

That would be enough

This has been issue 216 of *To Win Just Once*, published 5th August 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

Railway Rivals and *Star Trader* orders to Mike by Friday, 13th August 2021.

Orders for *LPBS* and any other contributions to Pevans by Friday, 20th August 2021.

(Next deadlines should be 17th/24th Sept, 22nd/29th Oct, 26th Nov/3rd Dec)

Waiting lists

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

Railway Rivals – 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): Alex Everard

Grand Austria Hotel (at yucata.de): Alex Everard

Keyflower (at boardgamearena.com):

Puerto Rico (at boardgamearena.com):

Rajas of the Ganges (at yucata.de):

Snowdonia (at yucata.de):

Through the Ages (various):

Underwater Cities (at yucata.de): Pevans, Brad Martin

Credits

To Win Just Once issue 216 was written and edited by Pevans. The *LPBS* masthead (page 22) is by Lee Brimmicombe-Wood, as are the drawings on pages. The illustration on pages 16, 25, 28 and 36. The illustration on page 24 is by SKS and Nik Luker drew the one on page 26. 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 cover of the magazine 'To Win Just Once' features a central illustration of a coffee roaster. The roaster is a large, dark, cylindrical machine with a hopper on top and a tray at the bottom. Coffee beans are shown falling from the tray into a pile on the surface. To the left of the roaster is a small, dark coffee cup on a saucer, with steam rising from it. The background is a light, textured brown with faint sketches of coffee leaves and branches. The title 'COFFEE ROASTER' is written in large, white, stylized letters across the center. Above the title, the text 'Premium Solo-Game' is written in a smaller, black font. In the top right corner, the name 'Saashi' is written in a white font on a dark background. In the bottom left corner, the text 'dlp games' is written in a white font on a red background. There are several text boxes on the cover: 'Mmm... freshly roast coffee...' in the top left, 'Pevans reviews Coffee Roaster' in the middle left, and 'And races some Fast Sloths' in the middle right.

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Contents

Contents 2

Chatter..... 3

 Letters..... 4

Man versus bean 5

 Pevans reviews *Coffee Roaster*..... 5

Two toes or three? 7

 Pevans’s plays *Fast Sloths*..... 7

Reading matter..... 9

Games Events..... 10

Elmers End (*Railway Rivals* game 16 – RR2470O)..... 11

 Turn 5 11

Way Station (*Star Trader* game 11)..... 12

 Turn 5 12

 Star systems map..... 14

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

 Turn 6 15

 Map at end of turn 6 17

Wits & Wagers 18

Online Games..... 20

Subscribing to TWJO 20

Trophy Hunter..... 21

 Start-up 21

Les Petites Bêtes Soyeuses 22

 April 1673 (350)..... 22

 Press 29

 Points Arising..... 32

 Announcements 33

 Duels..... 33

 New Characters..... 34

 Tables..... 35

 Other Appointments 35

 Army Organisation and 1673’s Summer Deployment 35

 Brigade Positions 36

 Frontier Regiments..... 36

 Battle Results 36

 Regiments..... 37

 Femmes Fatales..... 37

 The Greasy Pole 38

That would be enough 40

 Deadlines 40

 Waiting lists 40

 Credits 40

ID	Name	SL	SPs	Cash	Rank,	Regiment/	Appointment	MA	Last seen	Club	EC	Player
RS	Rick Shaw	11 + 50	OK		Lt.Colonel	ALC/Cav Div	Adjutant	2	Leia	Hunt	6	Charles Burrows
PCR	Petit-Carson Riche	11 + 44	Comfy	Major	QOC/HGds	Brigade	Maj.	1	Emma	HGds	2	Mark Cowper
LR	Louis Renault	11 + 42	Comfy	Lt.Colonel	PM			1	Di	Hunt	4	Roy Bleasdale
NM	Neville Moore	10	F	OK	Captain	RFG/RFG	Regt. Adjnt.	1		Hunt	2	Cameron Wood
CT	Charles Trenet	10	F	Comfy	Captain	RFG/Capt.	K’s Esc	1		Hunt	3	Graeme Morris
JF	Jerome Fortmayne	10	F	Comfy	Lt.Colonel	CG/Gds	Brigade Maj.	4		Hunt	6	Bill Howell
LS	Lou Scannon	10	F	Comfy	Captain	RFG		4		Hunt	2	John Cooke
HDE	Hercule D’Engin	9	25	Comfy	Lt.Colonel	53F		2		BG	2	Gerry Sutcliffe
DC	Dureau Celbonet	9	F	Comfy	Captain	RFG		5		BG	3	Paul Murphy
BS	Balzac Slapdash	9 + 37	Comfy					9	Alison	BG	4	Matthew Wale
LV	Laszar Vivrebras	7	18	Poor	Subaltern	PM/BdGen’s	Aide (TC)	4	Marie	BG	4	Olaf Schmidt
CdL	Cyrano de Lancet	7	14	OK	Captain	PM		1	Violet	F&P	4	Rik Stewart
JdGI	Jean David Goliath	7	13	Poor	Lt.Colonel	PLLD		2		BG	1	James Waters
CdN	Claude de Nord	7 + 52	OK		Colonel	69A/BdGen’s	Aide (XM)	3	Ada	F&P	4	Andrew Larder
ML	Mustafa Lekki	7 + 31	Poor		Colonel	27M		4	Mary	F&P	2	Graeme Wilson
HCV	Hugh Challavas-Vichy	6	13	Poor	Captain	PM		1		F&P	5	Nik Luker
JH	Jacques Hatt	6 + 28	Poor		Major	GDMD		4		F&P	3	Joel Halpern
RdM	Rob d’Masses	5	6	OK	Subaltern	CPC		4		RP	6	Craig Pearson
NWO	Nouveau W Odeur	4 + 40	Poor					3	Belle	RP	3	Ray Vahey
BldT	Balian Isle-de-Tours	3	4	Poor	Subaltern	69A		3		RP	6	Peter Card
CB	Count Bisham	3	F	OK				5		RP	2	Brish Talbot
CE	Cam Embert	3	RIP									Dean Talbot
X2		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, 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+

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank.	Regiment/Appointment	MA	Last seen	Club	EC	Player
PC	Count Pierre Cardigan	24	52	Withy	B.Bdr-General	ALC/Hvy Brigadier	10	Edna	Flr	5	Matt Shepherd
BRJS	Count Beau Reese Jean Seine	24	F	Comfy	B.Bdr-General	RFG/State Min.	10		Flr	3	Bill Hay
DdE	Count Duncan d'Euaneurts	24	F	Rich	Colonel	KM	8		Flr	5	Paul Lydiate
JJ	Count Jean Jeanie	23	56	Fithy	B.Lt-General	/1st Div Commandr	30	Jacky	Flr	3	Andrew Kendall
LdH	Marquis Leonard de Hofstadt	23	56	Comfy	General	/1st Army Commandr	7	Frances	Flr	5	Neil Packer
TC	Viscount Terence Cuckpowder	21	24	Withy	Bdr-General	/Chancellor	6	Katy	Flr	5	Mike Dommatt
BdLS	Earl Bernard de Lur-Saluces	20	53	Rich	Lt-General	/Insp.Gen.Cav	14		Flr	3	Rob Pinkerton
BdLG	Marquis Bastian de LaGarde	20	F	Rich	Lt.Colonel	RFG/CPS	5		Flr	1	Jerry Spencer
CK	Viscount Chris Knight	20+60	Withy	Colonel	CPC		13		Flr	2	Paul Wilson
Anon	Sir Les Anonyme	19	42	OK	B.Bdr-General	53F/Min w/o Port	3	Carole	Flr	4	Bruno Giordan
Jdl	Marquis Jean d'Ice	19	F	Withy	B.Bdr-General	CG/Gds Brigadier	10		Flr	3	Tym Norris
JdG	Count Jacques de Gain	18-10	Fithy	Fld	Marshal		24		Flr	6	Ben Brown
GdB	Sir Greg de Bécqueur	18+55	OK	Lt.Colonel	KM	/1st Div Adjutant	9	Kathy	Both	5	Anthony Gilbert
BeV	Sir Ben e'Volence	17	50	Comfy	Lt.Colonel	CPC/FMshl's Aide	5	Fifi	Both	3	Ash Casey
GM	Sir Gaz Moutarde	15	41	Withy	Bdr-General		4	Anne	Both	2	Mike Clibborn-Dyer
XM	Sir Xavier Money	14+48	Withy	Bdr-General			7	Betty	Both	3	Pam Udowiczzenko
RdL	Robert d'Lancier	13	F	Comfy	Major	KM	10		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	13+34	Comfy	Colonel	QOC	/2nd Army Adjutant	9		Both	4	Tim Macaire
PFL	Phillipe F'Loppe	12	31	Poor	Colonel	DG/Gen's Aide (1st	3	Freda	F&P	4	Phil Urquhart
ZUT	Zavier Ulric Turenne	12+45	Comfy	B.Bdr-General	PM		4	Lucy	Hunt	1	Bob Blanchett
AF	Sir Augustin Fourier	11	30	Comfy	B.Bdr-General	GDMD	6	Pet	Hunt	3	Brick Amundsen
EdL	Sir Eclair de Lame	11	F	Comfy	Major	RFG	6		Hunt	3	Peter Farrell
TIH	Tarquain 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
CdP	Camille de Pognac	11	F	Comfy	Major	RFG	4		Hunt	4	James McReynolds
JIT	Justin Thyme	11+50	Comfy	Lt.Colonel	QOC		8	Guinevere	Hunt	2	Gerald Udowiczzenko

Chatter

Fourth cycle of chemotherapy is under way and proving no worse than the previous one – I keep expecting the symptoms to ease as my body gets used to the drugs, but apparently not. I had an encouraging meeting with my surgeon a couple of weeks ago and reviews and tests will follow in September-October.

