

## That would be enough

This has been issue 215 of *To Win Just Once*, published 7th July 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

*Star Trader* orders to Mike by 9th July 2021. (The report was in last issue.)  
*Railway Rivals* orders to Mike by 16th July 2021. Orders for *LPBS* and *Wits & Wagers* plus any other contributions to Pevans by 16th July 2021.

(Next deadlines should be 13th/20th August, 17th/24th Sept, 22nd/29th Oct)

## 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* – There's a corporation available in Way Station for anyone who'd like to get a taste of the game. (Rules provided.)

## Online games

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

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

*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 215 was written and edited by Pevans. The *LPBS* masthead (page 17) is by Lee Brimmicombe-Wood, as are the drawings on pages 19, 20, 22 and 23. The illustration on page 21 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*)



Issue 215: July 2021  
(LPBS 349: March 1673)

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## Chatter

I was expecting my second cycle of chemotherapy to be less trouble than my first but, in fact, the initial side effects were more pronounced. Still nothing serious, I'm pleased to report, and the second week was milder. My third cycle is about to kick off so I've got my fingers crossed.

I've started writing a bit more, so there's some new stuff in this issue and I expect to be back to my normal five-week turnaround (and producing paper copies) after this issue.

### Subscriptions

Those of you whose subscriptions have run out will have noticed that you can't renew online at the moment. That's because I've had to suspend operations at Games from Pevans (which handles the subs) until I'm able to hump boxes around again. When I have the time/energy, I will see about reinstating payment for *TWJO* subs (and the *En Garde!* rules).

### Online stats

*TWJO* 214 was published online on 12th June and was downloaded 227 times in the rest of the month. June overall saw 155 downloads for the previous issue, number 213, making 388 in five weeks or so. *TWJO* 212 was downloaded 23 times to give a total of 255 since publication.

## Letters

Jonathan Palfrey is wondering about *Wits & Wagers*.

*I'm afraid I've always had a problem with your Wits & Wagers game, because my wetware memory is pretty bad and I'm well into the habit of relying on my computer to remember things and answer questions for me. So it seems weird and perverse to try to answer your questions without looking them up. What, you expect me to know, just like that? But I haven't a clue! For example, the publication date of A Christmas Carol. I'd have thought sometime in the 19th century, but I wouldn't bet my life on it. Anything like that, I look it up.*

Ah, but knowing the right answer is only a bonus in *Wits & Wagers*. Most of your points come from betting on who **does** know the answer (hint: it's often Mr Dommett). Of course, if Mike spots that, he may start giving wrong answers... but betting on the right one. Jonathan continues with some SF reading.

*By now I've read most of Aaronovitch's "Rivers of London" series. I still like the writing style and the characters more than I like the scenario and the stories. I expect to find magic and supernatural beings in a mediæval setting;*

various authors have put them in a modern setting, but it doesn't seem quite right, like performing Shakespeare's plays in modern dress. Also, there's a bit more mayhem than I feel comfortable with.

Most recently, I read *The October Man* (a novella), which is set in the world of "Rivers of London", but in Germany, with a completely different set of characters handling similar problems in a German setting. It's not an outstanding story, but I rather liked getting a dose of Aaronovitch without all the baggage of the existing English characters and their back stories. And there's less mayhem than usual.

*Rivers of London* is still on my list to try...

I found Larry Niven's *A Gift from Earth* (1968) available for Kindle at last, so I bought it and re-read it. Early Niven means good Niven; he still did some good things in the 1970s, but after the 1970s he wasn't much good. *A Gift from Earth* is a relatively minor novel, entirely confined to a small part of one planet, but it's a good minor novel. Rather to my surprise, I found the story gripping, although I've read it from time to time over the years; most recently in 2007.

I kind of agree with you about Niven but I don't think I've read *A Gift from Earth*. Meanwhile Pam Udowiczenko is one of many empathising.

*Hope your chemo isn't horrible and that your stoma isn't too problematic. I have a friend who calls hers "Jose Mourinho" because "it keeps spouting shit".*

Brilliant! Maybe I'll call mine Boris. Too obvious?

## What if I can't swim?

### Pevans explores *Underwater Cities*

In general, games I've taken up online have already been familiar to me. No, I don't know why either. However, I've now overcome my strange aversion to playing games online that I've never played on a table. One of these is *Underwater Cities*, a game I missed at Spiel '18 when it was launched and somehow haven't manage to play face-to-face. Then yucata.de provided an online implementation and I've played it half a dozen times.

It is a wonderfully complicated game. The idea is that you're building a network of domed cities under the sea, connecting them with tunnels and adding useful buildings (kelp farms, desalination plants, laboratories). You need resources to build with, of course, and most things you build produce resources (kelp farms produce kelp, natch, one thing you need for a new city – and to feed your cities).

However, you don't produce things very often: only after rounds 4, 7 and 10 (when you have to feed your cities, too) of the ten-round game. Instead, you will



This is a screen capture from a game on Yucata showing my final player board. That's my hand – now just unused cards – at the bottom. Turn track and action grid on the left, player summaries right and special cards at the top. The other options, like Claimed cards, replace that central rectangular picture.

need to take actions and play cards to get the resources you need and to use them. This is the first clever thing: there are 15 actions on the board, grouped into three different colours (plus a sixteenth neutral one). The cards come in the same colours and you must play one in order to take an action. If the card is the same colour as the action, you get the benefit of the card as well. Hence hand management is important – especially as you can only have three cards in hand.

There is further complexity in the cards, too. Some of them have an instant effect, such as giving you a resource. Others have a permanent effect, granting a bonus every time you do something or adding to production. And the third type only has an effect when activated (once a round) by using the appropriate action. With these cards you need to take an action to play one so that you can take another action later to use it.

Players get three turns each round, taking them one at a time. As each action can only be taken once each round, your choices get more limited as the round goes on. Hence, you won't be surprised that some actions and cards let you move up the turn order. For the next round.

Finally, each game starts with a set of Special cards that provide end-game points. Only one action lets you pick up one of these, so competition for this gets



fierce as the game approaches its end. Which is when turn order gets really important. What's more, there's a cost to playing these cards (they're no use until they've been played) and they count towards that very small hand limit.

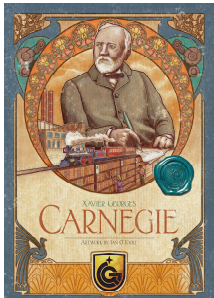
After the tenth round, players score for the cities in their network, any end-game cards and remaining resources. They will also have been scoring points during the game from buildings and cards. My experience is that the final scoring can be half of a player's total score. I generally manage a decent score. Just not enough to actually win a game.

