

That would be enough

This has been issue 219 of *To Win Just Once*, published 26th November 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, 3rd December 2021.

Orders for *LPBS* and *Trophy Hunter* plus any other contributions to Pevans by 10th December 2021.

(2022 deadlines to be announced)

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.)

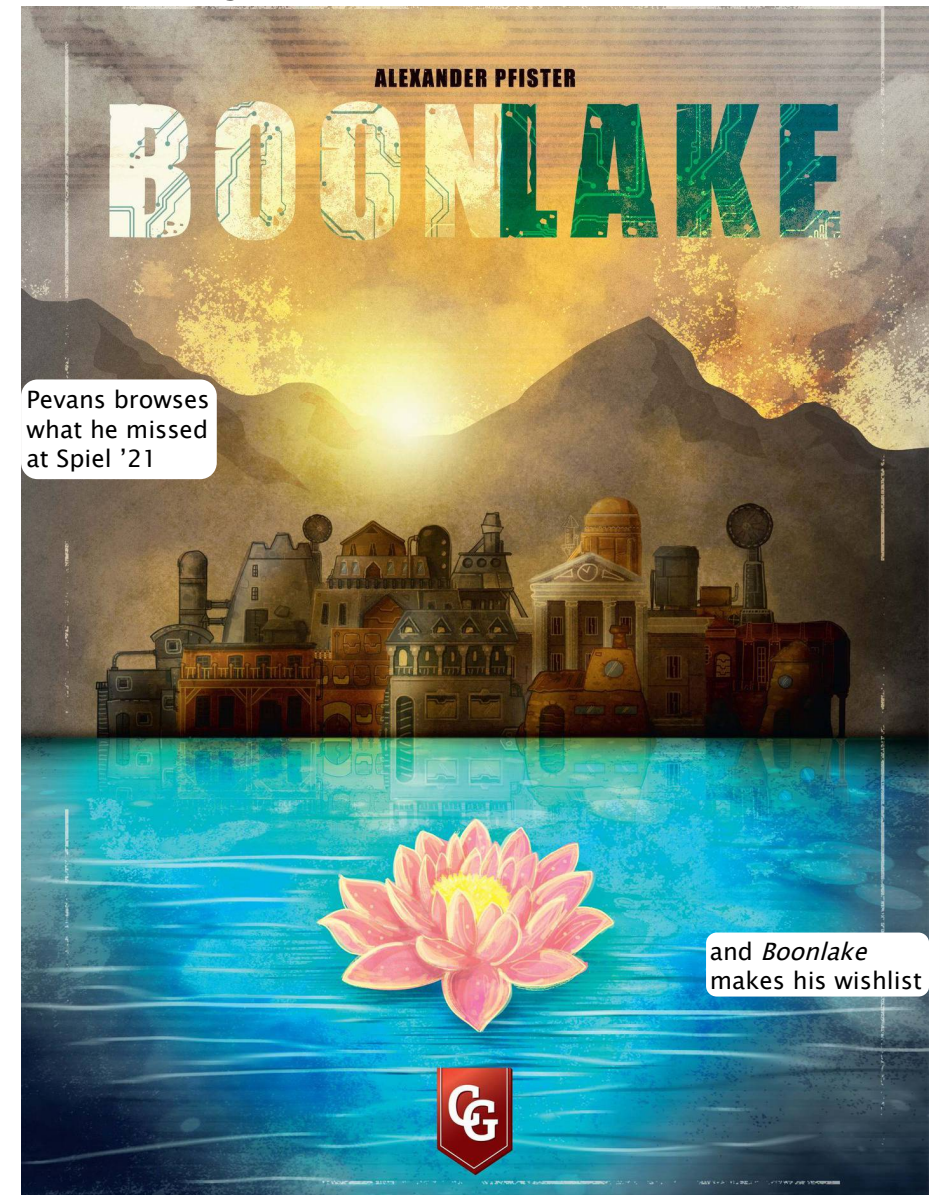
Credits

To Win Just Once issue 219 was written and edited by Pevans. The *LPBS* masthead (page 23) is by Lee Brimmicombe-Wood, as are the drawings on pages 14, 16, 25, 27 and 34. The other illustrations (pages 26 and 28) are by Nik Luker. 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*)



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(LPBS 354: August 1673)

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ID	Name	SL	SPs	Cash	Rank,	Regiment/Appointment	MA	Last seen	Club	EC	Player
LR	Sir Louis Renault	11	F	Comfy	B.Bdr-General	PM	2	Hunt	4	Roy	Bleasdale
AF	Baron Augustin Fourrier	11	+	F	Comfy	Bdr-General/Drgn	9	Hunt	3	Brick	Amundsen
NM	Sir Neville Moore	10	F	Withy	Captain	RFG/RFG Regt. Adjnt.	1	Hunt	2	Cameron	Wood
CT	Charles Trenet	10	F	Rich	Captain	RFG/Capt.K's Esc	1	Hunt	3	Graeme	Morris
JF	Jerome Fortmayne	10	RIP							Bill	Howell
LS	Lou Scannon	10	F	Withy	Captain	RFG	4	Hunt	2	John	Cooke
JH	Sir Jacques Hatt	10	F	Comfy	Colonel	GDMD	4	F&P	3	Joel	Halpern
DC	Dureau Celbonet	9	F	Withy	Captain	RFG	5		3	Paul	Murphy
HDE	Hercule D'Engin	9	F	Comfy	Lt.Colonel	53F	4	BG	2	Gerry	Sutcliffe
BS	Balzac Slapdash	8-	8	Comfy			9		4	Matthew	Wale
LV	Lascar Vivrebras	8	F	Comfy	Captain	PM/BdGen's Aide	4	BG	4	Olaf	Schmidt
ML	Mustafa Lekki	7	F	OK	Colonel	27M	6	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	RIP							Rik	Stewart
HCV	Hugh Challivas-Vichy	6	F	Comfy	Lt.Colonel	PM	2	F&P	5	Nik	Luker
NWO	Nouveau W Odeur	5	F	OK	B.Lt.Colonel	GDMD	3	RP	3	Ray	Vahey
MP	Maurice Pauvre	5	F	Poor	Captain	PM	2		4	James	Waters
RdM	Rob d'Masses	5	RIP							Craig	Pearson
BldT	Balian Isle-de-Tours	4	RIP							Peter	Card
X2		1	0	Poor			3		4	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+

The Greasy Pole

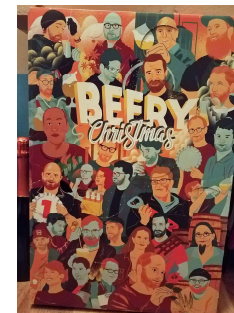
ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
PC	Count Pierre Cardigan	24	31	Withy			10	Edna	Flr	5	Matt Shepherd
BRJS	Count Beau Reese Jean Seine	24	F	Withy	B.Bdr-General	RFG/State Min.	11		Flr	3	Bill Hay
JJ	Count Jean Jeanie	23	F	Fithy	B.General/1st Div	Commandr	32		Flr	3	Andrew Kendall
LdH	Earl Leonard de Hofstadt	23	F	Comfy	Fld Marshal/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	Earl Bastian de LaGarde	20	F	Rich	Lt.Colonel RFG/War Minister		5		Flr	1	Jerry Spencer
CK	Viscount Chris Knight	20	F	Withy	Bdr-General/Hvy Brigadier		14		Flr	2	Paul Wilson
BdLS	Visc'nt 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	Sir 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
JdG	Count Jacques de Gain	18+80	Fithy	Fld Marshal			24		Flr	6	Ben Brown
BeV	Sir Ben e'Volence	17	F	Comfy	Lt.Colonel CPC/FMshl's Aide		6		Both	3	Ash Casey
GM	Sir Gaz Moutarde	15	31	Withy	Bdr-General		4		Both	2	Mike Clibborn-Dyer
XM	Sir Xavier Money	14	28	Withy	Bdr-General		7	Betty	Both	3	Pam Udowiczenko
MdZ	Sir Marc de Zorro	13	F	Comfy	B.Bdr-General	QOC/HGds Brigad'r	10		Both	4	Tim Macaire
HDS	Baron Henri DuShite	13	F	Rich	B.Bdr-General	RM/1st Army QMG	12		Both	4	Dave Marsden
RdL	Sir Robert d'Lancier	13	F	Withy	Major KM		13		Both	4	Steven Malecek
ZUT	Zavier Ulric Turenne	12	F	Withy	B.Lt-General/1st 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	Sir Phillippe F'Loppe	12	F	OK	B.Bdr-General	DG	3		F&P	4	Phil Urquhart
EdL	Sir Eclair de Lame	11	F	Withy	Major RFG/CPS		7		Hunt	3	Peter Farrell
JIT	Sir Justin Thyme	11	F	Comfy	Lt.Colonel QOC		9		Hunt	2	Gerald Udowiczenko
PCR	Sir Petit-Garson Riche	11	F	Comfy	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	Sir Camille de Pognac	11	F	Rich	Major RFG		4		Hunt	4	James McReynolds

Chatter

First of all, let me wish all my readers a very merry Christmas and a happy and prosperous New Year! Yes, I know there's still a month to go to the festive event itself but, for reasons given below, this is more than likely to be the last *TWJO* before Christmas. So, have a good one.

Regular readers will have noticed there have been no mince pie tastings this year. That's because I've given up and just get them from my local bakery chain, Wenzel's, as they've been my favourite for several years.

