

That would be enough

This has been issue 218 of *To Win Just Once*, published 17th October 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, 29th October 2021.

Orders for *LPBS* and *Trophy Hunter* plus any other contributions to Pevans by 5th November 2021.

(Last 2021 deadlines should be 3rd/10th 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 in progress; anyone for the next one? (Working map and rules provided).

Star Trader – Nobody waiting for the next one. Yet. (Rules provided.)

Online games

Agricola (at boiteajeux.net or boardgamearena.com): Pevans, Alex Everard

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

Homesteaders (at boardgamearena.com):

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 218 was written and edited by Pevans. The *LPBS* masthead (page 21) is by Lee Brimmicombe-Wood, as are the drawings on pages 10 and 32. The other illustrations are by Bryan Lea. Game and book artwork is courtesy of the publisher. Pevans took the photos and played with Photoshop.

Printed and published by Margam Evans Limited
(A company registered in England and Wales, number 05152842,
Registered office: 180 Aylsham Drive, Uxbridge UB10 8UF)

Tel: 020 7183 6256, E-mail: TWJO@pevans.co.uk, Web: www.pevans.co.uk/TWJO

To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

COMMANDS & COLORS

SAMURAI BATTLES

Pevans indulges his *Commands & Colors* addiction

THE EXCITING
MEDIEVAL JAPAN
BATTLEFIELD GAME

40 BATTLE
SCENARIOS!

GAME DESIGNER
RICHARD BORG

and reviews C&C
Samurai Battles

Now YOU ARE IN COMMAND!

CMT
GAMES

© 2020 GMT Games LLC, Hanford, CA, USA

BY TERRY LEEDS

Issue 218: October 2021

£2.00 (+ postage)

(LPBS 352-3: June-July 1673)

and online at www.pevans.co.uk/TWJO

Contents

Contents	2
Chatter	3
Letters.....	4
Commands & Colors goes to Japan	5
Pevans plays <i>C&C: Samurai Battles</i>	5
Games Events	9
Way Station (<i>Star Trader</i> game 11)	10
Turn 7.....	10
Star systems map.....	13
Freshford (<i>Railway Rivals</i> game 15 – RR2469CT)	14
Turn 8.....	14
Online Games	15
Elmers End (<i>Railway Rivals</i> game 16 – RR2470O)	16
Turn 7.....	16
Subscribing to <i>TWJO</i>	17
Trophy Hunter	18
Turn 2.....	18
Les Petites Bêtes Soyeuses	21
June 1673 (352).....	21
Duels.....	26
Tables.....	27
The Greasy Pole.....	30
July 1673 (353).....	32
Press.....	35
Points Arising.....	37
New Characters.....	38
Tables.....	39
The Greasy Pole.....	42
That would be enough	44
Deadlines.....	44
Waiting lists.....	44
Credits.....	44

Chatter

A fortnight away on the Antrim coast in Northern Ireland was a nice tonic. We were in the apartments we've used before, with a terrific view of the North Channel (connecting the north end of the Irish Sea with the Atlantic) and Scotland (specifically, would you believe, the Mull of Kintyre) in the distance.

While we had plenty of sunshine there were also showers. On several days we had a procession of rainbows across the bay as each fresh shower blew in. Here's the farewell rainbow as we were packing up. There's a faint second bow outside the first (that's the Antrim coast road in the foreground).



Spider watch: number of skinny spiders rappelling from the living room curtains to the carpet and then strolling off behind the telly: 1. It's been quiet. Too quiet...

Earworms: the battle between Alison Moyet going "Eek! (Eek in the presence of beauty)" and Paul Simon insisting "You can call me Al" has been trumped by U2 telling me it's "in the name of love" (thank you, Brain of Britain music question).

2021 'Zine Poll

Last call for this year's poll of games 'zines. Anyone who reads at least one such publication (such as *To Win Just Once*) can vote. This is done by sending organiser Alex Richardson a list of the 'zines you've seen in 2021, ranking each from 1.0 (low) to 10.0 (high).

The deadline is midnight on 31st October and votes should be sent to alex (dot) bokmal (at) googlemail (dot) com. Email Alex at this address to get the full details. I urge everybody to vote. And don't wait for 31st Oct! 1st Nov is right out.

Online stats

TWJO 217 came out on 10th September and the PDFs were downloaded 216 times in the rest of the month. The previous issue attracted 58 downloads in September, taking it to 268 in two months. And the PDFs of *TWJO* 215 were downloaded 28 times to make 249 since publication.

TWJO 142 attracted some attention, too: 57 downloads in September. I wonder why my review of *Glass Road* from seven years ago is suddenly of interest? A quick check shows it's actually been downloaded 279 times in the last 12 months.

Hmm, I wonder what else is getting attention. Well, issue 213 has 497 downloads, which is interesting given there's nothing much about games in that one. 212 has been downloaded 465 times, while 211 has only managed 367, the same as 210.

Letters

Jonathan Palfrey chips in on my reading choices.

I've read some of Jack Vance's output in the past, but I'm not a big fan in general. I occasionally re-read Showboat World and the Magnus Ridolph stories, but haven't done so for some time. Some of his other books I was able to finish, but didn't like them well enough to re-read them. (However, one of my ex-colleagues is a big Vance fan.)

Chris Baylis is reading something different.

I am currently working my way through the 'Prey' series by John Sandford. They are detective/crime stories and feature Lucas Davenport as an investigator who became very wealthy by creating RPGs then making practice games for the Police so they can watch and learn on the job. Davenport is your usual, tall, slim, goodish looking, detective with too many girlfriends, and a Porsche (which naturally peeves some other cops). Good stories though, if you like police procedurals.

Interesting games connection. Having enjoyed the *Bosch* TV series, I've recently tried the first of the novels it's based on. The television adaptation started several books into the series, so this feels like back story. Mind you, it does explain why deputy police chief Irvin Irving (who's well aware that his name is ridiculous) doesn't like Bosch...

Commands & Colors goes to Japan

Pevans plays *C&C: Samurai Battles*

Nephew Tom and I have comprehensively christened my nice new copy of *Commands & Colors: Samurai Battles*, so it's about time I reviewed it. I was intrigued that it's billed on BGG as a re-implementation of *Samurai Battles* from Russian publisher *Zvezda* (www.zvezda.org.ru). I tried this game at Spiel when it launched and it did not use the *Commands & Colors* system. Turns out it has two sets of rules, one of which is *C&C*. D'oh! Peter and I clearly played the other set. So bear in mind when reading this article that I don't know what is new to this game and what has been brought forward from the previous one.

If you're not familiar with the *Commands & Colors* family, it's a series of simple wargames with the same core mechanisms. (Strictly speaking, only some of the games – notably those published by GMT Games, like this one – are titled “Commands & Colors”, but the phrase is used to encompass the whole family.) See the box below for the main elements of all the games. Designer Richard Borg has done an excellent job of building on this core system to produce games – from

An introduction to *Commands & Colors*

The games in the *Commands & Colors* family have several core elements. First off, the board is a plain background with a large hexagonal grid, divided into three sections (left, right and centre). Terrain features (hills, woods, rivers, towns and so on) come as hexagonal tiles, providing the flexibility to lay out innumerable battlefields, according to the specific scenario.

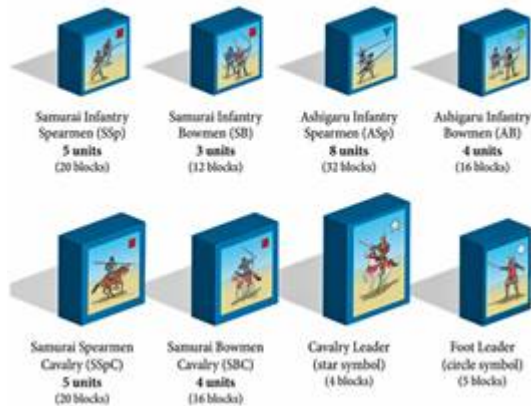
Second, troops are represented by plastic models or wooden blocks – a group for each unit. Each hit on a unit removes a piece and removing the last piece gives the opponent a victory banner/medal. Depending on the scenario, there may be other ways to gain medals (holding strategic objectives or getting units off the board, for example) and the winner is the first to get a specific number.

Third, and key to the game, is the deck of ‘Command’ cards. Players can only move and/or attack with a limited number of units according to the Command card they play at the start of their turn. This ‘fog of war’ element is the clever feature that, in my eyes, makes these games so brilliant.

The sequence of a player's turn is that you play a card, decide which units to ‘order’, move any, all or none of them and then ‘battle’ with them before drawing a fresh card. Battling means rolling dice and ‘hits’ remove a piece from the targeted unit. The dice are the other luck element in the game, of course.

Playing the game involves choosing a scenario and setting out the terrain and units accordingly. Command cards are dealt out and the players take turns to move and attack until one achieves the scenario's goal and wins. However, scenarios are not necessarily balanced, so players switch sides to re-play the scenario, aggregating their scores to find the overall winner. For me, that's another clever touch in the game system.

BLUE BLOCK SAMURAI ARMY



Sample units – scanned from the rulebook

from Mori versus Takeda in 1517 to Osaka versus Tokugawa in 1615. A terrific 40 scenarios are included in the game – that'll keep us going for quite a while.

I was pleased by the good solid dice (a bugbear of mine is the poor quality dice in many of the C&C family) and that there are 12 of them: 6 for each player means no reaching across the table. The cards are good quality, too. The first quirk I noticed is that the board is 12 hexes wide by 11 deep – almost square. Most C&C games are 13x9 (widescreen!) and this board even has space where the 13th column would go. I don't know whether there's a reason for this, though I do like the extra depth. (As far as I'm aware, the only other C&C board that's 12x11 is *The Great War*, though several have boards 11 hexes deep.)

