+12)
- c (D19) – C19 – C18 – Slough (+6)

Points: 18 +18 = 36

##### RED LINE RALE (RLR), Anthony Gilbert – Purple

Builds

- a (Princes Risborough) – Aylesbury –  
B53 (+6)
- b (B53) – C54 – D53 – E54 – G53 –  
Bletchley (1 to BIEN)
- c (G53) – G50

Points: 36 +6 -1 = 41

##### CANTERBURY RAILS (CJR), Rob Pinkerton – Blue

- a (Beaconsfield) – G17 – H19 –  
Amersham – J17 (+6)

- b (J17) – Chesham; (+6)  
(L4) – K4 – J4 – I3 – Didcot – H4  
(+6)

- c (Amersham) – I18 – I19 – I20

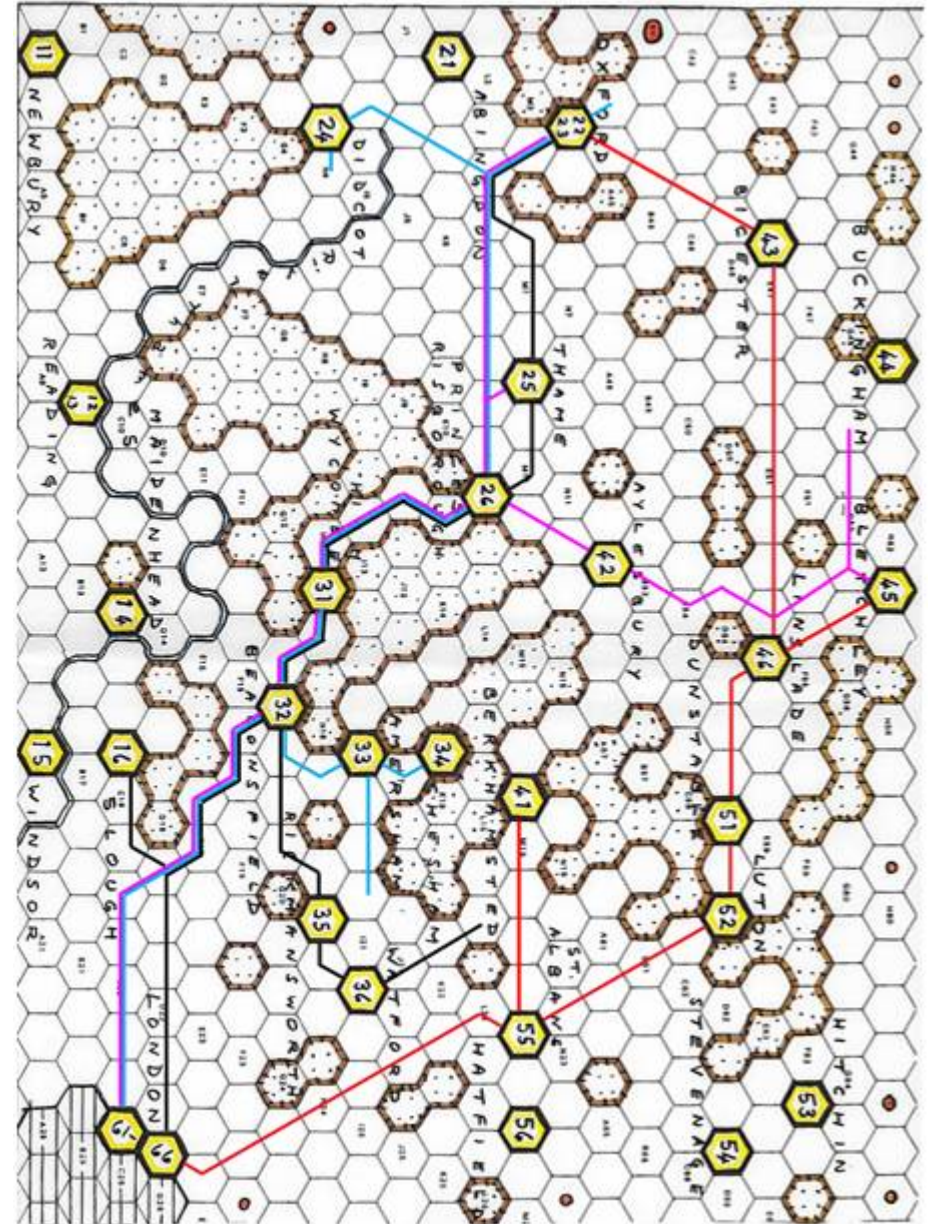
Points: 36 +18 = 54

#### GM Notes

Order layouts: Your Name, Company Name/Initials, Company Colour. It makes life so much easier when adjudicating.

Next turn's die rolls are: 4, 6, 3

Orders to Mike Dommatt, 12 Watton Park, Bridport DT6 5NJ  
or by e-mail to [mike\\_dommatt@yahoo.co.uk](mailto:mike_dommatt@yahoo.co.uk)  
by Friday, 14th May 2021



## Way Station (*Star Trader* game 11)

### Turn 2

*On the flight deck of the Enterprise, HARRIMAN ENTERPRISES:*

*"Alpha Centauri approaching."*

*"Good, nice routine jump. But what's that heading towards us?"*

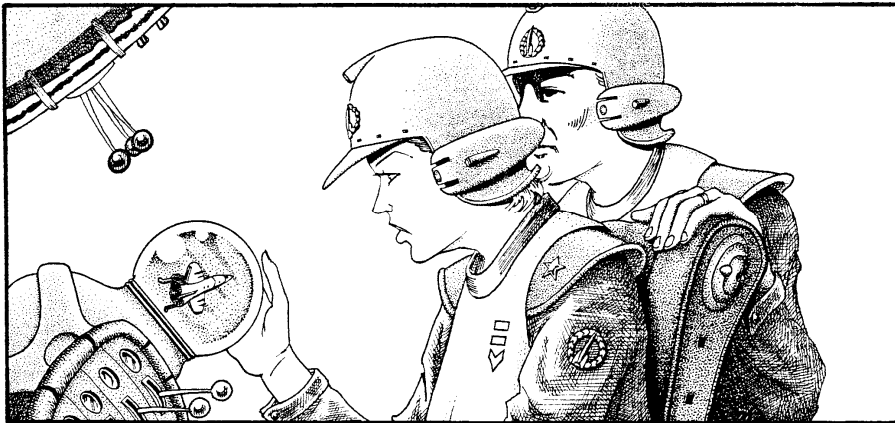
*"Looks hostile."*

*"Evade and let's see if we can shake them. What is it?"*

*"Looks like an armed Merchantman on the scope, big and unwieldy."*

*"Who's decided to play silly buggers...?"*

*"Seem to have shaken them."*



A failed interception at Alpha Centauri by SIRIUS CYBER. In other news, the third Quarter was quite competitive in some markets.

HARRIMAN ENTERPRISES bought 15 Alloys at 3 HTs each and became Dealers at Gamma Leporis, loading their newly arrived ship.

Epsilon Eridani was quiet as SIRIUS CYBER sold 6 Isotopes for 10 HTs each. Then MINING & MORE sold 3 more units at the same price.