There will, however, be beer tastings to report next issue. I have again invested in Beer Hawk's (www.beerhawk.co.uk) Beery Advent Calendar: a big box with 24 bottles and cans of unique beers hidden away inside. I've already tried the first two (well, I'm going to be missing a few days of December). The first was an "English Pale Ale" from the Thornbridge Brewery at 5.4% alcohol-by-volume, which made an agreeable after-dinner tippie without being anything special. The second was a nice wheat beer from a Belgian micro-brewery, the Brouwerij De Dochter van de Korenaar, at 6% abv. That's a decent start.



November marked three months since my course of chemotherapy ended, meaning I'm officially no longer immuno-suppressed. A review with the colorectal surgeon followed. And my ileostomy-reversal operation is scheduled for 10th December – a lot sooner than I thought it would happen (there was a backlog) – unless anything happens in the meantime (like, say, a pandemic swamping the hospital – but what are the odds of that?).

I should be in hospital for a few days (the surgeon said, "two days", the nurse jumped in with, "no more than a week") and then it will be a few weeks for my bowel to get back to normal operation. Unless I'm in the unlucky one-third of patients whose gut takes a few months to settle down... Either way, I suspect I'm in for some delightful experiences during that period.

Also appearing in November was my third Covid-19 vaccination. No, not the booster, a third dose – the booster will follow in six months' time. Apparently, being immuno-suppressed from my chemo means that my earlier vaccinations may have been compromised. Hence, a third jab now and another next May.

Spider watch: number of small spiders struggling to stick to the bathroom wall while I take a shower: only one, but it was there two days running. Number of tiny spiders rappelling from the bedroom light fitting before thinking better of it and clambering up again: one. Number of medium-sized spiders lurking in the kitchen catching insects: one. Number of large spiders clambering across the living room ceiling in the hope we won't notice it: one. And that's quite enough.

Earworms: thanks to TV programmes about Abba last weekend, a medley of their hits has been plaguing me ever since. Particularly the ghastly *Chiquitita*, which I've always thought of as an exhortation to dental hygiene: Check your teeth out!

'Zine Poll 2021

Alex Richardson has published the results of this year's poll (in his 'zine, Obsidian). Top of the rankings – for the third year in a row – is John Marsden's *Ode*. Congratulations to John, who's clearly doing something right. Second was Mick Haytack's *Open Management* (a sports games 'zine) and third *Dane's Games* from Dane Maslen (like *TWJO*, a more general games 'zine). *TWJO* placed 24th (of 27). Not too surprising as I doubt there's much crossover between *TWJO* readers and the *Diplomacy* hobby which forms the core of the voters – just five people ranked *TWJO*, if I'm reading this right. My thanks to the other four – and, as Alex published a list of the participants, I know who you are! Full details can be obtained from Alex at alex (dot) bokmal (at) gmail (dot) com.

Online stats

I published *TWJO* 218 in mid-October and the PDFs were downloaded 148 times in the rest of the month. The previous issue, 217, attracted 86 more downloads through October to take it to 303 downloads in (nearly) two months. And *TWJO* 216 was downloaded 41 times in the month, making a total of 309 since publication.

Other top downloads in October include my 2005 review of Rüdiger Dorn's *Louis XIV*. I can't see any reason for this suddenly being of interest, but that's the wonder of the internet. A variety of other reviews were popular too, for no apparent reason.

What I missed at Spiel '21

Pevans didn't go to Essen this year

Yes, my medical situation meant that a trip to Germany was out of the question, so I missed Spiel for the second year running. I wasn't the only one – numbers were limited and various safety measures were in place – and quite a few publishers didn't exhibit, either. However, there are plenty of resources online to catch up with new games, whether or not they were physically launched at Spiel (and logistics issues got in the way as well). Here are my highlights (think of it as my wishlist) of what I've found – by publisher.

2F Spiele (www.2f-spiele.de) is, of course, Friedemann Friese's imprint and wasn't at Spiel. But I'm definitely including Friedemann's new games. The more so as he's taken to publishing his games in both English and German as well as having a US partner – Rio Grande (www.riograndegames.com) – for separate English language editions. He launched two new games this year: *Free Ride* and *Full Throttle!*.

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'Idée	9		
2	Betty Kant	8	I	XM
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	Col	RFG	CG	KM	DG	OOC	ALC	CPC	RM	JH	LR	13F	PLD	53F	27M	4A	69A	Gscn
LCol	BdLG	BRJS		GdB	PFL	MDZ	RS	BeV	HDS	NWO	HCV	N5	N5	HDE	ML	N6	N1	N5
Maj 1	EdL		N6	THH	N1	JIT	N4	N2	N1	NWO+N5	N5	N2	N5	N6	N1	N5	N3	N6
Maj 2	CdP			RdL	N6	PCR		N1	N3	N6	MP	N2	N2	N5	N1	N3	N1	N1
Capt 1	NM		N1	N4	N5	N3	N2	N5	N1	N4	N4	N5	N2	N3	N2	N3	N3	N1
Capt 2	LS		N3	N4	N1	N5	N4	N6	N2	N4	LV	N5	N6	N5	N3	N4	N4	N3
Capt 3	CT		N3	N5	N6	N6	N4	N2	N4	N4	N2	N3	N2	N5	N2	N2	N2	N5
Capt 4	DC		N4	N4	N1	N5	N2	N1	N3	N2	N6	N2	N4	N3	N5	N4	N4	N5
Capt 5	N5																	
Capt 6																		

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	--/--/--
Horse Guards Brigade	--/--/--
Heavy Brigade	--/--/--
Dragoon Brigade	--/--/--
First Foot Brigade	--/--/--
Second Foot Brigade	--/--/--
Third Foot Brigade	--/--/--
Fourth Foot Brigade	--/--/--

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

Frontier Regiments

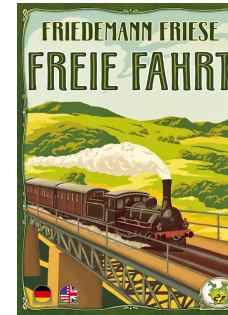
	F1	F2	F3	F4	RNHB
Colonel	N6	N3	N3	N5	N8
Attached					
Also at the Front					

(Defence for Sept–Nov)

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

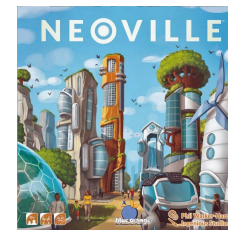
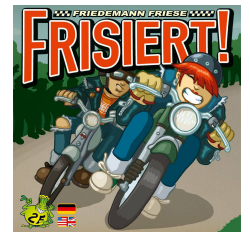
Battle Results

- | | |
|---|--|
| First Army: 4
Cavalry Division: 3
Heavy Brigade: 3
Archduke Leopold Cuirassiers: 2
Crown Prince Cuirassiers: 2
Dragoon Brigade: 2
Grand Duke Max’s Dragoons: 2
Princess Louisa Lt Dragoons: 5
Frontier Division: 4
Frontier regiment 1: 6
Frontier regiment 2: 4
Frontier regiment 3: 6
Frontier regiment 4: 5
Second Army: 3
First Division: 2
Guards Brigade: 3
Royal Foot Guards: 3
Cardinal’s Guard: 1
King’s Musketeers: 4 | 1st Foot Brigade: 4
Royal Marines: 3
Picardy Musketeers: 5
RNHB regiment: 2
Second Division: 5
2nd Foot Brigade: 3
13th Fusiliers: 3
53rd Fusiliers: 5
3rd Foot Brigade: 3
27th Musketeers: 3
4th Arquebusiers: 5
4th Foot Brigade: 3
69th Arquebusiers: 3
The Gascon Regiment: 2
Horse Guards Brigade: 2
Dragoon Guards: 3
Queen’s Own Carabiniers: 1 |
|---|--|



The former is a railway-building game with a network of connections between cities across Europe. Players draw cards to give a starting city and a destination and keep the cards (to score) when they get their train to the terminus. Hence, connecting railway lines are required. However, you don’t have to build the whole route yourself. You can use other players’ track. For a fee. In an interesting twist, doing this nationalises the track and means everybody can then use it for free. Hmm, it sounds like using other people’s track could be an expensive option. The game sounds fairly light, but I suspect it’s a lot tougher than it appears. There is a solitaire option as well as multi-player (up to 5) and a playing time of 90 mins.

Full Throttle! is definitely light: it’s a game of racing mopeds. However, players are not riding one of these dangerous beasts, they’re just betting on the outcome. The twist is that the cards you take to represent which machine you’re betting on are then not available to move it round the circuit. Yep, sounds clever and, hopefully, fun for 2-6 players with an advertised playing time of 20-40 minutes. I’ll definitely be picking up these two.



Blue Orange (www.blueorangegames.com) is not a publisher I automatically look at, but they have a new game from Phil Walker-Harding (mind you, I haven’t tried his 2020 game, *Cloud City*, yet) this year: *Neville*. Players position terrain tiles on which to build their city – cardboard buildings. Where the buildings are in relation to other buildings is what scores points – or penalties. Given the designer, I expect this to be light-medium complexity and good fun. Another one to try when it’s available.

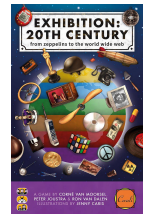
I think of Capstone Games (www.capstone-games.com) as generally producing English language editions of games from German publishers. However, *Imperial Steam* appears to be an original. It’s designed by Alexander Hümer, whose 2015 *Lignum* I rather liked (Capstone produced a second edition). The empire in question appears to be Austro-Hungary as the board shows cities from northern Italy across the Balkans. If I understand correctly, players need to co-ordinate their factories and railway network to produce goods and deliver them to the cities. It sounds like my kind of game.