A propos nothing, every time I hear the wah-wah backing music to BBC TV's promos for its Olympic coverage, I think "Farscape". Anyone else or is it just me?

Talking of music, a side effect of my recent return to listening to old favourites has been to discover how little of some of my favourite bands' music I've actually listened to. I used to reckon I was a Pink Floyd fan. But then I realised that I'd only ever owned two of their albums: *Dark Side of the Moon* and *Wish You Were Here*. I don't think I've listened to any of their earlier stuff (which is supposed to be seminal) and *Animals* left me cold (though the one time I saw Pink Floyd live was the tour promoting this album). And how about another of my early-1970s favourites, Queen? I had the first four of their albums – that's up to *A Night at the Opera* – but nothing afterwards. Maybe my teenage self reckoned they'd reached their apotheosis and could only go downhill after that. On the other hand, I do have every Saw Doctors album and 'EP'...

My current earworm is a medley of Elton John hits after watching the biopic, *Rocketman*, a few days ago. And I don't think I've ever owned an Elton John album. Or single.

Spiderwatch

There was a little batch of spiders making their presence felt last month, to my surprise (I don't expect them to be in evidence until the autumn). Let me see... Number of large spiders clambering carefully down the stairs and strolling across the carpet to the far corner of the room: one. Large, spindly spiders rescued from bath: one. Medium-sized chunky spiders rescued from kitchen sink: one. Tiny spiders rescued from bath: one.

Subscriptions

TWJO subscriptions are available online again – thanks to those who renewed immediately – and reminders will be in your publication notice email where appropriate. I expect to re-start publishing paper copies again with this issue, but we'll see how it goes – next time if not.

Wits & Wagers feedback

The game ends this issue (see final scores from page 1817), but I would appreciate feedback from those who played – and those who didn't. What worked, what didn't and, if you didn't play, why not?

Trophy Hunter start-up

Back to the perennial favourite for our next all-reader game. It starts on page 21 and all you have to do is give me a couple of grid references each round. Though you can read the rules and think about it (not that there's much to think about).

Online stats

July saw the PDFs of *TWJO* 215 downloaded 180 times after publication on 7th. There were 56 downloads of issue 214, taking it to 211 in a month-and-a-half. *TWJO* 213 was downloaded 50 times for a total of 438 since publication.

Letters

Alex Bardy comments on my games choices.

Haven't played Carnegie, but found Grand Austria Hotel pretty easy-going and quite enjoyed it - not in the same league as the rather marvellous Taverns of Tiefenthal, but still pretty decent.

Ah, *Taverns of Tiefenthal* has escaped me so far, though it's a game that sounds highly appealing from everything I've read about it.

I struggled a lot with Underwater Cities, and am not a fan - a bit like Terraforming Mars and Odin's Feast, this particular game falls into the same curious category of games where I simply struggle to grasp all the varying connections. Gradually, slowly, inexorably, they just melt my brain into a horrible mulch, thereby turning me into a passenger on the joyful ride of someone else's victory. Yeh, I struggle with these sort of games, and my brain is simply not built to digest them properly. It's a frustrating thing to admit, but it does help to keep me honest!

While I appreciate *Terraforming Mars*, I don't get on with it (it gets 6/10 from me - first impressions in *TWJO* 174) - probably because my first games took so looong! *A Feast for Odin* (also in *TWJO* 174 and 7/10) is Uwe Rosenberg pushing his games of complex, multi-layered development choices a bit far even for me. Jonathan Palfrey changes the subject to books.

Quite some time ago, I read almost all of Lindsey Davis's Falco books, most of them more than once. But then I inexplicably got Falco fatigue and haven't continued to reread them (so far). I did buy the first Flavia Albia book, she seemed a promising character, but I never got past the beginning of it. Did my taste in reading change somehow?

I liked the first Becky Chambers book, quite liked the second, but found the third intolerably dull and couldn't finish it. To be Taught, if Fortunate doesn't sound like my kind of thing, and I haven't tried it. I now regard her with considerable caution.

Femmes Fatales

No	Name	SL	Attr	Lover
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	GdB
54	Madelaine de Proust	17		
35	Katy Did	16	I	TC
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		BS
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	
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 Onairre	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	
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	NWO
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	

Mistresses in Paris. Attr(IBUTES): B=Beautiful, I=Influential, W=Wealthy. Lover only if seen in public this month.

Regiments

Col	RFG	CG	KM	DC	OOC	ALC	CPC	RM	AF	ZUT	13F	PLD	53F	27M	4A	69A	Gscn
LCol	BdLG	JF+	GdB		R5	BeV		HDS		LR	N3	JDCI	HDE				
Maj 1	EdL	N6	TH		PGR+	N4	N2	N5+	N4+	N2	N2	N5	N6+	N7			
Maj 2	CDP	N6	RdL		N3*	N4	N2	N4	JH		N5						
Capt 1	N3	N4*	N1		N1	N1*	N4	N3		CdL	N2	N5	N3	N2	N1		
Capt 2	N6	N1	N1*		N5	N4	N2	N3		N4	N5	N1	N5	N1	N1		
Capt 3	NM*	N3	N5		N6	N6	N5	N3		N5*	N4*	N2	N5	N1	N4		
Capt 4	LS		N4		N5	N6	N1*	N2*			N4*	N3*	N1*	N3*	N1*		
Capt 5	CT									HCV							
Capt 6	DC																

This table shows the ten senior positions in the 17 regiments by rank. Entries are Character abbreviations, N (+MIA) for NPCs, blank for vacant. * shows the regiment adjutant; + indicates the reserve position of a character assigned elsewhere due to their appointment or brevet rank.

Brigade Positions

Guards Brigade	JdI/__/JF
Horse Guards Brigade	N2/N/PGR
Heavy Brigade	PC/N/WdB
Dragoon Brigade	N1/N/N4
First Foot Brigade	__/__/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

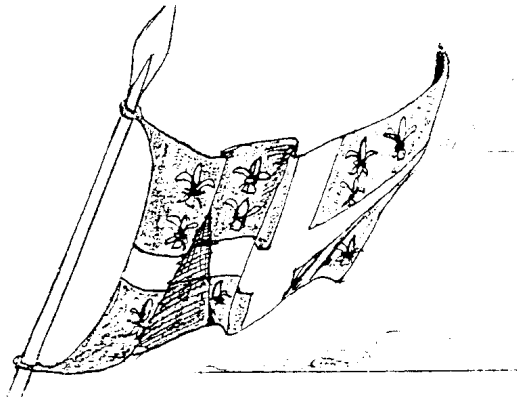
Frontier Regiments

				(Siege for Mar–May)
Colonel	N1	N6	N6	N6 N7
Attached		RdL	JF DdE	CB TIH WdB X2
Also at the Front	Guards Brigade (Royal Foot Guards, Cardinal's Guard) 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

- Guards Brigade: 1
- Royal Foot Guards: 1
- Cardinal's Guard: 4
- Royal Marines: 1
- Frontier regiment 1: 2
- Frontier regiment 2: 1
- Frontier regiment 3: 5
- Frontier regiment 4: 4
- RNHB regiment: 2



If you're at all interested, you may have noticed by now that Neil Gaiman has announced that *Good Omens 2* will soon start filming; it remains to be seen how that will turn out, but the screen version of the *Good Omens* book was an unusually successful project. However, *Good Omens 2* will have little or no input from the late Terry Pratchett.

I, too, enjoyed the TV version of *Good Omens* – though it's many years since I read the book so I can't be sure how close the two were. I was heartened by Gaiman saying in an interview that a sequel was something he and Pratchett had discussed and agreed that there should be one. Hopefully, some of the Pratchett humour will make it into the final product.

Pam Udowiczenko chips in with a reading recommendation (and a little name-dropping).

May I suggest the “*Miss Fisher Mysteries*” by Kerry Greenwood? Ignore the television series and the (terrible) film – neither do the books justice. There is no magic or mystical beings, just good mysteries.

The books are set in late 1920s Melbourne. The heroine, Phryne Fisher, is an “IT” girl who returns to the town of her birth after growing up in Europe. The first book is *Cocaine Blues*. (I used to sing with Kerry Greenwood when I lived in Melbourne and had dinner with her the night after she got her first publishing contract.)

Not sure they're my kind of thing, Pam, but I'll certainly take a look (they sound like something my mother would have gone for – mysteries, 1920s...).

