

## That would be enough

This has been issue 220 of *To Win Just Once*, published 9th January 2022. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2022

## Deadlines

*Railway Rivals* and *Star Trader* are held over while Mike recuperates from his knee replacement.

Orders for *LPBS* and *Trophy Hunter* plus any other contributions to Pevans by Friday 21st January 2022.

(Further 2022 deadlines to come)

## 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](http://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 220 was written and edited by Pevans, with additional material from Nik Luker. The *LPBS* masthead (page 19) is by Lee Brimmicombe-Wood, as is the drawing on page 22. The other illustrations are by Bryan Lea (pages 20 and 21), Tim Wiseman (pages 23 and 24) and Nik Luker (page 25). Game and book artwork is courtesy of the publisher. Pevans took the photos (except where noted) 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](mailto:TWJO@pevans.co.uk),  
Web: [www.pevans.co.uk/TWJO](http://www.pevans.co.uk/TWJO)

# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Pevans reviews what he played in 2021

And Nik Luker reviews *Furnace*

AN ENGINE-BUILDING GAME BY IVAN LASHIN

# FURNACE

HOBBY WORLD

Arcane Wonders

Issue 220: January 2022

(LPBS 355: September 1673)

£2.00 (+ postage)

and online at [www.pevans.co.uk/TWJO](http://www.pevans.co.uk/TWJO)

## Contents

<b>Contents</b> .....	<b>2</b>
<b>Chatter</b> .....	<b>3</b>
<b>Letters</b> .....	<b>4</b>
<b>That Was The 2021 That Was</b> .....	<b>6</b>
Pevans recaps on his gaming year .....	6
<b>If you can't take the heat</b> .....	<b>9</b>
<i>Furnace</i> reviewed by Nik Luker .....	9
<b>Reading matter</b> .....	<b>13</b>
<b>Games Events</b> .....	<b>14</b>
<b>Trophy Hunter</b> .....	<b>15</b>
Turn 4 .....	15
<b>Way Station (<i>Star Trader</i> game 11)</b> .....	<b>18</b>
<b>Freshford (<i>Railway Rivals</i> game 15 – RR2469CT)</b> .....	<b>18</b>
<b>Elmers End (<i>Railway Rivals</i> game 16 – RR2470O)</b> .....	<b>18</b>
<b>Subscribing to <i>TWJO</i></b> .....	<b>18</b>
<b>Les Petites Bêtes Soyeuses</b> .....	<b>19</b>
September 1673 (355).....	19
Press.....	26
Points Arising.....	29
Announcements .....	30
Duels .....	30
New Characters.....	31
Tables .....	31
The Greasy Pole .....	34
<b>That would be enough</b> .....	<b>36</b>
Deadlines .....	36
Waiting lists.....	36
Credits.....	36

## Chatter

Welcome to 2022, everybody. My hospital stay ended up being a bit longer than hoped – and I'm still recuperating – but I was home in time for Christmas. A medical bulletin is below for those who want more detail.

Mike also went into hospital before Christmas: on 21st December for a knee replacement with the expectation of being out “in time for *Shaun the Sheep*”. However, he also took longer to recover than expected and didn't get home until 29th December. Latest info is that he's healing nicely (the staples (!) have been removed) and busy with physio exercises.

I was avoiding mince pie reviews in the run-up to Christmas, but Mike sent me a cutting of the Guardian's run-down. This had Sainsbury's Taste the Difference mince pies (with all-butter pastry) at the top, scoring 9/10. These were, in fact, the only supermarket mince pies I tried and I found them okay, but with the crumbly – rather than flaky – pastry that I find a turn-off. So I stuck with Wenzel's, as I mentioned last time.

I had to give up on my plans for the Beery Advent Calendar, so tasting notes will have to wait until I've recovered a bit more. The good news is that I have started drinking beer again, I'm just not risking the live stuff in the Advent Calendar.

### Medical bulletin

So I went into hospital on 10th December for my ileostomy reversal operation and what is usually a 5-10 day stay. The op went well and my surgeon was hopeful I'd be out within a week. There are two particular consequences to the operation. First, my large bowel was back in action after nearly nine months dormant (healing from the original op). It would need time to get back to normal.

Secondly, when the surgeon originally said they left the skin loose around the site of the surgery, I had visions of folds of skin hanging where the stoma had been. No, what he meant was that they leave a hole in my abdomen! This needs to heal, close up and have the skin re-grow across it, which is why there's a 6-8 week minimum recovery period after the operation.