I had good fun on the Cranio Creations (www.craniocreations.com) stand last time I was at Spiel, which is as good a reason as any to check out what they have this year. The first thing to get my attention was a new edition of Kiesling and Kramer’s

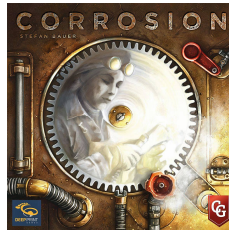
Maharaja from 2004. It was one of the tournament games in EuropeMasters 2004, so I played it quite a bit then. But not since.

Then I was struck by the forbidding cover image of *Golem* from the design team of Simone Luciani, Virginio Gigli and Flaminia Brasini (*Grand Austria Hotel* is one of theirs). Equally striking is the game's central mechanism: drop a handful of coloured marbles into a contraption and the actions players can take this turn depend on which slots the marbles end up in. Sounds rather like the dice mechanism in *GAH* to me. However, in this case, you're making and using powerful automatons to do stuff around the mediaeval city of Prague. And occasionally destroying them when things get out of hand. There's a lot going on (it has a complexity rating of 3.9/5 on BGG), so this is one I definitely need to try before giving a verdict on it.



Cwali (www.cwali.nl) is the imprint of designer Corné van Moorsel and was not at Spiel. However, Corné does have a new game: *Exhibition 20th Century*. This was launched on Kickstarter last year and is now being delivered (my copy just arrived!). On the face of it, it's a simple game of collecting artefacts (cards) from last century to display in your exhibition. Given the designer, I suspect it's anything but simple. There is a solitaire option, so expect more when I've had a chance to try it.

Deep Print Games (www.deep-print-games.com) is the latest publishing venture from Peter Eggert and Philipp El Alaoui (the original Eggertspiele team), along with senior people from Frosted Games and Pegasus Spiele. They have two new games, too. The first is *Corrosion*, from first-time designer Stefan Bauer. Players use engineers to build machines in their factory, but using them to get the engineers back also causes the machinery to rust. Hence players must get the best out of their deteriorating machinery while also developing non-rusting (chrome) machines. Shiny! It sounds interesting and I'd certainly like to give it a go.



The second game, *Savannah Park*, is from the acclaimed veteran design duo of Michael Kiesling and Wolfgang Kramer (the English edition is from a publisher new to me, Bright Eye Games – brighteyegames.com). Their games tend to be at the complex end of family games, providing a decent challenge for hobby gamers, and this one seems to be in the same mode. Players start with their own wildlife park of tiles set out at random. Then they have to move the tiles in their park one by one to new spaces – everybody moves the same tile at the same time. The idea being to get your tiles into the best scoring positions: with like

Tables

Other Appointments

King's Escort: Ensign __	Captain __
Cardinal's Escort: Ensign __	Captain __
Aides: to Crown Prince __	to Field Marshal __
Provincial Military Governors: __/__/__/__/__	
City Military Governor __	Adjutant-General __
Inspectors-General: of Cavalry __	of Infantry __
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 1674's Summer Deployment

First Army (Defence)	--/--/--
Guards Brigade (Defence) - RFG CG KM	
Second Army (Assault)	--/--/--
First Division (Assault)	--/--/--
1st Foot Brigade (Assault) - RM PM	
2nd Foot Brigade (Assault) - 13F 53F	
Second Division (Assault)	--/--/--
3rd Foot Brigade (Assault) - 27M 4A	
4th Foot Brigade (Assault) - 69A Gscn	
Frontier Division (Assault)	--/--/--
Frontier Regiments (Assault)	
RNHB regiment (Assault)	
Third Army (Field Ops)	--/--/--
Cavalry Division (Field Ops)	--/--/--
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Dragoon Brigade (Field Ops) - GDMD PLLD	

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

Aide to General: PGR, RdL
 Brigade Major: NOW (Dragoon),
 PGR (Guards, Horse Guards,
 Heavy and Dragoon), RdL
 (guards)
 Aide to Crown Prince: CdN, NM

Captain of the King's Escort: CdN,
 CT, LS
 Aide to Lt-General: CdN, LS
 Regimental Adjutant: CdN (KM),
 NM (RFG)
 Aide to Brigadier-General: CdN

Duels

Results of August's duels

There were none.

Duels to be settled next month

Still 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.

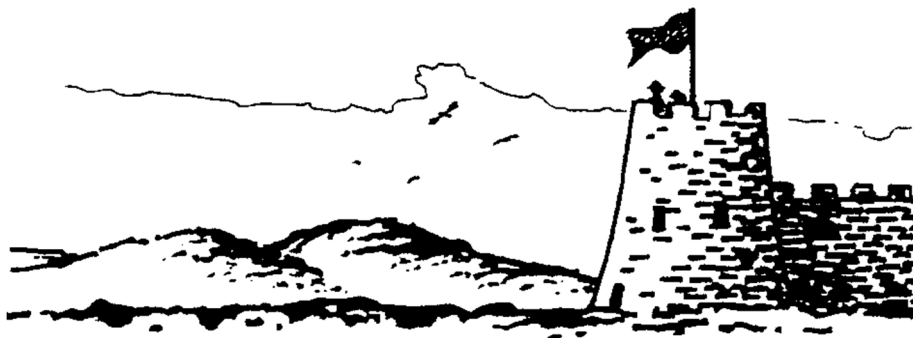
New Characters

Peter Card gets the Bastard son of an Impoverished Gentleman: Init SL 3; Cash 36; MA 3; EC 5 (X1).

Rik Stewart gets the Second son of a wealthy Gentleman: Init SL 4; Cash 500; MA 1; EC 4 (X4).

Bill Howell gets the Bastard son of a very wealthy Earl: Init SL 8; Cash 675; MA 3; EC 4 (X5).

Craig Pearson gets the Bastard son of a wealthy Merchant: Init SL 2; Cash 225; MA 5; EC 1 (X6).



animals grouped together and so on. It's another intriguing premise and I'd like to find out how it plays in practice.

Czech publisher Delicious Games (deliciousgames.org) is all about designer Vladimír Suchý's games and had passed me by until I belatedly discovered *Underwater Cities* last year (by playing it on Yucata). I'm still getting up to speed with 2020's *Praga Caput Regni* (yes, by playing it on Yucata) and now we have *Messina 1347* (designed jointly with Raúl Fernández Aparicio). The game's title refers to the arrival of the Black Death and players' aim is to survive by getting their family safely out of the town of Messina. Having ridden out the plague in the countryside, they then compete to dominate the town as they return. I'm expecting several interlocking mechanisms with many different opportunities for scoring points and a steep learning curve. Bring it on!



Another publisher that doesn't seem to have made it to Spiel was dlp (www.dlp-games.de), who've been producing some cracking games in recent years. Their offering this year is the Alexander Pfister title *Boonlake* (The US edition comes from Capstone – capstone-games.com). The theme of this is settling and developing an uninhabited (?) region (of the American West?). It's another complex game (3.8, says BGG) where players have lots of options what to do and many ways to score points. I've enjoyed Pfister's games so far and don't see why this would be an exception. Another added to the list.



In recent years Polish publisher Granna (www.granna.pl) has mostly produced family and children's games. However, this year they have *Gutenberg*, designed by Katarzyna Cioch and Wojciech Wi which is definitely a heavier game. The theme is, of course, the birth of printing with players as competing pioneers. As well as fulfilling orders, players need to develop and improve their workshop and printing capabilities (inks, typefaces and so on). It doesn't sound like there's anything particularly new in the game, but it's a nice package with a noticeable physical feature: interlocking gears on players' own boards. Definitely on my list to try.

Taiwanese publisher Moaideas (www.wix.moaideas.net) has become one of my must-see exhibitors in recent years (I blame *The Flow of History* and *Tulip Bubble*). And, as an added attraction, their new game, *Jiangnan*, has been designed by DuGuWei, the man behind *Yin Yang* which so impressed me at Spiel '19. However, the game's Kickstarter campaign has just been cancelled to re-launch in January (I suspect production logistics are an issue, though the main explanation seems to be that the game needs more work). I shall be backing it anyway.



My main interest at PHALANX (www.phalanxgames.co.uk) is already with me: Martin Wallace's *Rocketmen*, which I covered in *TWJO* 217. I was intrigued by the title *Bretwalda*, which was listed as a new game in the Spiel catalogue, but there's nothing more about it on Phalanx's website or BGG. Now I'm really curious!



One of the hits from Spiel '19 for me was Paolo Mori's *Blitzkrieg!* Which really does live up to its tagline: "WW2 in 20 minutes". This year PSC Games (www.pscgames.co.uk) has the second edition of this (including the *Nippon Expansion*) plus its sequel. *Caesar!* is subtitled "Seize Rome in 20 minutes" and pits Caesar versus Pompey in a battle to control the republic of Rome. It uses the same central mechanism of drawing cardboard chips from

your bag, deploying them around the Mediterranean to dominate the provinces. Like *Blitzkrieg!* I expect it to be a game of cat and mouse as the two players try to out-think each other. The question is how different it is from the earlier game. I'll just have to try it to find out.