I said this is a wonderfully complicated game and I do enjoy wrestling with my options each turn. This usually means much switching between three screens: my player board, played cards and the costs/production player aid. Lord knows how people manage to keep track of everything in a face-to-face game. And there's clearly scope for analysis paralysis – something that's not an issue when you play turn-based online.

*Underwater Cities* was designed by Vladimír Suchý and is published by his imprint, *Delicious Games* ([deliciousgames.org](http://deliciousgames.org)), and others that include *Rio Grande* ([www.riograndegames.com](http://www.riograndegames.com)) in the US. It is a complex strategy board game for 1–4 players, aged 12+, and taking 80–150 minutes to play. It gets a provisional 8/10 on my highly subjective scale and I look forward to the opportunity to play the physical game. For the time being, I'm playing online at [yucata.de](http://yucata.de)

## Business and philanthropy

### Pevans's first impressions of *Carnegie*



Since I'm talking about complex games, let me move on to *Carnegie*. The implementation on Board Game Arena ([boardgamearena.com](http://boardgamearena.com)) was released alongside the Kickstarter for the physical game. Full marks to publisher Quined Games for giving us the chance to try before we buy.

I've enjoyed recent heavy games from Quined, not to mention some of designer Xavier Georges's earlier games, so this was definitely worth trying. And when I say complex... this game has it in spades. Each turn triggers a department in your company and, usually, a region on the map (of the USA). So you want to get workers into departments and regions before they're triggered. But this is what you use departments and areas to do...

To start a turn, the current player chooses one of the four types of business department and everybody gets to use the worker pawns on the relevant departments (tiles) on their personal board (it's illustrated as an office block).

However, first they have the opportunity to generate income by returning their workers from a region on the main board. (Returned workers go into the 'lobby' of your offices, whence they can be deployed to departments with the appropriate action.)

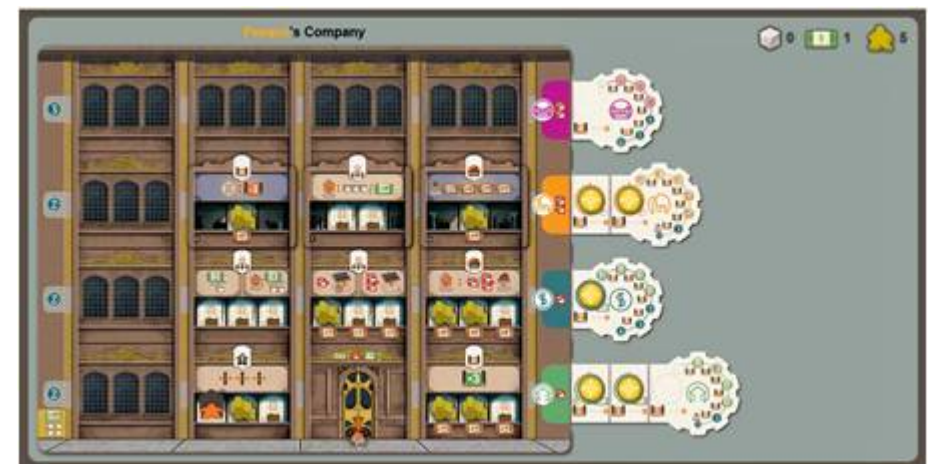
Apart from the four regions, the other possibility in a turn is that players will get the chance to invest in philanthropic works. In effect, turning money into victory points. And, once you've invested in something, there's an incentive to maximise your score in this area. This gives players some strategic direction over the tactical possibilities each turn. (And reflects both sides of the Andrew Carnegie's character as business mogul and philanthropist.)

Players have the same starting set of department tiles and half a dozen workers. It's up to them which departments they move their workers to (this is what Human Resources departments are for). However, the more useful the department, the more cash it will cost to 'activate' the workers (inactive workers don't do anything). Luckily, players also start with a bit of cash.

Management departments let players gain money and goods (generic cubes) and add new departments. Construction departments are about building 'projects'



The timeline shows what can be triggered: HR (top row) also scores the East region, for example



My company board: I've added departments and workers and have several projects (discs on the pull-outs to the right) to deploy - if I had the cubes to pay for them.



The main board: I have a worker in each of the Midwest and East regions and just the one project, in Pittsburgh. I have improved my transport (in the regions), changing my income. Sadly, I haven't had the cash to invest in any philanthropy (top).

(which cost goods) in the cities on the main board. Projects provide income when a region is triggered and there is a substantial bonus for connecting the major cities at the end of the game. Research and Development departments let players make more – and more valuable – projects available and increase income.

Crucially, a lot of department actions mean sending your workers to regions. While this takes them out of the office, they are now in position to provide income. It's worth checking how soon a region is likely to be triggered before placing workers. Though your choice of region also dictates where you're able to build projects if you're using Construction.

Let me see: you need to manage your workers, develop and deploy projects, organise an income stream of both money and goods, improve your business departments and, not least, practise philanthropy. Oh boy. There's an awful lot to consider, all carefully inter-connected, and plenty of decisions to be made. Once you get into the swing of things, you begin to see how the game works and how you can develop your position.

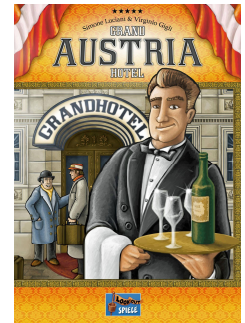
I have now completed three games and have a decent idea of what to do – I even won my first game, though with a score that would have left me last in my second game. As with *Underwater Cities*, I do wonder how players keep track of everything in the physical game. I'm itching to try, though.

*Carnegie* was designed by Xavier Georges and is published by Quined Games ([quined.nl](http://quined.nl)). It is a strategic board game for 1–4 players, aged 12+, and takes 2–3 hours to play. It gets a provisional 8/10 on my highly subjective scale. And I'm playing it at [boardgamearena.com](http://boardgamearena.com).

## Coffee and strudel, please

### Pevans tries *Grand Austria Hotel*

*Grand Austria Hotel* is a game that I knew nothing about until the Swiggers crew persuaded me to play the online implementation on Yucata ([yucata.de](http://yucata.de)). It's another complicated game and is set around attracting guests to fill your hotel. The central mechanism is dice drafting. A bunch of dice are rolled at the start of a round and organised by value. Players then take turns to choose a value and take the action associated with it – its effectiveness depends on the number of dice of that value – and remove one die. This both shows that they've taken their turn and reduces the action's effectiveness for the next player.