However, I ran into a complication. My small bowel objected to the manhandling it had received during the operation (far less than in the original op, mind) and refused to co-operate. So I had to wait for that to settle down as well as getting everything else under control.

In the end I was in hospital for nine days, still in the normal range. Since then, my guts have largely recovered and the wound is healing nicely. The issue over the last couple of weeks has been getting the wound cleaned and dressed every two days over the holiday period and as medical staff contract or have to isolate from Covid-19. Fingers crossed for the next few weeks...

## **Railway Rivals and Star Traders games**

With Mike being out of commission, these games have been held over. The latest turns will go onto the website as/when they're available with a notification to the players. We'll sort out the next deadline when this happens and they'll be published in *TWJO* in due course.

### **Online stats**

*TWJO* 219 was published on 26th November and the PDF versions had been downloaded 158 times by the end of November, with a further 111 downloads in December for 269 in (just over) a month. The previous issue attracted 89 downloads in Nov and 28 in Dec, to make 265 in its first six weeks. And *TWJO* 217 was downloaded 30 times in November and 26 in December to take it to a total of 359 downloads since publication.

Apart from *TWJO*, other popular items on the website were my reviews of *Louis XIV* (again), *On the Underground* and *Viking Fury*. I wonder why those particular games were in demand?

## **Letters**

Jason Fazackarley chips in with a mince pie recommendation.

*I know you normally have a review/tasting of mince pies at the festive period so may I recommend you give Asda's Extra Special Irish Cream Liqueur mince pies... most yummy in my humble opinion!*

Hmm, I think I'll just pour some Baileys over the mince pies I have... Jonathan Palfrey moves on to Reading Matter.

*Re your reading matter, I'm aware of Cherryh but have somehow avoided reading anything of hers; not sure that she's my kind of writer, though maybe I'll give her a try sometime. I used to read Heinlein in my youth, hardly ever do so these days. I thought of "The Moon is a Harsh Mistress" as one of his best, but last read it in 2000. Rather annoyingly, at that time I left no comment on it in my diary. I vaguely remember having somewhat mixed feelings about it, but don't remember what they were!*

I discovered Cherryh through the Science Fiction Book Club in my teens with *The Faded Sun: Kesrith*. The SFBC introduced me to lots of authors I wouldn't have known about otherwise. Anyway, Jonathan returns to the topic a few days later.

*Having now [re-read] "The Moon is a Harsh Mistress", I don't think any more that it's "curiously light fiction": that was just my impression from the early chapters. Although, to be sure, it uses less descriptive text and gives less care to characterization than I expect from more recent sf. That's normal in a book*

*published in 1966; although it was around that time that sf began to get a bit more 'literary'.*

*I'm not quite sure what to make of the whole book. It was a good effort from Heinlein and remains worth re-reading. It has some interesting things to say about politics, and its scenario was and remains rather original – though partly because it seems implausible. I don't know the figures, but I guess it will be a long time before it becomes economic to use the Moon as a place to dump criminals. (Admittedly, sending criminals to Australia in the old days couldn't have been cheap.)*

*I like books with memorable scenes and characters, which are missing here. The story is quite decent and even gripping, but it ends in a rather downbeat way. In theory it's a mostly happy ending, but it doesn't feel like one. It seems rather a cheat to give the hero a friendly sentient computer that already controls so much of the Moon. That's like giving him a superpower. Makes things easier than they should be. But, without that, I suppose no chance of Free Luna at all.*

*Overall, I think it's a better-than-average sf novel, and I could well read it again sometime, but it's not one of my personal favourites. Though I like what Prof has to say about anarchism: I dislike governments, and I like to think they'll be abolished someday, whenever humanity gets the social technology to create a stable and workable anarchy. An anarchy, you see, is a society without government, but that doesn't mean a disorganized, chaotic society. It can be highly organized and still be an anarchy, as long as its organizations are non-governmental (not financed by taxes). The difficult task is to develop a bunch of non-governmental organizations capable of doing the things we currently rely on governments to do: that's the 'social technology' I referred to.*

In which vein, what do you reckon to van Vogt's Null-A, Jonathan? As I recall, they have a perfectly functioning anarchic society...

## That Was The 2021 That Was

### Pevans recaps on his gaming year

As year two of *The Great Pandemic* wends to its weary conclusion (are we halfway through yet?), I thought I'd round up my year in games. Rather like 2020, it's almost all been solitaire or online. I did get one period, in September, when nephew Tom and I were able to explore *Commands & Colors: Samurai Battles* – as reviewed in *TWJO* 218.