Man versus bean

Pevans reviews *Coffee Roaster*

Ah, yes, the eternal struggle between man and coffee bean. Wrangling recalcitrant beans into the roaster, teasing it to the textbook temperature and finessing the flavours to create a faultless coffee. And that is the challenge of Saashi's solitaire game. Current circumstances seemed the ideal time to pick up a copy and give it a go – especially as I'd heard some good things about it.

First, you pick the coffee you want to make from the deck. Each card describes a real coffee – in both real-world (where it's grown and its characteristics) and game terms – and is ranked from beginner to expert. For the game, the card shows your starting ingredients – a selection of oval cardboard chips – and the goals you're trying to achieve, in terms of the roast level and flavour components.

The chips go into a bag and – here is the game's elegant simplicity – you pull some out each turn. That's it. The game just consists of taking chips out of the bag and putting them back again. Though each time you're taking out one more



The ‘cup’ on the right shows a successful coffee – despite having beans of all values and some smoke. The dial shows I went long on the roasting...

chip than the previous turn. The crucial bit is deciding when you’re drawing to make your coffee, rather than continuing the roasting process.

Of course, it’s not that simple. First off, roasting means that you replace the beans you’ve drawn with darker ones, moving up the roasting scale from 0 to 4. Second, there will be other things coming out of the bag, not

just beans. Moisture chips are no problem – they just evaporate. Defective beans are more worrying, as are burnt beans (roasted past level 4). And smoke is added the longer you continue roasting.

That leaves the flavour tokens. You can re-cycle these back into the bag – you will need some when you brew your coffee. Alternatively, they can be used to take extra actions as part of your roasting turn. These actions let you do things like remove smoke and burnt and defective beans. This is very useful on a turn where you’ve drawn several of these. However, note the trade-off: use flavour tokens while roasting or retain them to score at the end.

There’s a useful summary of the various actions and their costs on the player board, with spaces to put the flavour tokens as they’re used. Fitting into this board is your cardboard ‘cup’ with spaces for 10 chips. When you decide it’s time to brew, you draw chips one at a time and fill these spaces in order. You are able to discard a few chips as part of this (there is an action to expand this ability).

Once the cup is full, it’s time to score. First you add up the roast values of the beans in the cup. A scale on the coffee card will show how many points that’s worth. There is an optimum value, of course, which is what you’re aiming at. There are then bonus points if you have the right combination of Flavours (note these take up spaces in the cup, just like beans) and a bonus for sets of beans at the same roast level. Finally, you get penalty points for any smoke or burnt/defective beans in your cup and if you don’t fill the cup or don’t have any Flavour tokens.

Your score gives you an idea of how well you’ve done – and the rules suggest you shouldn’t attempt any ‘Expert’ coffees until you’ve managed a minimum score. For the full challenge, you roast three coffees, one from each of the card groups, and tot up your total score to see how good you are.

Tables

Other Appointments

King’s Escort: Ensign N	Captain CT
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 May 1673)	
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

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

PFL & CK) have mutual cause for being in enemy regiments.

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

Mustafa Lekk (Rapier, 1 rests) has cause with Justin Thyme (Sabre, Seconds ZUT & RS, adv.) as he's not Noble but higher SL.

Mustafa Lekk (Rapier, 2 rests) has cause with Louis Renault (Rapier, adv.) as he's not Noble but higher SL.

Mustafa Lekk (Rapier) has cause with Petit-Garson Riche (Sabre) as he's not Noble but higher SL.

Mustafa Lekk (Rapier, adv.) has cause with Zavier Ulric Turenne (Rapier, Seconds GM & LR) as he's not Noble but higher SL.

Les Anonyme (Rapier, Seconds HDE) and Chris Knight (Sabre, Seconds RdM, adv.) have mutual cause for being in enemy regiments.

Ben e'Volence (Sabre, Seconds PFL & CK, adv.) and Hercule D'Engin (Rapier, Seconds GdB & Anon) have mutual cause for being in enemy regiments.

Balzac Slapdash (Rapier, adv.) has cause with Phillippe F'Loppe (Sabre,

Seconds BeV, 5 rests) as he's not Noble but higher SL.

Chris Knight (Sabre, Seconds RdM, adv.) and Hercule D'Engin (Rapier, Seconds GdB & Anon) have mutual cause for being in enemy regiments.

Justin Thyme (Sabre, Seconds ZUT & RS) and Phillippe F'Loppe (Sabre, Seconds BeV, adv.) have mutual cause for being in enemy regiments.

Marc de Zorro (Sabre, adv.) and Phillippe F'Loppe (Sabre, Seconds BeV, 3 rests) have mutual cause for being in enemy regiments.

Phillippe F'Loppe (Sabre, Seconds BeV, adv.) and Petit-Garson Riche (Sabre, 1 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.

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

Dean Talbot gets the Second son of a Peasant: Init SL 2; Cash 10; MA 2; EC 3 (X1).

I'm impressed by the simplicity of the game's mechanisms. Particularly as they give you so many decisions to make. These force you to make trade-offs between immediate actions and improving the contents of your bag for the end-game. Generally, the more roasting turns you take, the better your chances of a high score. However, there is a limit to the number of roasting turns you can take and there's certainly an argument for stopping earlier – especially if you can avoid adding more smoke to the bag.

However, all of this depends on how things are going. That is, how lucky you have been with what you draw each turn. This is also the skill of the game: coping with what you've been able to do in past turns and what's available this turn. It's a game that requires skill, judgment and luck. I found it an interesting challenge, but not one that's begging me to play it again.

Coffee Roaster was designed by Saashi and this edition is published by dlp games (www.dlp-games.de) and Stronghold (www.strongholdgames.com) amongst others. It's a game of bag management for one player, aged 12+, and takes 10–30 minutes to play. It gets 6/10 on my highly subjective scale.

Two toes or three?

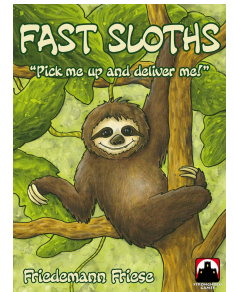
Pevans's plays *Fast Sloths*

Launched at Spiel '19, this is an intriguing race game where the players are all sloths (the precise species is not specified). According to the rules, the one thing we all know about sloths is that they're lazy. (Hmph: slow, yes; lazy, I don't think so.) Because of this, players do not move themselves; they hitch rides on other animals (potentially including human beings).

Thus, what players are doing is manoeuvring creatures (solid wooden discs in different colours with colourful stickers of what they are) to where their sloth is and then to their next goal. Spread around the board are eight trees. Players put a wooden leaf token in their colour on each tree at the start and the aim is to be first to collect seven leaves.

Cue mayhem as players shift animals to where they can take advantage of them only to have someone else move them where they want them. If you're lucky, an opponent will actually leave an animal in a convenient position for you, but don't bank on it. In the last game I played, almost everybody started at one end of the board and had an entertaining tussle to begin with. However, the winner was the one player who started at the other end and thus had no interference for a while.

Each animal is different: there are different numbers of them on the board, they move in different ways and are restricted to specific types of terrain. Thus, there



are ten (dark red) ants, they move a sloth along a chain of ants and can use four of the six types of terrain – and cross rivers on the bridges. While there are only two (grey) elephants, which move slowly around the plains (only) – though they can also wade across the rivers. However, as well as carrying a sloth, they can throw one three spaces (though not across the mountains).

To move an animal (and, hopefully, carry your sloth counter to its next tree), players play a set of cards for that animal. The total value of the cards is how far the animal/s can move, potentially picking up and dropping off your sloth along the way. Before playing any cards in their turn, players first pick some up. But only one card from any particular animal. Hence it takes a few turns to collect a decent set of cards for, say, the elephants – and you can only hold so many at the end of your turn.



There's a cluster of sloths on a tree at the top and one in the corner with leaves. The discs are the animals just waiting to carry a sloth.

use these to get to your next tree. Which would be fine were it not for your opponents. Who else is close to you? What animals are they likely to use? Will this interfere with your plans? Or can you take advantage of their moves to hijack an animal and use it yourself? On top of that you have to manage your hand of cards.

The game has a recommended set of animals to use for your first game and set starting positions for them. Once you know what you're doing, you can swap animals in and out. They're grouped into pairs and only one of each pair should be included: dolphin or crocodiles, for example. And then players place one animal at a time where they want them (this is what led to all but one player congregating at the same end of the board in my last game).

Fast Sloths is not one of Friedemann's deeper games, but there is certainly a lot going on and a plethora of tactical considerations each turn. Not to mention the

There's another piece of Friedemann cleverness here: the more leaves you pick up (keeping them on your player board), the fewer cards you can draw and the fewer you can hold (shown in columns on your board, with your current restrictions being the last column with a leaf on it). He really does like to make things tricky!