HAPPY FEATURES sold 6 Alloys for 7 HTs apiece at Delta Pavonis, while PETROLEUM AND OTHER COLONIAL GOODS sold 8 Isotopes at a price of 7 HTs to gain a Dealership. PCG then bought 8 Petroleum, all that was available at 10 HTs and were named as Contractors. HARRIMAN ENTERPRISES and HAPPY FEATURES, bidding 10 and 9 respectively, were left empty-handed.

At Tau Ceti HARRIMAN ENTERPRISES were undisturbed buying 10 Isotopes for 7 HTs each before stocks ran out.

Mu Herculis was also busy. AMALGAMATED INTERSTELLAR MINERALS and HARRIMAN ENTERPRISES were competing. Firstly over Monopoles, where AIM bid 12 and bought all 8 Monopoles available, gaining a Dealership, and shutting out HE's bid for the same price. Then over Petroleum, where AIM bid 8, but HE's bid of 11 shut him out, awarding HE a Contractorship. AIM had the last laugh perhaps, selling 6 Isotopes at 11 HTs apiece and taking a second Dealership.

AMALGAMATED were busy at Sigma Draconis, gaining a Dealership by buying 9 Isotopes for 5 HTs apiece and 2 Spice for 12 HTs each.

HAPPY FEATURES bought 7 Liquors at a price of 13 HTs at Alpha Centauri and got a Dealership, having evaded SIRIUS CYBER on their way in. SIRIUS CYBER's bid of 10 was too low.

Finally, at Beta Hydri COSTA NOSTRA sold 2 Alloys for 7 HTs each. AIM sold 7 Isotopes for 9 HTs apiece and grabbed a Dealership. And PCG sold 7 Spice for 15 HTs each. And with that trading was complete.

TRADIAETH A MASNACHWYR TEGWEN loaded up with passengers. As luck would have it, only the one ship failed its hyperjump, a little expensively. But Passengers were loaded at Epsilon Eridani, Tau Ceti and Beta Hydri, depriving some Corporations of traffic when they tried to load Passengers later.

MINING & MORE bought a Warehouse at Gamma Leporis and 2 Alloy Factories to join those already owned. A Phoenix Hull was laid down at the same Spaceport with cargo and the odd Passenger and Light Weapon pod and a B crew.

PETROLEUM AND OTHER COLONIAL GOODS swapped pods between their ships at Delta Pavonis and quietly loaded passengers at Delta Pavonis.

HAPPY FEATURES loaded Passengers at Delta Pavonis too.

HARRIMAN ENTERPRISES added further Warehouses, building at Epsilon Eridani, Sigma Draconis, Alpha Centauri and Beta Hydri, and now holds storage facilities at all Systems. Whether the facility is available to others depends on private contacts.

COSTA NOSTRA COFFEE INC delivered OP 39 at Beta Hydri and decided to start to increase their Political Connections.

AMALGAMATED INTERSTELLAR METALS INC were quiet, with rumours that the Chairman was indisposed.

SIRIUS CYBER wanted to load passengers, but few were available. Reputation was lost with the attempted Interception, but worse was avoided when Patrols couldn't find the Heart of Gold. This ship is up for sale, we hear.

**Press**

Please be aware of this advertisement for sale: HEART OF GOLD gunship (6 light weapons pods, augmented jump, A crew), for sale at 200 HT, or 150 HT if you formally contract never to use it against Sirius Cyber ships. Please contact company chairman soonest.

**Corporation Table**

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep	Player
A Costa Nostra Coffee	8 0 1	0	8th	91 21	Mark Cowper
B TMT	0 7 0	17	1st	447 20	Jerry Elsmore
C AIM	8 0 3	5	3rd	41 33	Paul Evans
D Harriman Enterprises	5 4 2	0	6th	167 33	Anthony Gilbert
E Happy Features	7 0 5	0	7th	157 36	Joel Halpern
F PCG	5 0 8	4	5th	111 30	Przemek Orwat
G Sirius Cyber	7 3 1	10	2nd	125 38	Charlie Sundt
H Mining & More	6 0 4	3	4th	24 25	Sergiusz Orwat

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

**News**

There is one new News chit this turn.  
The current list (new chits in **bold**) is:  
Turn 4 B2, C3  
Turn 5 P4, P6, P8

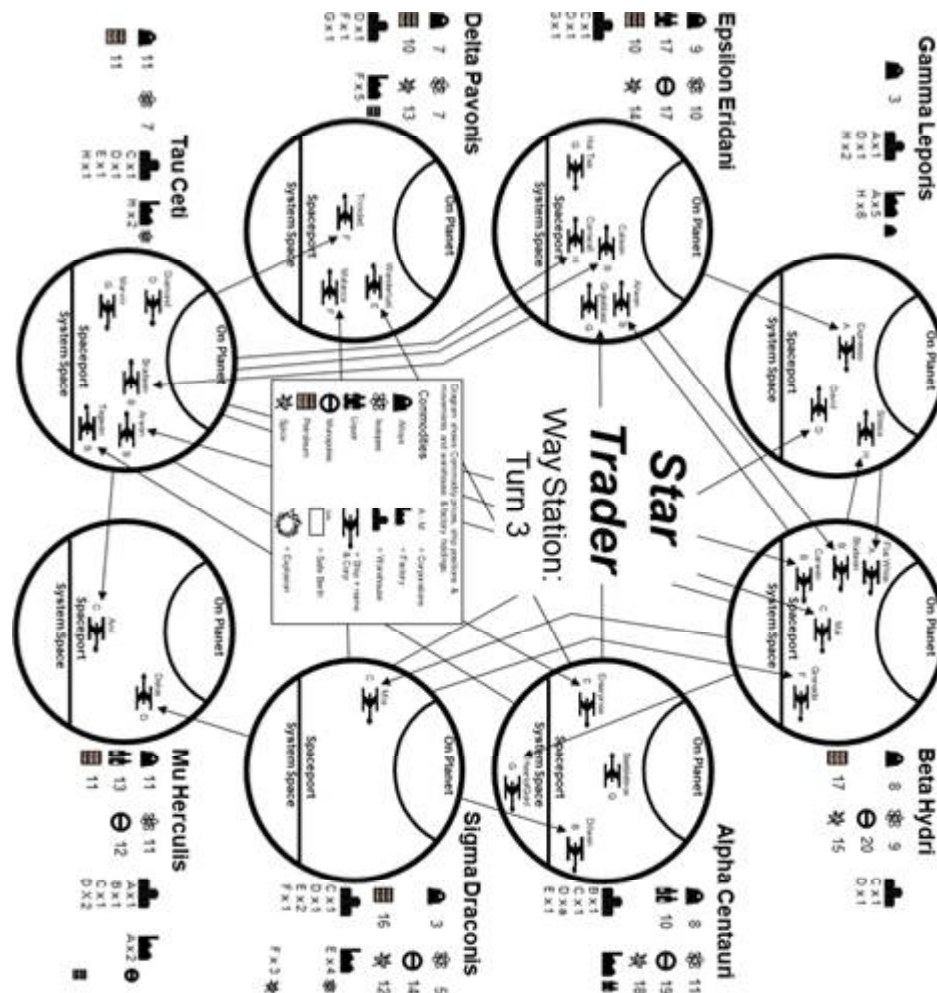
Turn 6 B4, C3  
(Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

**GM Notes**

Remember emergency hyperjump does NOT operate in this game.  
Ships appear on the map the turn they are launched.  
You can always load your ship (provided it didn't fail a hyperjump last turn) or change its cargo at the start of a turn. Alongside Hyperjump orders, just say what loads take place before - or after - your hyperjumps.  
Spice, Monopoles and Liquor occupy no cargo space. Even a ship with no cargo pods can load them. They are presumed to be in the hull.