With several regular sparring partners, the *Commands & Colors* family dominates the games I've logged on BGG through the year. *Memoir '44* is at the top of the pile with 55 plays – that's over one a week! Most of these have been on the Days of Wonder app ([www.memoir44.com](http://www.memoir44.com), but also available via Steam – [www.steampowered.com](http://www.steampowered.com)), which means you can blast through a scenario in 30-40 minutes and thus play both sides of it in a short evening.

However, the app only supports “standard” scenarios – I much prefer the larger *Breakthrough* board – and has not implemented the more recent expansions, such as *New Flight Plan*. Hence, several of my *M44* plays have been on Vassal ([vassalengine.org](http://vassalengine.org)) where these are supported, though games take longer.

Vassal is also the venue for the other *C&C* games I've played: 37 *Napoleonics* battles, a couple of *The Great War* and just one *Ancients*. I thought I'd played more *Ancients* games, but clearly not. Something to do a bit more of in 2022. A highlight of the *Napoleonics* was re-fighting the battle of Austerlitz in La Grande Battles format with a full team of four players a side (ably organised by Mark Benson). It may be slow, but I really enjoy the team play.



The end of the La Grande Battles game: there's still fighting around the vineyards of Stare Vinohrady in the centre, but Bernadotte has broken right through the Allies' positions. Vive l'Empereur!

With *C&C* out of the way, the next game I've played most is *Scythe*: 9 times in the latter half of the year. This time the platform is Steam – three-player games (plus the odd bot) with a couple of regular opponents. I do enjoy *Scythe*, but if you want to win you have to focus on optimising your play rather than enjoying the game.

I have played *Viticulture* five times since Board Game Arena ([www.boardgamearena.com](http://www.boardgamearena.com)) implemented the Essential edition – I just wish they'd add *Tuscany*. This count leaves out the turn-based games – I only log real-time plays (whether face-to-face or online) on BGG. A quick check on BGA and the total plays jumps up to eight in 2021. *Viticulture* is another game I really enjoy playing – and it's one I can win (three from the eight) while enjoying it.

The other game I've played five times, according to my BGG log, is the first new (to me) entry in the list: *Lucky Numbers*. This is a simple but strangely addictive little game (available on BGA again) that has made an excellent filler for Swiggers' Wednesday evening sessions and gets a solid 7/10 from me.

Sticking to the new games now, I've also played *Carnegie* five times (on BGA). Kudos to Quined Games ([www.quined.nl](http://www.quined.nl)) for making this meaty new title available online – it's certainly whetted my appetite to try the physical game when I get the chance. In the meantime, I'm struggling to find a winning strategy but enjoying myself thoroughly – it's a provisional 8/10 on my highly subjective scale. There are longer notes on this one in *TWJO* 215.

Returning to physical games and thus solitaire play, I fitted in several games of *Rocketmen* – see *TWJO* 217 – and *Coffee Roaster* (in *TWJO* 216). *Rocketmen* is another game I'm waiting to play against real opponents, but somehow I have no urge to play the solitaire-only *Coffee Roaster* again.

Another physical game I've had on the table is *Hallertau* – below is the final position of my third solitaire game with plenty of sheep. I have to say I'm just

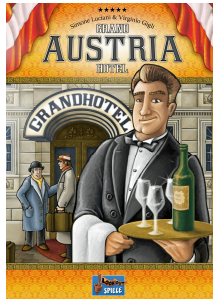


finding it tedious now. As a solitaire game, anyway. As far as I can see, there's only one way to play this game: amass the goods you need to upgrade your five 'Craft Buildings' so that your 'Community Centre' can move across your board (as shown above) to give you more actions and, later, more points. (The 'Boulder' obstacles that make moving more than once more costly magically move further away at the end of every round.) Since you always need the same stuff, you're always doing the same things. Yawn. Perhaps playing against real people would show me something I'm missing, but I'm not holding my breath. Sorry, Herr Rosenberg, but that's a provisional 5/10 from me.

I'm struggling, too, with Ted Alspach's *Maglev Metro*. Again, it's a physical copy, so it's solitaire play only. The first time I set it up, I was immediately stymied as I couldn't see how I was going to progress at all. It was on my second try that I realised there are certain things you can do without paying – they're not on the "things you need to pay for" table (I may not have the correct terminology here). Having resolved this, I still found the game impenetrable, though I did at least make some progress. Further research required, I think.