Everybody gets two actions a round, staggered so that, in a four-player game, the first player gets the first and eighth actions, while the fourth player gets two in a row (but they're fourth and fifth). The actions let you take food and drinks (cubes in different colours), prepare rooms (so that they're available for guests) and hire staff (cards that provide bonuses, discounts or points).

You can also get money and/or move along the Emperor track. This mechanism comes into play after rounds three, five and seven of this seven-round game. If you haven't reached the minimum level, there's a penalty. Anyone above the minimum gets points and a bonus. And then the track is re-set. This is something you really need to keep an eye on. It's possible that the penalties won't hurt you, but you have to be sure of that – and the bonuses are worth having.

The sixth action lets you use the value 6 dice to take one of the other actions – at a price. In addition, as part of their turn, players can draft a guest (card) from the board. And they can supply guests with the food and drink they want in order to gain any bonus on the guest and add them to a prepared room of the same colour – where they'll be worth any points at the end of the game. Note that the room is now occupied, so you can't put another guest in it.





Screen capture from Yucata, showing my position at the end of a game. Did I mention that it's complicated? My hotel is the block on the right, with 10 occupied rooms.

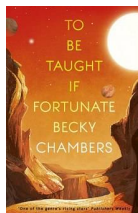
*and takes 1-2 hours to play. It gets a provisional 7/10 on my highly subjective scale.*

## Reading matter

With chemotherapy making me weary, I've actually been reading quite a bit in recent weeks. I've trundled through three more of Bernard Cornwell's Sharpe books – I find they zip along so quickly that I have trouble finding a place to stop. Plus another of Lindsey Davis's Flavia Albia stories (a sequel series to her 20 Falco books, both being about a private detective in 1st century CE Rome – Flavia Alba is Falco's adopted daughter, taking on the mantle of the family trade after Falco retires to take on his father's business).

On the SF front, *Children of Dune* has stalled about halfway through. But I picked up Becky Chambers' *To be Taught, if Fortunate* novella (the title is a quote from the message then UN Secretary-General Kurt Waldheim recorded for the Golden Record sent on the Voyager space probes). Chambers does like the odd comma in her titles (see *The Long Way to a Small, Angry Planet*).

This story is about a four-person mission to investigate and document the potentially life-supporting exoplanets around a



Finally (I think), three goal tiles are drawn at the start of the game. These give points for players who achieve them, with most points for the first to do so. These are things like filling rows of rooms in your hotel, having 20 cash and so on. I'm still getting to grips with *Grand Austria Hotel*, but am enjoying it.

*Grand Austria Hotel was designed by Virginio Gigli and Simone Luciani and is published by Lookout (lookout-spiele.de/en). It's a board game for 2-4 players, aged 12+,*

nearby (well, just 14 light years away) red dwarf star. This is a pure science mission, sixth in a series financed by a non-profit corporation, so there's no colonisation or claiming territory here. The technology that makes this possible transforms the astronauts' physiology while they are in suspended animation on their journey. Thus, as far as possible, they are adapted to live on the planets they are visiting. Very different from the usual SF concept of exploring an alien planet by wrapping explorers in an Earth environment (spacesuits, rovers etc).

Each of the four sections of the story is about one of the planets (okay, one's a moon) the team visits. They are all brilliantly realised and radically different. Each landing is also an exploration of the team members' characters and relationships. The plot, such as it is, gradually appears as it becomes clear that all is not well back on Earth – and the transmissions are 14 years old by the time the team sees them.

I was immediately struck by the parallels with the tedious and bonkers George Clooney film, *The Midnight Sky*, which Geraldine and I watched recently. Though in the film, the spaceship is interplanetary rather than interstellar. And then there's Kim Stanley Robinson's *Aurora* (see *TWJO 203*), though that's about a generation ship, rather than Chambers' clever technology. It seems trips to potentially inhabitable planets – and problems *en route* or at home – are all the rage at the moment.

Despite the minimal plot, I really enjoyed *To be Taught, if Fortunate* – but Chambers always (so far) does a great job with the people in and settings of her stories. I'm looking forward to the fourth book in the "Wayfarers" series, *The Galaxy, and the Ground Within*.

Returning to Bernard Cornwell, my latest of his is the penultimate book in "The Last Kingdom" series, *Sword of Kings*. Nothing goes well for our hero, Uhtred Uhtredson, Lord of Bebbanburg (Bamburgh as it is now), in this story. As always, Uhtred retains his pagan way of life, but feels tied by the oaths he has given to successive Christian Anglo-Saxons. He takes his knocks, improvises and comes through, mostly intact. This is the book where Alfred the Great's grandson, Aethelstan, becomes King of Wessex, East Anglia and Mercia, finally realising Alfred's dream of a single Christian, English-speaking, Anglo-Saxon country, England. Just Northumbria, the last pagan, Danish nation to go – presumably in the last book.

## Games Events

My chemo vulnerability means I won't be attending this year's UK Games Expo, but I recommend it to anyone who feels comfortable with the environment. It's held at the National Exhibition Centre 30th July – 1st August (with open gaming and some tournaments at the Hilton Metropole Hotel on site) and is a great showcase for new and recent games, along with an awful lot of participation

events. Full details on the website, [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk), including their anti-Covid-19 measures.

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:** Booked for 5th-7th 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, but just what form it will take this year is still up in the air. Expect mostly open gaming and a few organised events. 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.

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

To subscribe, send your name, address and payment to *To Win Just Once*, 180 Aylsham Drive, Uxbridge UB10 8UF, UK or [TWJO@pevans.co.uk](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.

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

### Turn 5

BIEN built into the middle Thames Valley. CHAIRBOYS connected with Reading and then headed to the NW corner. RLR almost completed a loop back to London, though a pricey gap remains, and CJR built north east in the opposite direction.

### Builds

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

Bien - Red

a (E50) - G49; (1 to RLR)

(D55) - A54 - Aylesbury

b (Berkhamsted) - Chesham

c (K23) - Watford; (4 to CJR)

(Aylesbury) - A52 - M11 (1 to CHAIRBOYS)

**Points:** 88 -6 +3 = 85

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

Cowper - Black

a (A11) - A10 - Reading;

(Thame) - N8 - A48 - B48 - C48

b (C48) - D47 - D46 - Bicester - H47

c (H47) - Buckingham;

(L3) - L2 - Abingdon - J1 - I2

**Points:** 48 +3 = 51

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

Builds

a (A63) - N23 - N24 - Hatfield - L24 - L23 - K23 (1 to BIEN)

b (London C25) - Watford (1 to CHAIRBOYS)

c (G49) - F48 - F47 - C46 (1 to BIEN, 1 to CHAIRBOYS)

**Points:** 40 +9 -4 = 45

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

a (B7) - A7 - Newbury

b (I20) - Rickmansworth;

(I20) - Watford - L23 (1 to BIEN, 4 to RLR)

c (L23) - St Albans;

(L23) - L24 - Hatfield; (4 to RLR)

(D44) - E45 - Bicester

**Points:** 66 -9 +4 = 61

### GM Notes

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

One more build turn before the races start.