Blocks have the red square/blue triangle/green circle designations familiar from other C&C games, but they are not explicitly heavy/medium/light units. Red squares are samurai (infantry and cavalry), blue triangles are 'Ashigaru' (foot soldier) spearmen and green circles are Ashigaru archers and arquebusiers plus the peasant levies. Effectively, heavy, medium and light units. Especially as red squares are slow with lots of attack dice, green circles are fast with few attack dice and blue triangles are in the middle.

Turning to the rules, the most obvious new feature is the 'Honor and Fortune' system. Like Lore (magic) in *Battlelore*, star chips in *Red Alert* and HQ tokens in *The Great War*, players (mostly) acquire chips when they roll the otherwise useless side of the dice (in this case, the Honor and Fortune symbol). Chips can be spent to power 'Dragon' cards, which provide bonuses and special actions (just like *Memoir '44's* Combat cards, *Battlelore's* spells and *Commands & Colors: Napoleonic's* Tactician cards). So far, so standard.

However, players also lose an Honor and Fortune chip when a unit retreats – two if it's samurai. And, if you run out of chips, there's the possibility of additional losses for the retreating unit **and others**. Effectively, the army's morale is damaged and soldiers flee. What a brilliant way of enhancing the game's setting and giving players something else to worry about.

As well as military units, Leaders (single blocks) feature in this game and, unusually, come in three types. Foot leaders attach to infantry only, while mounted leaders can command infantry or cavalry. As well as allowing their unit to ignore a retreat, they can use Honor and Fortune to add a die in close combat. The third type is the Army commander (and his bodyguard), whose presence on the battlefield boosts some effects, but takes no active part in the fighting (unless attacked). I have yet to play a scenario with an army commander, but their main purpose seems to be to provide a target for your opponent.

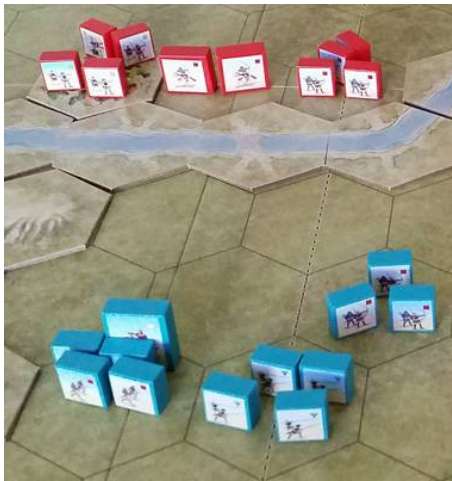
The usefulness of Leaders is somewhat balanced by your opponent gaining a victory banner for killing one. And, as mediaeval Japanese commanders led from the front, Leaders are easier to kill than in other C&C games. In keeping with the setting, a lone Leader who is forced to retreat (and lose Honor and Fortune) can commit seppuku (and gain Honor and Fortune) instead. However, this also means the player reduces the Command cards they hold, so it's not automatic.

There's also a difference in the way terrain can protect units (which I first saw in *Commands & Colors: Medieval*). Take forests for example. In most C&C games, attacking a unit in a forest means subtracting one or two dice from what you roll in attack. Thus, ashigaru archers, who normally roll two dice, might roll just one when attacking into a forest, while samurai spearmen, normally four dice in close combat, would roll three.



Playing scenario 5 as the Mori (red): my ashigaru on the left are trying to flee across the river (which earns banners), but one of them has been caught and its leader killed

However, the rule in this game sets a maximum number of dice the attacker rolls. This is two for a forest, so those ashigaru archers would attack with their full two dice, while the samurai spearmen would only get two, too. Interestingly, units attack out of a forest with a maximum of two dice, as well. So putting your samurai spearmen into a forest does give them some protection, but also reduces their effectiveness. This is a subtle change and I'm still working out the full effects it has on tactics.



Red's three archers have eliminated one of blue's, despite taking damage, and blue's spearmen have retreated out of range

can only play one on a player's turn). In particular, Tom used the "Turncoat" card to good effect in several of our games. This switches a unit from one side to another. Ouch! To be successful in using it, though, you really need to be ahead in victory banners and Honor and Fortune chips. Tom was. Given it's just one of 40 cards and we used less than half of them in a game, how did he get it so often?

Apart from needing Honor and Fortune chips to power Dragon cards, I like to keep a few in hand to cover units forced to retreat. However, there doesn't seem to be any need to hoard lots of them – you can pick up a couple at the end of each turn, in addition to whatever the dice give you. So spend them to add an extra die to attacks involving leaders. This does make a difference. Bear in mind, though, that your leaders are more likely to be killed if they're in the front line. (Tom is particularly miffed that he'd not managed to kill a single leader of mine in our first seven games, while I'd polished off several of his.)

Scenarios are generally quick to play (so far) as they don't require many banners to win. We played one where players only need three banners for a win and

Playing a few games has let me draw some conclusions. First is that archers are powerful. They have a range of three and roll two (if ashigaru) or three (samurai) dice, if they haven't moved. They only roll one die if they've moved, but being able to move and shoot is also powerful. Infantry generally move one hex at a time (and cavalry two), giving the archers time to inflict damage before attackers can close. Once in close, though, the samurai spearmen's four dice in attack make them formidable. The mounted samurai archers are particularly dangerous and there seem to be a lot of them.

The Dragon cards can be powerful, so it's well worth picking these up (you can hold an unlimited number, but

killing the enemy leader gains you two. So be aware of this when you start a scenario or it could all be over before you realise.

I am really enjoying *Commands & Colors: Samurai Battles*. The tweaks to the core C&C system, particularly the relative power of archers and the squarer board, give it a different feel from other games in the family. I'm slightly disappointed that we don't have the colour and pageantry of the Japanese clans, but this is purely cosmetic – it would have no effect on how the game plays.

Commands & Colors: Samurai Battles was designed by Richard Borg and is published by GMT Games (www.gmtgames.com). It is a simple wargame for two players, aged 14+, and takes 1–2 hours to play (depending on scenario). It gets 9/10 on my highly subjective scale.

An earlier version of this review was published in my blog on BGG. You can find this at boardgamegeek.com/blog/8392 along with later posts recounting the battles Tom and I have fought.

Games Events

Spiel '21 is on as I write and MidCon takes place three weeks later (see the box for more on these).

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 things have got in the way.

UK Games Expo: 3rd-5th June 2022 at the NEC. 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: 5th-7th November 2021 at the Mickleover Court Hotel in Mickleover (near Derby). **MidCon** is a friendly board games convention, but the new venue means I'm not sure what it will be like this year – and will not be attending. Expect mostly open gaming and a few organised events. See www.midcon.org.uk.

Way Station (*Star Trader* game 11)

Turn 7

"What is it? What's the rush?"

"Haven't you heard?"

"COSTA NOSTRA's buying a Spear Military Hull – everyone knows that."

"No, no, the news at Mu Herculis."

"Which is?"

"The 7th planet is being colonised and prices are going through the roof!"

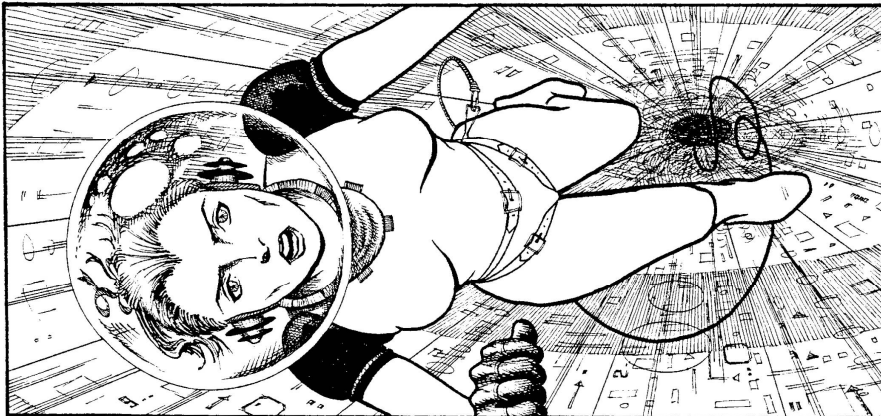
The big event this Quarter was the new colony in the Mu Herculis system and the subsequent jump in all commodity prices, as the informed cashed in.

SIRIUS CYBERNETICS was a lot quieter this quarter, though remains unlikely to successfully compete with TEGWIN on its major system passenger routes.

HAPPY FEATURES did well at Mu Herculis and boosted its Reputation, possibly more successfully as it also announced it was building 6 new Isotope Factories at Sigma Draconis as well as warehousing at Mu Herculis.

HARRIMAN ENTERPRISES loaded a few Passengers.

TRADIAETH A MASNACHWYR TEGWEN suffered when two ships failed to complete their jumps this quarter. Relying on cheap crews has potential drawbacks. Nevertheless they still banked a profit, before spending it on increasing Business Connections, Reputation and laying down another ship, their 11th, comprising a Phoenix Hull, Augmented Jump and 6 Cargo pods – with an A class crew for a change – at Alpha Centauri Shipyards. They bought a Warehouse at Gamma Leporis as well, along with 2 Alloys Factories to load it up.



AMALGAMATED INTERSTELLAR METALS brought their Isotope Factories at Tau Ceti into Production.

COSTA NOSTRA COFFEE INC bought a Spear Hull and have equipped it with A class crew and a selection of pods. It is presumed it will be for hostile use against peaceful shipping.

HARRIMAN ENTERPRISES bought 14 Alloys for 4 HTs each at Gamma Leporis and gained a Dealership as a result, as did COSTA NOSTRA COFFEE INC, selling 6 for 2 HTs each

For a second Quarter no one was trading at Epsilon Eridani.