Thanks to Yucata ([www.yucata.de/en](http://www.yucata.de/en)), I've been able to try Vladimír Suchý's *Praga Caput Regni*. Another hefty, complicated game – right up my street! After three plays, I think I've got my head around the mechanics of the game. Now I just need to double (!) my score to be competitive. That's a provisional 8/10 on my highly subjective scale.

I'll finish with a couple of older but new to me games, played online. I was introduced to *Grand Austria Hotel* back in January and have now been thrashed seven times on Yucata – twice during Swiggers sessions. I'm really sorry to have missed this one when it was published as I'm very taken with its tight gameplay (seven rounds, two actions in each and an awful lot of things to do!). This is another game I'd like to try face-to-face, but it's a solid 7/10 from me in the meantime and more detailed first impressions are in *TWJO* 215.



The second game is *Villagers*, which I'd been intrigued to try since I saw how popular it was at the UK Games Expo in 2019. Its implementation on Yucata gave me the chance to play it. However, half a dozen plays in quick succession was enough for me. It's a pleasant enough game, but I just don't find it challenging (yes, I was winning too often and without effort). It's a 6/10 on my highly subjective scale.

It's been a minimalist year in games for me and I'm disappointed not to have made more inroads on the unplayed (and largely unopened) games piled up in my home office. Something to look forward to in 2022, eh?

## If you can't take the heat...

### *Furnace* reviewed by Nik Luker

I first came across *Furnace* via Spiel.digital last year. At that time it was only available in Russian (it's published by Hobby World – [international.hobbyworld.ru](http://international.hobbyworld.ru)) and looking for an English distributor. Luckily, Tabletopia ([tabletopia.com](http://tabletopia.com)) hosted a playable version online for the duration of Spiel 2020, so I got to try it out a couple of times, liked what I saw and pre-ordered a copy. The game received its international release at Spiel '21 and my copy arrived just before the show (thank you Zatu Games for a great service). It was worth the wait.

*Furnace* is a neat little engine-builder for 2-4 players themed around 19<sup>th</sup> century industrialisation, the object being, not surprisingly, to make as much money as possible in just 4 rounds. At the heart of the game is a pack of 36 nicely illustrated "Company" cards and it is these the players will be bidding for during the first phase of each round. Each card is double sided. The basic side details, in icons (the game is essentially language independent), a compensation effect, a basic effect and, ghosted out, an additional effect which will only become active when the card is upgraded (i.e. flipped). An upgraded card does not show any compensation effects, just basic and additional. Effects are of 2 types: "Extraction" which gives a player extra resources and "Processing" which allows a player to convert resources into other resources, money or upgrade tokens. The name of the game then is to accumulate a number of cards which will work well together to generate lots of cash. It's not as easy to do as you might think though...

At the start of the game, each player takes a set of coloured bidding discs (numbered 1-4) and is dealt one of 5 start-up company cards. These cannot be upgraded, but detail each player's initial resources plus 3 basic effects, one of which is unique to each card. The deck of Company cards is then shuffled and a number of cards (dependent on the number of players) is dealt out in a line, basic side up. The auction phase then ensues. Each player in turn places one bidding disc on a card of their choice, subject to the following rules: there can't be 2 or more discs belonging to the same player on any one card, and there can't be 2 or more discs of the same value on any one card. Once all players have placed all their discs, the auction is resolved card by card, in sequence from left to right and this is where things start to get interesting. The highest bid on a card, of course, wins it and the card is placed into the player's personal tableau. All other bids on the card, however, gain the compensation effect of the card, multiplied by the value of the disc used. So a player who has used the 2-value disc on a card with a compensation of 2 coal will gain  $2 \times 2 = 4$  coal, similarly if the compensation was convert 1 iron to 1 oil the player could do it twice (assuming they have enough iron in stock to do so). This is why the auctioned cards are resolved in sequence. A player who has gained resources from an early card may then be able, via clever use of bidding



A four-player game in progress (photo by Nik)

discs, to convert these into something better for use during the upcoming production phase. Compensation then can often be more valuable than winning a card. Part of the fun of the game is spotting these sequences in the auction and taking advantage of them, whilst also trying to win the Company card of choice. Of course, everyone else is trying to do the same...