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

**Orders to Mike Dommert, 12 Watton Park, Bridport DT6 5NJ  
or by e-mail to [mike\\_dommert@yahoo.co.uk](mailto:mike_dommert@yahoo.co.uk)  
by Friday, 16th July 2021**

## Wits & Wagers

### Round 6 bets and scores

The question is: How many times do the Beatles sing the word “yeah” in the song *She Loves You*? And the answer is: 29 (lots of threes and two fours). Nobody said that, so the answer below is treated as correct. Bad news for all who bet on 30, including the one person who said 28.

Player	Answer	Bet on	Stake	Payout	Total
Alex Bardy	36	68	10	-10	105
Chris Baylis	30	30	10	-10	70
Colin Bruce	20	20	2	-2	83
Charles Burrows	20	27	10	-10	150
John Cooke	36	30	10	-10	60
Mark Cowper	27	27	10	-10	20
Mike Dommett	30	30	10	-10	210
Alex Everard				0	70
Anthony Gilbert	28	30	5	5	85
William Hay	18	27	10	-10	20
Bill Howell	18	27	6	-6	59
Andrew Kendall	60	60	10	-10	94
Nik Luker				0	105
Tim Macaire	20	30	5	-5	40
Graeme Morris	50			0	100
Rob Pinkerton	68	68	10	-10	123
Gerald Udowiczenko	30	30	10	-10	155
Pam Udowiczenko	130	68	5	-5	182
Matthew Wale	4	4	10	-10	25
Everybody else					80

Mr Dommett is still in the lead, but there's all to play for in the final round...

### Round 7 answers

The next question is: in what year did Karl Marx and Friedrich Engels first publish *The Communist Manifesto*?

Odds	Answer	Given by
5:1	After 1883	Chris Baylis (1898), John Cooke (1905), Anthony Gilbert (1906), Matthew Wale (1899)
4:1	1883	Tim Macaire
3:1	1878	Andrew Kendall
2:1	1871	Pam Udowiczenko
1:1	1854	Colin Bruce
2:1	1852	Graeme Morris
3:1	1848	Charles Burrows, Mike Dommett
4:1	1847	Bill Howell
5:1	Before 1847	Alex Bardy (1843), William Hay (1841), Rob Pinkerton (1830), Gerald Udowiczenko (1845)

### Round 7 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).

**As this is the last round, players can bet on (up to) two answers and can bet as much as they want (yes, you can go 'all-in' on one or two answers).**

### 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 7 bets to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or TWJO@pevans.co.uk by 16th July 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)). Alex Everard is interested – anyone else?

On yucata.de I'm playing *Egizia*, *Glen More*, *Rajas of the Ganges* and *Snowdonia* and have recently been introduced to *Underwater Cities* and *Grand Austria Hotel*. And my latest 'find' is *Villagers*...

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.

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

### Turn 4

UNORTHODOX ENGINEERS built North East up the valley and towards Swansea. GERALD'S WELSH RAILWAY carried on sewing up the eastern side of the map. RAREBIT CYMRU RAIL built both east and west along the head of the valleys. BABEL AND SWANSEA HAULAGE built up to Ammanford and connected through Swansea.

#### Builds

##### UNORTHODOX ENGINEERS

(UE), Jonathan Palfrey – Green  
 a (Pontardawe) – E62 – Ystalyfera  
 b (L17) – Swansea  
 c (N15) – N12 (1 to BASH);  
 (F68) – F69 – Glyn Neath (+6)  
**Points:** 37 -1 +6 = 42

##### RAREBIT CYMRU RAIL (RCR),

Mike Dyer – Black  
 a (I49) – J48 – J46 – K46 (tunnel in)  
 b (K46) – L45 (tunnel out)  
 c (L45) – Carmarthen; (+6)  
 (I49) – Pontyberem (+6)  
**Points:** 88 +12 = 100

##### GERALD'S WELSH RAILWAY

(GWR), Gerald Udowiczenko – Red  
 a (C72) – D72 – D73  
 b (I30) – I29 – Maesteg (+6);  
 (D31) – Bridgend (+6);  
 (D73) – Treherbert (+6)  
 c (D73) – E74 – F74  
**Points:** 50 + 18 = 68

##### BABEL AND SWANSEA HAULAGE

(BASH), Bob Blanchett – Blue  
 a (J18) – J19 – L20;  
 (Swansea) – H15  
 b (H15) – H14 – F13 – Mumbles (+6)  
 c (Kidwelly) – G44 – H43  
**Points:** 49 +6 +1 = 56

#### GM Notes

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

Please separate one die roll from another in your orders.

Next turn's die rolls are: 5, 4, 5

**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, 16th July 2021**

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

**Orders for April 1673 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 16th July 2021**



## March 1673 (349)

Louis Renault, Lieutenant-Colonel of the Picardy Musketeers, is looking forward to his early morning assignation this rainy March Monday. He is going to settle matters with Captain Cam Embert of the 13th Fusiliers, a snob who considers Lt-Col Renault beneath him. His freshly sharpened rapier by his side, Renault is at the appointed spot on the dot. Half an hour later he decides Embert isn't coming and heads home again. Maybe he'll show up next month.

Phillip F'Loppe, Major of the Dragoon Guards, is looking forward to his early morning assignation this wet March Wednesday. He is going to settle matters with Dureau Celbonet, a callow youth freshly arrived in Paris but with the temerity to call out F'Loppe for his lack of nobility. His sabre honed to perfection, F'Loppe arrives at the appointed spot on the dot, accompanied by his second, Ben e'Volence. There to meet them is Celbonet, armed with a foil. Foil versus sabre? The advantage is with F'Loppe, particularly as Celbonet is not particularly skilled with his blade. However, an immediate lunge from Celbonet skewers the cavalryman, who promptly surrenders. The distant voice of Tarquin le Hatter can be heard, demanding that "F'Loppe deserves a sound thrashing". He's some way away as he doesn't know where the duel is taking place.