What was very noticeable is how many regular exhibitors were not at Spiel this year. In their place were lots of new or, at least, different publishers – there were still 600 exhibitors, though that's half the number in 2019. I believe attendance was also about half the number in 2019, but don't have the exact figure. Spiel '22 is scheduled for 6th-9th October 2022 at the Messe (exhibition halls) in Essen, as usual. Hopefully, this will be even more like normal. The place to find out more is the organisers' website: www.spiel-messe.com/en (the English language version).

Reading matter

Time for some retro reading – though one of the books is a new to me. First off, I took up the offer of an e-book with two of CJ Cherryh's Union/Alliance stories. The first, *Merchanter's Luck* (from 1982), I have fond memories of as a kind of follow-up to the brilliant *Downbelow Station* – though it's a much shorter book. It moves away from the grand scale and the movers and shakers of *Downbelow Station* to tell the story of a dodgy spaceship captain trying to keep going as he runs his battered ship solo. Then he falls for a junior crewmember from one of the big families/merchant ships... It was more about the people and their relationships than I remember, but it was great to re-read it – though it does make me want to go back to *Downbelow Station*.

The second, and much longer, novel is *Forty Thousand in Gehenna*, which I had not read before. This is odd as it was first published in 1983 and would have fitted right into my prime Cherryh-reading period. It also fits into the Union/Alliance universe and the title refers to the number of colonists sent to the world of Gehenna. Though the 40,000 (ish) are the cloned workers that make up the bulk of the colonists. Not that they have much to say about the matter, having been created and indoctrinated as, effectively, slaves.

Leonard de Hofstadt applies for Minister without Portfolio

Leonard de Hofstadt applies for Minister of Justice

Lou Scannon applies for Aide to Lt. General

Lou Scannon applies for Captain, King's Escort

Marc de Zorro applies for Brigadier of Guards and Horse Guards Brigade

Neville Moore applies for Regiment Adjutant of RFG

Neville Moore applies for Aide to Crown Prince

Nouveau W Odeur applies for Brigade Major of Dragoon Brigade

Phillipe F'Loppe applies for Brigadier of Horse Guards Brigade

Phillipe F'Loppe applies for Army Quarter Master Gen. of First, Second and Third Army

Petit-Garson Riche applies for Brigade Major of Guards, Horse Guards, Heavy and Dragoon Brigade

Petit-Garson Riche applies for Aide to General

Robert d'Lancier applies for Brigade Major of Guards Brigade

Robert d'Lancier applies for Aide to General

Rick Shaw applies for Army Adjutant of First and Second Army

Rick Shaw applies for Brigadier of Horse Guards, Heavy, Dragoon, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigade

Tarquin le Hatter applies for Division Adjutant of First, Second, Cavalry and Frontier Division

Tarquin le Hatter applies for Aide to Field Marshal

Zavier Ulric Turenne applies for Division Commander of Frontier Division

Applications

Here are the announcements again, this time in the order appointments will be resolved, with the characters who are applying for each post.

Minister of Justice: CK, GdB, LdH

Minister without Portfolio: GdB, LdH

Army commander: JdG (all), JJ (2nd)

Inspector-General of Infantry: JdI

Division commander: JJ (1st), ZUT (Frontier)

City Military Governor: BdLS

Provincial Military Governor: BdLS

Army Quartermaster-General: HDS (1st), PFL (all)

Brigadier: CK (Heavy), HDS (1st Foot), MdZ (Guards, Horse Guards), PFL (Horse Guards), RS (all except Guards)

Army Adjutant: AF (all), Anon (all), BeV (all), RS (1st, 2nd)

Aide to Field Marshal: BeV, TIH

Division Adjutant: BeV (all), TIH (all)

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

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

Announcements

Augustin Fourier applies for Army Adjutant of First, Second and Third Army

Les Anonyme applies for Army Adjutant of First, Second and Third Army

Bernard de Lur-Saluces applies for Province Mil. Governor

Bernard de Lur-Saluces applies for City Military Governor

Ben e'Volence applies for Division Adjutant of First, Second, Cavalry and Frontier Division

Ben e'Volence applies for Aide to Field Marshal

Ben e'Volence applies for Army Adjutant of First, Second and Third Army

Claude de Nord applies for Aide to Brigadier-General

Claude de Nord applies for Regiment Adjutant of KM

Claude de Nord applies for Aide to Lt. General

Claude de Nord applies for Captain, King's Escort

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.

Claude de Nord applies for Aide to Crown Prince

Chris Knight applies for Brigadier of Heavy Brigade

Chris Knight applies for Minister of Justice

Charles Trenet applies for Captain, King's Escort

Greg de Bécqueur applies for Minister without Portflio

Greg de Bécqueur applies for Minister of Justice

Henri DuShite applies for Brigadier of 1st Foot Brigade

Henri DuShite applies for Army Quarter Master Gen. of First Army

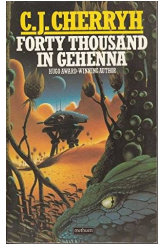
Jacques de Gain applies for Army Commander of First, Second and Third Army

Jean d'Ice applies for Inspector General Infntry

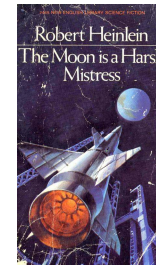
Jean Jeanie applies for Division Commander of First Division

Jean Jeanie applies for Army Commander of Second Army

After this set-up, I thought I could see where the book was heading. I was dead wrong. In fact, this background is quickly irrelevant as the book becomes a saga across many decades as the colonists adapt to their new home. It's actually a story about how humans and aliens might live together. After a bumpy start, of course. If I remember correctly, this theme was also part of Cherryh's earlier *Faded Sun* trilogy and, of course, is central to the more recent *Foreigner* sequence. (It started as a novel. Then it was a trilogy. Then it became a trilogy of trilogies. It's now up to 21 books – and I'm at least six behind. You'll have to go back to *TWJO* 131 for my most recent comments on these.)



This is a very different story from those and is told from the contrasting viewpoints of the colonists (and their descendants) just trying to survive and the Union/Alliance scientists, military and administrators trying to work out what's going on from the outside. I found it fascinating and compelling with a wonderfully alien set of aliens. It would probably have blown me away back in the Eighties and I certainly recommend it now.



For a while now I've been hankering to re-read Robert Heinlein's *The Moon is a Harsh Mistress*, one of my favourite Heinlein novels. I think this was prompted by reading Ian McDonald's "Luna" series (my thoughts on the second book are in *TWJO* 213) and wanting to compare these two visions of how humanity might live on the Moon.

Both of them feature harsh conditions, a society without a legal system, a colony that's under the thumb of Earth – Earth has the spaceships, the money and the people; shame it's at the bottom of this hefty gravity well. Heinlein has his "Loonies" mining ice and building underground farms to supply Earth with grain. McDonald's Luna is heavy, surface-based industries. Heinlein's Luna is a prison colony at heart – after a few years on the Moon, physiological changes mean you can't return to Earth – and the rest of the population is descended from prisoners (hence, no doubt, the use of Australian slang – quite why Loonies use so much Russian isn't clear). McDonald's colonists are industrial workers and their descendants, but just as trapped on the Moon by biology.

McDonald's books follow the rivalry (commercial, social) between the super-rich families/companies that dominate his Luna. Heinlein's novel is about revolution! And, despite killing an awful lot of people, it's essentially a cheery, kind-of-optimistic book. Plus it has a computer that's alive – reckoned by some to be the novel's real protagonist. And it has the core philosophy of TANSTAAFL – "There Ain't No Such Thing As A Free Lunch" ("or these drinks wouldn't cost so much," says our hero, Mannie, of the bar he's in at the time). What more could you want?

What impressed me on re-reading *The Moon is a Harsh Mistress* is how quickly the action starts. We've barely met Mannie (more formally, Manuel Garcia O'Kelly, which tells you something about the rich mixture of ethnicities that runs through the book) when the revolution kicks off. Heinlein cleverly works the necessary exposition into the plot without bogging down (I wonder if this is a lesson learned writing his 'juvenile' fiction?). It makes for a great read that I had trouble putting down, despite being familiar with the book. Absolutely terrific!

Games Events

Dragonmeet is back this year: Saturday 4th December at the Hammersmith Novotel. It's still a role-playing games event at heart, but there's an awful lot more going on (the website describes it as "one of the most vibrant tabletop gaming conventions"). As well as a substantial trade hall, demo games, tournaments and seminars there is space for open gaming – with "Covid protocols" in force. More information and tickets are available from the website www.dragonmeet.co.uk

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. 6th-9th October 2022, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.spiel-messe.com/en

MidCon: provisionally 4th-6th November 2022, possibly at the Mickleover Court Hotel in Mickleover (near Derby). **MidCon** is a friendly board games convention, but was in a new venue in 2021 that I haven't been to. Expect mostly open gaming and a few organised events, including a Bring 'n' Buy. 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

To: Earl de Hofstadt

Field Marshal of France

Your Grace,

What a fine example you set as our new Field Marshal, quite the right fellow to hold the role and, by doing so, inspiring the Army to glory and success.

It would be a privilege if I were able to assist you in your endeavours by serving as your Aide, taking care of all those pesky little jobs, securing the best lodgings, wines and foods for your

comfort as well as ensuring all necessary paperwork is kept up to date.

As a King's Musketeer, indeed acting Regimental Commanding Officer, I believe I am well qualified to undertake the job as your Aide and look forward to hearing from you. I can assure your Grace you won't find me lacking and my loyalty is total.