The basic idea of the game is quite straightforward. Check which animals are close to you, pick up cards for them and then

CB Count Bisham (Brish Talbot) has NMR'd. Total now 2 and is sent to a Frontier regiment

DdE Duncan d'Eauneurts (Paul Lydiate) has NMR'd. Total now 5 and is sent to a Frontier regiment

WdB William de Beast (Simon Peck) has NMR'd. Total now 4 and is sent to a Frontier regiment

X2 (Mark Nightingale) has NMR'd. Total now 5 and is sent to a Frontier regiment

CE (Dean Talbot) got the benefit of the doubt (I got an email, but no actual orders) and was floated

RdM (Craig Pearson) has been floated at his request

Notes

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

Announcements

Bastian de LaGarde applies for Minister of Justice

Beau Reese Jean Seine asks NPC Captain 1 of Royal Foot Guards to resign

Duels

Results of April's duels

Robert d'Lancier didn't turn up to fight Terence Cuckpowder and lost SPs.

Marc de Zorro didn't turn up to fight Justin Thyme and lost SPs.

Mustafa Lekk didn't turn up to fight Phillipe F'Loppe and lost SPs.

any month's Points Arising page at 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.

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

Zavier Ulric Turenne applies for Brigadier of 1st Foot Brigade

Mustafa Lekk didn't turn up to fight Hercule D'Engin and lost SPs.

Duels to be settled next month

Augustin Fourier (Sabre, adv.) and Rick Shaw (Sabre, Seconds JiT, 2 rests) have mutual cause for being in enemy regiments.

Les Anonyme (Rapier, Seconds HDE) and Ben e'Volence (Sabre, Seconds

To: Lt.Colonel Rick Shaw

You villain, you snake in the grass,
you loathsome lothario stealing a
man's long-standing mistress while
that very same man risks life and
limb for King and Country!

Death is too good for the likes of you
but death it must be and I will be
writing to my good friend and Public
Safety Commissioner, Baron
LaGarde, to have you arrested for
your impertinence and treachery.
That is, of course, if I have not first
killed you upon the duelling field
when I return.

† Major Tarquin le Hatter
King's Musketeers
Deputy Commissioner for Public
Safety

Poetry Corner

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

A Poem for Justin Rhyme

1 Thyme is not a big man,
Turenne is even slighter,
but when it comes to Love
We're both Doughty Fighters.
2 Swords Crossed, Words aimed,
Barbs and Wit thus Thrown,
The Sea has fish aplenty for you –
You'll not long be alone.
3 Yes, Wounded Pride,
Today I'm by your side.
Second to one,
I'd stand by in ambushade.
Justin Thyme, heart shines,
honour now is sated.
Your hand I'll shake as we face the
foe –
A man I'd call Comrade.

† ZUT

Points Arising

Next deadline is 20th August

Bastian de LaGarde's appointment as
Commissioner of Public Safety comes
to an end next month. Anyone
wishing to apply for the job (to
Minister of State Beau Reese Jean
Seine) should do so in their May
orders for resolution at the start of
June. This also opens up the position
of Minister of Justice – in the gift of
Minister Seine, too – and this should
be applied for in May as well.

The current Minister of War's
appointment expires at the end of
May as well. Again, applications
should be included in your May
orders (for resolution at the start of

June) – and this one is appointed by
the King, not BRJS.

With several players not having sent
order for a few months, I suspect
LPBS is about to drop below 50
players again. There's always room
for more participants, so do recruit
any friends you think would like to
join in – I'm prepared to offer a trial
sub for anyone who wants to dip their
toes first.

Absent friends

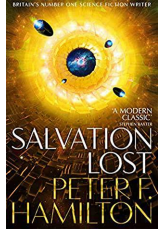
I had no orders (“No Move Received”)
from the following and they suffered
the consequences:

longer-term strategy – which order to visit the trees in. It gets a solid 8/10 on my
highly subjective scale.

Fast Sloths was designed by Friedemann Friese and is published (in German,
as *Faultier*) by 2F Spiele (www.2f-Spiele.de), with the US edition coming from
Stronghold Games (www.strongholdgames.com). It is a tactical race game for
2–5 players, aged 8+, and takes 45 minutes to play (at least double that, in
my experience). Many thanks to Stronghold for providing a review copy. This
review was first published in issue 10 of Spirit (Sept 2020).

Reading matter

Amazon recently made me an offer I couldn't refuse: a bargain
deal on the Kindle editions of *Salvation Lost* and *The Saints of
Salvation*, books two and three in Peter F Hamilton's “Salvation
Sequence” (I notice no-one is taking the risk of calling it a
trilogy). My thoughts on the first book, *Salvation*, are in TWJO
204. To set the scene, we have two narrative strands, one set a
couple of hundred years in the future, the other 10,000 years
further on. Hamilton doesn't do future history by halves.



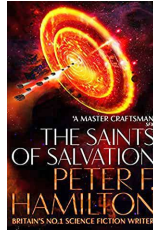
Rejuvenation therapies and instantaneous transport (through ‘portals’ –
quantum-entangled pairs of gateways) are the significant changes in the future
world – the portals also provide humanity with limitless power (drop a portal into
the sun and generate electricity with what you get from its twin). In the far
future, humanity is on the run across the galaxy from an implacable foe, staying
one step ahead while building up the strength to turn the tables on its enemy.

As we're aware from the first book, the near future Earth has been infiltrated by
at least two sets of aliens. Things come to a head at the end of *Salvation* and get
worse in *Salvation Lost*. Hamilton has done a good job – again – in providing a
rationale (in the aliens' terms) for interstellar invasion/warfare. Hence the near
future story is one of desperate resistance as the aliens' superior technology
attacks Earth – something we already know will succeed.

However, the prologue of *Salvation Lost* starts with a reprise of the first book's
opening as alien infiltrators arrive on a planet. Except that this turns out to be
the far future humans' trap for their enemies. This strand of the story focuses on
the struggle to keep the genetically-engineered human troops committed to their
mission. Well, it has been 10,000 years. As things go horribly wrong for them (it
is *Salvation Lost* – think *The Empire Strikes Back*), Hamilton also throws in an
enigmatic fourth (fifth?) party lurking on the fringes. Could this be a *deus ex
machina* to save them all?

By the time we get to *The Saints of Salvation*, Earth has conclusively fallen and
what's left of humanity starts its hejira across the galaxy in scattered spaceships
and habitats. However, our five anti-heroes from *Salvation* are still there and

embark on their forlorn hope – the mission that will make them the eponymous saints. Ten thousand years later it all comes to a climax as humanity looks for allies, identifies the aliens' base (an echo of the Void from Hamilton's "Void" trilogy) and initiates the final showdown.



Given that I re-read *Salvation* before starting on the sequels, these hefty books went past in pretty short order. This is one of Hamilton's strengths, his writing is just so darned readable. Then there's a fascinating cast of characters, whose problems and struggles feel all too real, and a fascinating future. Oh, and the sense of wonder is there, too, as the technology and scale ramps up to awesome. Terrific. It was noticeable that there are a couple of hefty plot strands left open even as the main plot wraps up – easy opportunities for a fourth volume and what could be some interesting character dynamics if the two loose ends bump into each other...

Games Events

Conventions are gradually starting up again with various restrictions, but I can't find anything for August to report here.

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

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

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

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.

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

remain in Paris for the duration of April.

Yours etc. † B. Bdr-General d'Ice

Personal

B.Bdr-General D'Ice

I am glad to see you bringing the Brigade back to the front. Some of us never left – these frontier chaps just can't cut it. If you get a chance to mention to his Eminence this might be a good name for the Peace treaty once we win. "The Maastricht Treaty" – now that has a ring to it.

Your loyal servant,

† Major De Lame RFG

Mon Cher Tarquin,

I regret that, while His Majesty has granted me wide discretion in appointing his junior ministers, there are certain minimum qualifications which you do not meet at present. I am confident that your service at the front will enable you to meet these requirements soon. Do not hesitate to reapply when you have done so.

† Beau Reese Jean Seine, Minister of State

Dear General D'Ice,

I would never refuse the chance to fight the King's enemies and to win glory in his name, but please do not include me in the category of 'disappointing', I beg. I achieved a greater success than my superior, was mentioned twice in despatches and should have been promoted but refused and elected to stay with my regiment and second the efforts of my colonel, Viscount Seine. I am even now considering which charity to give

the loot I garnered to and hope that in future you will look favourably on a brave and dutiful officer.

† Lt.Colonel LaGarde

To: Baron de LaGarde, Commissioner for Public Safety

Your Grace, Terrible news, a gross injustice has been done unto me! Last month some rough 'oiks' turned up at my home demanding repayment of some alleged loan I took out last year. Now, I'm a busy man with many regimental and government duties preying upon my time, so it could well be that there was a loan, but how is a man of my status and position expected to remember everything?! It's outrageous that these rogues caused a public spectacle and I was left with no other alternative, apparently, than to join our forces at the Front to rid myself of their insistent intrusions.

As your most loyal servant may I ask that you have them all arrested and also send note to the Commander of the 4th Frontier Regiment excusing me from further duties with immediate effect. It's dangerous out here, no place for a King's Musketeers' Senior Officer to have to serve. These fellows are most uncouth and more of a rabble than an army. What's more, that no good, low down, criminal rascal Fortmayne is here, in the very next regiment to mine, and I simply refuse to have anything to do with the scoundrel.