Questions, ask me; clever ideas, run them past me first.

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ  
or by e-mail to mike\_dommett@yahoo.co.uk  
by Friday, 14th May 2021**





## Wits & Wagers

### Round 4 bets and scores

The question is: to the nearest 50 feet, how tall is the Empire State Building in New York (not including the antenna on top)? And the answer is 1,250 feet.

Apologies to Nik Luker: I missed his entries last time. He lost 5 betting on the brain being 3% of body weight and proposed 1,200 as the height of the Empire State Building. I've added these adjustments in.

Player	Answer	Bet on	Stake	Payout	Total
Alex Bardy	1,200	1,200	10	-10	75
Chris Baylis	1,400	1,400	10	-10	40
Colin Bruce	600	<1,000	2	-2	87
Charles Burrows		1,450	10	-10	110
John Cooke	1,250	1,350	5	5	75
Mark Cowper	1,500	1,500+	10	-10	40
Mike Dommett	1,450	1,250	10	10	170
Alex Everard				0	80
Anthony Gilbert	2,800	1,400	5	-5	85
William Hay	1,550	1,500+	10	-10	40
Bill Howell				0	75
Andrew Kendall	1,050	1,250	6	6	64
Nik Luker	1,200	1,350	10	-10	105
Tim Macaire	850	1,050	5	-5	50
Graeme Morris		1,050	10	-10	110
Rob Pinkerton	1,000	1,400	5	-5	138
Gerald Udowiczenko	1,350	1,200	5	-5	125
Pam Udowiczenko	1,250	1,250	7	17	137
Matthew Wale	600	1,450	10	-10	45
Everybody else					80

Mark Cowper notes, “I have been there and remember it being about 1500 feet tall whereas the Chrysler building was about 1000 feet tall and we were told that the ESB was 1.5 times bigger.” Sadly, Mark, that’s the height with the antenna...

### Round 5 answers

The next question is: in what year was Charles Dickens’s novella, *A Christmas Carol*, first published?

Odds	Answer	Given by
5:1	After 1872	Alex Bardy (1898), John Cooke (1886), Nik Luker (1896), Matthew Wale (1888)
4:1	1872	Rob Pinkerton
3:1	1871	Colin Bruce, Anthony Gilbert
2:1	1850	Mark Cowper
1:1	1847	Graeme Morris
2:1	1846	Andrew Kendall
3:1	1845	Tim Macaire
4:1	1843	Charles Burrows, Mike Dommett, Pam Udowiczenko
5:1	Before 1843	Chris Baylis (1837), William Hay (1832), Gerald Udowiczenko (1841)

### Round 5 bets

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

### What’s this all about?

This game is open to all readers of *TWJO* and is based on Dominic Crapuchettes’s *Wits & Wagers* (published by North Star Games and used here with their permission). It’s 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 categories being 5:1 that the answer is larger/smaller than anything else.

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

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 (or nearest below the correct answer) pays out at its stated odds with a 10 bonus for those who gave this 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. You can, of course, Google the answers, so please don't. I will take action if anyone is suspiciously accurate...

### Round 6 question

The next question is: How many times do the Beatles sing the word "yeah" in the song *She Loves You*?

**Round 5 bets and round 6 answers to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or TWJO@pevans.co.uk by 23rd April 2021**

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## Online Games

I play board games online (turn-based and, occasionally, real-time – especially on Wednesday evenings) and would welcome *TWJO* readers joining me. Let me know what games you'd like to play and I'll add you in.

It's about time there was another *TWJO* game of *Agricola* (at [www.BoiteaJeux.net](http://www.BoiteaJeux.net)). Do I have any interest?

On yucata.de I'm playing *Egizia*, *Glen More*, *Rajas of the Ganges* and *Snowdonia* and have recently been introduced to *Underwater Cities*. Brad's interested in the last – any more? And my latest 'find' is *Grand Austria Hotel*...

I fancy some more *Keyflower* (at [BoardGameArena.com](http://BoardGameArena.com)). And how about *Puerto Rico* while I'm there?

As well as [boardgaming-online.com](http://boardgaming-online.com) and [BoardGameArena.com](http://BoardGameArena.com), *Through the Ages: a New Story of Civilization* can also be played through the app or Steam. I'm not sure about the pretty pictures, but this implementation gives access to the New Leaders and Wonders expansion (for an additional fee), which is fun. I'm happy to play on any platform.

## 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 8). 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 February 1673 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 4th June 2021**



## January 1673 (347)

The first duelling encounter of the new year should be Les Anonyme versus Ben e'Volence. However, his wounds have not healed enough and e'Volence declines the opportunity. Instead the honour (if that's what it is) goes to the slightly-built Eclair de Lame and average-sized Phillippe F'Loppe. Both men carry their regimental weapon: rapier for Lame, sabre for F'Loppe. Both also have a second: Camille de Polignac with Lame, Ben e'Volence with F'Loppe (it's not clear whether he'd be fit enough to intervene if called on, but he has brought "strong liquor"). Lame eschews subtlety in the fight and closes in, swinging his boot. F'Loppe goes for the unexpected lunge-with-a-sabre. The effect is that the sabre blade runs along Lame's thigh, but this scratch is less serious than the effects of the kick. Both men surrender at once. This makes it a draw, though hardly an honourable one.

Next up are Beau Reese Jean Seine, wielding a rapier, and Terence Cuckpowder, brandishing his sabre. Jean Jeanie seconds Seine, while Uther Xavier-Beaugard performs this duty for Cuckpowder. The advantage is with Cuckpowder as both the larger and more skilful duellist. Seine starts by lunging, but Cuckpowder is ready for this. He parries the attack and ripostes. His sabre doesn't do much damage, but first blood is enough for Seine to concede the duel.

Amongst his several opponents Tarquin le Hatter chooses to face Jacques Hatt first. Hatter is the heftier of the two and uses a rapier, but Hatt has slightly greater expertise with his sabre. Augustin Fourier stands with Hatt, while both Claude de Nord and Xavier Money second Hatter. Money has brought a cask of

brandy, along with plenty of bandages. Both duellists attack furiously. Hatter's lunge strikes first, followed by Hatt's slash and then both cuts. The two men stand back to regain their breath and balance and cast an eye over their opponent. Another lunge from Hatter meets a slash from Hatt, but Hatt's greater skill means he gets in another slash almost immediately. That's enough for Hatter, who throws in the towel.

Despite his injuries, Hatter chooses to meet Phillipe F'Loppe for his second duel. F'Loppe brings his sabre and Ben e'Volence, while Hatter continues with rapier, Nord and Money. The duellists cross swords, but then Hatter seems to realise just how badly he's



wounded and surrenders without a blow being struck. This doesn't go down well in duelling circles, but it's a win for F'Loppe (though he's not had the chance to improve his skill). Hatter then declines his meetings with Augustin Fourier and Henri Dubois – though there's no sign of Dubois.

### Who's in, who's off

Lieutenant-General Bernard de Lur-Saluces has asked his Aide to resign, but does not exert any pressure, so the man just shrugs his shoulders and soldiers on. Neither Jean David Goliath nor Jacques Hatt can get their chosen Brigade Major's position as neither serves in the correct Brigade. Claude de Nord doesn't become Adjutant of First Army either – Army commander Leonard de Hofstadt turns down his application.