Your most obedient servant,

† Lieutenant Colonel Tarquin le Hatter, King's Musketeers

Points Arising

Next deadline is 10th December

As mentioned earlier in *TWJO*, I am scheduled for an operation on 10th December and expect to be in hospital for a few days. However, I'm leaving the deadline as 10th and will adjudicate September as soon as I'm able to. Don't expect it to be published until after Christmas, though.

Next turn is the start of a new season. **All characters start the month in Paris and all duels must be fought.**

The new Military Appointments and any empty Government Appointments will be filled at the start of September – by NPCs where they are not taken by player characters. A player character with an appointment that lets him appoint another post chooses who gets this – which may be a player character, an NPC or left vacant. So, if you have applied for an appointment – or hold a rank – that allows you to make other appointments, don't forget to do so (or NPCs will get the jobs).

Note that the military appointments shown on the Greasy Pole (and

character sheets) **have expired**. They are shown as a reminder that the incumbent gets +1 on his chance of being appointed if he has re-applied for the same position.

Next month is September and any returns on investments will be paid out. Any shortfalls must be made good or the investment will be lost.

Absent friends

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

RdM Rob d'Masses (Craig Pearson) has NMR'd. Total now 1

X2 (Dean Talbot) got the benefit of the doubt and was floated

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

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.

To Brigadier-General Cuckpowder

My dear General, when I used the word 'class' in my reply to M'sieu le Hatter, I did not mean social class but rather that ineffable and unmeasurable state of being that differentiates the truly noble from the ruck. I said 'hoi polloi' and meant it, for my door is open to all men – and many of the women – of France who have need of my assistance. No doubt you think that you of the 'hoi oligoi' should remain aloof? Be warned! As Pericles praised the Athenian democracy, so too voices are beginning to be raised in its favour. Who knows? In a hundred years of so... But no, it is a thought too horrible to contemplate.

† Marquis de LaGarde, Minister of War

Dear Phillipe,

What on earth was I thinking when I headed home to visit Maman for the summer? Talk about deathly dull! Nothing happens in St Sauveur le Vicomte. Nothing. Even the chickens are bored stupid.

I am so glad to be back in Paris.

Yours, etc, † Xavier Money

To Brigadier Turenne

Your service and that of the Royal Marines has been noted and will be brought to the attention of His Majesty. You mention 'glacis' over and over again. But where are the cherries that go with them? The fruits of victory are not only to be found on the field of battle.

† Lt.Colonel LaGarde

Mmm... cherries!

† Le Roi

To: All of Paris

It's official Dunkie was indeed dinky!! My royal thanks to Lt. Colonel le Hatter who ensured that the, somewhat mangled, corpse of the late Duncan d'Eauneurts was delivered to me in Madrid.

A host of Spain's finest physicians were eagerly awaiting the body and began an immediate autopsy to finally prove, one way or the other, if the much-rumoured size of the late, former Minister of State's, 'family jewels' were as tiny as often stated... well... I am able to confirm that the official findings proved them to be an even smaller package than was ever speculated!!

There was great discussion amongst the physicians themselves and, at their behest, I was requested to invite a further medical professional, one specialising in treatment for adolescents, to confirm that Dunkie's 'tackle' was comparable to that of a seven-year-old. No wonder the poor fellow suffered throughout his entire life with 'Little Man's Syndrome'.

So, the long wait is eventually over and now Paris and the world know the truth. R.I.P Dinky Dunkie.

† Her Majesty, Queen Felix

PS In the spirit of forgiveness and friendship towards the late Dunkie, I have had his 'family jewels' specially preserved and covered in gold so that they make act as a small paperweight which the current and future French Ministers of State may use to hold down any scrolls and documents they require while in Court session; although best make sure it is just a small pile of papers!

Trophy Hunter

Turn 3

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	g	g	G						
3					G	g	g	X												
4		α															X			
5		α			X															
6																	X			
7			X	‡				x										X	L	
8				‡					X								X			
9				‡	x				A	a										
10							α	α												
11							x													
12																				
13	x					X												X		
14						g	X													
15		G				G														
16		G																		x
17		g	X	X				⌘												x
18					x	a	X			X			X			x	⌘	⌘	⌘	
19						A							X							
20																				

Oops! I should really have scrolled up to the first page of last turn's report before claiming Bill Howell was in the lead – it was actually Charles Burrows who was leading last turn.

A lot of people, including Charles, score a point (or so) this turn by finishing off Antelopes and Gorillas. Mr Burrows retains his lead.

However, it's Charlie Sundt and Matthew Wale who do best at the cashing in as each has a Gorilla to himself. But Pam Udowiczenko does best of all, finding a Lion.

Chris Baylis explains his unconventional weapon this turn: “I have secured the use of two Tungsten knitting needles with hand balanced designer handles of Titanium rolled wire, and points dipped in curaré.”

And his technique? “I will sneak up to within 3 metres (or 3 yards, whichever they are currently using in the country of our hunt) and swiftly let fly with the speed and accuracy of Britt (James Coburn's character in *The Magnificent Seven*).”

He still only gets one point.

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

Scores

Player	Shots	This turn	Total
Martin Abrahams			1.33
Alex Bardy	G18, F19	1	7
Chris Baylis	G18, F19	1	5
Chris Boote			0
Colin Bruce	B16	1	6.71
Charles Burrows	C17, B16	1	9
Peter Card	I9	1.33	5.33
Mark Cowper	N2	1.33	2.04
Mike Dommett	G14, F13	0	4
Jerry Elsmore			4.71
Alex Everard	F13, G14	0	4
Anthony Gilbert	G14, C17	0	-5

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.

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 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

Welcome Home Troops

I will be holding a party at my club in the first week of September for all who served at the front this summer.

† Count Beau Reese Jean Seine,
Minister of State

It’s Party Time! Bring your ladies and join me at my club, September Week 2, to celebrate the return of our gallant troops from the Front. All costs paid. All Gentlemen of social levels 8 and above are welcome. If you are a lower social level and wish to attend, please contact me first to make arrangements.

You really need to remember to sign your invitations, Xavier. † Le Roi

Party. Second week of **October**, Bothwell’s. No riff-raff, such as SL 7- or Dragoon Guards.

† Marc de Zorro

Military Missives

To the Adjutant-General
My Dear Sir,

Having seen and been inspired by the hard-fighting Royal Marines, I am inspired to again lead battle-hardened troops next Summer and seek your support in my application to lead the Frontier Division in the King’s Service.

Any assistance or advice you can offer of your experience or influence will only add to both my shoulder and hilt towards his Majesty’s and God’s Purpose.

† B.Lt.Gen Xavier Ulric Turenne
1st Foot Brigade

Personal

To: Major, Sir Eclair de Lame
Commissioner for Public Safety
Mon cher Commissioner and
Regimental friend,

Most hearty congratulations upon your appointment as Commissioner and I fully expect you to bring both wisdom and diligence to the role. Your predecessor, Marquis de LaGarde, is a hard act to follow but I’ve total faith you will do your duty and Paris will be a safer place through your service.

Now, talking of safety, I really feel I ought to bring to your attention the fact that the unscrupulous villain and convicted felon Jerome Fortmayne has so far, through the luck of the Devil, managed to survive at the Front, which means he is shortly eligible to return to Paris. I am sure you agree this is an absolute threat to homeland security and so I would respectfully ask that you draw up another arrest warrant in his name and look at securing a swift conviction so he can be sent back out there for another year.

I’m more than happy to continue in my role as a Ferret for the Public Safety Ministry and serve the arrest warrant upon him.

Your most loyal friend and servant,
† Lieutenant Colonel Tarquin le
Hatter, King’s Musketeers

Fate seems to have intervened,
Tarquin.

† Le Roi

Lord Percy Percy says, since fashion is tending towards the insufferable, Tarquin is VERY fashionable.

Press

Announcements

Opportunities abound for officers and men in the Royal Foot Guards. Come join France's Best Regiment. Financial assistance available for suitable candidates. Opportunities for government service available for successful applicants.

† Beau Reese Jean Seine, Officer Commanding Royal Foot Guards

It appears my current Aide has been promoted to a rank that will prevent him continuing in that position after September. I will therefore be requiring a new Aide.

† Brigadier General Beau Reese Jean Seine

Despatches from the Front

From Leonard d'Artagnan (I mean de Hofstadt)
 “What did Dumas know, anyway?”
 [Spears an éclair with his shiny new baton.]

Dear Mama,

You will be gratified to hear that I have been promoted in the field and have therefore acquired a horse and a groom. Neither of which I can afford. I am a dead man when I return to Paris without the wherewithal to pay the money lenders, or an actual dead man when my luck runs out here. C'est la vie as we say.

Your dutiful son,

† Balian

Prophetic words.

† Le Roi

During a lull at the Front, Lt. Colonel Jacques Hatt makes an appointment to see the Brigadier.

“Sir, I am happy to report that the troops are doing well, and morale is high. Also, I wish to return the loan you gave me to start my career. If, as I hope, fortune continues to shine on me, I hope to be able to apply that same generosity to others who wish to join this glorious regiment.”

Just before turning to leave, he adds “I do hope that King and Country see fit to make the rank you have been handling so well permanent.”

From the diary of Charles Trenet [lightly edited]

I have started to pen a charming note asking for a renewal of my appointment as Capt of the King's escort in September. Who knows, after all this time at the front, if they appoint me for another year then maybe I'll actually get the chance to perform my escort duties for once (funny... I knew a chap once whose lady friend was often described as an “escort”).