Sincere regards,

† Major Tarquin le Hatter
King's Musketeers

Deputy Commissioner for Public Safety

Matters of Honour

HDS seeking suitable second for duelling support and practice: brandy a must, as would be knowledge of surgery.

Social

Lt. Colonel Louis Renault and Miss Di Lemmere cordially invite you and your lady to join them to celebrate “La Fête du Muguet”. The lady with the best ‘bouquet de corsage’ featuring Lily of the Valley will be crowned as May Queen for the evening and receive 150 crowns. Your hosts will pay all costs.
(Naturally, no flowers for the 4th Arquebusiers or Cam Embert.)

[Week 1, May 1673 Gentlemen of social level 5+ and ladies are welcome.]

The next “Young Gentleman of Paris” meeting will be hosted in the 1st week of May at his club by Petit Garson-Riche and Emma. Everyone is welcome (regardless of SL) except members of the Dragoon Guards, as this is a meeting for “Gentleman” and not “Stable Boy-molesting Diabolical Scumbags”. Any member of the Dragoon Guards who tries to attend will be escorted out the Back Door of the club by the Doormen and tipped into the nearest midden. Petit will cover all costs. Obviously, the talk of the town will be the Jacques As Memorial Stakes Horse Race and what his Royal Highness had to say. We will also toast the sad demise of fallen comrades at the front.

Military Missives

To Major de Polignac,
I am willing to allow you remain in Paris for April to allow you to meet your commitments there.
Please report to me at the Front at the beginning of May.

† B. Bdr. Gen. d’Ice

Mon General,
I humbly request that 1st Battalion, King’s Musketeers, myself included, be granted leave to remain in Paris during April, before joining the brigade at the front in May.
With mon Colonel absent, I find myself up to my neck in administrative tasks as I prepare both regiment and division for the summer campaign. Colonel d’Eauneurts will, no doubt, be pleased to lead the Musketeers rather than continuing his extraordinary association with the Frontier Regiment; I have yet to discover the reason for that strange state of affairs.

I remain, etc. † Greg
Lt. Col. de Bécqueur,
King’s Musketeers

M. Bécqueur,
I fully understand your predicament of having too much paperwork to do. Although, in my case, it is because my Brigade Major has been forced to stay at the Front and I also have to command the Cardinal’s Guard as well as the Brigade (another task I could have delegated to the unfortunate M. Fortmayne). Therefore I am more than willing to grant you and your Regiment leave to

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

Turn 5

UNORTHODOX ENGINEERS built into the East, meeting GERALD’S WELSH RAILWAY which had carried on connecting up towns to the east and south east. RAREBIT CYMRU RAIL built east to connect towards Hirwaun, wasting a couple of build points, and BABEL AND SWANSEA HAULAGE connected to the North and to Neath.

Builds

UNORTHODOX ENGINEERS

(UE), Jonathan Palfrey – Green

a (Glyn Neath) – I71 – I74

b (I74) – Hirwaun;

(C67) – B67

c (B67) – B68

Points: 42 +4 +8 = **54**

RAREBIT CYMRU RAIL (RCR),

Mike Dyer – Black

a (Ystradgynlais) – K66 – K67 – K68
– K69 (1 short)

b (K69) – J69 (1 short)

c (J69) – I70 – I72 (4 to UE)

Points: 100 -4 +3 = **99**

GERALD’S WELSH RAILWAY

(GWR), Gerald Udowiczenko – Red

a (F74) – G75 – Hirwaun (+6);

(Tondu) – F32

b (F32) – I34 – Ogmores Vale (+6)

c (G31) – I32 – Pontycymmer (+6);

(Bridgend) – C34

Points: 68 +18 = **86**

BABEL AND SWANSEA HAULAGE (BASH),

Bob Blanchett – Blue
a (Ammanford) – K53 – L53 – M53 – N53 (3 to RCR)

b (H43) – I44 – J43

c (L20) – L21 – Neath (8 to UE)

Points: 56 -11 = **45**

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.

It costs 3 to build into a mountain/hill and 3 to build out, instead of one. It costs 5 to build between two hill/mountain hexes and it costs 3 to cross a river.

Next turn’s die rolls are: **6, 3, 4**

**Orders to Mike Dommatt, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommatt@yahoo.co.uk
by Friday, 13th August 2021**

Way Station (Star Trader game 11)

Turn 5

The chase was long, but eventually the Planetary Defence Corvettes cornered the Heart of Gold in Epsilon Eridani System Space and escorted it to the Spaceport, where it was met by the local Commodore as it landed on the pad.

“I’ve been looking for a chance to make Beeblebrox’s ears burn for a while,” he said to his aide as the ship’s gangplank came down, the line of Light Weapon pods along its sides. The familiar uniform and the sunburst on the ship’s side shone, as the ship’s Captain stepped forward and saluted smartly.

“I am yours to command”

“Thank you. Now you can take a message to Beeblebrox.”

“Certainly. But why Beeblebrox?”

“He owns Sirius Cybernetics.”

“He does? Ah, I see where the confusion has arisen. We haven’t put the new paint system on yet, we were disturbed. You see we now belong to Tradiaeth a Masnachwyr Tegwen (the syllables sounding unpractised on his lips).

And so it was, a quiet deal having transferred the ship across between the Corporations while the Federation forces were hunting.

The most exciting news at the start of the Quarter was the raid on Delta Pavonis Spaceport, which caused losses to various Corporations, but not serious ones in the end. Some may even have known about the event in advance.

PETROLEUM AND OTHER COLONIAL GOODS were affected but managed to repay their loan and take out a new one for 518 HTs over 4 Quarters. This was spent quite quickly, a Warehouse bought on Mu Herculis followed by 7 Factories producing Monopoles.

SIRIUS CYBER sold Heart of Gold to TMT at a sizeable discount for 150 HTs and then still had to sell Gargleblaster to be able to repay their loan.

COSTA NOSTRA COFFEE INC. bought a warehouse at Alpha Centauri, took out a loan for 650 HTs for 8 Quarters and then stopped.

TRADIAETH A MASNACHWYR TEGWEN sold off the Dilwin for 120% of list and repaid their loan. They then went back to the bankers and took out a loan for 4 Quarters of 437 HTs, paying SIRIUS CYBER the 150 HTs from this, and then laying down 3 more Corco Zeta Hulls: two at Alpha Centauri and one at Epsilon Eridani shipyards. They did have some slight Reputational loss, mind.

AMALGAMATED INTERSTELLAR METALS managed to pay off their loan and took out a new 300 HT loan over the next 4 Quarters, part of which was spent improving their Political Connections.

MINING & MORE and HARRIMAN ENTERPRISES were quiet otherwise.

appear in the Despatches (“it must be catching”). No title for him, though. Nor for junior Major Camille de Polignac, but he has secured over a thousand crowns’ worth of goodies and is Mentioned twice (“this is getting boring now”).

In fact the bravery continues through the RFG Captains, starting with regimental adjutant Neville Moore for whom there is 800 crowns’ worth of loot (matching LaGarde and Lame) and two Mentions. Lou Scannon’s pillaging brings in less than any of these three and he’s overlooked by the Despatches writer. A brief mention for Charles Trenet (“a good haul”) accompanies his take of well over a thousand crowns. However, he’s topped by the round 1,500 crowns’ worth grabbed by the regiment’s latest recruit, Captain Dureau Celbonet. The last Mention in Despatches goes to him (“that’s decent, even for a Foot Guard”).

The weather suits the Royal Marines – just messing about in boats – but there’s no reward for the CO, Henri DuShite, who somehow expected to be back in Paris this month.

As the King’s Musketeers have neglected to accompany him, Major Robert d’Lancier finds himself assigned to Frontier regiment 2. This is not a bad result as the Second is the most successful of the Frontier troops. There’s a Mention in Despatches for Lancier (“Good choice!”), who plunders his way to a thousand crowns. The other KM Major, Tarquin le Hatter, is already in action and continues with regiment 4. The regiment has no success – but no failure, either – and there’s no reward for Hatter. Luckily, he has arranged to re-schedule his debts, so should be able to get back to Paris in due course. 13th Fusiliers Captain Cam Embert is a fellow escapee from the bailiffs. However, he runs into a determined Dutch pikeman. So determined that he hurls his pike at the Fusilier. It’s a lucky shot, but it skewers Embert nicely. RIP. ❖

Press

Announcements

Come and join the RFG at the front. Financial aid available for deserving applicants.

† Brevet Brigadier General Beau Reese Jean Seine, Commanding Officer

Citizens of Paris:

Do you want fame?

Do you want fortune?

Do you want a fancy uniform?

Then join the Cardinal’s Guard!

Bursaries are available for those who might be hard up.

Despatches from the Front

Gentlemen of the 2nd battalion Apologies for the delay, my courier must have been shot. I am keeping the battalion at the front in March – I cannot believe we were going back to Paris with the Dutch still in control of Maastricht.

Thanks,

† Major De Lame

challenges with Les and Hercule of the 53rd. In addition, Mustafa is able to renew all his challenges this month as all the 'riff-raff' has come to the race. Philippe attracts a challenge from Balzac, as well – another man who considers him to be associating with those above his station.