New arrival Hugh Challavas-Vichy applies to the Picardy Musketeers and is signed up by the regimental commander, Zavier Ulric Turenne. He buys the rank of Captain and the requisite horse.

After being rejected by the Crown Prince Cuirassiers' Colonel, Chris Knight, and the Royal Marines' commander, Henri DuShite, Main de Nantes tries for the Grand Duke Max Dragoons where Augustin Fourier quickly approves his application. Nantes's ambition is to be a Captain, but his social standing will only let him get as far as the rank of Subaltern. Hence he doesn't need to spend everything he's borrowed.

Beau Reese Jean Seine admits Charles Trenet to the Royal Foot Guards, after Trenet has quit Princess Louisa's Light Dragoons, and donates enough cash to make sure he can buy into a Captaincy.

As previously announced, Colonel Marc de Zorro mobilises the Queen's Own Carabiniers, including Lieutenant-Colonel Justin Thyme (reluctantly bidding

farewell to Lucy for the month as he's roused out of her bed) and Major Pierre de Terre. Royal Foot Guard Major Eclair de Lame takes his battalion into action as well, which means Captain Neville Moore gets unexpected marching orders. And Uther Xavier-Beauregard escapes His Majesty's service by volunteering for the Royal North Highlanders.

### Jean d'Ice is alive!

Social life in Paris starts with Jean d'Ice's invitation to the Fleur de Lys for all those who want to confirm that he is actually alive after the earlier mis-reporting. The first guest, alphabetically, is Augustin Fourier, who brings Pet Ulante with him. Balzac Slapdash escorts Alison Wunderlandt. Jean Jeanie is alone, but keen to verify "that my Guards Brigadier is in fact still my Guards Brigadier". Main de Nantes is on his tod, too. Petit-Garson Riche is also unaccompanied and insists on prodding his host "to make sure he is still alive". Xavier Money has Betty Kant on his arm. Lois de Lô is with Zavier Ulric Turenne. Explicitly barred from attending is Tarquin le Hatter. He turns up, only to spend the week in the club's foyer.

Leonard de Hofstadt is also welcoming guests at the Fleur. He and Frances Forrin are joined by Bastian de LaGarde this week. Members Les Anonyme and Pierre Cardigan visit the Fleur as well, bringing their ladies with them: Carole Singeurs and Edna Bucquette, respectively. Pierre pokes his head into Jean's gathering, which may be a mistake. He immediately encounters two regimental enemies, Augustin and Main. Mutual challenges ensue.

Camille de Polignac's party is rather overshadowed by the others. He and Angelina di Griz set up shop in Hunter's where they are joined by Gaz Moutarde and Anne Tique. In Red Phillips, Louis Renault hosts fellow members of the Picardy Musketeers with the company of Di Lemmere. They are joined by Cyrano de Lancet (Violet Bott on his arm), Hugh Challavas-Vichy and Lascar Vivrebras. Red Phillips is where Barry D Hatchett hangs out with Jenny Russe too.

There are fun and games in the Frog & Peach. Caused by just three members starting their month there. On his own, new member Cam Embert is not a problem. But when Mustafa Lekki turns up, escorting Mary Huana, the insults fly – the two men are in opposing regiments. Then Phillipe F'Loppe trots in with Freda de Ath on his arm. He is derided by both the others, who cannot believe an oik like Phillipe qualifies to be a member of the club. In contrast, the Blue Gables is quiet. That may be because Jean David Goliath is the only person in there, checking out his new club. At least the service is good.

Robert d'Lancier takes Katy Did to Bothwell's where they find Ben e'Volence monopolising the gaming tables (while ignoring Fifi, who's not happy he dragged her out for this). Ben places a sequence of 200-crown bets, despite losing the first one. He wins the second and cuts the third. A pair of losses and wins keeps things even until he cuts the next wager. Winning the last bet saves him from

losing any money and his recklessness brings some kudos. He spends the next three weeks “resting”.

Week 2 is quieter all round. Leonard and Pierre return to the Fleur, bringing Frances and Edna with them as well. Leonard and Frances are joined by Lou Scannon. But Bastian de LaGarde is left outside as Terence Cuckpowder isn't there to Toady to. The other members who are in the club are Bernard de Lur-Saluces and Jean Jeanie. The latter accompanied by Jacky Tinne.

Ben and Fifi are back in Bothwell's, but Ben leaves the tables alone this time, paying attention to Fifi instead. Gaz brings Anne to his club where they are Toadied to by Xavier and Lois. Xavier and Betty complete the membership in attendance.

Hunter's is home to Camille and Angelina again. Tarquin makes it in to this club – well, he is a member – and brings Leia Orgasma with him. Jean David Goliath Toadies to them. The Horse Guards club has a rare visitor in the form of Petit-Garson Riche, who has the company of Emma Roides this week. Mustafa and Mary have a quiet week in the Frog & Peach, counting the money Mustafa's been given by Chris Knight (who's just resigned as Chancellor of the Exchequer). Fellow member Cyrano rolls up with Violet. Barry and Jenny return to Red Phillips.

The hosts in the third week are Xavier Ulric Turenne (in Hunter's, which he joined this month) and Jean David Goliath (in Blue Gables). With Lois at his side, Xavier welcomes Cyrano de Lancet and Violet initially. Then there's Hugh Challavas-Vichy (unlucky in love the week before) and, finally, Louis Renault and Di. Camille and Angelina and Tarquin and Leia come back to Hunter's. And Lou Scannon turns up to his new club with his earlier conquest, Bess Ottede (his month has been financed by Beau Reese Jean Seine, allowing him to buy a Captaincy in the Royal Foot Guards).

In Blue Gables, Jean's Toadies begin with Barry D Hatchett and Jenny. Claude de Nord and Ada Andabettoir are next. Then there's Jacques Hatt. And, finally, Mustafa Lekk and Mary. Hercule D'Engin is the other member in Blue Gables.

There are just two members in the Fleur: Leonard de Hofstadt, with Frances, and Bernard de Lur-Saluces. Cam Embert is left outside as he tries in vain to Toady to Jacques de Gain. His last week is also a failure, too, as he goes courting and is turned down.

Ben e'Volence and Xavier Money continue in Bothwell's, accompanied by Fifi and Betty, respectively. Similarly, Petit-Garson Riche and Emma are in the Horse Guards again.

Red Phillips has Main de Nantes inside and Lascar Vivrebras outside – he's turned up a month late for Louis Renault's Christmas bash, it seems. Regimental duties occupy him for the last week of the month.

## Wrapping up the month

January ends with much of Paris in the Fleur, mostly Toadying to Beau Reese Jean Seine or Leonard de Hofstadt. Madelaine de Proust is Beau's new squeeze and joins him as hostess. Their guest list starts (alphabetically) with Les Anonyme, accompanied by Carole. Bastian de LaGarde is next. Then Camille de Polignac. Charles Trenet brings Ella Fant. Greg de Bécqueur puts in an appearance with Kathy Pacific in tow and proceeds to be loudly optimistic about the Guards Brigade's prospects in “next month's campaign”. Lou Scannon is on his own this time. And Tarquin le Hatter escorts Leia.