Social

In celebration of his recent promotion to Colonel, Louis Renault and Di Lemmere invite all gentlemen* and friends of the Picardy Musketeers to join them at his club during week 2 September 1673.

No wine or merriment for members of the 4th Arquebusiers.

[*SL 6 and above]

Scores (cont'd)

Player	Shots	This turn	Total
Bill Hay	B16	1	3
Bill Howell	Q6, M18	0	5.8
Andrew Kendall	J18, F19	1	1
Nick Kinzett			0
Andrew Larder	S1, T1	0	0.8
Nik Luker	F19	1	1.8
Tim Macaire	H3, N2	1.33	1.33
Brad Martin	Q4, M19	0	0.71
Bill Michell			0
Graeme Morris	E3	1.33	2.13
Jonathan Palfrey	E3	1.33	3.33
Rob Pinkerton	E3	1.33	1.33
Mike Pollard	Q8, R7	0	6
Alex Richardson			0
Chris Rudram	J8, I9	1.33	3.37
Matt Shepherd	E5, R13	0	1.33
Charlie Sundt	F15	4	5.33
Gerald Udowiczenko	C7, G14	0	2.71
Pam Udowiczenko	S7	5	5
Phil Urquhart			1.33
Ray Vahey	N2	1.33	6.04
Matthew Wale	D17, B15	4	5.33
James Waters			0
Graeme Wilson	H3, I9	1.33	3.33
Paul Wilson	B16	1	1.8

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.

Send shots to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or to TWJO@pevans.co.uk by 10th December 2021.

Way Station (*Star Trader* game 11)

Turn 8

The big news this Quarter was the discovery of vast Petroleum deposits at Mu Herculis, which is sure to lower prices throughout the Quadrant.

SIRIUS CYBERNETICS made yet another risky jump and delivered the criminal leader to Alpha Centauri on planet. However, their luck won't last forever, whatever their two-headed leader hopes. Passengers were collected, though no one carries quite as many as TRADIAETH A MASNACHWYR TEGWEN, with their fleet of 11.

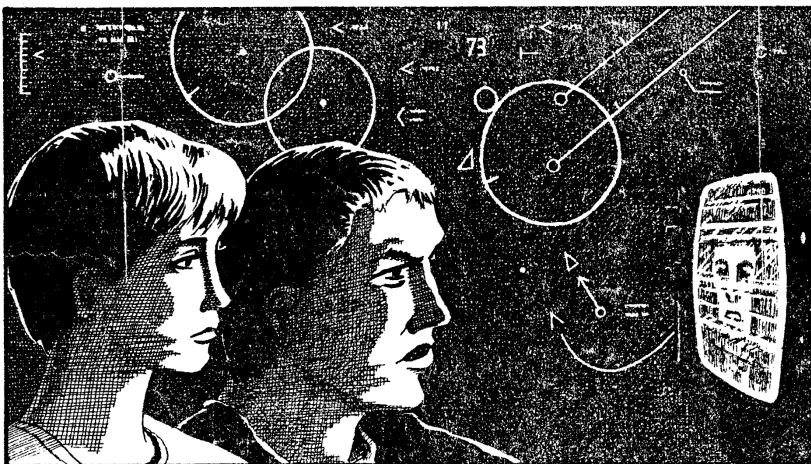
TRADIAETH A MASNACHWYR TEGWEN were spending money on improving their Reputation and lifting their Business connections slightly higher. A Warehouse was bought on Gamma Leporis and another Alloys Factory as well. It was probably just an oversight that had three of their fleet fighting over the same half dozen passengers on one trip, ending up with just 2 on each ship.

HAPPY FEATURES bought themselves a Warehouse at Mu Herculis for future goods storage before disposal.

COSTA NOSTRA COFFEE bought 4 Alloys for 2 HTs apiece at Gamma Leporis.

Epsilon Eridani saw SIRIUS CYBERNETICS buying 7 Isotopes for 10 HTs each and gaining a Dealership, though otherwise prices were flat.

There was the usual trade in Petroleum at Delta Pavonis with HARRIMAN ENTERPRISES buying 4 Petroleum at 7 HTs each and PETROLEUM & OTHER COLONIAL GOODS picking them up on Contract.



Heavy Brigade is particularly effective, both the Archduke Leopold's and Crown Prince Cuirassiers breaking the troops they face. Lt-Colonel Ben e'Volence is acting commander of the CPCs and finds his name in the Despatches ("Competent") while picking up just over 300 crowns' worth of loot. However, this success is not without casualties: Captain Rob d'Masses falls in the fighting. RIP. Brigadier Chris Knight, a brevet Brigadier-General, has his rank made permanent and adds 300 crowns to his coffers.

Dragon Brigadier Augustin Fourier oversees mixed results, but is still promoted to his full rank. He plunders just over 300 crowns' worth for himself and receives a Barony into the bargain. With Fourier commanding the Brigade, his regiment, the Grand Duke Max Dragoons, is led by its Lt-Col, Jacques Hatt. He is promoted to Colonel in Fourier's wake and grabs just over five hundred crowns' worth of booty for himself. Major Nouveau W Odeur becomes (brevet) Lt-Colonel in turn.

Bdr-Gen Rick Shaw is Adjutant of the Cavalry Division and manages to find 300 crowns worth of loot. He receives a Mention in Despatches ("I wrote this") as well.

The bad news at the end of August is the defeat of the Anglo-French fleet by the Dutch at the Battle of Texel – with the French ships accused of not fighting hard enough. The French Admiral points out that his ships, in the van, were separated from the bulk of the fleet in the first manoeuvres by the Dutch. The English are not happy...

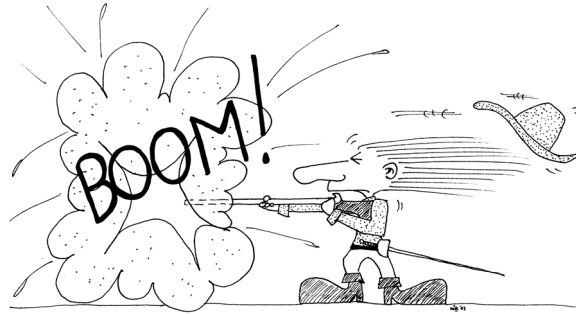
Practise, practise, practise

Meanwhile, it's a quiet August back in Paris. Even Pierre Cardigan only takes Edna Bucquette to the Fleur de Lys for one week, spending the rest of the time with his sabre. Terence Cuckpowder follows the same routine: at the Fleur with Katy Did, in his case, then three weeks' sabre practice.

Returning from his month in the country, Xavier Money does things differently. He takes Betty Kant to Bothwell's. For the whole month. Gaz Moutarde is also in this club after he's visited his lady at her place. He completes his August by visiting a gymnasium. "Which weapon does sir require?" he is asked. His reply, "a trebuchet", causes much confusion amongst the staff.

Balzac Slapdash and Jacques de Gain stick to the practising – four weeks for each of them with their rapiers. ❖

from the line of muskets behind. He charges recklessly, the guns fire and he falls under this volley. RIP.



The Horse Guards provide the cavalry support in Second Army and have some success seeing off Spanish attempts to relieve sieges. Brigade Major Petit-Garson Riche makes sure he gets a Mention in Despatches (“A fine administrator”) and is Knighted in consequence. He finds well over five hundred crowns’ worth of loot.

The success belongs to the Queen’s Own Carabiniers where Marc de Zorro, commanding, throws caution to the wind and hurls his men – and himself – against enemy forces whenever they come across them. He survives handily to be Mentioned twice in Despatches (“That is brave” “Very”) and swipes 500 crowns’ worth of booty. And, just too late to have any effect, he is given command of the Brigade. His number two, Lt-Col Justin Thyme, isn’t quite so brave. He gets just a single MiD (“Not quite so brave”) and half the loot.

The Dragoon Guards don’t manage as well, skirmishing inconclusively with Spanish cavalry throughout the month. Commander Phillipe F’Loppe is Mentioned (“Definitely brave”) after his bravery brings him a near miss with Spanish sabres. A Knighthood comes his way as a result. F’Loppe adds a couple of hundred crowns’ worth of booty to his funds.

Three to one

First Army is covering the lines of communication and defending France, which means its troops are first to hear that the Holy Roman Emperor, Leopold I, has joined a formal alliance with Spain to support the Dutch. Hence the heightened opposition First Army has had this month. Not to mention extensive probing attacks against Second Army, which the troops resist wholeheartedly. General Leonard de Hofstadt makes sure he is in the thick of the fighting, waving a pastry at every regiment so they know he’s involved. Two Mentions in Despatches come his way (“How brave is that?” “And he’s always got a croissant to hand”) and he barely finds time to collect loot – just 200 crowns’ worth comes his way, which doesn’t do much for the Army’s “highly successful tactical and strategic modelling programme”. Or cake. (“Mmm...” he adds.) Army Adjutant Greg de Bécqueur is hard pressed to keep up with his CO, let alone keep the flow of baked goods coming – a lot of them are getting stale now. He turns down the offer of a promotion and only adds a hundred crowns to his wealth, which doesn’t fill many of the empty flour sacks he’s kept to pack what he’s returning to Paris with.

Tau Ceti was busy as HARRIMAN ENTERPRISES sold 5 Alloys for 7 HTs apiece, buying 5 Isotopes on Contract to fill the space.