SIRIUS CYBERNETICS bought Petroleum at Delta Pavonis, 10 for 8 HTs each, and took a Dealership, which meant HARRIMAN ENTERPRISES' bid of 5 failed. PETROLEUM AND OTHER COMMERCIAL GOODS took 5 more on Contract.

At Tau Ceti HARRIMAN ENTERPRISES tried to sell Alloys for 9 HTs but this Quarter COSTA NOSTRA COFFEE bid 6 HTs and sold 10 to get a Contractorship. MINING & MORE bid 13 HTs to sell Petroleum and gained a Dealership.

Mu Herculis saw HARRIMAN ENTERPRISES selling 11 Alloys for 10 HTs each and acquiring a Dealer's position. MINING & MORE sold 10 Isotopes for 10 HTs each and took a Dealership, while AMALGAMATED INTERSTELLAR METALS sold 5 on Contract.

HAPPY FEATURES' bid 15 to sell Isotopes and was ignored, but they did manage to sell 7 Liquors for 18 HTs apiece, gaining a Dealership into the bargain. COSTA NOSTRA COFFEE INC. Sold 4 Monopoles for 10 HTs apiece, HARRIMAN ENTERPRISES' bid to buy at 12 HTs getting no response, as did its efforts to buy Petroleum at 8 HTs.

At Sigma Draconis, AMALGAMATED INTERSTELLAR METALS bought 9 Alloys for 3 HTs each and got a Dealer's position and then bought Isotopes on Contract – a purchase overshadowed by SIRIUS CYBERNETICS buying 10 for 6 HTs apiece and gaining a Dealership. HARRIMAN ENTERPRISES sold 4 Petroleum for 13 HTs each as PETROLEUM AND OTHER COMMERCIAL GOODS sold on Contract.

COSTA NOSTRA COFFEE INC sold 2 Liquors at a price of 10 at Alpha Centauri, where SIRIUS CYBER sold 4 Alloys for 11 HTs each.

And, at Beta Hydri, AMALGAMATED INTERSTELLAR METALS sold 5 Isotopes using Agent Ferret, after which PETROLEUM AND OTHER COMMERCIAL GOODS sold 6 Monopoles for 19 HTs each, then 10 Petroleum for 12 HTs apiece to gain a Contractorship and, finally, 3 Spice for 15 HTs apiece.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep	Player
A Costa Nostra Coffee	10 0 1	0	7th	124 32	Mark Cowper
B TMT	1 7 0	15	1st	92 25	Jerry Elsmore
C AIM	10 0 4	0	5th	168 40	Paul Evans
D Harriman Enterprises	9 4 2	0	4th	317 39	Anthony Gilbert
E Happy Features	8 0 5	0	8th	143 40	Mike Dyer
F PCG	10 0 8	5	2nd	373 38	Przemek Orwat
G Sirius Cyber	9 3 1	0	3rd	107 34	Charlie Sundt
H Mining & More	10 0 4	1	6th	334 33	Sergiusz Orwat

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

News

EV 6 occurred this turn and prices jumped at Mu Herculis.

OP 13 was taken by Costa Nostra.

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

Turn 8 P5, C5, C3

Turn 9 B3, B8
Turn 10 **P6, B8**

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

GM Notes

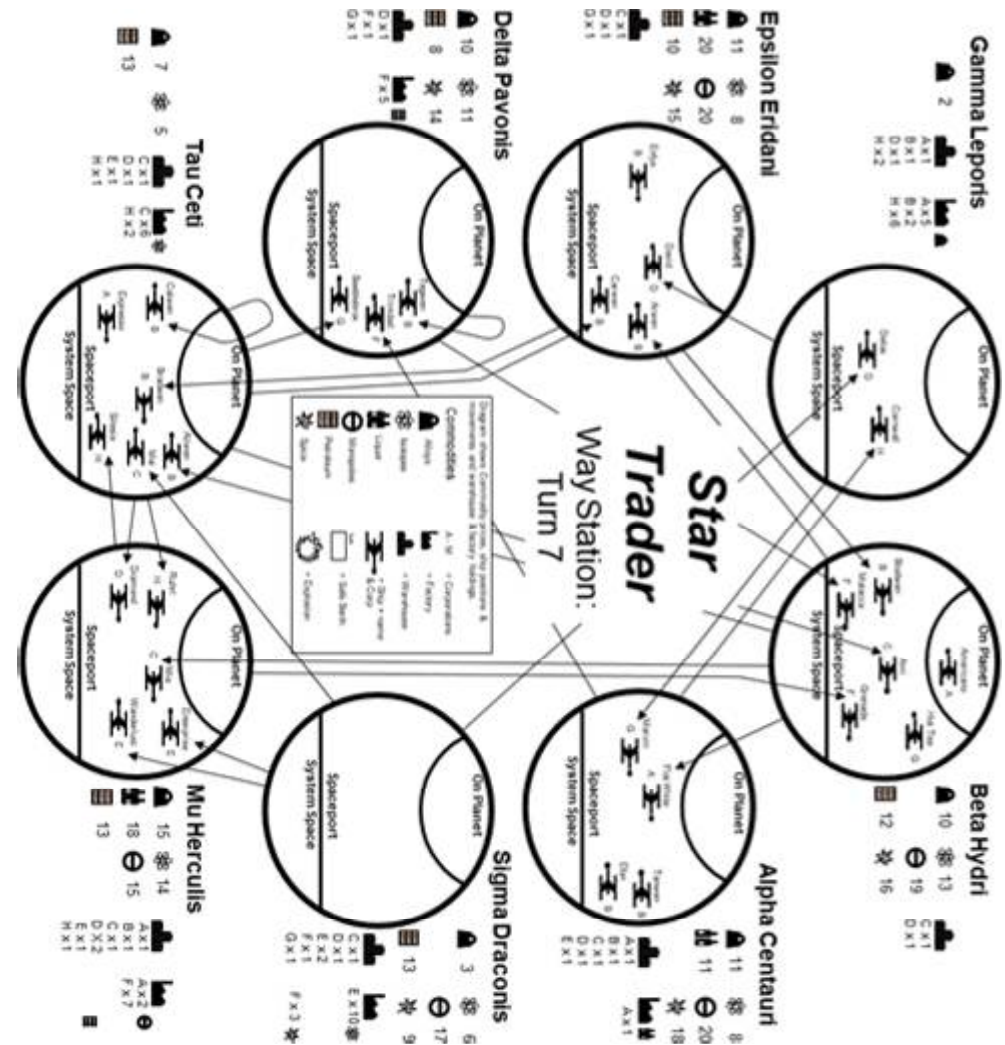
You cannot bid to buy/sell AND use contracts unless you have the Market Manager position; I ignore any such bids.

If you don't have a warehouse or a ship at a spaceport, I only purchase one of the commodity for you, unless – and it has happened – you have been specific you are doing it despite knowing it will be lost at once due to lack of storage.

Remember emergency hyperjump does NOT operate in this game.

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

**Orders to Mike Dommert, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommert@yahoo.co.uk
by Friday, 29th October 2021**



Freshford (*Railway Rivals* game 15 – RR2469CT)

Turn 8

A good turn for CANTERBURY RAILS and less so for CHAIRBOYS. CANTERBURY RAILS built across the Chilterns NW to SE.

This turn's races

Race results					Scores			
					BIEN	CHAIR	RLR	CJR
8	12	Reading	54	Stevenage	20-5			10+5
9	16	Slough	45	Bletchley	10		20	
10	24	Didcot	51	Dunstable	15-6	+2	15-4	+8
11	21	Abingdon	S3	North	+2	0-2+1	10-1	20
12	34	Chesham	43	Bicester	0+2	+7	20-11	10+2
13	64	London	31	High Wycombe		15	0	15
14	61	London	S4	North	20			10
TOTAL					58	23	49	80

Builds and Points

BIEN'S INTERNATIONAL EXPRESS NETWORK (BIEN), Christian

Bien – Red

Builds:

None

Points: 137+58+3 = 198

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

Cowper – Black

Builds:

None

Points: 89+23 = 112

RED LINE RALE (RLR), Anthony Gilbert – Purple

Builds:

(F14) – E14 – D13 – Maidenhead

(E60) – G59 – H59

Points: 92 -8 +49 = 133

CANTERBURY RAILS (CJR), Rob Pinkerton – Blue

Builds:

(A43) – B42 – B41

(B51) – B52 – Aylesbury – A54 – A55 – A56 (3 to BIEN)

Points: 89 -10 +80 = 159

Next turn's races

Race	From	To
15	14 Maidenhead	S5 EAST
16	15 Windsor	36 Watford
17	23 Oxford	46 Linslade
18	26 Princes Risborough	61 London
19	33 Amersham	S6 Shopping
20	42 Aylesbury	53 Hitchin
21	66 London	55 St. Albans

GM Notes

Players can enter up to five races (plus any held over from a previous turn – shown in *italics*).

After the races, you may build up to 8 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.

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 29th October 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.

One or two more needed for a *TWJO* game of *Agricola* (at www.BoiteaJeux.net or the new edition at BoardGameArena.com).

On yucata.de I'm playing *Egizia*, *Grand Austria Hotel*, *Rajas of the Ganges*, *Snowdonia* and *Underwater Cities*.

I fancy some more *Keyflower* (at BoardGameArena.com). And how about *Puerto Rico* while I'm there? And a recent arrival is *Homesteaders*, which I rate.

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.

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

Turn 7

UNORTHODOX ENGINEERS scored best this round, while RCR scored poorly. Various links were built across the ridges, as historically happened.