Leonard's first guest is Ben e'Volence (Fifi on his arm), who spots Les at Beau's bash and swaps challenges with him as they're members of enemy regiments. After a week at her place, Gaz and Anne sidestep this fracas to join Leonard and Fifi. However, as Jean d'Ice arrives, he is spotted by Greg and Tarquin from the other party and another ruckus ensues. Yes, Jean is a Cardinal's man while the other two are King's Musketeers. Jean Jeanie brings Jacky without any more rows and Xavier Ulric Turenne and Lois bring up the rear

The Fleur is also the venue for members Bernard de Lur-Saluces and Pierre Cardigan – Pierre with Edna on his arm as ever. Petit-Garson Riche is in the Horse Guards with Emma once more. Hercule D'Engin has Blue Gables to himself this week. Claude de Nord (plus Ada) and Mustafa Lekk (plus Mary) are again in the Frog & Peach. And Barry D Hatchett returns to Red Phillips with Jenny.

Jacque de Gain retains his iron man title, practising with his rapier for four weeks. Everybody else who's working out takes at least one week off. Charles Trenet puts in three weeks with his rapier before heading for Beau's party. Greg de Bécqueur does the same. After hitting Jean's do, Augustin Fourier (sabre) and Balzac Slapdash (rapier) hit the gyms for three weeks. The classic strategy of a visit to the Bawdyhouses followed by three weeks' practice is followed by Chris Knight (sabre) and Henri Dubois (also sabre). Phillippe F'Loppe's visit to his club is followed by three weeks with his sabre. And Terence Cuckpowder visits his mistress first before spending the rest of the month practising sabre.

Les Anonyme (rapier), Beau Reese Jean Seine (rapier), Claude de Nord (sabre) and Jacques Hatt (sabre) manage a couple of weeks' practice around their other commitments and a few others pop in for the odd week. There are plenty of Parisians popping into the Bawdyhouses too. The unfortunate one is Bastian de LaGarde, who is picked on by the footpads and separated from the crowns he had





left in his pocket. Hugh Challavas-Vichy falls prey to the muggers, too, but has thoughtfully spent all his cash on wine and women.

Cyrano de Lancet and Main de Nantes finish their January with their regimental duties. At least Cyrano had planned for this, but it comes as a surprise to Subaltern Nantes, who is expecting to finish his month in the Bawdyhouses after his courting failed.

### Pikes *and* Muskets

A fresh crop of volunteers joins the Frontier regiments in action. It's been defensive all season as the French troops hang on to territory in the United Provinces against Dutch counter-attacks – aided by English and Spanish forces.

On arrival, the Queen's Own Carabiniers find their road barred by Dutch pikemen. Inspired by the brave example of their senior officers, the cavalrymen trot up to the line of vicious blades and halt. They use their sabres to try to bat the cumbersome pikes out of the way, seeking an opportunity to get amongst the infantry. What they don't spot is a section of musketeers doubling into position behind the pikemen. The first volley cuts down several Carabiniers, one musketball piercing Major Pierre de Terre's helmet. RIP. Realising this is not going to work, Colonel Marc de Zorro orders his men to retire. He earns a Mention in Despatches ("he what?!"), but there's no reward for Lieutenant-Colonel Justin Thyme, despite being equally brave.

The Royal Marines do not repeat their success of last month, but their commander, Henri DuShite, receives a further Mention ("They seem to like the mud").

Rick Shaw still has just one squadron of the Archduke Leopold Cuirassiers under his command. They are used to the conditions now, and put in a stout defence against some reconnoitring Spanish cavalry. Lt-Colonel Shaw collects a few souvenirs from the encounter: 200 crowns' worth in all.

The bulk of the volunteers are attached to Frontier regiment 2. Bolstered by a battalion of the Royal Foot Guards, the regiment sees off a combined Dutch and English attack in style. Major Eclair de Lame, commanding the RFG detachment, seizes the opportunity to enrich himself by a good 400 crowns. Just over 200 crowns' worth makes its way to Captain Neville Moore, who is Mentioned as well ("Looks like he doesn't want to be here"). Jerome Fortmayne, serving out his sentence with the regiment, survives handily.

As usual, the Royal North Highlanders provide rich pickings for anyone senior enough to command a battalion. In this case, that's General Uther Xavier-Beauregard. He survives a near miss from a Dutch pike to earn two Mentions in Despatches ("That was close," "But what will His Majesty say?") and some 1,200 crowns' worth of booty. ❖

## Press

### Announcements

The Courageous among you may have noticed that the Brigade of Guards is bound for the front in February and be wondering how you can join us. The Royal Foot Guards is still looking for good officers and men to fill out its ranks. Financial assistance is available for suitable candidates.

† Beau Reese Jean Seine, Col. RFG

As of Jan 1 1673, Viscount Chris Knight resigns immediately from the post of Chancellor of the Exchequer for personal reasons.

It has come to my attention that Count D'Eaunerts has neglected to pursue his application for Minister of State with sufficient vigour. As His Majesty will not reconsider the noble count for another year it falls to me, as the next most senior member of the government, to attempt to step up to the challenge. I therefore announce that I am applying for the post of Minister of State.

† Beau Reese Jean Seine

Brave officers of the Queen's Own, I have noted with displeasure the tendency of Paris fashion to the pastel and soft. We will accordingly spend the next two months at the front, after which I trust all your uniforms will be soaked in scarlet and stiff with gore (Dutch, ideally, but your own if needs be).

† Colonel (for the moment) Marc de Zorro

### Despatches from the Front

I commend his Majesty's fundament to the deputy keeper of the stool. Back in the Spring. † UXB

Beauregard, I need my stool! Where is he then? Well, he'd better be back here pronto or someone's head will roll... † Le Roi

### Matters of Honour

AN OPEN LETTER TO TARQUIN LE HATTER

January 3, 1673

Commissioner LaGarde,

It was my intention to open a correspondence with you AFTER I had taken care of your lickspittle, Tarquin le Hatter. But, since you have chosen to address me directly, I am happy to exchange words and hopefully sword strokes with you.

First, like every loyal son of France, I have absolutely no doubt as to the intelligence and wisdom of His Majesty, Good King Pevans. It is YOUR intelligence, wisdom, honesty and honour that I challenge. Furthermore, it seems to me that your efforts to hide YOUR OWN misdeeds behind His Majesty's good name is a true case of lèse majesté, rather than my pointing them out to the world. Still, if my words hold such terror for you, you know where to find me. Send your lackeys here to the front to drag me back to Paris if you think you can make another false charge stick. It would seem to be the

way a coward such as you would do his killing, i.e. under the colour of law.

But before you try again for my judicial murder, allow me to proclaim to all the gentlemen of Paris that you – just like your disgusting toady le Hatter – are also a rogue and a poltroon. You are without honour, no gentleman, and a disgrace to the service of His Majesty! I say here and now that you are unfit to serve the King, in ANY Capacity. As such, I call you out! I challenge you as well as Tarquin le Hatter to meet me on the 1st of March upon my next visit to Paris or be known to all as the poltroons and craven knaves that I have proclaimed you! I call upon the gentlemen of Paris to support my claim against you both. Meet me sword in hand or admit the truth of my words.

Now, LaGarde, show the world your TRUE quality: Meet me man-to-man with a blade in your hand or send your hounds to arrest me and protect your cowardly carcass!