So at the end of the first auction phase each player will have at least two Company cards in their personal tableau – their start-up card plus whatever cards they won in the auction (everyone is guaranteed at least one card due to the way the bidding rules work). The production phase now begins. Each player resolves the effects on each of their Company cards. Players can choose in which order they use each card, and which effects they resolve thereon, but must finish with each card before they start using the next. Furthermore the effects on each card must be resolved in order from top to bottom. Naturally, the effects on the cards quite often clash – for example, a player might want to convert iron to cash using card A, but to do this would need coal to be converted to iron using card B. And the only way the player can get coal is by using the additional effect of card A, which can't be used unless card A has been upgraded which, of course, requires coal. All of this makes sequencing cards for maximum profit something of a challenge, particularly towards the end of the game when players may have accumulated a fair number of cards to consider. Once all players have resolved their cards and all relevant

monies have been paid out, the round ends. Any unclaimed auction cards are discarded, a new row of auction cards is dealt out, the first player marker moves clockwise and the next round begins. The game ends after the production phase of round four, the winner being the player with the most money, with ties broken by the number of resources remaining in each relevant player's possession.

A couple more things I should mention. Firstly, the five Capitalist cards. These are the only language dependent component and their use is optional. Each player receives one of these at random at the start of the game and each bestows a unique power to be used throughout the course of play. There is considerable debate on the Net about whether or not this unbalances the game, with certain cards being perceived as too powerful. I would argue that the game seems to have been very well play-tested and would certainly recommend their use, having not found this to be a problem. Secondly, I have played the 4-player game (where it's probably at its best) and the 2-player game (which involves a clever dummy player mechanism over which the players have no control, but which provides just the right level of hindrance), but not the 3-player. Whilst the 2- and 4-player versions are both excellent, I have a small reservation regarding the 3-player, which revolves around the auction mechanism. Basically, the first player in a round has the advantage of being able to choose which card they win (they will be able to place their 4 token on any card). In a 4-player game each player will go first just once and in a 2-player, twice. In a 3-player, the player who starts the game will be the only one who gets to go first twice which could give an unfair advantage. As I said, the game seems to have been thoroughly play-tested so this may not be an issue (and could be mitigated by playing over just three rounds, although this might make for too short a game), but it's something to bear in mind maybe.

So reservations aside, is it any good? Most definitely yes. Gameplay is smooth and quick (the production phase can be carried out simultaneously by all players) and the game certainly doesn't outstay its welcome, most games being finished in an hour or so. The simple challenge of the auction – bid to lose for compensation vs. bid to win a card – generates a surprising amount of angst yet all players are guaranteed at least one Company card per round plus some compensation for losing bids, so no-one is ever completely excluded. True, the card they end up with may not be the one they wanted, but this adds interest in that all cards are beneficial in some way, and it can be very satisfying to successfully change tactics part way through the game or to spot a new tweak to an engine based on using a card one didn't expect to win. Components-wise the game is pretty good. Money tokens, first player marker, round counter etc. are all good thick cardboard, with bidding tokens and resources all in wood. The numbers printed on the bidding tokens will, I suspect, wear off easily with time, but this is nothing a quick lick of varnish won't cure. Cardstock is a little thin, but all the cards are linen backed and fit standard sized sleeves, so a minor quibble really. Everything fits nicely in the well-designed box inner (including sleeved cards). The rulebook is clear, concise and well laid out. All in all a decent package that I have no hesitation in heartily

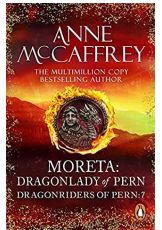
recommending. If *Furnace* is the shape of things to come, we'll need to keep an eye on Russian game designers...

*Furnace* was designed by Ivan Lashin and published by Hobby World (with the English edition handled by Arcane Wonders). It is a game for 2–4 players, aged 12+, lasting 30–60 minutes.

Pevans adds: *Furnace* was another on my list of games to look at in 2021, but didn't get around to. Nik's enthusiasm suggests I should definitely give it a go.

## Reading matter

A bit more retro reading for me recently: Anne McCaffrey's *Moreta: Dragonlady of Pern*. Back in the day I loved the original *Dragonflight*, both as a short story and again when expanded into a novel (one of the few stories to manage this successfully – *Ender's Game* is another that springs to mind). I followed the series of books for a while – I certainly got as far as *The White Dragon* – but gave up before reaching *Moreta*. Now “Moreta's Ride” is a legend in the earlier books, so this story is set further back in the history of Pern. And we already know the outcome of the tale.