At Mu Herculis HARRIMAN ENTERPRISES sold another 5 Alloys but this time for 13 HTs each. HAPPY FEATURES unloaded 13 Isotopes for 12 HTs apiece, undercutting HARRIMAN’s bid of 14, while AMALGAMATED INTERSTELLAR MINERALS sold on Contract. HARRIMAN bought 9 Monopoles for 15 HTs each, gained a Dealership and sold Petroleum on Contract as well.

SIRIUS CYBERNETICS bought 4 Alloys for 5 HTs at Sigma Draconis, while AMALGAMATED INTERSTELLAR MINERALS bought Isotopes on Contract. HARRIMAN ENTERPRISES sold a single Petroleum for 13 HTs and PETROLEUM & OTHER COLONIAL GOODS sold them on Contract.

Beta Hydri had no trading this Quarter, but at Alpha Centauri HARRIMAN ENTERPRISES was also at work, buying 6 Isotopes for 10 HTs each and selling 4 Monopoles at the price of 18 HTs.

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	8th	72 32	Mark Cowper
B TMT	3 7 0	15	1st	376 28	Jerry Elsmore
C AIM	10 0 4	0	3rd	247 40	Paul Evans
D Harriman Enterprises	10 4 2	0	7th	384 40	Anthony Gilbert
E Happy Features	9 0 5	0	5th	299 40	Mike Dyer
F PCG	10 0 8	5	2nd	401 38	Przemek Orwat
G Sirius Cyber	10 3 1	3	4th	244 38	Charlie Sundt
H Mining & More	10 0 4	0	6th	349 33	Sergiusz Orwat

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

News

EV 24 took place this turn.

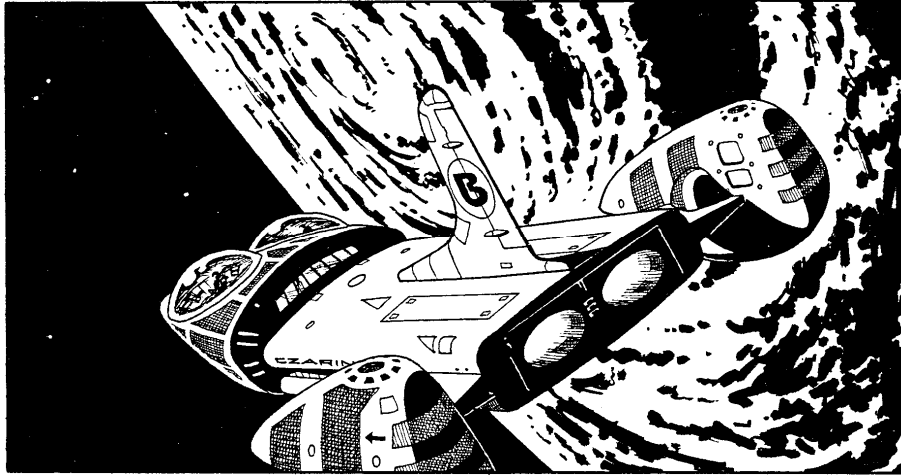
Turn 11 **P4, B5, C6**

There are four new News chits this turn (plus two missed last turn). The current list (new chits in **bold**) is:

(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.)

Turn 9 **B8, B10**

Turn 10 **B8, P8, C3**



Press

Once in a lifetime offer at Mu Herculis

CNCI are offering all ships who enter MH space unlimited refills of our new special brand of Americano at a cost of 10 HT each (non-negotiable). Anyone unwilling to play may get some extra spice in their coffee like “Fiery Blast”, “Kaboom Surprise” or “Hundreds and Thousands (of tiny metal pieces as your ship is vapourised)”. Payments by cash transfer on arrival. We so look forward to greeting you!
Dan Coreleone, Vice President Marketing and Revenue Generation, CNCI, MH

GM Notes

I have been having problems with the laptop, hopefully sorted now.

Apologies first: Last turn SIRIUS CYBERNETIC did jump to Tau Ceti and collected OP 28 and TEGWEN only had one ship fail hyperjump. I had also allowed ships that were going to be launched to delay purchasing of passenger pods and to load passengers in the opportunity phase of a turn when the Passenger pods had not actually been bought till the investment phase. This will not be allowed in future games. I have adjusted TEGWEN’s cash.

While I will accept late orders, insofar as they don’t affect previous players, it was a bad turn. Obviously I didn’t send out a reminder but I had two sets of blank orders, an empty sheet, and one set that were the previous turn’s orders. Please check what you are sending to me.

**Orders to Mike Dommert, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommert@yahoo.co.uk
by Friday, 3rd December 2021**

His share of the booty is valued at almost fifteen hundred crowns. Captain Dureau Celbonet does better, taking over 1,500 crowns’ worth of loot. His Mention is more routine, though (“He’s in the Royal Foot Guards”).

It is the Cardinal’s Guard who put the seal on the month, though, clearing the defenders from their positions. Guards Brigadier Jean d’Ice gains two mentions in Despatches (“For obvious reasons”) and sweeps up nearly fifteen hundred crowns’ worth of loot. His Brigade Major, Jerome Fortmayne tries to assist his regiment (he’s a Cardinal’s man) in the fight, but rides into a hail of enemy musketry. RIP.

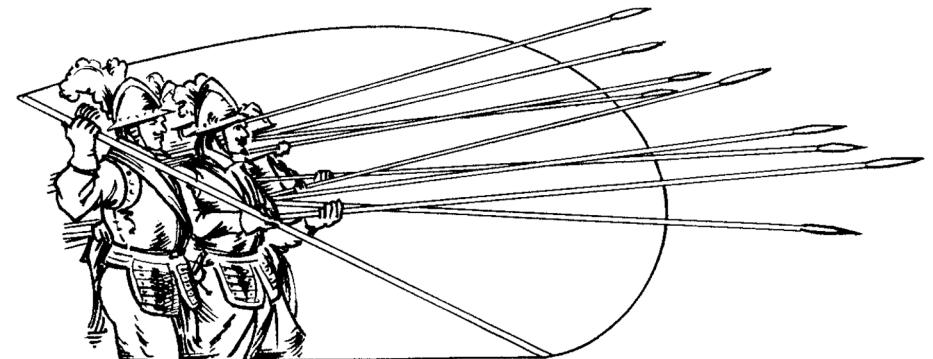
The Royal North Highland Border regiment is not to be left out of the fighting and storms Dutch positions. Commanding a battalion, Lt-General Bernard de Lur-Saluces receives the obligatory two Mentions (“Battalion commander suits him” “So does that kilt”). Having time amid the enemy’s supplies means he nets nearly two thousand crowns’ worth of spoils. General Jean Jeanie commands First Division and takes away his own pair of MiDs and just slightly less loot than Lur-Saluces despite being in a command position rather than on the field. Well, it does have its privileges.

Still besieging

The Brigades of Second Division continue their sieges, but without effect this month. Les Anonyme commands the 53rd Fusiliers in Second Foot. He is Mentioned (“Got out of the way quickly”), in spite of the regiment being on the receiving end of an enemy sortie. Lt-Colonel Hercule D’Engin was looking for “a bit of excitement” and rallies his battalion to get his name into the Despatches (“A rallying point”).

Command of Third Foot is vacant, so Colonel Mustafa Lekk of the 27th Musketeers is acting Brigadier. He uses this to the advantage of his finances – 700 crowns’ worth of advantage.

Captain Balian Isle-de-Tours of the 69th Arquebusiers (in Fourth Foot Brigade) is faced with a row of enemy pikes. The blades gleam in the sunlight, distracting him