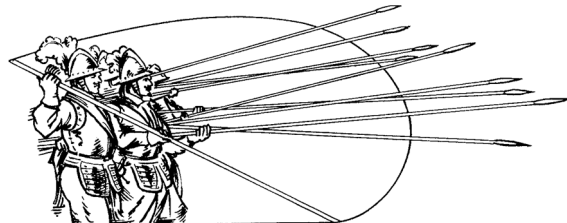
Leonard de Hofstadt and Pierre Cardigan stay away from the horses, preferring to continue their sojourns in the Fleur de Lys, each accompanied by their lady: Frances and Leia, respectively. While Cyrano de Lancet and Hugh Challavas-Vichy expect another opportunity to Toady to Louis Renault at Hunter's, but Louis is at the races.

Iron man this month has to be Bernard de Lur-Saluces, who spends the entire time working out with a two-handed sword. Rather more effort is required than by Jacques de Gain and his subtle rapier. The lure of the horse race means nobody else spends even three weeks in the gym this month, but some do manage a couple of weeks. Balzac Slapdash, for example, who actually has to pay for his rapier practice. Jean Jeanie skips the race for two weeks with his rapier, around his partying. It's rapier, too, for Les Anonyme, this time at the 53rd Fusiliers' barracks. Augustin Fourier, Chris Knight and Phillipe F'Loppe opt for their regimental sabres, the first with his fellow Dragoons, the second with the Crown Prince's and the last with the Dragoon Guards. Chris was the subject of an assault from footpads as he returned from a successful trip to the Bawdyhouses to start his month. He'd spent his cash, but got a fat lip for the cheek of it.

Mud, mud, glorious mud!

As the spring season progresses, the Frontier regiments have the delight of company from the Guards Brigade – two-thirds of it, anyway. The Royal Foot Guards find a way to shine, despite the inclement weather. It's raining. In the Low Countries. In spring. Who expected that? Despite the muddy conditions, Guards Brigadier Jean d'Ice reaps the rewards. A little bravery sees him net over five hundred crowns worth of loot. His Brigade Major, Jerome Fortmayne, doesn't need bravery, just paperwork. His takings come to a round thousand crowns.

The same amount comes the way of the RFG commander, Beau Reese Jean Seine, who is brave, leading from the front. He receives a Mention in Despatches, too ("very brave"). It's only a little one, but it's enough to persuade His Majesty to elevate Seine to the rank of Count. Lieutenant-Colonel Bastian de LaGarde is even braver, which brings him two Mentions ("Even braver" "And he's the CPS,



you know") and a Marquisate. He plunders rather less than his CO. It's the same as the booty grabbed by senior Major, Eclair de Lame, whose bravery sees his name

In trading, MINING & MORE bought 4 Alloys for 2 HTs each at Gamma Leporis and HARRIMAN ENTERPRISES bought 8 more at the bargain price of 1 HT.

At Epsilon Eridani, HARRIMAN ENTERPRISES sold 2 Isotopes for 8 HTs each and 2 Spice at a price of 13 HTs. They also brought 6 Petroleum for 11 HTs apiece.

PETROLEUM AND OTHER COLONIAL GOODS bought Petroleum on Contract as Delta Pavonis.

Tau Ceti saw AMALGAMATED INTERSTELLAR METALS using Agent Percent to buy a cheap Isotope for 4 HTs.

MINING & MORE sold 6 Alloys for 11 HTs each at Mu Herculis, while AMALGAMATED INTERSTELLAR METALS sold 5 Isotopes on Contracts.

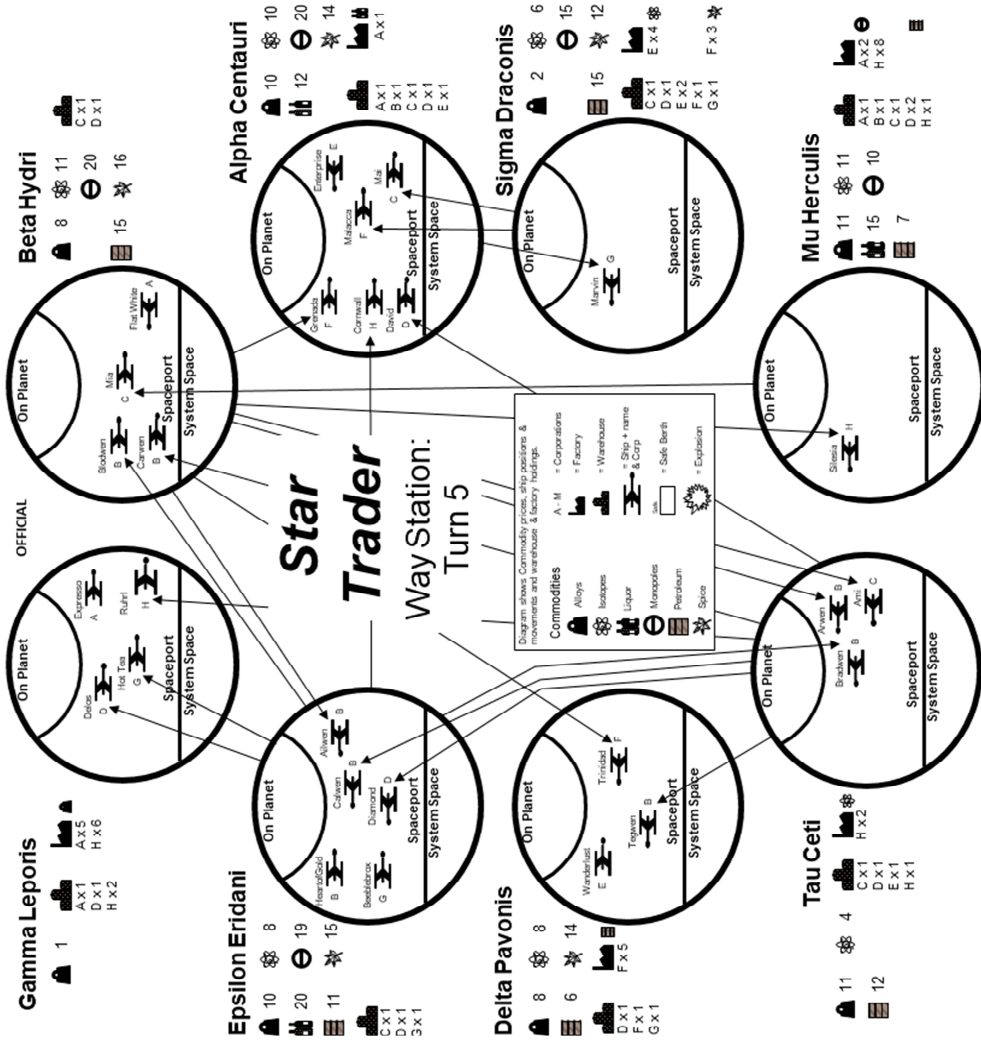
At Sigma Draconis, HARRIMAN ENTERPRISES sold 3 Petroleum for 13 HTs each and AMALGAMATED INTERSTELLAR MINERALS bought 6 Isotopes for 7 HTs apiece.

AIM sold 9 Isotopes for 8 HTs each at Alpha Centauri and took a Dealership, but business was buoyant enough for HARRIMAN ENTERPRISES to sell a couple more at 10 HTs, but not buoyant enough for the unlucky M&M, however. Nobody bought Liquors as the price unexpectedly rose, but PETROLEUM AND OTHER COLONIAL GOODS sold 10 Spice for 14 HTs each to gain a Dealership.

Beta Hydri saw M&M selling the odd Alloy for 8 HTs while AMALGAMATED INTERSTELLAR MINERALS' wild overbid to sell Isotopes for 14 HTs was ignored. Monopoles were sold in small quantities by M&M and AMALGAMATED INTERSTELLAR MINERALS in ones and twos.

Corporation Table

Corporation letter and name	Connections			Init'v Bid	Turn order	Cash Rep	Player
	Bus/Crim/Pol						
A Costa Nostra Coffee	10	0	1	0	7th	183 28	Mark Cowper
B TMT	0	7	0	12	2nd	139 18	Jerry Elsmore
C AIM	10	0	4	0	4th	289 40	Paul Evans
D Harriman Enterprises	7	4	2	0	5th	385 35	Anthony Gilbert
E Happy Features	7	0	5			207 36	available
F PCG	8	0	8	5	3rd	84 36	Przemek Orwat
G Sirius Cyber	7	3	1	8	1st	269 40	Charlie Sundt
H Mining & More	7	0	4	0	6th	135 27	Sergiusz Orwat
N under Initiative Bid means No move received, F indicates the Corp was floated							



Marc de Zorro. Twenty horses line up for the race, jostling for favourable positions. Chris gets his nose in front at the start and is one of half a dozen riders that go flat-out down the opening straight.

This puts him well ahead at the first corner, giving him a clear line around the bend. Marc is next, just ahead of the main pack who impede each other as they crowd round the corner. The back straight sees (some of) the horses show their capabilities. The bunch almost catching Marc consists of Augustin Fourier (Pet Ulante shouting encouragement), Balzac Slapdash (with the support of Alison Wunderlandt), Greg de Bécqueur (backed by Kathy Pacific), Gaz, Hercule D'Engin, Justin and Terence Cuckpowder (cheered on by Katy Did). Petit-Garson Riche loses half a length on the pack (much to Emma Roides' disappointment), but is the same distance ahead of the group behind.