McCaffrey then throws us into the joys of life on Pern when the weyrs are full of dragons and thus the alien Thread attacks are more of a chore to be dealt with than the menace of the earlier books. There is feasting, there is ‘runner-beast’ racing, there is sexual attraction and Moreta, above all, is full of the joys of being alive. And a particularly fine white wine from Benden. All recounted in loving detail. Too much detail at times.

The story then gets rather pertinent for 2021: the human population is hit by a plague. There's quarantine, there's social distancing, there's the desperate search for a vaccine and then there's the continent-wide effort to vaccinate everybody. Ouch! All a bit close to home to be reading in the time of Covid-19. But it's a tale told with such joy, even as we gear up to Moreta's heroism and the conclusion we have been anticipating since the start of the book. Bravo, Ms McCaffrey!

It was terrific to re-discover the world of the dragon-riders, though I can also see why I probably wouldn't want to read too many of them in succession. So I will be following up with other titles I've missed, but not for a while.

Moving away from books, one of the things I did during my latest convalescent period was to work through the stack of *Tabletop Gaming* issues that have been gathering dust in a corner. I had well over a year's worth of these, culminating in the Jan 2021 issue. I'd kind of got out of the habit of reading them as they arrived and they'd just piled up. Taking the time to go through them, I found half a dozen interesting articles in each issue – particularly James Wallis's definitive guide to all the *Spiel des Jahres* prize-winners over the years.

However, I also found the magazine irritating with its casual approach to typos, punctuation and grammar. I suspect a spell-checker is used as I didn't spot any egregious spelling errors. However, there are plenty of cases where the wrong word, correctly spelled, is used. Thus we have “hone in on” instead of “home in on” and “bounce of against”, which I think should be “bounce off” (or possibly “bounce against”). The argument is that, as long as the reader can understand what the writer is getting at, the rules don't matter. Well, I object to having to do a double take and puzzle out what the writer means before being able to continue.

Particularly when we have complete howlers. “Whilst our current global pandemic can be attributed to a sudden spike in the popularity of tabletop games...” (*Tabletop Gaming* issue 50, Jan 2021, p29) WTF? Yes, Chad Wilkinson (author of the article) states the Covid-19 pandemic was caused by playing games on tables. I amazed no-one’s started lynching gamers or burning down board game cafés.

Clearly Wilkinson meant to say the opposite: the sudden spike in the popularity of tabletop games can be attributed to our current global pandemic. Equally clearly, nobody proofread this as it’s such a glaring error. And it’s this lack of care that annoys me. So, the question is whether it’s worth £60+ a year to subscribe to a magazine that I’ll read about 20% of and is sloppily written and edited.

## Games Events

Well, there’s been no Stabcon or Handycon this January. Nor is SoRCon happening in February (booking is available for Feb 2023 on the website: [www.sorcon.co.uk](http://www.sorcon.co.uk)).

However, London’s major trade fair, Toy Fair 2022, is happening, at the Olympia exhibition centre in London, on 25th-27th January. I shall not be attending, but you can find the details at [www.toyfair.co.uk](http://www.toyfair.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](http://www.pevans.co.uk/Swiggers)

**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](http://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](http://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](http://www.midcon.org.uk).

For more extensive information on UK board games events, try The Queen’s Lane Advertiser at [www.boardgamers.org.uk/qla.php](http://www.boardgamers.org.uk/qla.php)

## Trophy Hunter

### Turn 4

**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	x
2		X										£	£	£						
3					£	£	£	x												
4		£															x			
5		£			x														X	
6												X					x		X	
7			x	↓										B				x	↓	X
8				↓						x				X			x		£	
9				↓				£	£										£	
10							£	£				X							X	B
11	X	E										X		X						
12											X	X	X							
13						x					X	X	X					x		
14						£	x													
15		£				£				X										
16		£				£				X										
17		£	x	x				£												
18						£	x			x			x					£	£	£
19						£					X		x							
20																				

Colin Bruce goes “(as I suspect everybody else will, too!) for a share of the poor, limping Lion”. He’s not wrong. The injured Gorilla and Lion are finished off by a hail of fire. Charlie Sundt and Matthew Wale do best out of this as only they go for the final part of the Lion.

Chris Rudram tries to “get away from the crowd” and hits nothing. Pam Udowiczenko celebrates last turn’s hit by shooting at the same spot again. There are no points for this.



Nobody else hits anything, apart from a couple of Bushes. Oh, and Andy Kendall wings an Elephant, which is bad news.