Justin Thyme, Lt-Col of the Dragoon Guards, has a particularly understandable grievance with his erstwhile buddy, Brigadier-General Zavier Ulric Turenne. Last month Turenne stole the affections of Mademoiselle Lucy Fur from Thyme. Accompanying Thyme is Rick Shaw (but not his other second: Zavier Ulric Turenne!), while Gaz Moutarde seconds Turenne (but not his other second: Justin

Thyme!). Thyme is not a big man, but Turenne is even slighter. What's worse is that Thyme wields a sabre, while Turenne has a rapier with which he has less expertise. To start the duel, Turenne parries in the unlikely circumstance that his opponent is lunging. He isn't, he's slashing and this blow hits Turenne hard. Turenne surrenders and is relieved that Thyme accepts this.

## No War, TC

There are two Ministerial vacancies at the beginning of March. The more senior is Minister of War, a position for which only Viscount Terence Cuckpowder has applied. The Minister of State, Beau Reese Jean Seine, has a word with His Majesty but it falls on deaf ears as the King rejects Cuckpowder in favour of one of his courtiers. Instead, Seine appoints Cuckpowder to the second position: Chancellor of the Exchequer. (The other applicant, Camille de Polignac, isn't even qualified for the job.)

Many other vacancies are kept open, but the appointment of Inspector-General of Infantry is finally filled. At last, someone who could stop infantry battalions being volunteered... And the Horse Guards have a new Brigadier. It's not Marc de Zorro, though, as he's a Colonel, not a Brigadier-General.

Mustafa Lekk is the junior Major in the 27th Musketeers, but this does not stop him buying his way to command of the regiment as its Colonel. He even borrows a hefty sum to make sure he can afford the new position.

Following his arrival in February, Balian Isle-de-Tours realises a military career is required in this man's Paris. He applies to the 69th Arquebusiers, but is summarily rejected by the regiment's commander, Claude de Nord. There's nothing left for it: he offers his services to the Gascons. And they turn him down!

The start of the spring season, when the weather should be better than it was in winter, sees a fresh crop of volunteers to continue the fight against the Dutch.



Royal Marines commander Henri DuShite mobilises his men again – it'll be small boats on the Dutch canals, lads, just like last season. Major Eclair de Lame takes his battalion of the Royal Foot Guards into action. Captain Neville Moore is expecting this (and has pressing financial reasons to leave Paris). Captain Lou Scannon isn't. But both are marching off to the United Provinces.

As a Captain in the 69th Arquebusiers Barry D Hatchett is only a company commander, so his sole route to the

front is by volunteering for a Frontier regiment. At least this puts him out of reach of the moneylenders. For the time being, Tarquin le Hatter is less aware of his financial situation and has no answer but to flee into action when the bailiffs come calling. Mind you, a more astute operator might have re-scheduled their loans to avoid this.

### Toadies at the Fleur

The Fleur de Lys has a busy start to the month, though the only advertised event is Jean Jeanie's invitation to the members of First Division. Jean is joined by Jacky Tinne to host a select group. Greg de Bécqueur brings Kathy Pacific. Louis Renault escorts Di Lemmere. And Zavier Ulric Turenne has Lucy Fur on his arm. Then Greg and Kathy make another entrance ("she's so beautiful") before Greg starts asking if anyone has seen Duncan d'Éauneurts in recent weeks. Les Anonyme has a table in the Fleur, too, where he and Carole Singeurs are joined by Dureau Celbonet.

Beau Reese Jean Seine, the Minister of State, is at the Fleur with his lady, Madelaine de Proust. They are joined by several guests, starting with the Commissioner of Public Safety, Bastian de LaGarde. Camille de Polignac is accompanied by Angelina di Griz. Charles Trenet brings Ella Fant and carouses "in a subdued manner". Another table at the Fleur is occupied by Leonard de Hofstadt and Frances Forrin, while Pierre Cardigan and Edna Bucquette are in their usual corner.

Down the road in Bothwell's, Ben e'Volence is entertaining Fifi. And Xavier Money is there with Betty Kant. Marc de Zorro arrives for Xavier's Easter Egg Hunt. This is a surprise as it's scheduled for April and Xavier is not expecting guests. The club's staff refuse to admit him.

Blue Gables is the stamping ground of Jean David Goliath and he has the place all to himself. This is a relief as his last company was a couple of bailiffs. Luckily, he was able to pay them off. The Frog & Peach is busier. Claude de Nord brings Ada Andabettoir for a drink, grumbling about the visit he's just had from the moneylenders' boys. Luckily, he had the funds to pay them off. Mustafa Lekk escorts Mary Huana. And Phillipe F'Loppe is accompanied by Freda de Ath for "romance and fine merriment". His presence provokes Mustafa to challenge him for being his social superior but not noble.



The following week only Mustafa and Mary are in the Frog & Peach. Jean David Goliath keeps up his solitary visits to Blue Gables. But Hunter's is suddenly busy. Camille de Polignac brings Angelina to watch him try his luck on the gaming tables. His wagers are restricted to the house limit of 200 crowns. He loses his



first two bets only to recover with two wins. Cutting his fifth bet leaves him slightly out of pocket this week, but with his reputation enhanced (a little).

Justin Thyme arrives at Hunter's to show off his new conquest, Guinevere d'Arthur. He's also acquired a duel with Marc de Zorro, whose mistake over Xavier Money's party has cost him Guinevere's affections (not to mention the way he keeps calling her "Deb"). Louis Renault not only brings Di to his new club, Hunter's, he has some of his regimental colleagues with him. First of these is Cyrano de Lancet, escorting Violet Bott. Second is Lascar Vivrebras

with Marie Antoinette. Claude de Nord is also at the club, but only gets as far as the lobby in his hunt for Tarquin le Hatter. Clearly he hasn't heard about Tarquin's financial woes and departure from Paris.

There are more people in Bothwell's this time. Ben e'Volence and Fifi are there again, as are Xavier Money and Betty. Popping in for week 2 are Greg de Bécqueur and Kathy. After a week at her place Gaz Moutarde arrives with Anne Tique plus a Toady, Zavier Ulric Turenne, accompanied by Lucy. It's Petit-Garson Riche's turn to try to Toady to Xavier but, again, he's not accepting guests this week either.

The Fleur is quieter, with fewer members and far fewer Toadies. Les Anonyme and Carole host Dureau Celbonet again. Jean Jeanie and Jacky are there with no guests. And Leonard de Hofstadt brings Frances for the second time.

### Who's brave?

Bastian de LaGarde arrives at the Fleur in week three to host his "Bravery Ball". Unfortunately, very few people know who's hosting this event, so his guests consist of Greg de Bécqueur and Kathy. Greg is not backward in coming forward with tales of his bravery in February's campaign even though Bastian is his only audience. Les Anonyme and Carole are present again and hosting Dureau Celbonet again. Leonard de Hofstadt and Frances are the last members in the Fleur. Ben e'Volence is outside as he's expecting to be on Beau Reese Jean Seine's guest list. Perhaps he's just two weeks late for Beau's party.