This turn's races

Race results					Scores			
					UE	RCR	GWR	BASH
1	11	Llanelli	21	Gowerton	10-4			20+4
2	12	Burry Port	33	Morrison	10-4	+3		20+4-3
3	42	Britton Ferry	S6	East/North	20-1		10+1	0
4	26	Brynamman	54	Resolven	10-4+6	20+4-6		
5	31	Pontardawe	43	Port Talbot	10+5-3	+1	20-5	+2
6	65	Pontycymmer	S4	Port Talbot/ Porthcawl			20	
7	52	Ystalyfera	61	Porthcawl				
TOTAL					55	22	46	47

Builds and Points

UNORTHODOX ENGINEERS

(UE), Jonathan Palfrey – Green

Builds:

(Cymmer Afan) – M30 – Maesteg – I29 (3 to GWR)

Points: 53 -12 +55 = **96**

RAREBIT CYMRU RAIL (RCR),

Mike Dyer – Black

Builds:

(K68) – L68 – M69 – N68
(Clydach) – C58 – C57 – C56

Points: 112 -12 +22 = **122**

GERALD'S WELSH RAILWAY

(GWR), Gerald Udowiczenko – Red

Builds:

(D69) – D68 – Resolven

(Port Talbot) – G24

Points: 95 -9 +46 = **132**

BABEL AND SWANSEA HAUL-

AGE (BASH), Bob Blanchett – Blue

Builds:

None

Points: 17 +47 = **64**

Next turn's races

Race	From	To
7	52 Ystalyfera	61 Porthcawl
8	14 Pontyberem	46 Treherbert
9	16 Camarthen	51 Ystradgynlais
10	24 Glanamman	S3 Llanelli or Burry Port
11	45 Glynccorrwg	S5 Swansea/Britton Ferry
12	55 Glyn Neath	36 Mumbles
13	23 Ammanford	63 Tondy
14	34 Swansea	64 Maesteg

GM Notes

Players can enter up to five races (plus any held over from a previous turn – shown in *italics*).

After the races, you may build up to 10 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.

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 29th October 2021**

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

Turn 2

Latest shots (Upper case = this turn; lower case = last turn; strikethrough = dead)

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

Not unexpectedly, most of the shooting concentrates on the animals identified last time. That lion comes in for a pasting. One gorilla and an antelope are finished off as well.

For those striking out on their own, there are mixed results. However, there are now plenty of targets for next turn.

Graeme Morris just gets his shots in: “She’s watching another antiques programme, quick...”

Mr Baylis has upgraded his weapon: “I shoot into these spaces using my specially designed LFEX laser rifle that projects a beam of 2 petawatts which should instantly cook its target.” Mm mm, roasted antelope.

While Andy Kendall has a request: “Can I have a bigger gun please, maybe one that does a 3x3 grid?” Looks like he needs it.

Jonathan Palfrey grumbles, “I naturally think I should have got a substantial bonus for eliminating the untidy bush from the grassy plain.” Sorry, Jonathan, it’s still there... with fewer leaves.

And our early leader – by a whisker – is Bill Howell.

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, Strikethrough = 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.

Scores

Player	Shots	This turn	Total
Martin Abrahams			1.33
Alex Bardy	G11, H10	4	6
Chris Baylis	E18, F18	4	4
Chris Boote			0
Colin Bruce	D8	0.71	5.71
Charles Burrows	B17	4	8
Peter Card	A13, J9	4	4
Mark Cowper	D8	0.71	0.71
Mike Dommett	F14	4	4
Jerry Elsmore	D8	0.71	4.71
Alex Everard			4
Anthony Gilbert			-5

What’s this all about

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

Scores (cont'd)

Player	Shots	This turn	Total
Bill Hay	F3	2	2
Bill Howell	R18	0.80	5.8
Andrew Kendall	P18, S16	0	0
Nick Kinzett			0
Andrew Larder	R18	0.80	0.8
Nik Luker	R18	0.80	0.8
Tim Macaire	S17, K2	0	0
Brad Martin	D8	0.71	0.71
Bill Michell			0
Graeme Morris	S17, R18	0.80	0.8
Jonathan Palfrey	S16, Q18	2	2
Rob Pinkerton			0
Mike Pollard	Q18	2	6
Alex Richardson			0
Chris Rudram	D8	0.71	2.04
Matt Shepherd	K2, M2	1.33	1.33
Charlie Sundt	M2	1.33	1.33
Gerald Udowiczenko	D8	0.71	2.71
Pam Udowiczenko	E9, P5	0	0
Phil Urquhart			1.33
Ray Vahey	D8	0.71	4.71
Matthew Wale	M2	1.33	1.33
James Waters			0
Graeme Wilson	H7, F3	2	2
Paul Wilson	R18	0.80	0.8

Send shots to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or to TWJO@pevans.co.uk by 5th November 2021.

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 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 $2\frac{1}{2}$.

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.

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 15). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engage.co.uk).

Orders for August 1673 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 5th November 2021



June 1673 (352)

It's June and Paris is busy with soldiers packing up and saying their farewells. The Lieutenant-Colonel of Archduke Leopold's Cuirassiers, Rick Shaw, has other things on his mind – and a sharp sabre under his cloak. He and his second, Justin Thyme, make their way to a secluded courtyard where Shaw has a rendezvous with Thierry le Hatter. Awaiting them is not the King's Musketeer they expect, but a note. It reads, "You're a pig, sir, a pig and I don't fight swine!" This does not do Hatter's social status any good.

All is not lost, however, as Shaw has a second appointment. This is with Captain Nouveau W Odeur of Grand Duke Max's Dragoons, which puts Thyme in a quandary: he is second to both men. He styles himself a neutral referee, while Pierre Cardigan acts as Odeur's second. Shaw is a big bull of a man, rather dwarfing the average-sized Odeur, who also has less skill with his sabre than Shaw has with his. The difference in expertise is demonstrated when Shaw blocks Odeur's opening slash. This is the first part of the Dragoon's furious slash and he hits home with the ensuing cut. This lands at the same time as Shaw's slash and it's the slash that does more damage. Odeur throws in the towel.

Minister of crushing the Dutch

Even as the army marches for the United Provinces, there are some last-minute changes in the ranks. In the Grand Duke Max Dragoons, Captain Nouveau W Odeur would like the senior Major to quit. He uses the little influence he has to encourage this, but finds Terence Cuckpowder and Tarquin le Hatter weighing in against him. Bolstered by this support, the Major remains in post. However, the



other Major, Jacques Hatt, buys himself the rank of Lt-Colonel, leaving a vacancy at Major. That's when Odeur discovers he can't actually afford the rank – even after borrowing all he can from the moneylenders.

Conversely, Major Tarquin le Hatter can buy the Lt-Colonelcy of the King's Musketeers.

There is still no commander for Second Army, though: Field

Marshal Jacques de Gain leaves the post (and that of Adjutant-General) empty. However, somebody needs to lead Second Army and this job falls, pro tem, to the commander of First Division, Jean Jeanie. In turn, Guards Brigadier Jean d'Ice becomes acting First Division commander. And RFG CO Beau Reese Jean Seine steps up as Guards Brigadier, leaving Lt-Colonel Bastian de LaGarde in temporary charge of the regiment.

Similarly, Lt-Col Ben e'Volence takes charge of the Crown Prince Cuirassiers as his commander, Colonel Chris Knight, acts up as Heavy Brigadier.

First Army commander Leonard de Hofstadt appoints Greg de Bécqueur as Army Adjutant, a step up from the Divisional Adjutant's post (in First Division) he was occupying. However, the latter position is now vacant.

Claude de Nord's resignation as Colonel of the 69th Arquebusiers is a bit of a shock. Particularly as he is then content with the rank of Subaltern once Greg de Bécqueur has signed him up to the King's Musketeers.

Phillipe F'Loppe's departure as Hofstadt's Aide is more understandable. He resumes his position as Colonel of the Dragoon Guards to lead them into action.

Pierre Cardigan goes one better. He quits his commission entirely to spend the summer in Paris as a civilian.

There are changes in government ranks, too. Minister of State Beau Reese Jean Seine has the ear of the King and uses it to favour the appointment of his regimental number two, Marquis Bastian de LaGarde, as Minister of War. LaGarde has his own word with His Majesty and the job is his.

Minister Seine has positions to fill. He chooses Sir Eclair de Lame to be Commissioner of Public Safety, but nobody as Minister of Justice. As he's also a Brigadier-General, Seine selects Rob d'Masses as his Aide. A surprise visit to the moneylenders sees Count Seine borrowing to the hilt in order to invest in Arms.

This suggests something about next year's campaign, but too late for other investors to take advantage.

Anne of where?

While First Army covers the rear, ensuring the French forces' lines of communication back to Paris, Second Army presses the sieges in progress at several Dutch fortresses – Maastricht in particular. However, First Division gets the job of assaulting Cleves and its fortress, Schwanenburg Castle. Despite being a possession of Dutch ally, the Elector of Brandenburg, Cleves is held by the Dutch. The Guards Brigade assaults the castle and finds its defences lacking. The Cardinal's Guard leads the charge, storming across the ramparts.

The Royal Foot Guards follow, making the most of the opportunities afforded by the castle's store rooms. They are led by Lt-Col Bastian de LaGarde, who makes sure he takes over two thousand crowns' worth of loot away with him. He is Mentioned in Despatches ("That's the Minister of War, y'know") as well. There are Mentions, too, for both Majors. Senior man Eclair de Lame ("Hang on, what's happening to Public Safety?") grabs booty worth some fifteen hundred crowns. A bit more comes the way of junior Major Camille de Polignac ("He's nothing special").