Here we find Les Anonyme (Carole Singeurs is backing him), Claude de Nord (supported by Ada Andabettoir), Nouveau W Order (impressing Belle by doing better than expected) and Zavier Ulric Turenne, whose horse has not found its racing legs yet (much to Lucy Fur's disappointment). Mustafa Lekk is another slow starter and drops back, keeping a nose ahead of Jacques Hatt, whose mount is only cantering, and the improving Phillip F'Loppe (Freda de Ath screaming herself hoarse to encourage him). The ambling Ben e'Volence (main supporter: Fifi) and Xavier Money (Betty is his partisan) are next. A length down on them and currently last is Louis Renault, who doesn't seem to be making an effort – his horse certainly isn't and Di Lemmere is catching the Crown Prince's eye on the grandstand rather than cheering him on.

The runners and riders hurtle down the back straight, round the final bend and sprint for the line. Well, Chris does, anyway, maintaining a blinding pace to surge across the finish a length and a half in the lead. Second place goes to Marc, picks up the pace to stay ahead of the pack. He is pushed hard by the equally speedy Greg, Gaz and Justin, who are judged to finish joint third. Augustin and Terence can't match their pace and have dropped a length back where they are re-joined by Petit-Garson. Hercule has slipped further in the order and is caught by Nouveau to finish in the middle – joint 9th.

The second half of the finishers starts with Les, Balzac and Claude, all of whose horses have slowed (deliberately?) as they've fallen out of the running. Philippe is chasing them hard, but can't quite catch them. He is at least a length clear of the ambling Mustafa and Zavier, who are caught on the line by Jacques. Louis and Xavier have picked up their pace a bit, but can only manage joint 18th, leaving dead last to Ben, who didn't seem to notice the two of them catching – and passing – him.

After the race, it's time for drinks and prizes with the Dauphin, though he does keep a bit of distance between himself and the now mud-spattered riders. A bit of obscurity doesn't stop regimental rivalries being spotted. QOCs Justin, Marc and Petit-Garson exchange words with DG Philippe. CPCs Chris and Ben swap

considers to be beneath him and not to be tolerated in his presence. Nouveau W Order attends with Belle. Having Emma with him doesn't stop Petit-Garson Riche being the next object of Mustafa's harangue. Rick Shaw brings Leia. Betty is still on Xavier Money's arm. And Xavier Ulric Turenne brings up the rear with Lucy – and a final challenge from Mustafa.

Leonard de Hofstadt is in the Fleur again, with Frances, as are Pierre Cardigan and Edna. Blue Gables is the haunt of Hercule D'Engin and Jean David Goliath once more. This time Jean has a guest: Jacques Hatt, making his first appearance in public this month (unless a visit to the Bawdyhouses counts – he is mugged on leaving, but has a small tip in his purse to appease the robbers). Eschewing the horse racing, Jean is off to the red light district to complete his month with some female company. And the only club with a member inside in week 3 is the Frog & Peach, where Hugh Challavas-Vichy rolls up.

Racing for the Dauphin

But the big event – huge! – of the month is, of course, the third running of the Jacques As Memorial Stakes, sponsored by the Crown Prince. However, Balian Isle-de-Tours, Lascar Vivrebras and Rick Shaw don't seem to have read the detail of the Dauphin's invitation – only those taking part in the race can Toady to his Highness. Since the whole of the Prix d'Or has been booked for Prinny's friends, they can't even get in for a drink. At least Balian had one at the Bawdyhouse he frequented earlier in the month – along with some fine company.

Even without these three, there is a big line-up for the race, most of them bringing a lady to cheer them on from the stands – while enjoying the company of the Dauphin himself. Marginal favourite is the lightweight Chris Knight, but there's plenty of backing for Gaz Moutarde (not least from Anne Tique) and Justin Thyme (Guinevere d'Arthur being his supporter) – plus the highly-skilled



News

EV 15 took place with an attack on Delta Pavonis.

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

Turn 6 **B4**, C3, B6

Turn 7 **B5**, P3

GM Notes

Joel Halpern has withdrawn – if anyone wishes to take over and try *Star Trader* for the rest of the game, please contact me.

Remember emergency hyperjump does NOT operate in this game.

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, 13th August 2021**

Freshford (*Railway Rivals* game 15 – RR2469CT)

Turn 6

BIEN was connecting through the Chiltern hills while CHAIRBOYS connected to the South West corner of the map. RLR made more connections and CJR built north east through Hitchin.

Builds

BIEN'S INTERNATIONAL EXPRESS NETWORK (BIEN), Christian

Bien – Red

a (Chesham) – J16

b (J16) – Amersham – H16

c (H16) – Beaconsfield – F15

Points: 85 +7 = 92

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

Cowper – Black

a (I2) – H2 – H1;

(H2) – Didcot

b (H2) – G3 – F2 – E3 – B1

c (B1) – Newbury;

(L20) – L19 – M19 – Berkhamstead

(3 to BIEN)

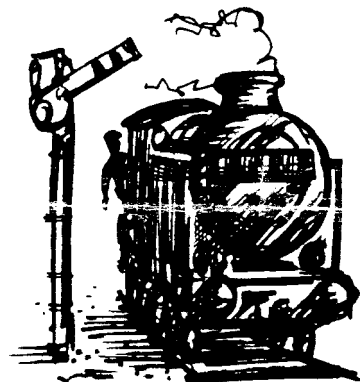
Points: 51 -3 = 48

RED LINE RALE (RLR), Anthony Gilbert – Purple
 Builds
 a (C46) – B45;
 (N23) – St. Albans;
 (E58) – Dunstable
 b (B45) – A45 – N4
 c (N4) – Oxford;
 (C62) – C64; (1 to BIEN)
 (G15) – F14
Points: 45 -1 = 44

CANTERBURY RAILS (CJR), Rob Pinkerton – Blue
 a (Hatfield) – N25 – A65 – B65 (3 to BIEN)
 b (B65) – C66 – Stevenage – Hitchin – G65 – G66
 c (G66) – H66;
 (L8) – Thame;
 (Reading) – B11
Points: 61 -3 = 58

First turn’s races

Race	From	To
1	11 Newbury	22 Oxford
2	13 Reading	62 London
3	25 Thame	35 Rickmansworth
4	32 Beaconsfield	56 Hatfield
5	65 London	41 Berkhamstead
6	S1 South	52 Luton
7	44 Buckingham	S6 Shopping



GM Notes

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

After the races, you may build up to 12 build points. **Remember: known junctions and parallel builds are deducted from these points.** The build points available after the races will reduce by 2 each turn.

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

Orders to Mike Dommatt, 12 Watton Park, Bridport DT6 5NJ
 or by e-mail to mike_dommett@yahoo.co.uk
 by Friday, 13th August 2021

though, and the freshly-purchased rank of Colonel.) A challenge is required. Anybody want to start a book on whether Mustafa will actually fight this one?

...and find them all

The following week is when Rick Shaw of the Archduke Leopold Cuirassiers holds his cavalry get-together at Hunter’s. However, he and Leia have only Justin Thyme and Guinevere as their guests. More people turn up to Toady to Louis Renault (and Di) at the same club, despite the lack of a public invitation. The Toadies start with Cyrano de Lancet, accompanied by Violet Bott. Hugh Challavas-Vichy is on his own (he did visit the Bawdyhouses the week before, which might have afforded him some female company, if he didn’t insist that 6 crowns and 6 crowns adds up to ... 6 crowns? Some beans?). Lascar Vivrebras escorts Marie Antoinette, fresh (?) from his week’s rapier practice.

Leonard de Hofstadt and Frances, Pierre Cardigan and Edna are all in the Fleur again. Bothwell’s sees the return of Ben e’Volence and Fifi, Greg de Bécqueur and Kathy plus Xavier Money and Betty. Gaz Moutarde is there under his own steam this time, still with Anne, and the pair welcome Zavier Ulric Turenne, accompanied by Lucy Fur, as their guests. Petit-Garson Riche and Emma return to the Horse Guards. As does Jean David Goliath to Blue Gables – the club also frequented by Hercule D’Engin this week, now he’s been to the red light district.

Mustafa Lekk takes Mary back to his club and is pleased to find no sign of Phillipe F’Loppe this time. Instead, Claude de Nord is in the Frog & Peach, with Ada on his arm, which is no problem. Particularly as a gift from Tarquin le Hatter has allowed Claude to clear his debts. Red Phillips sees its first – and only – guests this month: new member Nouveau W Order brings Belle Epoque to show off his new conquest. Shame there’s no-one else there, but word gets around – especially as his courting needed two attempts. Good job he borrows as much as he can from the moneylenders.