Gaz Moutarde and Anne are in Bothwell's with their guests Zavier Ulric Turenne and Lucy (then it's back to Anne's place to conclude the month). Marc de Zorro pops into Bothwell's as well, checking out his new club. His final week sees him pay court to a young lady, but she's not interested.



Camille de Polignac visits the gaming tables in Hunter's for a second time, bringing Angelina with him. This time he wins the first bet, only to lose the second. Another win perks him up, but he cuts the last two to end even. Justin Thyme accompanies Guinevere to Hunter's. The Picardy Musketeers' get-together continues with Cyrano de Lancet and Violet Toadying to Louis Renault and Di. And Rick Shaw arrives after his successful courting with Leia Orgasma on his arm. (He also has a duel with Tarquin le Hatter to come.)

Blue Gables is the setting for Jean David Goliath's monthly meetings and this month's attracts a few guests. Balian Isle-de-Tours is the first. Jacques Hatt the second. And Mustafa Lekk brings Mary with him. Other members visit Blue Gables, but the arrival of Hercule D'Engin annoys Mustafa – another man who has the effrontery to be his social superior yet not have any nobility. He marches across to challenge this upstart. Lascar Vivrebras and Marie avoid the contretemps for a quiet week at Lascar's new club.

Trawling round Paris's clubs are Robert d'Lancier and Xavier Money. They are searching for the "Bravery Ball" that they know is taking place somewhere... Mustafa's Toadying leaves the Frog & Peach empty in week 3, but he and Mary are back to complete their month. Hercule D'Engin has Blue Gables to himself.

It's another week of gambling for Camille de Polignac in Hunter's for week four. He cuts his first bet, but wins the next two. A loss and another cut leaves him with the same money he started with. Angelina is not impressed, but other people are. Slightly. Once more, Louis Renault and Di host his fellow Picardy Musketeer, Cyrano de Lancet, accompanied by Violet.

Bastian de LaGarde's Bravery Ball continues at the Fleur de Lys and has finally been located by Robert d'Lancier and Xavier Money. They join Greg de Bécqueur and Kathy as Bastian's guests, Betty accompanying Xavier. Greg quizzes all present on the whereabouts of Duncan d'Eauneurts. Jean Jeanie and Jacky are in the Fleur again, as are Leonard de Hofstadt and Frances. And lurking outside once more is Ben e'Volence, hoping to be admitted by Beau Reese Jean Seine.

The gyms are busy this month, both the regimental ones and the private concerns. As usual, Jacques de Gain is in one, practising with his rapier (he'll get it right one day). Balzac Slapdash does the same with his rapier. Augustin Fourier takes the biscuit, though, as his four weeks at the GDMD barracks are spent waving a sabre around. Jean d'Ice starts with his rapier like he's set for the month, but hits the bawdyhouses before the end of the month to ... wind down. Chris Knight starts in the red light district, where he attracts the attention of the



footpads but has no spare cash, before putting in three weeks with his sabre. Jacques Hatt also begins his month in a bawdyhouse and fits in a party between his two weeks' practice with sabre.

Bernard de Lur-Saluces confuses things by practising sabre for two weeks and then switching to a two-hander for a third week (then he hits the Bawdyhouses for some female company). It's rapier for Beau Reese Jean Seine's three weeks. And the same for Charles Trenet – both of them in the Royal Foot Guards' barracks. Pierre Cardigan of Archduke Leopold's Cuirassiers works out with the regimental sabre. While Phillipe F'Loppe does the same in the Dragoon Guards' gym. Whereas Terence Cuckpowder has to pay for his three week's sabre practice. This is following his successful courting and before he has to fight Robert d'Lancier (a man who spends half the month doing nothing at all).

Fitting two weeks' practice into their busy schedules are Balian Isle-de-Tours (rapier), Claude de Nord (sabre), Petit-Garson Riche (sabre) and Rick Shaw (sabre). Various others spend the odd week in the appropriate gym.

## Damp and Dutch

It's a soggy month in the United Provinces as the French army continue to lay siege to Maastricht and other Dutch fortresses. The Frontier troops are bolstered by the Royal Marines and a few other volunteers. RM commander Henri DuShite has his men commandeered every barge and boat they can find. Using these to blockade the canals and seize Dutch supply vessels earns him a cool thousand crowns of loot.

69A Captain Barry D Hatchett is assigned to Second Frontier regiment, which has a fairly quiet month. The unfortunate Captain Hatchett steps off a quay into a boat he thinks is moored there. However, it's just been commandeered by the Marines and the Captain plummets into the water. Hatchett can't swim and, despite the best efforts of the Frontier soldiers, goes under for the third time before they can haul him out. RIP.



Still serving his sentence, CG Lt-Col Jerome Fortmayne is assigned to Frontier regiment 3 this season. It's a peaceful month for him with no rewards. The second battalion of the Royal Foot Guards under Major Eclair de Lame is also with Third Frontier. Lame's personal bravery brings him a mention in Despatches ("Sure he's a Foot Guard?") and booty worth five hundred crowns. Captain Lou Scannon follows his commander's example of bravery, receiving a Mention ("Another one?") and

plundering a couple of hundred crowns. For Captain Neville Moore there's just the Mention ("There's **three** of them!").

Frontier regiment 4 has bailiff-dodger Tarquin le Hatter assigned to them. As a Major in the King's Musketeers, Hatter has some ideas on what the Frontier troops should do. And how. He's awarded 500 crowns from the regiment's booty in the hope that he'll shut up. ❖

## Press

### Announcements

The RFG requires officers and men. All suitable applicants accepted.

† Brvt Brigadier-General Beau Reese  
Jean Seine

To all members of the Guards Brigade

Following the somewhat disappointing results at the Front last month, I have decided to take the Brigade to the Front for BOTH April & May to sharpen you up before the Summer Season. I will allow those with a valid excuse to remain behind for April, but everyone will be there for May.

† B.Bdr-General D'Ice

I call on the overwhelmed and ill-suited Brigadier of the First Foot Brigade to consider his position and resign.

† ZUT

I am in need of an Aide. Any Subaltern wishing to apply for the post should contact me directly.

† B.Bdr-General D'Ice

Brigadier-General requires subaltern to act as Aide – Address applications to Beau Reese Jean Seine at RFG HQ.

### Matters of Honour

Seconds required: apply Cuckpowder.

### Social

#### Cavalry Gathering May

Rick Shaw invites all members of cavalry regiments (except GDMD) to Hunter's in the second week of May to discuss the finer arts of campaigning on horseback. Carousing costs paid.