### 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 top of the grid and numbers (1-20) and down (thus A1 is the top left corner).

### Scores

Player	Shots	This turn	Total
Martin Abrahams			1.33
Alex Bardy	N7, N8	0	7
Chris Baylis			5
Chris Boote			0
Colin Bruce	S6, S8	0.63	7.34
Charles Burrows	S8,	0.63	9.63
Peter Card	M10, M11	0	5.33
Mark Cowper	S6, S8	0.63	2.67
Mike Dommett	J15, F16	1	5
Jerry Elsmore			4.71
Alex Everard			4
Anthony Gilbert	M13, N13	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, <del>Strikethrough</del> = 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.*

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

### Scores (cont'd)

Player	Shots	This turn	Total
Bill Hay			3
Bill Howell	S6, S8	0.63	6.43
Andrew Kendall	A11, B11	-5	-4
Nick Kinzett			0
Andrew Larder	S10, T10	0	0.8
Nik Luker	K19, F16	1	2.8
Tim Macaire	T7, B1	0	1.33
Brad Martin	K16, B2	0	0.71
Bill Michell	L12, M12	0	0
Graeme Morris	S5, S8	0.63	2.76
Jonathan Palfrey	O11, S8	0.63	3.96
Rob Pinkerton	S6, S8	0.63	1.96
Mike Pollard	O12, N13	0	6
Alex Richardson			0
Chris Rudram	M11, M13	0	3.37
Matt Shepherd			1.33
Charlie Sundt	S5, S9	2.5	7.83
Gerald Udowiczenko	L13, S8	0.63	3.34
Pam Udowiczenko	M6, S7	0	5
Phil Urquhart			1.33
Ray Vahey	F16	1	7.04
Matthew Wale	S9	2.5	7.83
James Waters			0
Graeme Wilson	F16	1	4.33
Paul Wilson	M12, S6	0	1.8

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](mailto:TWJO@pevans.co.uk) by 21st January 2022.

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

Held over while Mike's recuperating. The latest turn will go onto the website when it's available and I'll notify the players. Mike will set the next deadline with the report and it'll be published in *TWJO* in due course.

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

Held over while Mike's recuperating. The latest turn will go onto the website when it's available and I'll notify the players. Mike will set the next deadline with the report and it'll be published in *TWJO* in due course.

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

Held over while Mike's recuperating. The latest turn will go onto the website when it's available and I'll notify the players. Mike will set the next deadline with the report and it'll be published in *TWJO* in due course.

## Subscribing to *TWJO*

*TWJO* is published on paper and online at [www.pevans.co.uk/TWJO](http://www.pevans.co.uk/TWJO) (as a free PDF). If you want to play in any (or all) of the games in *TWJO*, you have two options. You can subscribe to the paper edition, which includes playing in the games. Or you can take the PDF edition and pay the "games only" subscription.

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

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

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

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

**Orders for October 1673 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 21st January 2022**



## September 1673 (355)

Paris is in festive mood as the soldiers return from the summer campaign. Time for parties, wooing and conspicuous consumption. But first, there's the serious business of filling the new military structure, starting with new (and old) recruits to the regiments. Didier de Malherbe applies to Louis Renault to join the Picardy Musketeers and is promptly signed up. He buys a Captaincy, for which he doesn't even need to borrow any cash.

After spending a relaxing summer in Paris, Pierre Cardigan re-starts his military career by enrolling in the Cardinal's Guard. He buys his way to Major and is unlikely to stop there, given the vacancies above him.

It's the top regiment for Martin de Garnache. Beau Reese Jean Seine pauses in counting the pay-out from his investments to welcome his new recruit to the Royal Foot Guards. Then he repays his loans and makes more investments. Meanwhile, M Garnache quickly becomes Subaltern Garnache. And then Aide to Brigadier-General Seine.

In his other role, as Minister of State, Seine has further appointments to make. He puts in Greg de Bécqueur as Minister of Justice, turning down the applications from Chris Knight and Leonard de Hofstadt. His Majesty further recognises Bécqueur with the title of Marquis. Earl de Hofstadt gets the consolation of becoming a Minister without Portfolio and is elevated to Viscount de Hofstadt.

As Field Marshal, Hofstadt has the job of appointing Generals to command the three Armies. He turns down Generals Jacques de Gain and Jean Jeanie, allowing the positions to go to some time-servers. He is more alert to who should be his Aide, however, giving the job to Tarquin le Hatter. (The other applicant, Ben e'Volence, simply doesn't meet the criteria now he's bought himself the Colonelcy of the Crown Prince Cuirassiers.)