Senior Captain (and Regimental Adjutant) Neville Moore is the one officer who's not Mentioned – "assault is dangerous enough without going crazy," he reckons. Despite his lack of recklessness, he still gets well over fifteen hundred crowns' worth of loot, more than making up for the debts he cleared at the start of the month. Captain Dureau Celbonet gets the same amount. Captain Lou Scannon's take is over two thousand crowns' worth – handily replacing the loans he repaid before leaving Paris. But there's close to three thousand crowns for Captain Charles Trenet (who is leading the King's Escort after all).

The King's Musketeers follow their brigade comrades with some reluctance, which is laid at the door of the acting commander, Lt-Col Tarquin le Hatter (Colonel Greg de Bécqueur is serving with First Army HQ as Adjutant). Hatter takes the penalty of his apparent cowardice. Major Robert d'Lancier is much more gung-ho, earning himself two Mentions in Despatches ("He *is* gung-ho") and pocketing over fifteen hundred crowns' worth of plunder. The regiment's latest recruit, Subaltern Claude de Nord, seems horribly out of place (well, he was a Colonel until recently). Lingering at the back equals malingering and he's disciplined as a poltroon.

Acting Guards Brigadier Beau Reese Jean Seine handles his dual duties as military commander and Minister of State nonchalantly. His reward is just over a thousand crowns' worth of loot. His Brigade Major, Jerome Fortmayne, keeps the records and takes a slice of all the plunder: over fifteen hundred crowns' worth for him.

First Foot Brigade rampages through the town of Cleves. Brigadier Zavier Ulric Turenne has his brevet rank made permanent and liberates some 2,500 crowns' worth of goodies. His name goes into the Despatches as well ("Excellent looting instincts"). The Royal Marines lead the attack, with commander Henri DuShite getting a thousand crowns' worth of booty and adding a Mention in Despatches.

Louis Renault, another Lieutenant-Colonel in charge of a regiment (in this case because Turenne is Brigadier), keeps the Picardy Musketeers on a short leash. No looting for them. So that's nothing for Renault, nothing for Captain Cyrano de Lancet, nothing for Subaltern Lascar Vivrebras. However, Captain Hugh Challavas-Vichy is promoted to fill the vacant Major's slot. He has the funds to acquire the extra horses his new rank requires. But only because setting off on active service took him out of reach of the bailiffs. For the time being...

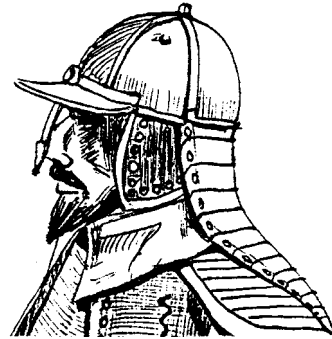
Lt-General Bernard de Lur-Saluces doesn't have a command (he's an Inspector-General), so he has volunteered to head a battalion of the Royal North Highlanders. The RNHB are in on the assault, of course, and a Mention in Despatches comes to Lur-Saluces, to go with his 1,300 crowns' worth of loot.

The acting First Division commander, Brigadier-General Jean d'Ice, makes sure a share of this loot comes his way: fifteen hundred crowns' worth, to be accurate.

Take the money

The sieges are the responsibility of Second Division, with the Horse Guards Brigade providing support, foraging and scouting. The 53rd Fusiliers, in Second Foot Brigade, maintain a careful watch on their opponents' battlements. Les Anonyme, commanding, picks up the odd hundred crowns and a Mention in Despatches ("Where did that come from?"). However, there's nothing for Lt-Col Hercule D'Engin. Similarly, there's nothing for Colonel Mustafa Lek of the 27th Musketeers (Third Foot Brigade). Nor for Subaltern Balian Isle-de-Tours in the 69th Arquebusiers (Fourth Foot).

The Dragoon Guards have a quiet month and the regiment's Colonel, Phillippe F'Loppe, is another who receives no reward. However, the Queen's Own Carabiniers run into some Spanish cavalry, scouting for the Dutch, and relish chasing them away. Acting commander Justin Thyme (guess what rank he is) takes over fine hundred crowns' worth of booty from the defeated foe. But what is he going to do with the costumes he bought for Xavier Money's Midsummer Ball? Imitation plate mail isn't a good look when the musketballs are flying... QOC Major Petit-Garson Riche is Brigade Major and has a humdrum month dealing with the Horse Guards administration. He doesn't get anything for this.



All this activity brings rewards for the acting commander of Second Army, Jean Jeanie. His rank of Lieutenant-General is made permanent and there's a cool five hundred crowns for him. The bad news is that Jeanie will return to First Division next month as the Lt-General in charge of Second Division is promoted and takes over as CO of the Second Army. Army Adjutant Marc de Zorro is in charge of the records – his forethought in repaying his loans before leaving Paris recommends him. He is brevetted to Brigadier-General, Mentioned in Despatches ("Fine penmanship – see the elegant M and Z here") and collects 1,200 crowns as his cut of the plunder. On top of this, he is Knighted.

A baton arrives

There's a lot less excitement in First Army as no threats appear to the rear of the French forces. Still, it's enough to bring a promotion for General Leonard de Hofstadt, the army's commander. This means he will be Field Marshal for next year. Just over five hundred crowns' worth of loot is the other part of his reward. Hofstadt is particularly pleased that his Army Adjutant, Greg de Bécqueur, is present with his usual selection of baked goods. Hofstadt insists on a good breakfast, all HQ staff gathered around his command table – even if it is in full view of the enemy. To keep things going, Bécqueur has brought a portable oven (no, really) so that he can continue baking at HQ – you can't trust the Dutch when it comes to croissants. Colonel Bécqueur's reward is promotion, to brevet Brigadier-General, and the same amount of plunder as Hofstadt.

The Cavalry Division does most of the work and Divisional Adjutant Rick Shaw is promoted to Colonel (in Archduke Leopold's Cuirassiers, now that Pierre Cardigan isn't there any more) for his attention to duty. Said attention means over five hundred crowns' worth of loot as well.

Chris Knight is acting commander of the Heavy Brigade and appears rather out of his depth. His only reward is a minimal hundred crowns from communal funds. His regiment, the Crown Prince Cuirassiers, is led in his absence by Lt-Col Ben e'Volence. A touch of bravery – personally leading patrols – brings e'Volence a Mention in Despatches ("A fine example"). Subaltern Rob d'Masses is promoted to Captain.

In the Dragoon Brigade, Grand Duke Max's do a bit better than Princess Louisa's, seeing off some hostile Brandenburgers. Augustin Fourier, commanding, sees his name in the Despatches ("GDMD 1, Brandenburgers 0"). So does Lieutenant-Colonel Jacques Hatt ("There's something about him") and finds himself Knighted as a result. He also picks up a little something from the enemy – nearly five hundred crowns' worth of something. Captain Nouveau W Odeur receives promotion to Major and forks out for the extra horses he needs.

Lt-Col Jean David Goliath is commanding the Princess Louisa's Light Dragoons and is personally leading a detachment when they come across a Dutch supply train, guarded by a force of pikemen. Goliath can't understand his troopers'

reluctance to charge the outnumbered Dutchmen and decides to show them how to do it. The result is predictable. RIP.

With the fall of Cleves, the Elector of Brandenburg comes to the negotiating table. In exchange for handing over some of the border forts (thus releasing their garrisons to return to the army), His Majesty secures the removal of the Brandenburgers from the field and the war.

No, I'm Robin Goodfellow

Meanwhile, there is still some social life in Paris. In particular, Xavier Money holds his Midsummer Ball at Bothwell's in week three. With Betty Kant at his side, Xavier welcomes Balzac Slapdash, escorting Alison Wunderlandt, and Gaz Moutarde, with Anne Tique. Balzac and Alison are togged out as Puck and Titania, which is a bit of a problem as Xavier is also dressed as Puck. Oops! Luckily, Gaz and Anne have gone for something different: Theseus and Hippolyta. Well, that's what they say and it's enough to earn them the prize for the best costume. Having spent the previous two weeks in Bothwell's with Betty, Xavier concludes his month by packing up to visit his family in the countryside. Gaz was also in Bothwell's, though only in the second week, spending the first at Anne's place and the last in the gyms. The only problem with this last is that he can't decide which weapon to practise with. There's no such problem for Balzac, as he practises rapier the rest of the month.

Having renounced his military rank, Pierre Cardigan is able to spend his June in the Fleur de Lys with Edna Bucquette.

Terence Cuckpowder, the Chancellor of the Exchequer, spends his first week with his lady and the rest of the month with his sabre.

This leaves Jacques de Gain who, as always, is in the gym for the month with his rapier. ❖

Duels

Results of June's duels

Tarquin le Hatter didn't turn up to fight Rick Shaw and lost SPs.

Rick Shaw (with JiT, gains 1 Exp) beat his enemy Nouveau W Odeur (with PC & JiT).

Duels to be settled next month

None!