Week 3 April, all invited to a Party, bring mistresses to dance with or be turned away.

† Terence Cuckpowder

\*\*\*\*\* EASTER EGG HUNT \*\*\*\*\*

\*\*\*\*\* WEEK 1 APRIL 1673 \*\*\*\*\*

Gentlemen of Paris,  
Please bring your ladies to an Easter Egg Hunt and party in the Bois Du Boulogne. Champagne and chocolate will be served. 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.

† Xavier Money

### Jacques As Memorial Stakes

His Highness the Dauphin is pleased to sponsor the third annual horse race in memory of the late Minister Jacques As. This takes place week 4 of April and, as the Crown Prince is a bit strapped at the moment, the prize fund will be just 2,000 crowns. Those taking part in the race are welcome to Toady to His Highness afterwards with their ladies.

### Personal

Lord Percy Percy says, as fashion is tending towards the witless, Jean D'Ice has become very fashionable.

## Points Arising

### Next deadline is 16th July

I expect to return to the usual five-week schedule from now.

The Jacques As Memorial Stakes will take place in week 4 of April. This is a horse race sponsored by Prinny in memory of the late Minister of State. The prize pot will be 2,000 Crowns this year. Newer players may want to check the Horse Race rules in the *LPBS* house rules. Older ones may want to as well. And me.

### Absent friends

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

CB Count Bisham (Brish Talbot) has NMR'd. Total now 1

To: Viscount Beau Reese Jean Seine, Minister of State

Your Grace,

Many congratulations upon your appointment, I wish you all the best for your year of office.

Now, I was just wondering, what with me being one of your biggest fans and supporters, is there any opportunity for me to serve within your government? Perhaps as a Minister without Portfolio? I volunteer my services to you.

Sincere regards,

† Major Tarquin le Hatter  
Deputy Commissioner for Public Safety

My Dear LT.COLONEL Goliath,

Did that help?

† Lt Colonel Bastian de LaGarde

CE Cam Embert (Dean Talbot) has NMR'd. Total now 1

DdE Duncan d'Eauneurts (Paul Lydiate) has NMR'd. Total now 4 and is sent to a Frontier regiment  
WdB William de Beast (Simon Peck) has NMR'd. Total now 3 and is sent to a Frontier regiment

X2 (Mark Nightingale) has NMR'd. Total now 4 and is sent to a Frontier regiment

HCV (Nik Luker) has been floated at his request.

RdM (Craig Pearson) has been floated at his request.

### Farewell

Mike Eggleton has decided to retire MdN as he's finding it hard to keep

track of the game. Sorry to lose you, Mike, and you're welcome to have another go whenever you're up to it.

## 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>

## Announcements

Charles Trenet asks NPC Captain, King's Escort to resign

Charles Trenet applies for Captain, King's Escort

**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.

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.

Zavier Ulric Turenne asks NPC Brigadier of 1st Foot Brigade to resign

## Duels

### Results of March's duels

Dureau Celbonet (gains 1 Exp) beat Phillipe F'Loppe (with BeV).

Justin Thyme (with RS, gains 1 Exp) beat Zavier Ulric Turenne (with GM).

### Duels to be settled next month

Cam Embert (Rapier, Seconds CB, 1 rests) has cause with Louis Renault (Rapier, adv.) as he's not Noble but higher SL.

Robert d'Lancier (Cutlass, Seconds BdLG, 5 rests) has cause with Terence Cuckpowder (Sabre, adv.) for pinching Katy.

Marc de Zorro (Sabre, adv.) has cause with Justin Thyme (Sabre, Seconds ZUT & RS, 3 rests) for pinching Guinevere.

Mustafa Lekk (Rapier, 1 rests) has cause with Phillipe F'Loppe (Sabre, Seconds BeV, adv.) as he's not Noble but higher SL.

Mustafa Lekk (Rapier, 1 rests) has cause with Hercule D'Engin (Rapier, Seconds GdB & Anon, adv.) 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 unless held over (below). Orders conditional on a challenge being voted cause are acceptable.

## Duels held over to June

Tarquin le Hatter versus Rick Shaw.

## New Characters

Ray Vahey gets the Second son of a Merchant: Init SL 3; Cash 150; MA 3; EC 3 (X1).

## Tables

### Battle Results

Royal Marines: 3  
Frontier regiment 1: 4  
Frontier regiment 2: 3  
Frontier regiment 3: 4

Frontier regiment 4: 4  
RNHB regiment: 4

## 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	N2/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 for player characters, "N" (+ MA if needed) for NPC, \_\_ for vacant

### Frontier Regiments

(Siege for Mar-May)					
Colonel	N3	N6	N6	N5	N7
Attached		2 Bn RFG	TIH		
		JF	WdB		
		DdE	X2		
Also at the Front					
					Royal Marines

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

### 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 N
Commissioner of Public Safety BdLG (until May 1673)	
Chancellor of the Exchequer TC (until February 1674)	
Minister of Justice CPS (until February 1674)	
Minister of War N (until May 1673)	
Minister of State BRJS (until January 1674)	

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

### 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	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		JJ
52	Guinevere d'Arthur	15	B/W	JiT
10	Frances Forrin	14	B	LdH
21	Helen Highwater	14	W	
48	Fifi	14	B/W	BeV
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	CT
27	Lucy Fur	13	B	ZUT
30	Leia Orgasma	13	B	RS
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
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	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
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 Banquot l'Idée	9		
2	Betty Kant	8	I	XM
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	LV
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	

This table shows the mistresses in Paris. B=Beautiful, I=Influential, W=Wealthy;

### Regiments

Col	RFG	CG	KM	DC	OOC	ALC	CPC	RM	GDMPM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	BRJS	Jdl+	DdE		PC+	CK	HDS	AF	ZUT	N3	JDCI	Anon	ML	N5	CdN	N5
LCol	BdLG	JF+	GdB		RS	BeV	N6	N4+	LR	N2	N6+	N7	N5+	N4	N1	N6
Maj 1	EdL	N5	TH		N4	N2	N5+	N4	N2	N5	N1	N3	N2	N1	N1	N5+
Maj 2	CdP	N3	RdL		N4	N2	N4	N6	CdL	N2	N5	N1	N2	N1	N1	N4
Capt 1	N3	N4*	N1		N1*	N2	N5	N4	N4	N4	N3	N1	N1	N1	N1	N1
Capt 2	N6	N1	N1*		N4	N5	N3	N4	N2	N5	N2	N5	N2	N5	N2	N6
Capt 3	NM*	N3	N5		N1	N1*	N2*	N4*	N5*	N4*	N3*	N1*	N3*	N3*	N3*	N1*
Capt 4	LS	N6	N4		N2	N1	N1	N3	HCV	N4	N5	N5	N5	N5	N5	N6
Capt 5	CT		N6*		N5	N5	N5	N1	CE	N4*	N3*	N2*	N2*	N2*	N2*	N1*
Capt 6																