† Lt. Colonel Jerome Fortmayne  
Cardinal's Guards  
At the Dutch Front

## Social

To: Gentlemen of Paris

I will be holding a Party in Week 3 of every Month! It shall be for those of my station, or within social reach thereof. (So from my SL down to a max of 6 levels lower.)

Bring your ladies to the free party for the up and coming!

† Jean David Goliath (JDGI)  
Major, PLLD

To the Unsigned Author who wrote of a lack of parties,

I have again invited all those whom I can reach to a party, with their ladies if they wish, at my expense. This will become a regular event. Each month, week 3, in the Blue Gables for now. This applies to all Gentlemen and lower (SL 1-7).

Should your good self not qualify, due to being higher SL, then I have one suggestion: HOLD A PARTY YOURSELF!

† Jean David Goliath (JDGI)  
Major, PLLD

The next meeting of the Young Gentlemen of Paris (YGoP) will be at the Horse Guards Club in Week 3, February 1673. Obviously any Dragoon Guards will be turfed into the nearest midden by the Door Staff if they try to attend as they can never be considered as "Gentlemen". Bring your mistresses as it is "duet" sing-along night (100 Cr for the best song you are going to sing.)

[OOC: please add a song that your character and mistress will sing in your orders and Paul can decide who to award the crowns to.]

All costs paid and no SL restrictions – the YGoP is open to all (except the Dragoon Guards, sodomites and people from Holland, Spain, England – basically anyone who does not share the belief that France, under King Pevans, is just the best and most enlightened country in the big, wide world, period, no debate required).

† Petit Garson-Riche, Horse Guards  
Brigade Major

Gentleman of Paris,

While our social betters are having a very jolly time prancing around in their togas, I offer you an alternative Valentine's party of serious drinking and song.

Lt. Colonel Renault and Di Lemmere invite you to join them during week two of February 1673 at my club for an evening discovering what the best cider-presses of Picardy have to offer. All Gentlemen (SL 9 or less) welcome, bring a date and party all night at our expense.

(Naturally, no cider or calvados for the 4th Arquebusiers.)

Gentlemen of Paris, please bring your ladies and your togas to a Valentine's Day Party at my club in the second week of February 1673. The theme is Ancient Rome.

All Gentlemen of social level 10+ are welcome. Arrangements can be made for gentlemen of lower social levels to attend; please contact me first. Costs paid. † XM

## Military Missives

To the Gentlemen of the Picardy Musketeers:

My Good Sirs, I am most humbled by the welcome you have all extended to me upon my arrival in Paris. If there is anything I can do to repay your generosity, please do not hesitate to ask. In the meantime, I shall be honoured to serve alongside you in your glorious regiment.

Your grateful servant,  
† Hugh Challavas-Vichy

## Personal

Dear Colonel de Zorro,

I apologise for not joining the QOC at the front last month, but I was unaware that my (unexpected) appointment as Horse Guards Brigade Major would involve 4 weeks mandatory training and a shedload of paperwork (mainly to deal with allegations of sodomy, witchcraft and unnatural grooming at the Dragoon Guards' Barracks). I am filing a report to send to the CPS. I am certain you and my brave QOC companions "unleashed hell" on the Dutch scumbags and I am looking forward to hearing tales of bravery in the dispatches from the front.

† Petit Garson-Riche, Horse Guards  
Brigade Major

Overheard comment from Xavier Money to Tarquin le Hatter:

"Tarquin, what went wrong over Christmas? Something must have been bugging you. For a mild-mannered, gentle bloke, you've picked an awful lot of fights! I prefer my friends alive, not dead..."

## Poetry Corner

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

Il y avait un petit gars de la ville de Paris,

Il a acheté un grand chapeau,  
Mais dans des vents forts, il a soufflé,  
l'emmener voler dans les airs,

Quand reviendra-t-il personne ne peut dire!

† JdGI

What more could a man of war want?  
Next month we march off to the front.  
We shall conquer the dykes

## Points Arising

Next deadline is 4th June

I am very sorry to report the death of Martin Jennings of an unexpected heart attack on 2nd May. Martin played in *LPBS* (most recently as Lars Kristmass) and our *Star Trader* games for many years and had been a gaming buddy of mine since the 1990s. Despite living in Switzerland, he was often at UK games conventions (notably Furrycon as far as I'm concerned), where he would arrive with stacks of bonhomie ... and Swiss chocolate. I will miss his cheery face and good-hearted banter. There is an obituary from his brother, Mark, at [alumni.ecolint.ch/news/564661](http://alumni.ecolint.ch/news/564661)

I have reported my own situation at the start of this issue and won't repeat that here. Suffice to say that I'm just starting a 12-week course of chemotherapy and do not yet know how that will affect me. The deadline I've set (above) is just before my first rest week so, all being well, I plan to turn around the next turn in that week. Fingers crossed.

Beau Reese Jean Seine's term as Minister of War expires at the end of February. Anyone wanting to apply for the job should do so in their February orders. Applications will be resolved at the start of March (so any use of influence goes in your March orders).

With our muskets and pikes,  
And kick our foe hard in the bottom.  
† Greg

And note that both Minister of State and Chancellor of the Exchequer are currently vacant, but will be filled at the start of March. Apply now!

### Absent friends

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

DdE Duncan d'Euaneurts (Paul Lydiate) has NMR'd. Total now 2 and is sent to a Frontier regiment

WdB William de Beast (Simon Peck) has NMR'd. Total now 1

X2 (Mark Nightingale) has NMR'd. Total now 2 and is sent to a Frontier regiment

CB (Brish Talbot) got the benefit of the doubt and was floated

RdM (Craig Pearson) has been floated at his request

### Farewell

Departing us is Mark Williams, who's decided that "Norman has had his day" and is taking a break. Thanks for your contributions, Mark, and you'll be very welcome to rejoin us any time.

### Notes

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

There's an email group for *En Garde!* players and GMs, providing a forum to swap stories and ideas. Sign up at: <https://groups.io/g/EnGarde>

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

## Announcements

Beau Reese Jean Seine applies for Minister of State

Jean David Goliath asks NPC Lt.Colonel of Princess Louisa Lt Dragoons to resign

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.

Marc de Zorro asks NPC Brigadier of Horse Guards Brigade to resign

Uther Xavier-Beauregard asks NPC Aide to General (UXB) to resign

Uther Xavier-Beauregard applies for Minister of State

## Duels

### Results of January's duels

Ben e'Volence declined to meet Les Anonyme as he was under half Endurance.

Eclair de Lame (with CdP, no Expertise) drew with Phillipe F'Loppe (with BeV, no Expertise).

Terence Cuckpowder (with UXB, gains 1 Exp) beat Beau Reese Jean Seine (with JJ).

Jacques Hatt (with AF, gains 1 Exp) beat Tarquin le Hatter (with XM & CdN).

Tarquin le Hatter declined to meet Augustin Fourier as he was under half Endurance.

Tarquin le Hatter declined to meet Henri Dubois as he was under half Endurance.

Phillipe F'Loppe (with BeV, no Expertise) beat Tarquin le Hatter (with XM & CdN, under half Endurance, losing 6 extra SPs).

Jerome Fortmayne's challenge to Tarquin le Hatter was voted down 4:6.

### Duels to be settled next month

Augustin Fourier (Sabre, 5 rests) and Pierre Cardigan (Sabre, adv.) have mutual cause for being in enemy regiments.