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

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

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 EdL (until May 1674)	
Chancellor of the Exchequer TC (until February 1674)	
Minister of Justice __	
Minister of War BdLG (until May 1674)	
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/__/GdB/HDS
Cavalry Division (Defence)	N6/N/RS
Heavy Brigade (Defence) - ALC CPC	
Dragoon Brigade (Defence) - GDMD PLLD	
Frontier Division (Defence)	__/_/N4
Frontier Regiments (Defence)	
Second Army (Siege)	N3/N/MdZ/N
First Division (Assault)	JJ/N/__
Guards Brigade (Assault) - RFG CG KM	
1st Foot Brigade (Assault) - RM PM	
RNHB Regiment (Assault)	
Second Division (Siege)	N5/N/__
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	N3/__/PGR
Heavy Brigade	__/__/__
Dragoon Brigade	N2/N/__/
First Foot Brigade	ZUT/__/N5
Second Foot Brigade	N4/N/N6
Third Foot Brigade	__/__/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

(On Campaign for June-Aug)					
	F1	F2	F3	F4	RNHB
Colonel	N4	N6	N1	N6	N7
Attached					BdLS
Also at the Front					

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

Battle Results

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

Femmes Fatales

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

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	GDMDPM	13F	PLLD	53F	27M	4A	69A	Gscn
LCol	BdLS	JF+	TdH		JIT		BeV	HDS	JH			HDE	ML			
Maj 1	EdL	N6	RdL		PGR+	N4	N2	N5+	NWO	N2	N5	N6+	N7	N5	N3	N5+
Maj 2	Cdp	N4*	N1*		N3*	N4	N1*	N3	N4	N5	N3*	N1*	N1	N1	N1	N6
Capt 1	NM*	N1	N1		N5	N1*	N4	N1	N4*	N4	N2	N3	N2	N3*	N1	N4
Capt 2	LS	N3	N5		N6	N6	N5	N1	N5*	N5	N5	N5	N3	N3	N1	N1
Capt 3	CT	N4	N4		N1	N1	N6	N1	N3	N4*	N5	N5	N3	N5	N5	N6
Capt 4	DC		N6		N3	N1	N3	N2*		N5	N5	N5	N1*	N1*	N1*	N1*
Capt 5																
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; + indicates the reserve position of a character assigned elsewhere due to their appointment or brevet rank.

The Greasy Pole

ID	Name	SLSPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
PC	Count Pierre Cardigan	24	34	Withy	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
JJ	Count Jean Jeanie	23	F	Flthy Lt-General/1st Div Commandr	30		Flr	3	Andrew Kendall
LdH	Marquis Leonard de Hofstadt	23	F	Comfy General/1st Army Commandr	7		Flr	5	Neil Packer
TC	Viscount Terence Cuckpowder	21	42	Withy Bdr-General/Chancellor	6		Flr	5	Mike Dommett
BdLG	Marquis Bastian de LaGarde	20	F	Rich Lt.Colonel RFG/War Minister	5		Flr	1	Jerry Spencer
CK	Viscount Chris Knight	20	F	Withy Colonel CPC	13		Flr	2	Paul Wilson
BdLS	Earl Bernard de Lur-Saluces	20	F	Rich Lt-General/Insp.Gen.Cav	15		Flr	3	Rob Pinkerton
Jdl	Earl Jean d'Ice	19	F	Withy Bdr-General/Gds Brigadier	10		Flr	3	Tym Norris
Anon	Sir Les Anonyme	19	F	OK B.Bdr-General 53F/Min w/o Port	3		Flr	4	Bruno Giordan
GdB	Sir Greg de Bécqueur	18	F	Comfy B.Bdr-General KM/1st Army Adjnt	10		Both	5	Anthony Gilbert
BeV	Sir Ben e'Volence	17	F	Comfy Lt.Colonel CPC/FMsh's Aide	5		Both	3	Ash Casey
JdG	Count Jacques de Gain	16-	6	Flthy Fid Marshal	24		Flr	6	Ben Brown
GM	Sir Gaz Moutarde	15	31	Withy Bdr-General	4	Anne	Both	2	Mike Clibborn-Dyer
XM	Sir Xavier Money	14	28	Withy Bdr-General	7	Betty	Both	3	Pam Udowiczzenko
MdZ	Sir Marc de Zorro	13	F	Comfy B.Bdr-General QOC/2nd Army Adj 9	9		Both	4	Tim Macaire
HDS	Sir Henri DuShite	13	F	Withy B.Bdr-General RM/1st Army QMG	10		Both	4	Dave Marsden
RdL	Sir Robert d'Lancier	13	F	Withy Major KM	11		Both	4	Steven Malecek
RS	Rick Shaw	12	F	Comfy Colonel ALC/Cav Div Adjutant	2		Hunt	6	Charles Burrows
ZUT	Zavier Ulric Turenne	12	F	Comfy Bdr-General/1 F Brigadier	4		Both	1	Bob Blanchett
PFL	Phillipe F'Loppe	12	F	Poor Colonel DG	3		F&P	4	Phil Urquhart
EdL	Sir Eclair de Lame	11	F	Withy Major RFG/CPS	6		Hunt	3	Peter Farrell
JIT	Justin Thyme	11	F	Comfy Lt.Colonel QOC	9		Hunt	2	Gerald Udowiczzenko
PGR	Petit-Carson Riche	11	F	OK Major QOC/HGds Brigade Maj.	1		HGds	2	Mark Cowper
CdP	Carmille de Polignac	11	F	Withy Major RFG	4		Hunt	4	James McReynolds
LR	Louis Renault	11	F	Comfy Lt.Colonel PM	1		Hunt	4	Roy Bleasdale
TIH	Tarquain le Hatter	11	F	Comfy Lt.Colonel KM	2		Hunt	5	Jason Fazackarley

ID	Name	SLSPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
NM	Neville Moore	10	F	Comfy Captain RFG/RFG Regt. Adjnt.	1		Hunt	2	Cameron Wood
CT	Charles Trenet	10	F	Withy Captain RFG/Capt.K's Esc	1		Hunt	3	Graeme Morris
JF	Jerome Fortmayne	10	F	Withy Lt.Colonel CG/Gds Brigade Maj.	4		Hunt	6	Bill Howell
AF	Sir Augustin Fourier	10	F	Comfy B.Bdr-General GDM	7		Hunt	3	Brick Amundsen
LS	Lou Scannon	10	F	Withy Captain RFG	4		Hunt	2	John Cooke
JH	Sir Jacques Hatt	10+	F	OK Lt.Colonel GDM	4		F&P	3	Joel Halpern
BS	Balzac Slapdash	9	17	Comfy	9	Alison	Hunt	4	Matthew Wale
DC	Dureau Celbonet	9	F	Withy Captain RFG	5		3	Paul Murphy	
HDE	Hercule D'Engin	9	F	Comfy Lt.Colonel 53F	3		BG	2	Gerry Sutcliff
LV	Lascar Vivrebras	8	F	OK Subaltern PM/BdGen's Aide (TC)	4		BG	4	Olaf Schmidt
ML	Mustafa Lekki	7	F	Poor Colonel 27M	5		F&P	2	Graeme Wilson
CdN	Claude de Nord	7	F	OK Subaltern KM	3		F&P	4	Andrew Larder
JDGI	Jean David Goliath	7	RIP				James Waters		
CdL	Cyrano de Lancet	7	F	OK Captain PM	1		BG	4	Rik Stewart
HCV	Hugh Challavas-Vichy	6	F	Poor Major PM	1		F&P	5	Nik Luker
RdM	Rob d'Masses	5	F	OK Captain CPC/BdGen's Aide (BRJS)	4		RP	6	Craig Pearson
NWO	Nouveau W'Odeur	5	F	Poor Major GDM	3		RP	3	Ray Vahey
BldT	Balian Isle-de-Tours	4	F	Poor Subaltern 69A	3		RP	6	Peter Card
X2		3	RIP				Brish Talbot		
X1		1	RIP				Dean Talbot		
X3		1	0	Poor	6		6	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+

July 1673 (353)

The summer sun beats down as the French army in United Provinces continues its siege of Dutch fortresses. Fresh from its success at Cleves, First Division marches to Maastricht to assault its crucial fortifications. Royal Engineer Vauban has a new plan of attack for the troops... and it works!

The double-pronged attack is led by the Cardinal's Guard from one direction and the Royal Marines from another. Having requisitioned all the small boats they can find, the Marines make novel use of them as both cover and transport when they attack. Their success brings regimental commander Henri DuShite a double Mention in Despatches ("What are they doing with those boats? Oh, very clever.") and the title of Baron. On top of this, he acquires over fifteen hundred crowns' worth of loot.

The rest of the Guards Brigade follows the Cardinal's Guard into the rich pickings of Maastricht. The officers of the Royal Foot Guards all receive a Mention in Despatches (just for being Guards?) and grab themselves large amounts of swag. For Brigadier-General Beau Reese Jean Seine, commanding, there are two Mentions ("He's Minister of State as well") and his take is a whopping 2,500 crowns. Putting his battalion at the front of the attack sees Lieutenant-Colonel Bastian de LaGarde Mentioned twice as well ("A brave Guard, fancy that"). He pockets 1,500 crowns' worth of booty.

Major Camille de Polignac comes away with just a hundred crowns less than Seine, while fellow Major Eclair de Lame gets a hundred less than that. Captains Dureau Celbonet and Lou Scannon are up there with Polignac, in terms of plunder. Captain Neville Moore takes less than Lame and his Mention is more of a footnote in Despatches. At least he's found more booty than Captain Charles Trenet, who can only find 1,600 crowns' worth.

Lt-Colonel Tarquin le Hatter leads the King's Musketeers again and redeems last month's disgrace when he is Mentioned in Despatches ("Well done"). Concentrating on keeping himself safe means he doesn't have time to pick up any loot. As they're following the other



two regiments, Major Robert d'Lancier enriches himself by less than a thousand crowns. Still, he's Mentioned in Despatches as well ("A Musketeer who's actually fighting"). However, Subaltern Claude de Nord continues to hang around at the back and is disciplined again when it turns out he hasn't fired his musket at all.

Guards Brigadier Jean d'Ice survives a near miss from an enemy musketball and is promoted further, to brevet Lt-General. He adds just over 500 crowns to his funds and receives a Mention in Despatches ("Missed his ear by an inch"). Despite all this activity, there's no reward for Brigade Major Jerome Fortmayne – that's the problem with being the administrator.