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

# The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
BRJS	Viscount Beau Reese J Seine	24	52	OK	B.Bdr-General RFG/State Min.	10	Madelaine	Flr	3	Bill Hay
PC	Count Pierre Cardigan	24	49	Withy	B.Bdr-General ALC/Hvy Brigadier	10	Edna	Flr	5	Matt Shepherd
DdE	Count Duncan d'Eauneurts	24	F	Rich	Colonel KM	8		Flr	5	Paul Lydiate
JJ	Count Jean Jeanie	23	57	Fthy	B.Lt-General/1st Div Commandr	30	Jacky	Flr	3	Andrew Kendall
LdH	Marquis Leonard de Hofstadt	23	56	Comfy	General/1st Army Commndr	7	Frances	Flr	5	Neil Packer
TC	Viscount Terence Cuckpowder	21	44	Withy	Bdr-General/Chancellor	6		Flr	5	Mike Dommett
BdLS	Earl Bernard de Lur-Saluces	20	56	Rich	Lt-General/Insp.Gen.Cav	14		Flr	3	Rob Pinkerton
BdLG	Baron Bastian de LaGarde	20+60	Rich	Lt.Colonel RFG/CPS		5		Flr	1	Jerry Spencer
JdG	Count Jacques de Gain	19-12	Fthy	Fid Marshal		24		Flr	6	Ben Brown
JdI	Marquis Jean d'Ice	19	53	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
Anon	Sir Les Anonyme	19	34	OK	B.Bdr-General 53F/Min w/o Port	3	Carole	Flr	4	Bruno Giordan
GdB	Sir Greg de Bécqueur	17	52	OK	Lt.Colonel KM/1st Div Adjutant	9	Kathy	Both	5	Anthony Gilbert
BeV	Sir Ben e'Volence	17	40	Comfy	Lt.Colonel CPC/FMshl's Aide	5	Fifi	Both	3	Ash Casey
GM	Sir Gaz Moutarde	15	31	Withy	Bdr-General	4	Anne	Both	2	Mike Clibborn-Dyer
RdL	Robert d'Lancier	13	31	Comfy	Major KM	10		Both	4	Steven Malecek
XM	Sir Xavier Money	13	29	Withy	Bdr-General	7	Betty	Both	3	Pam Udowiczzenko
HDS	Sir Henri DuShite	13	F	Comfy	B.Bdr-General RM/1st Army QMG	9		Both	4	Dave Marsden
MdZ	Marc de Zorro	12	33	Comfy	Colonel QOC/2nd Army Adjutnt	9		Both	4	Tim Macaire
PFL	Phillipe F'Loppe	12	18	Poor	Major DG/Gen's Aide (1st	3	Freda	F&P	4	Phil Urquhart
ZUT	Zavier Ulric Turenne	11	35	Comfy	B.Bdr-General PM	4	Lucy	Hunt	1	Bob Blanchett
CdP	Camille de Pogniac	11	35	OK	Major RFG	4	Angelina	Hunt	4	James McReynolds
AF	Sir Augustin Fourier	11	13	Comfy	B.Bdr-General GDMD	6		Hunt	3	Brick Amundsen
EdL	Sir Eclair de Lame	11	F	Comfy	Major RFG	6		Hunt	3	Peter Farrell
THH	Tarquin le Hatter	11	F	OK	Major KM	2		Hunt	5	Jason Fazackarley
WdB	Sir William de Beast	11	F	OK	Major CPC/Hvy Brigade Maj.	6		Hunt	4	Simon Peck

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
JIT	Justin Thyme	10	25	Comfy	Lt.Colonel QOC	8	Guinevere	Hunt	2	Gerald Udowiczzenko
PGR	Petit-Carson Riche	10	20	Comfy	Major QOC/HGds Brigade Maj.	1		HGds	2	Mark Cowper
NM	Neville Moore	10	F	OK	Captain RFG/RFG Regt. Adjnt.	1		Hunt	2	Cameron Wood
JF	Jerome Fortmayne	10	F	OK	Lt.Colonel CG/Gds Brigade Maj.	4		Hunt	6	Bill Howell
LS	Lou Scannon	10	F	OK	Captain RFG	4		Hunt	2	John Cooke
RS	Rick Shaw	10+37	OK	Lt.Colonel ALC/Cav Div Adjutant	2	Leia		Hunt	6	Charles Burrows
LR	Louis Renault	10+34	Comfy	Lt.Colonel PM	1	Di		Hunt	4	Roy Bleasdale
HDE	Hercule D'Engin	9	12	Comfy	Lt.Colonel 53F	2		BG	2	Gerry Sutcliffe
DC	Dureau Celbonet	9+38	Poor			5		BG	3	Paul Murphy
BS	Balzac Slapdash	8	9	Comfy		9		BG	4	Matthew Wale
LV	Lascar Vivrebras	7	18	OK	Subaltern PM/BdGen's Aide (TC)	4	Marie	BG	4	Olaf Schmidt
JDGI	Jean David Goliath	7	14	Poor	Lt.Colonel PLLD	2		BG	1	James Waters
CdL	Cyrano de Lancet	7+27	OK	Captain PM		1	Violet	F&P	4	Rik Stewart
CdN	Claude de Nord	6	13	Poor	Colonel 69A/BdGen's Aide (XM)	3	Ada	F&P	4	Andrew Larder
HCV	Hugh Challavas-Vichy	6	6	OK	Captain PM	1		F&P	5	Nik Luker
ML	Mustafa Lek	6+18	Poor	Colonel 27M		4	Mary	F&P	2	Graeme Wilson
JH	Jacques Hatt	5	12	Poor	Major GDMD	4		F&P	3	Joel Halpern
RdM	Rob d'Masses	5	6	OK	Subaltern CPC	4		RP	6	Craig Pearson
BDH	Barry D Hatchett	4	RIP							Ray Vahey
CB	Count Bisham	3-	2	Poor		5		RP	2	Brish Talbot
CE	Cam Embert	3-	14	Poor	Captain 13F	3			2	Dean Talbot
MdN	Main de Nantes	3	Ret							Mike Eggleton
BldT	Balian Isle-de-Tours	3+	9	Poor		3			6	Peter Card
XZ		1	F	Poor	Subaltern	5			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, Fthy = 25000+  
 Last seen is the lady the character was last seen with in public.  
 EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+