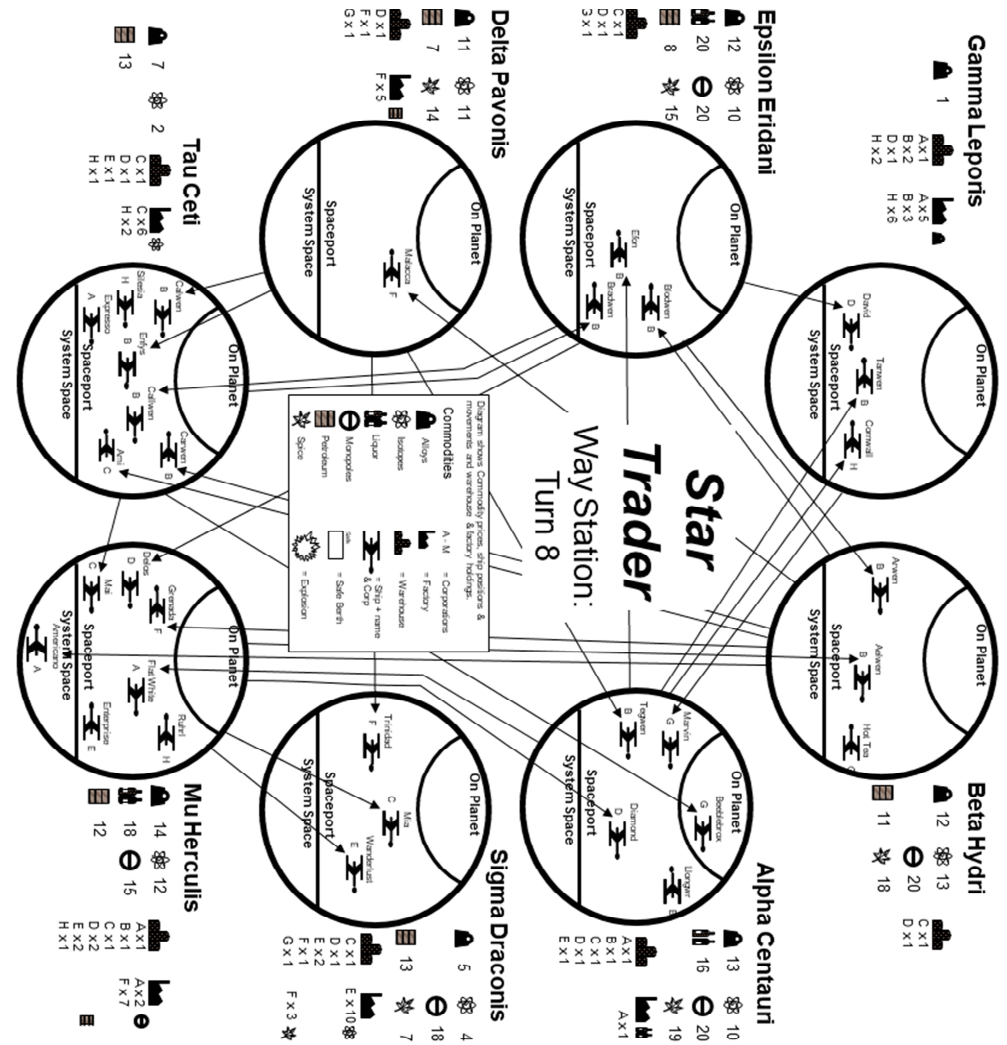


Alerted by the defeat of the Picardies, their comrades in First Foot, the Royal Marines, press their attack against the Spanish, despite taking casualties. Brevet Bdr-General Henri DuShite, commanding the regiment, accumulates Spanish helmets – a collection that nets him 1,500 crowns by the end of the month. He receives two Mentions in Despatches (“Pressing the attack in the Marines” “How many helmets?”) as well. However, there is no reward for First Foot Brigadier Zavier Ulric Turenne.

The Guards Brigade finds similar stiff opposition as they conduct another assault. The King’s Musketeers fight their opponents to a standstill. The personal bravery of Lt-Colonel Tarquin le Hatter, who’s leading the regiment, sees him in a fierce duel with a Bohemian officer which he is lucky to win. However, there are no rewards for him or his colleagues, Major Robert d’Lancier and Subaltern Claude de Nord. Hatter does manage to re-schedule his loans, though, despite being away from Paris.

With the enemy busy stopping the Musketeers, the Royal Foot Guards enter the fray with every expectation of chasing the German forces from their positions. They prove tough opponents, though, leading to protracted fighting. RFG CO Beau Reese Jean Seine is Mentioned for leading the fight (“He led the fight”) and pockets a round thousand crowns’ worth of loot from the battlefield. Lt-Colonel Bastian de LaGarde appears in the Despatches too (“He almost led the fight”), an award that means he becomes an Earl. He takes well over fifteen hundred crowns of booty. Senior Major Eclair de Lamé receives two Mentions in Despatches (“Led his part of the fight” “Agreed”) and collects well over a thousand crowns’ worth. He is out-

shone by the junior Major, Camille de Polignac, whose double Mention (“Ditto” “No, really”) is amplified with a Knighthood. His coffers swell with over 1,500 crowns’ worth of plunder. There’s a Knighthood for Captain Neville Moore as well after earning two MiDs (“Top Captain” “And Regimental Adjutant”). His loot is valued even higher than Polignac’s. There’s just one – brief – Mention for Captain Lou Scannon to go with under a thousand crowns’ worth of looting. Captain Charles Trenet makes sure everyone knows he’s there and is Mentioned (“He’s making a lot of noise”).



Freshford (Railway Rivals game 15 - RR2469CT)

Turn 9

BIEN's INTERNATIONAL EXPRESS NETWORK is well in front, though all scored evenly this turn, and the three-way race to London from Princes Risborough had only one point in it.

This turn's races

Race results					Scores			
					BIEN	CHAIR	RLR	CJR
15	14	Maidenhead	S5	EAST	+3	20+3	10-6	
16	15	Windsor	36	Watford		20		
17	23	Oxford	46	Linslade	10		20	
18	26	Princes Risborough	61	London		5	5	20
19	33	Amersham	S6	Shopping	0+2	10-2		20
20	42	Aylesbury	53	Hitchin	15+3		15-3	0
21	66	London	55	St. Albans	20+2	0	10-3	0+1
TOTAL					55	51	43	41

Builds and Points

BIEN'S INTERNATIONAL EXPRESS NETWORK (BIEN), Christian

Bien - Red

Builds:

None

Points: 198 +55 = **253**

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

Cowper - Black

Builds:

None

Points: 112 +51 = **163**

RED LINE RALE (RLR), Anthony

Gilbert - Purple

Builds:

(Hatfield) - M26 - N26

(D13) - D12 - C12 - B11 (1 to CJR)

Points: 133 -9 +43 = **167**

CANTERBURY RAILS (CJR), Rob

Pinkerton - Blue

Builds:

(A56) - M17 - Berkhamsted

(A55) - C56 - C57 - D57 (1 to BIEN

and then can't afford - Dunstable)

Points: 159 +1 -8 +41 = **193**

Les Petites Bêtes Soyeuses

Being a correspondence game of *En Garde!* Pevans since April 1986 and now published 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 20). 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



August 1673 (354)

Maurice Pauvre arrives in Paris and heads to the Royal Marines' barracks, stopping only to borrow some cash against his family name. However, Marines' commander Henri DuShite has told staff to refuse applications. Pauvre walks down the road to the Picardy Musketeers where he finds Colonel Louis Renault is happy to accept suitable candidates. The new Musketeer buys himself a Captaincy, along with a horse on which he sets off to join his regiment in action.

On the back foot

As one half of First Foot Brigade, the Picardy Musketeers are in First Division, joining the Guards in assaulting Dutch fortresses. Seasoned Spanish troops have reinforced the defenders. Taken by surprise, the Picardies are repulsed. Colonel Louis Renault is first away, but is still promoted to (brevet) Brigadier-General. A Mention in Despatches ("it's a withdrawal, not a retreat") brings him a Knighthood. Major Hugh Challavas-Vichy is promoted to Lieutenant-Colonel after the incumbent falls in the attack. This earns Challavas-Vichy a brief Mention in Despatches ("He was promoted"). The new Captain, Maurice Pauvre, survives a close encounter with an enemy pike, but experienced Captain Cyrano de Lancet isn't so lucky. RIP. Perhaps he now regrets ignoring Lt-Gen Turenne's offer to appoint him as his Aide. A short Mention ("Also promoted") marks Subaltern Lascar Vivrebras acceding to the rank of Captain as a position falls vacant. This is a bonus as he reckoned just staying alive was enough this month.

Next turn's races

Race	From		To	
22	61	London	43	Bicester
23	13	Reading	45	Bletchley
24	25	Thame	33	Amersham
25	36	Watford	S3	The North
26	52	Luton	S2	The West
27	22	Oxford	64	London
28	14	Maidenhead	54	Dunstable

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 6 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, 3rd December 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.

As of this issue I'm scrapping the formal waiting lists as there hasn't been that much interest. My general invitation is still open, though, so let me know your ID on any of the websites and what games you're interested in and I'll invite you into my next game.

Players on yucata.de will know that the website has a meta-game: giving players a title that reflects their ranking and promoting them as they meet specific criteria (winning different games, scoring ranking points and playing different people). My latest promotion is to Judge. So as far as Yucata is concerned, I'm Judge Pevans. I rather like the ring of this.

Apart from my usual games, I've tried some others recently. On yucata.de I've had a go at *Finca* (which I remember as a de4lightful game on the table) and tried *Praga Caput Regni* (which is a bit of a monster).

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

Turn 8

BASH scored well and caught up a bit. UNORTHODOX ENGINEERS are level with RAREBIT CYMRU RAIL, while GWR are just in front at the halfway stage.

This turn's races

Race results					Scores			
					UE	RCR	GWR	BASH
7	52	Ystalyfera	61	Porthcawl	10JR		10JR	
8	14	Pontyberem	46	Treherbert		20-5	+5	
9	16	Camarthen	51	Ystradgynlais		20		
10	24	Glanamman	S3	Llanelli or Burry Port		10		20
11	45	Glyncorwg	S5	Swansea/Britton Ferry	20-2		10+2	X
12	55	Glyn Neath	36	Mumbles	10+10-6			20-10+6
13	23	Ammanford	63	Tondu				20
14	34	Swansea	64	Maesteg	10		20-6	+6
TOTAL					52	45	41	62

Builds and Points

UNORTHODOX ENGINEERS

(UE), Jonathan Palfrey – Green

Builds:

(N14) – Gowerton

(I29) – G30 – G33 (2 to GWR)

Points: 96 -2 -8 +52 = **154**

RAREBIT CYMRU RAIL (RCR),

Mike Dyer – Black

Builds:

(C56) – Pontarddulais

(A48) – N7 – N4 – Burry Port

Points: 122 +2 -10 +45 = **159**

GERALD'S WELSH RAILWAY

(GWR), Gerald Udowiczenko – Red

Builds:

None

Points: 132 +4 +41 = **176**

BABEL AND SWANSEA HAUL-

AGE (BASH), Bob Blanchett – Blue

Builds:

(K57) – Glanamman (2 to RCR)

(N53) – (6) (already there)

(M43) – N42 (already there)

(I23) – Port Talbot (2 to GWR)

Points: 64 -6 +62 = **120**