As the other half of First Foot Brigade, the Picardy Musketeers back up the Royal Marines (though without the boats). Lt-Col Louis Renault is in command and is promoted to fill the vacancy at Colonel. His name goes into the Despatches ("He was promoted") and he acquires nearly fifteen hundred crowns' worth of loot. Major Hugh Challavas-Vichy demonstrates a fine plundering technique to amass close to two thousand crowns' worth. Captain Cyrano de Lancet isn't quite so good and his share is a round 1,500 crowns' worth. Subaltern Lascar Vivrebras has a close encounter with an enemy pike, batting it aside with his musket butt at the last minute. This brings him a Mention ("That was close") and he makes over fifteen hundred crowns this month.

Like his counterpart in the Guards, First Foot Brigadier Zavier Ulric Turenne is brevetted to Lt-General. The difference is that this is all he gets.

The RNHB are the last to get in on the action. This doesn't stop Lt-Gen Bernard de Lur-Saluces from cashing in, though. A bit under two thousand crowns comes his way this month and a double mention ("...while wearing a kilt") brings him the title of Viscount. The success sees First Division commander Jean Jeanie promoted to (brevet) General. He skims 1,700 crowns off the loot, too.

In the trenches

Things are quieter with Second Division as they continue the several sieges in progress. The 53rd Fusiliers see a bit of action when the enemy sallies to probe their lines. Regimental CO Les Anonyme takes the opportunity to show his bravery, joining the troops to beat off the attack. And pocket a couple of hundred crowns' worth of loot. His number two, Hercule D'Engin, doesn't react in time and has no reward this month.

There's nothing for Mustafa Lekk either, despite being acting commander of Third Foot Brigade and the success of the 4th Arquebusiers. His own regiment, the 27th Musketeers, doesn't do quite so well.

The 69th Arquebusiers do even less well, an enemy sortie pushing them out of their prepared positions. Subaltern Balian Isle-de-Tours acquits himself bravely, however, and is promoted to Captain. Though he has to buy the requisite horse from his own funds.

The Horse Guards have a quiet month supporting the sieges. Brigade Major Petit-Garson Riche is offered promotion (in his regiment, the Queen's Own Carabiniers), but turns it down. This leaves him with nothing to show for July's activity. Commanding the Dragoon Guards, Phillippe F'Loppe gains promotion to (brevet) Brigadier-General and finds a couple of hundred crowns' worth of loot when he requisitions supplies from some Dutch peasants.

Quitting as Second Army Adjutant, Marc de Zorro takes back command of the Queen's Own and earns a Mention in Despatches ("Good to have him back") and a hundred crowns. Despite being relegated to a subordinate role, Lt-Col Justin Thyme outdoes his CO with 150 crowns income and his own Mention ("He's still here"). The latter brings him a Knighthood into the bargain.

Bicorne

Guarding the rear is First Army, led by General Leonard de Hofstadt, supported by Army Adjutant Greg de Bécqueur and his portable oven. The General's use of patisserie to model the army's positions brings him a Mention in Despatches ("Does that hat look like a croissant to you?") and, in turn, an Earldom. He takes a share in this month's booty: over 500 crowns' worth. Bdr-Gen Bécqueur earns a double Mention ("Baking under fire!" "And what a fine hat he has procured for the General") and a Barony. His portion of the loot is under 500 crowns' worth.

The successful cavalry regiment this month is the Grand Duke Max Dragoons, who intercept a relief column from Spanish territory. This provides a valuable source of loot. GDMD commander Augustin Fourier is Mentioned in Despatches ("Seeing off the Spaniards is always good news") and takes 600 crowns' worth of

the goodies. He takes over as Dragoon Brigadier for August. Lt-Col Jacques Hatt grabs 200 crowns more, while Major Nouveau W Odeur's falls between the two.

The Colonel of the Crown Prince Cuirassiers, Chris Knight, is acting Brigadier of the Heavy Brigade and earns over five hundred crowns as he makes appointments to the Brigade staff. A (brevet) promotion to Bdr-Gen brings him full command of the Brigade as well. Lt-Col Ben e'Volence is thus leading the CPCs and receives a Mention in Despatches ("Leading the regiment"). There's nothing for Captain Rob d'Masses though.



The Colonel of the Archduke Leopold Cuirassiers, Rick Shaw, is Adjutant of Cavalry Division and cuts himself into the loot for just 300 crowns. He is promoted to (brevet) Brigadier-General as well.

Clubs and gyms

Paris is even quieter in July. Pierre Cardigan and Edna Bucquette give the staff in the Fleur de Lys something to do all month. Terence Cuckpowder pops in with Katy Did for a week and then adjourns to the gym with his sabre. After visiting his lady at home, Gaz Moutarde passes a couple of weeks in Bothwell's before heading to the gym. The problem here is that he still can't decide which weapon to use...

Jacques de Gain makes a rare visit to the Bawdyhouses – the only significant visitor for months – before heading back to the gym and his beloved rapier. He is outdone by Balzac Slapdash, who spends his entire month practising with his rapier.

This leaves Xavier Money, but he isn't even in Paris. He's spending a month in the country, visiting the family estates. And the family. ❖

Press

Announcements

Officers and Men sought for France's best regiment: the Royal Foot Guards. Financial assistance and opportunities for government service available for deserving candidates.

† Brigadier-General Beau Reese Jean Seine, RFG commanding officer

Should any officer of His Majesty's Army have the rank and ambition to serve as an Inspector-General of either the Infantry or Cavalry, they should apply in the first instance to the Office of the Minister of War, setting out their credentials and net worth – no, strike that, Alphonse – family history for my perusal.

† Marquis de LaGarde,
Minister of War

Military Missives

Dear Major Jacques Hatt,
May I count on you as my second? I will of course return the favour. Also, will you be purchasing Lt Colonel this month?

Sincere Regards,
† Captain Nouveau W Odeur, GDMD

Dear Captain Odeur,
Welcome to the GDMD. Yes, I will be purchasing the Lt. Colonel slot this month before we go to the front. I managed to confuse my months, and a good May only by luck.

I would be happy to serve as your second whenever you need such.

Yours,
† Major Jacques Hatt

Despatches from the Front

Charles Trenet muses:

“So we trek all the way back to Paris from one bit of the war; arrive at barracks; then a quick glance at the Orders of the Day and it’s off again straight back to another h**k*l y part of the war (or possibly a different war - dw**t**n knows!). No time for a quick vr**r* with the mistress. No time to pen a brief fond note to H*r M****y. Not even enough time to take a bath! Oh l*kk**der*!”

June 1673, The Front

My Dear Minister of War,

The campaign continues to produce great results for His Majesty's plans. I have had the Honour of commanding both my own Regiment and the redoubtable Royal Marines and I would have no hesitation in doing so again. I wish to convey to his Majesty the Gallantry and Expertise with which the Royal Marines acquitted themselves and to relate one particular incident which should inform his Majesty of their incredible prowess with boats on the battlefield in the storming of the Enemy Fortifications at the Front.

His Marines, at the Direction of their Colonel Henri du Shite, took their boats up the glacia, used them as cover from which they fought and obtained the covered way and then, under cover from Artillery fire, took to their boats and launched them into the enemy moat. Bullet-ridden and taking on water, they traversed the moat, assailed the Enemy Ramparts and took the fort by Storm without

the costly and lengthy effort of a mine, sap and breach.

They then sent their boats back across the moat, deposited their wounded in them and sledged the craft down the glacia to our trenches. It was a Feat of Arms which should go down in the annals of the Army of France.

I remain yours,

† BG Zavier Turenne
OC 1st Foot Brigade

Social

Due to the summer campaign season I must delay the discussion of global politics and societal problems until my return to Paris. The date and venue are still to be decided.

† Captain Odeur

Personal

Messrs de Lame & Du Nord,

My friends I see you are both in potential line for the vacant CPS post. Well good luck to both of you and just to say I am more than happy to carry on in my role as Deputy Commissioner to whichever of you secures the position.

Sincere regards,

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

To Petit Garcon-Riche

NO, you aren't a gentleman yet. Get a TITLE and then you might be able to rise from the gutter...

† ML

To: My subjects in Paris

Darlings, news reaches Trissy and I that it's finally happened, he's gone, demised, lives no more... DUNKIE... poor, sweet Dunkie... oh, how we both sobbed when we heard the news, squashed by a pile of masonry, what an inglorious end to our dearest friend.

Now, there is just one thing aside from us publicising our grief, it is the matter of Dunkie's body, what happened to it? Trissy and I are willing to pay good money for it to be recovered and sent to Madrid as, you see, we just wish to ascertain a point, a little point many may say... titter... chuckle... and we've a top class doctor waiting for delivery of the corpse so he can undertake a most specific autopsy, so we can prove a long announced, but oft denied by Dunkie, rumour regarding a certain part of his anatomy!!

So, Colonel de Becqueur and Major le Hatter please arrange this for us post haste.

Love you all and heaps of kisses,

† Queen Felix and Trissy
C/o Some posh house in Madrid

Points Arising

Next deadline is 5th November

The Minister of State has decided that ALL Brigades will be in action in next year's campaign and the Minister of War has decided on the precise deployment (73 in the rulebook).

First Army (Defence)

Guards Brigade – RFG CG KM

Monsieur Hatter,

I am happy to meet you on the field of honour.

† Cuckpowder

To: Tarquin le Hatter

Mon Ami,

Do not despair. I am coming to fight along your side and help quell your fear.

I have, some might say rashly, resigned from my post as Col at 69A to join the King's Musketeers.

This is a small price to pay for protecting you my dear friend and increasing the glory of God and our King!!!

† Claude De Nord

Lord Percy Percy says, as fashion is tending towards the tedious, Phillipe F'Loppe is very fashionable.