Week 3 has a big attraction: Terence Cuckpowder and Katy Did host a party and expect their guests to dance. Ben e’Volence is at the alphabetical top of the list and brings Fifi as his dancing partner. Balzac Slapdash brings Alison Wunderlandt with their dancing shoes. Claude de Nord escorts Ada Andabettoir. Greg de Bécqueur has Kathy on his arm. Gaz Moutarde accompanies Anne. Party animals Justin Thyme and Guinevere join the fun. Jean Jeanie brings Jacky. Louis Renault is with Di.

Then Mustafa Lekk turns up to the party and the fun starts. Leaving his companion, Mary, to one side, Mustafa rushes over to challenge first Justin and then Louis, both of whom he



Wits & Wagers

Round 7 bets and scores

The question is: in what year did Karl Marx and Friedrich Engels first publish *The Communist Manifesto*? The answer is 1848 – the year of revolutions. After choosing the question, I was worried too many people would know it, but there was a wide range of answers.

First bet

Player	Answer	Bet on	Stake	Payout
Alex Bardy	1843	1848	100	300
Chris Baylis	1898	1848	70	210
Colin Bruce	1854	1848	2	6
Charles Burrows	1848	1848	150	460
John Cooke	1905	After 1883	50	-50
Mark Cowper		1848	20	60
Mike Dommett	1848	1848	40	130
Alex Everard				0
Anthony Gilbert	1906	1848	10	30
William Hay	1841	Before 1847	20	-20
Bill Howell	1847	Before 1847	20	-20
Andrew Kendall	1878	1848	10	30
Nik Luker		1848	55	165
Tim Macaire	1883	1871	40	-40
Bill Michell		1848	80	240
Graeme Morris	1852	Before 1847	100	-100
Rob Pinkerton	1830	Before 1847	10	-10
Gerald Udowiczenko	1845	1848	50	150
Pam Udowiczenko	1871	1852	5	-5
Matthew Wale	1899	After 1883	25	-25

Charles Burrows backs his judgment (“That date has stuck in my mind since studying political philosophy at university,” he discloses), goes all in and storms to the win! Alex Bardy sneaks ahead of Mike Dommett to grab second.

Plenty of people going all-in ended up on a score of zero, of course, but that’s the way it goes. Graeme Morris justifies this: “I fear not defeat; only mediocrity”.

enough favours that the Brigadier is out of the door before he knows what hit him. This success prompts Turenne to apply for the job, hoping he gets it before the military bureaucracy appoints some non-entity.

Bastian de LaGarde uses some of his influence to assist Charles Trenet in persuading the incumbent Captain of the King’s Escort to resign. Trenet has his own favour to call in and suddenly the post is vacant. Having put in his application last month in expectation, Trenet uses some more influence to gain the appointment.

Balian Isle-de-Tours offers his services to the 69th Arquebusiers again. This time Colonel Claude de Nord pays attention and signs him up. Isle-de-Tours buys a commission as a Subaltern and joins Red Phillips. Ah, the high life in Paris.

Setting his sights rather higher, Dureau Celbonet applies to the Royal Foot Guards. The regiment’s commander, Beau Reese Jean Seine, is pleased to accept him. Not only that, Seine advances his new recruit the cash he needs for his new rank (and horse). Celbonet buys a Captaincy.

As he announced, Brigadier Jean d’Ice takes the Guards into action. However, after representations from several officers, Ice only takes the Cardinal’s Guard with the Brigade. The commander of the Royal Foot Guards, still Beau Reese Jean Seine, hasn’t got the memo though. He gives his regiment its marching orders, thinking he’s following the Brigadier’s instructions. Lt-Colonel Bastian de LaGarde is expecting this, but it’s bad news for Major Camille de Polignac (especially as he’s just donated to the ‘Guards Brigade Benevolent Fund’, administered by the Brigadier, expecting to stay in Paris), Captain Charles Trenet (meaning he won’t be in Paris to carry out his duties leading the King’s Escort) and new Captain Dureau Celbonet.

King’s Musketeers’ Major Robert d’Lancier also expects his regiment to be marching for the United Provinces. He packs his saddlebags, dresses in his service uniform and trots off. Thinking he’s behind the regiment, he applies his spurs to arrive in good time... to be assigned to a Frontier regiment.

Also joining a Frontier regiment is 13F Captain Cam Embert. Well, it’s the only way to escape the bailiffs as his loans become due – and the repayments are more than he has on hand.

They seek them here...

The first major social event of April is Xavier Money’s Easter Egg hunt in the Bois de Boulogne – aka Bothwell’s. Well, in the club to start with. First on the guest list is Augustin Fourier, who brings Pet Ulante with him. Les Anonyme is accompanied by Carole Singeurs. Claude de Nord escorts Ada Andabettoir. Gaz Moutarde has Anne Tique on his arm. Justin Thyme brings Guinevere d’Arthur. Jean Jeanie has Jacky Tinne with him. “Are Easter eggs difficult to hunt?” he enquires, to be assured that they’re much easier than foxes. Louis Renault brings

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 **Error! Bookmark not defined.**). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engage.co.uk).

Orders for May 1673 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 20th August 2021



April 1673 (350)

There should be half a dozen (well, five, to be accurate) duels to enliven the start of April, but only one pair of protagonists actually meets up. As is usual, Mustafa Lekk doesn't arrive for his duels, but neither does Marc de Zorro for his, while Cam Embert versus Louis Renault is postponed again.

Full marks, then, to Robert d'Lancier and Terence Cuckpowder for crossing swords. That's a hefty cutlass for Lancier and a not-quite-so-hefty sabre for Cuckpowder. The problem for Lancier is that he doesn't really know how to use his mighty weapon – there's a huge discrepancy in skill between the two men. And Cuckpowder has the bigger physique. At least Lancier has a second, Bastian de LaGarde (and not many people have the CPS as their second).

Lancier starts the duel with a lunge. This prods Cuckpowder, but the blunt end of the cutlass does absolutely no damage. Not least because the bigger man is dodging the slash he expected. Puzzled, Lancier tries another lunge, with the same result. Cuckpowder smacks him with a slash to show how it's done and then, as his superior expertise kicks in, slashes him again. Lancier surrenders, worried that another of those would kill him, and LaGarde suggests some lessons are in order as he proffers the much-needed bandages.

New jobs, new marching orders

Zavier Ulric Turenne has suggested that the First Foot Brigadier should quit and this has the support of Gaz Moutarde and Louis Renault. Both men call in

Second bet

Player	Bet on	Stake	Payout	Total
Alex Bardy	1845	5	-5	400
Chris Baylis			0	280
Colin Bruce			0	89
Charles Burrows			0	610
John Cooke	1871	10	-10	0
Mark Cowper			0	80
Mike Dommett			0	340
Alex Everard			0	70
Anthony Gilbert	1847	10	-10	105
William Hay			0	0
Bill Howell			0	39
Andrew Kendall			0	124
Nik Luker			0	270
Tim Macaire			0	0
Bill Michell			0	320
Graeme Morris			0	0
Rob Pinkerton	1852	50	0	113
Gerald Udowiczenko	1854	5	-50	255
Pam Udowiczenko			-5	172
Matthew Wale	1845	5	0	0
Everybody else				80

Mr Dommett has some quibbles, though (he's been looking at Wikipedia). Apparently the 1848 booklet was entitled *Manifest der kommunistischen Partei* and was published by the Workers' Educational Association (*Kommunistischer Arbeiterbildungsverein*). Only in 1872 did Marx and Engels re-publish as *Das Kommunistische Manifest* (still in German), with revisions.

This is the second time I've used *Wits & Wagers* in *TWJO* and I'd like some more feedback – how did it go? What did you think? And, if you didn't play, why not? Suggestions for other games that might work as an all-reader game in *TWJO* would be very welcome.

Feedback to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or TWJO@pevans.co.uk by 20th August 2021

Online Games

I play board games online (turn-based and, occasionally, real-time – especially with the Swiggers gang on Wednesday evenings) and 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). Alex Everard is interested – anyone else? Or there's now an implementation of the revised edition on BoardGameArena.com – how about this one? Though I find it confusing that there are different titles for the actions.

On yucata.de I'm playing *Egizia*, *Grand Austria Hotel*, *Rajas of the Ganges*, *Snowdonia* and *Underwater Cities*. And my latest 'find' is *Villagers*, though the appeal is wearing off after a few games...

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

As well as boardgaming-online.com and 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.

Subscribing to *TWJO*

TWJO is published on paper and online at 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. 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. Or subscribe online at www.pevans.co.uk/TWJO, where you can pay by credit card (via PayPal) or PayPal account.

Trophy Hunter

Start-up

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

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

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

Key

Animals	Symbol	Size (squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	-20

Other symbols

	X	Missed shot
--	---	-------------

UPPER CASE = this turn, lower case = last turn,
~~Strikeout~~ = dead animal

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

several players hit different squares of the same animal at the same time, they get the points for the square they hit.

Once an animal has been identified, subsequent shots share the points of new squares hit (no more points for the first square/s). So if players A and B hit the second square of that lion and C gets the third, C gets 5 points, A and B 2½.

An animal is dead when all its squares have been hit. No more points can be scored for this animal.

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

**Send shots to Pevans at
 180 Aylsham Drive,
 Uxbridge UB10 8UF or
 to TWJO@pevans.co.uk by 20th August 2021.**