Cam Embert (Rapier, Seconds CB, adv.) and Mustafa Lekk (Rapier) have mutual cause for being in enemy regiments.

Cam Embert (Rapier, Seconds CB) has cause with Phillippe F'Loppe (Sabre, Seconds BeV) as he's not Noble but higher SL.

Main de Nantes (Rapier, Seconds RdM, 5 rests) and Pierre Cardigan (Sabre, adv.) have mutual cause for being in enemy regiments.

Mustafa Lekk (Rapier) has cause with Phillippe F'Loppe (Sabre, Seconds BeV, adv.) as he's not Noble but higher SL.

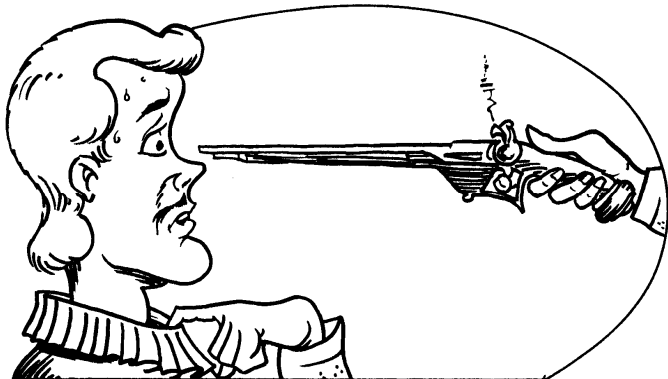
Les Anonyme (Rapier, Seconds HDE) and Ben e'Volence (Sabre, Seconds PFL & CK, adv.) have mutual cause for being in enemy regiments.

Greg de Bécqueur (Rapier, Seconds HDE, 4 rests) and Jean d'Ice (Rapier, adv.) have mutual cause for being in enemy regiments.

Jean d'Ice (Rapier, adv.) and Tarquin le Hatter (Rapier, Seconds XM &

## New Characters

Paul Murphy gets the Bastard son of a well-to-do Marquis: Init SL 7; Cash 225; MA 5; EC 3 (X1).



CdN, 5 rests) have mutual cause for being in enemy regiments.

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

### Challenges to be voted on

Jerome Fortmayne challenges Bastian de LaGarde for his association with the lickspittle TIH.

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

### Duels held over to March

Jerome Fortmayne versus Bastian de LaGarde.

## Tables

### Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal BeV
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General __
Inspectors-General: of Cavalry BdLS	of Infantry __
Commissioner of Public Safety BdLG (until May 1673)	
Chancellor of the Exchequer __	
Minister of Justice CPS (until May 1673)	
Minister of War BRJS (until February 1673)	
Minister of State __	

Shows who holds appointments outside military units (except Aides): ID for Characters, “N” for NPC, \_\_ for vacant, “CPS” for additional posts held by the CPS.

### Army Organisation and 1673's Summer Deployment

First Army (Defence)	LdH/PFL/__/HDS
Cavalry Division (Defence)	N6/N/RS
Heavy Brigade (Defence) - ALC CPC	
Dragoon Brigade (Defence) - GDMD PLLD	
Frontier Division (Defence)	N6/N/N4
Frontier Regiments (Defence)	
Second Army (Siege)	__/_/MdZ/N
First Division (Assault)	JJ/N/GdB
Guards Brigade (Assault) - RFG CG KM	
1st Foot Brigade (Assault) - RM PM	
RNHB Regiment (Assault)	
Second Division (Siege)	N2/N/N3
2nd Foot Brigade (Siege) - 13F 53F	
3rd Foot Brigade (Siege) - 27M 4A	
4th Foot Brigade (Siege) - 69A Gscn	
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	Jdl/_/_/JF
Horse Guards Brigade	N6/N/PGR
Heavy Brigade	PC/N/WdB
Dragoon Brigade	N1/N/N4
First Foot Brigade	N3/N/N5
Second Foot Brigade	N4/N/N6
Third Foot Brigade	N4/N/N5
Fourth Foot Brigade	N3/N/N5

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

### Frontier Regiments

				(Defence for Dec-Feb)	
Colonel	N7	N6	N5	N6	N8
Attached	X2	2 Bn RFG			UXB
		JF			
		DdE			
Also at the Front					
		Queen's Own Carabiniers			
		Archduke Leopold Cuirassiers - 1 Sqn only			
		Royal Marines			

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

### Battle Results

Queen's Own Carabiniers: 3  
 Archduke Leopold Cuirassiers: 3  
 Royal Marines: 4  
 Frontier regiment 1: 3  
 Frontier regiment 2: 2  
 Frontier regiment 3: 2  
 Frontier regiment 4: 2  
 RNHB regiment: 1

### Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	GdB
54	Madelaine de Proust	17		BRJS
35	Katy Did	16	I	RdL
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		JJ
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	LdH
21	Helen Highwater	14	W	
48	Fifi	14	B/W	BeV
62	Alison Wunderlandt	14		BS
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	CT
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	TIH
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	LS
1	Sue Briquet	11	B	
4	Anne Tique	11	W	GM
9	Deb Onaire	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		Anon
20	Emma Roides	10	I	PGR
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	AF
43	Di Lemmere	10	I	LR
53	Angelina de Griz	10	B	CdP
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquet l'Idée	9		
2	Betty Kant	8	I	XM
19	Jenny Russe	8	W	BDH
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	ML
34	Freda de Ath	7	W	PFL
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	CdL
15	Ada Andabettoir	5	B/I	CdN
25	Lois de Lô	5	B	ZUT

This table shows the mistresses in Paris. B=Beautiful, I=Influent, W=Wealthy; Last=Last lover seen with this month

### Regiments

Col	RFG	CG	KM	DG	OOC	ALC	CPC	RM	AF	ZUT	13F	PLLD	53F	27M	4A	69A	Gscn
Col	BRJS	Jdl+	DdE	HD	MDZ	PC+	CK	HDS	AF	LR	N3	N2	N2	N7	N5	CdN	
LCol	BdlG	JF+	GdB	PFL	JT	RS	BeV	N5+	N4+	N2	N5	JdCl	N6+		N5+		N5
Maj 1	EdL	N5	TH	RdL	PGR+	N4	N2	N4	JH	N4	N5	N1	N3	N7	N1	N4	N5+
Maj 2	CdP	N5	RdL	N1	N1	N5	N2	N6		CdL	N2	N1	N5	N2	N1	N1	N1
Capt 1	N4	N3	N2	N1	N5	N5	N4	N4	N6	N4	N5	N5	N5	N1	N3	N3	N4
Capt 2	N3	N4	N1	N4	N5	N5	N5	N4	N4	N2	N4	N1	N5	N1	N5	N2	N1
Capt 3	N6	N1	N1*	N6	N3*	N1*	N5	N6	N4	N2	N5	N2	N5	N1	N5	N2	N6
Capt 4	NM*	N4*		N6*		N1*	N1*	N4*	N4*	N5*	N4*	N3*	N1*	N3*	N1*	N3*	N1*
Capt 5	LS								N3	HCV	CE						
Capt 6	CT																