Lt Colonel LeGarde

It is NOT the Hoi Polloi. Your education is lacking.

† Bdr-General Cuckpowder

Second Army (Assault)

First Division

1st Foot Brigade – RM PM

2nd Foot Brigade – 13F 53F

Second Division

3rd Foot Brigade – 27M 4A

4th Foot Brigade – 69A Gascons

Frontier Division

Frontier Regiments

RNHB Regiment

Third Army (Field Ops)

Cavalry Division

Horse Guards Brigade – DG QOC

Heavy Brigade – ALC CPC

Dragoon Brigade – GDMD PLLD

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

Minister of Justice is also vacant and may be applied for with your August orders (to take effect in Sept). However, the Minister of State appoints this post.

By the way, the siege of Maastricht in the summer of 1673 saw the death of Charles de Batz de Castelmore, Captain-Lieutenant of the Musketeers. That may mean more if I add that he used the name d'Artagnan (from his mother).

New Characters

James Waters gets the First son of an Impoverished Gentleman: Init SL 5; Cash 44; MA 2; EC 4 (X1).

Dean Talbot gets the Bastard son of a Merchant: Init SL 2; Cash 135; MA 3; EC 4 (X2).

Absent friends

X3 (Mark Nightingale) got the benefit of the doubt and was floated

Farewell

Brish Talbot's new character was removed (in June) as he didn't send any orders after his previous character (CB) died of NMRs.

Notes

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

There's 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.

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 EdL (until May 1674)	
Chancellor of the Exchequer TC (until February 1674)	
Minister of Justice __	
Minister of War BdLG (until May 1674)	
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/__/GdB/HDS
Cavalry Division (Defence)	N3/N/RS
Heavy Brigade (Defence) - ALC CPC	
Dragoon Brigade (Defence) - GDMD PLLD	
Frontier Division (Defence)	__/_/N4
Frontier Regiments (Defence)	
Second Army (Siege)	N3/N/__/N
First Division (Assault)	JJ/N/__/
Guards Brigade (Assault) - RFG CG KM	
1st Foot Brigade (Assault) - RM PM	
RNHB Regiment (Assault)	
Second Division (Siege)	N5/N/__/
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	N3/__/PGR
Heavy Brigade	CK/__/__
Dragoon Brigade	AF/__/__
First Foot Brigade	ZUT/__/__
Second Foot Brigade	N5/N/N6
Third Foot Brigade	__/__/N5
Fourth Foot Brigade	N4/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

(On Campaign for June-Aug)					
	F1	F2	F3	F4	RNHB
Colonel	N5	N7	N1	N6	N8
Attached					BdLS
Also at the Front					

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

Battle Results

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

Femmes Fatales

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

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	GDMDPM	13F	PLLD	53F	27M	4A	69A	G5cn
LCol	BdLg	JF+	TiH	PFL	JT	RS+	Bv+	HDS	AF+	LR	N2	HDE	N8	N5	N3	N5+
Maj 1	EdL	N6	RdL	N1	PGR+	N4	N2	N1*	NWO	N2	N5	N6+	N1	N1	N1	N1
Maj 2	CdP	N4*					N1*		N6	HCV	N2	N5	N2	N3*	N3	N3
Capt 1	NM*	N1	N4	N6*		N2	N5	N3	N4*	CdL	N5	N3	N2	N3	N3	N3
Capt 2	LS	N3				N2	N6	N1	N4*	N5*	N5	N5	N3	N5	N3	N3
Capt 3	CT	N4				N5	N4	N4	N4	N5	N5	N5	N5	N1*	N1*	N1*
Capt 4	DC	N3														
Capt 5	N6															
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; + indicates the reserve position of a character assigned elsewhere due to their appointment or brevet rank.

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last	seen	Club	EC	Player
PC	Count Pierre Cardigan	24	34	Withy			10	Edna		Flr	5	Matt Shepherd
BRJS	Count Beau Reuse Jean Seine	24	F	Comfy	B.Bdr-General	RFG/State Min.	11			Flr	3	Bill Hay
JJ	Count Jean Jeanie	23	F	Fithy	B.General/1st Div	Commandr	31			Flr	3	Andrew Kendall
LdH	Earl Leonard de Hofstadt	23	F	Comfy	General/1st Army	Commandr	7			Flr	5	Neil Packer
TC	Viscount Terence Cuckpowder	21	43	Withy	Bdr-General	Chancellor	6	Katy		Flr	5	Mike Dommett
BdLG	Marquis Bastian de LaGarde	20	F	Rich	Lt.Colonel	RFG/War Minister	5			Flr	1	Jerry Spencer
CK	Viscount Chris Knight	20	F	Withy	B.Bdr-General	CPC/Hvy Brigadier	14			Flr	2	Paul Wilson
BdLS	Visc't Bernard de Lur-Saluces	20	F	Rich	Lt-General/Insp.	Gen.Cav	16			Flr	3	Rob Pinkerton
Jdl	Earl Jean d'Ice	19	F	Rich	B.Lt-General	Gds Brigadier	10			Flr	3	Tym Norris
Anon	Les Anonyme	19	F	Comfy	B.Bdr-General	53F/Min w/o Port	3			Flr	4	Bruno Giordan
GdB	Baron Greg de Bécqueur	18	F	Comfy	B.Bdr-General	KM/1st Army Adj't	10			Both	5	Anthony Gilbert
BeV	Sir Ben e'Volence	17	F	Comfy	Lt.Colonel	CPC/FMsh's Aide	5			Both	3	Ash Casey
JdG	Count Jacques de Gain	17+83	F	Fithy	Fid Marshal		24			Flr	6	Ben Brown
GM	Sir Gaz Moutarde	15	31	Withy	Bdr-General		4			Both	2	Mike Clibborn-Dyer
XM	Sir Xavier Money	14	21	Withy	Bdr-General		7			Both	3	Pam Udowiczzenko
MdZ	Sir Marc de Zorro	13	F	Comfy	B.Bdr-General	QOC	9			Both	4	Tim Macaire
HDS	Baron Henri DuShite	13	F	Withy	B.Bdr-General	RM/1st Army QMG	11			Both	4	Dave Marsden
Rdl	Sir Robert d'Lancier	13	F	Withy	Major	KM	12			Both	4	Steven Malecek
ZUT	Zavier Ulric Turenne	12	F	Withy	B.Lt-General	1/1 F Brigadier	4			Both	1	Bob Blanchett
RS	Rick Shaw	12	F	Comfy	B.Bdr-General	ALC/Cav Div Adj't	2			Hunt	6	Charles Burrows
PFL	Phillippe F'Loppe	12	F	Poor	B.Bdr-General	DG	3			F&P	4	Phil Urquhart
EdL	Sir Clair de Lame	11	F	Withy	Major	RFG/CPS	6			Hunt	3	Peter Farrell
JIT	Sir Justin Thyme	11	F	Comfy	Lt.Colonel	QOC	9			Hunt	2	Gerald Udowiczzenko
PGR	Petit-Carson Riche	11	F	OK	Major	QOC/HGds Brigade Maj.	1			HGDs	2	Mark Cowper
TIH	Tarquin le Hatter	11	F	Comfy	Lt.Colonel	KM	2			Hunt	5	Jason Fazackarley
CdP	Camille de Polignac	11	F	Withy	Major	RFG	4			Hunt	4	James McReynolds
LR	Louis Renault	11	F	Comfy	Colonel	PM	2			Hunt	4	Roy Bleasdale

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last	seen	Club	EC	Player
NM	Neville Moore	10	F	Withy	Captain	RFG/REGT. Adj't.	1			Hunt	2	Cameron Wood
CT	Charles Trenet	10	F	Withy	Captain	RFG/Capt.K's Esc	1			Hunt	3	Graeme Morris
JF	Jerome Fortmayne	10	F	Withy	Lt.Colonel	CG/Gds Brigade Maj.	4			Hunt	6	Bill Howell
AF	Sir Augustin Fourier	10	F	Comfy	B.Bdr-General	GDMD/Drgrn Brigadr8	8			Hunt	3	Brick Amundsen
LS	Lou Scannon	10	F	Withy	Captain	RFG	4			Hunt	2	John Cooke
JH	Sir Jacques Hatt	10	F	OK	Lt.Colonel	GDMD	4			F&P	3	Joel Halpern
BS	Balzac Slapdash	9	10	Comfy			9			Hunt	4	Matthew Hale
DC	Dureau Celbonet	9	F	Withy	Captain	RFG	5				3	Paul Murphy
HDE	Hercule D'Engin	9	F	Comfy	Lt.Colonel	53F	3			BG	2	Gerry Sutcliff
LV	Lascar Vivrebras	8	F	Comfy	Subaltern	PM/BdGen's Aide (TC)	4			BG	4	Olaf Schmidt
ML	Mustafa Lekki	7	F	Poor	Colonel	27M	5			F&P	2	Graeme Wilson
CdN	Claude de Nord	7	F	OK	Subaltern	KM	3			F&P	4	Andrew Larder
CdL	Cyrano de Lancet	7	F	Comfy	Captain	PM	1			BG	4	Rik Stewart
HCV	Hugh Challavas-Vichy	6	F	Comfy	Major	PM	1			F&P	5	Nik Luker
NWO	Nouveau W Odeur	5	F	OK	Major	GDMD	3			RP	3	Ray Vahey
RdM	Rob d'Masses	5	F	OK	Captain	CPC/BdGen's Aide (BRJS)	4			RP	6	Craig Pearson
BldT	Balian Isle-de-Tours	4	F	Poor	Captain	69A	3			RP	6	Peter Card
X3		1	0	Poor			6				6	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, Fithy = 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+