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	Lastseen	Club	EC	Player
UXB	Count Uther Xavier-Beaureg'd	29	F	Comfy General		20	Flr	4	Pete	Card
PC	Count Pierre Cardigan	24	51	Withy	B.Bdr-General ALC/Hvy Brigadier	10	Edna	Flr	5	Matt Shepherd
BRJS	Viscount Beau Reese Jean Seine	24	46	Poor	Colonel RFG/War Minister	10	Madelaine	Flr	3	Bill Hay
DdE	Count Duncan d'Eauneurts	24	F	Rich	Colonel KM	8	Flr	5	Paul	Lydiate
JJ	Count Jean Jeanie	23	61	Filty	B.Lt-General/1st Div Commandr	30	Jacky	Flr	3	Andrew Kendall
LdH	Marquis Leonard de Hofstadt	23	51	Comfy General	/1st Army Commndr	7	Frances	Flr	5	Neil Packer
JdG	Count Jacques de Gain	21	- 16	Filty	Fld Marshal	24	Flr	6	Ben	Brown
TC	Viscount Terence Cuckpowder	21	47	Withy	Bdr-General/Min w/o Port	6	Flr	5	Mike	Dommatt
BdLS	Earl Bernard de Lur-Saluces	20	+60	Rich	Lt-General/Insp.Gen.Cav	14	Flr	3	Rob	Pinkerton
BdLG	Baron Bastian de LaGarde	19	54	Withy	Lt.Colonel RFG/CPS	4	Flr	1	Jerry	Spencer
Anon	Sir Les Anonyme	19	45	Comfy B.Bdr-General	53F/Min w/o Port	3	Carole	Flr	4	Bruno Giordan
Jdl	Marquis Jean d'Ice	19	41	Withy	B.Bdr-General CG/Gds Brigadier	10	Flr	3	Tym	Norris
CK	Viscount Chris Knight	19	36	Comfy Colonel	CPC	13	Flr	2	Paul	Wilson
BeV	Sir Ben e'Volence	17	48	Comfy Lt.Colonel	CPC/FMshl's Aide	5	Fifi	Both	3	Ash Casey
GdB	Sir Greg de Bécqueur	17	36	OK	Lt.Colonel KM/1st Div Adjutant	9	Kathy	Both	5	Anthony Gilbert
HD	Marquis Henri Dubois	17	33	Comfy B.Bdr-General	DG	8	Both	3	Wayne	Little
GM	Sir Gaz Moutarde	15	35	Withy	Bdr-General	4	Anne	Both	2	Mike Clibborn-Dyer
XM	Sir Xavier Money	13	31	Withy	Bdr-General	7	Betty	Both	3	Pam Udowiczenko
RdL	Robert d'Lancier	13	30	Comfy Major	KM	9	Katy	Both	4	Steven Malecek
HDS	Sir Henri DuShite	13	F	Comfy B.Bdr-General	RM/1st Army QMG	9	Both	4	Dave	Marsden
MdZ	Marc de Zorro	12	F	OK	Colonel QOC/2nd Army Adjutant	9	Angelina	Hunt	4	Tim Macaire
CdP	Camille de Polignac	11	32	OK	Major RFG	4	Angelina	Hunt	4	James McReynolds
TIH	Tarquin le Hatter	11	30	Poor	Major KM	2	Leia	Hunt	5	Jason Fazackarley
AF	Sir Augustin Fourier	11	25	Comfy B.Bdr-General	GDMD	6	Pet	Hunt	3	Brick Amundsen
PFL	Phillipe F'Loppe	11	21	Poor	Major DG/Gen's Aide (1st	3	Freda	F&P	4	Phil Urquhart
WdB	Sir William de Beast	11	13	OK	Major CPC/Hvy Brigade Maj.	6	Flr	Hunt	4	Simon Peck
EdL	Sir Eclair de Lame	11	F	OK	Major RFG	4	Flr	Hunt	3	Peter Farrell
PdT	Pierre de Terre	11	RIP					Hunt	4	Paul Murphy
ZUT	Zavier Ulric Turenne	11	+45	Comfy B.Bdr-General	PM	4	Lois	Hunt	1	Bob Blanchett

ID	Name	SLSPs	Cash	Rank	Regiment/Appointment	MA	Lastseen	Club	EC	Player
CT	Charles Trenet	10	29	OK	Captain RFG	1	Ella	Hunt	3	Graeme Morris
NM	Neville Moore	10	F	OK	Captain RFG/RFG Regt. Adjnt.	1	Flr	Hunt	2	Cameron Wood
JIT	Justin Thyme	10	F	Comfy Lt.Colonel	QOC	8	Flr	Hunt	2	Gerald Udowiczenko
NdB	Norman de Bastille	10	Ret							Mark Williams
JF	Jerome Fortmayne	10	F	OK	Lt.Colonel CG/Gds Brigade Maj.	4	Flr	Hunt	6	Bill Howell
LS	Lou Scannon	10	+42	Poor	Captain RFG	4	Bess	Hunt	2	John Cooke
PGR	Petit-Garson Riche	10	+34	Comfy Major	QOC/HGds Brigade Maj.	1	Emma	HCds	2	Mark Cowper
HDE	Hercule D'Engin	9	12	Comfy Lt.Colonel	53F	2	Flr	BG	2	Gerry Sutcliffe
RS	Rick Shaw	9	F	OK	Lt.Colonel ALC/Cav Div Adjutant	2	Flr	Hunt	6	Charles Burrows
LR	Louis Renault	9	+ 28	Comfy Lt.Colonel	PM	1	Di	RP	4	Roy Bleasdale
BS	Balzac Slapdash	8	22	Comfy		9	Alison	BG	4	Matthew Wale
JDGI	Jean David Goliath	7	20	Poor	Major PLLD	2	Flr	BG	1	James Waters
CdL	Cyrano de Lancel	6	18	OK	Captain PM	1	Violet	F&P	4	Rik Stewart
LV	Lascar Vivrebras	6	17	OK	Subaltern PM/BdGen's Aide (TC)	4	Flr	F&P	4	Olaf Schmidt
CdN	Claude de Nord	6	16	OK	Colonel 69A/BdGen's Aide (XM)	3	Ada	F&P	4	Andrew Larder
ML	Mustafa Lekki	6	15	OK	Major 27M	4	Mary	F&P	2	Graeme Wilson
HCV	Hugh Challavas-Vichy	6	+ 18	OK	Captain PM	1	Flr	F&P	5	Nik Luker
CE	Cam Embert	5	- 2	Poor	Captain 13F	3	Flr	F&P	2	Dean Talbot
RdM	Rob d'Masses	5	6	OK	Subaltern CPC	4	Flr	RP	6	Craig Pearson
BDH	Barry D Hatchett	5	+ 16	Poor	Captain 69A	3	Jenny	RP	6	Ray Vahey
JH	Jacques Hatt	5	+ 15	Poor	Major GDMD	4	Flr	RP	3	Joel Halpern
LK	Lars Kristmass	4	Ret							Mark Jennings
CB	Count Bisham	4	0	Poor		5	Flr	2	Brih	Talbot
MdN	Main de Nantes	4	+ 19	Poor	Subaltern GDMD	1	Flr	RP	4	Mike Eggleton
XZ		1	F	Poor		5	Flr	4	Mark	Nightingale

An F under SPs means that the character was at the Front, RIP that he died. Ret that he retired.  
 + against SL means it went up this month, - means it went down.  
 Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Flthy = 25000+  
 Last seen is the lady the character was last seen with in public.  
 EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+