The Minister of War, Bastian de LaGarde, chooses who will be the Inspectors-General. The job of Infantry I-G goes to Lieutenant-General Jean d'Ice, but LaGarde leaves the other empty for the time being. The retiring Inspector-General of Cavalry, Lt-Gen Bernard de Lur-Saluces, takes up the role of a Provincial Military Governor, having narrowly missed out on City Military Governor.



Brigadier-General Phillipe F'Loppe quite fancies the job of Army Quartermaster-General. The new man in charge of First Army has other ideas, though, and turns down both him and the previous incumbent, Henri DuShite. Justin Thyme steps in with Second Army, calling in a favour to make sure this commander doesn't appoint F'Loppe either ("He'll steal the cutlery"). Thyme's attempt to bribe the commander of Third Army ("He can't count, so will get the numbers wrong") is too paltry to have any effect, but F'Loppe still doesn't get the QMG job.

Inspector-General Ice leaves the infantry Brigadiers' positions vacant, turning down DuShite's application to command First Foot. The Cavalry Brigades are up for grabs, though. Marc de Zorro uses his influence to improve his chances of being re-appointed Brigadier of the Horse Guards. F'Loppe is up for consideration here and calls in a favour of his own, only to find Justin Thyme is lobbying against him again ("He's not very good"). Not that it matters as neither's influence reaches as high as the Inspector-General's office. Zorro is duly re-appointed.

The incumbent, Chris Knight, easily beats out upstart Rick Shaw to retain his position as Brigadier of the Heavies. Shaw has applied to command the Dragoon Brigade, too, but as a brevet Brigadier-General he can only command the Brigade he's in. Hence, why he wasn't considered for the Horse Guards or any of the infantry Brigades either.

Ben e'Volence calls in a couple of favours to make sure he beats the competition from Les Anonyme to become Adjutant of First Army. Anonyme doesn't get to be Adjutant of Second Army, either, but finally succeeds with Third Army.

No General wants Petit-Garson Riche as his Aide, it seems, but the commander of First Army appoints Robert d'Lancier to his staff.

Camille de Polignac gets lucky to become Guards Brigade Major, while Petit-Garson Riche is appointed as Brigade Major of the Horse Guards by Marc de Zorro.

Neville Moore tries to influence the Dauphin to favour him as Aide to the Crown Prince, but his reach is not high enough and he doesn't get the job. At least his regimental CO is on his side: Beau Reese Jean Seine appoints him Regimental Adjutant of the RFG.

Lou Scannon, on the other hand, can call in a favour that helps him secure the position of Captain of the King's Escort ahead of the incumbent, Charles Trenet.

He may not be in charge of anything (apart from the Dragoon Guards), but Bdr-Gen Phillipe F'Loppe is still entitled to an Aide. He gives the job to KM Subaltern Claude de Nord. Which means Greg de Bécqueur is too late asking Nord to be his Aide. Other positions are assigned at random from those eligible.

Brigadier Chris Knight decides the Heavy Brigade should return to the United Provinces forthwith, whatever plans the commanders of the Crown Prince Cuirassiers (Ben e'Volence) and Archduke Leopold Cuirassiers (Rick Shaw) might have had for the Autumn.

## Big Balls

It seems there is only one place to be this September: at the Minister of State's Welcome Home Ball for the troops returning from the summer campaign. Resplendent in his Royal Foot Guards' dress uniform and with Madelaine de Proust at his side, Beau Reese Jean Seine welcomes what seems like most of Paris to the Fleur de Lys. The guest list begins (alphabetically) with Augustin Fourier, very happy to have Mademoiselle Pet Ulante on his arm after three months absence. Les Anonyme still has the affections – and company – of Carole Singeurs.

Claude de Nord is unaccompanied, but Camille de Polignac has Angelina di Griz with him. Dureau Celbonet is without a plus-one. So is Eclair de Lame. The appeal of baked goods has not lessened, so Greg de Bécqueur is once more accompanied by Kathy Pacific. Having settled his debts, Hugh Challavas-Vichy attends alone. So does Hercule D'Engin. There is no companion for Jean d'Ice, nor for Jacques Hatt. Guinevere d'Arthur escorts Justin Thyme and Di Lemmere Louis Renault. Lou





Scannon brings Bess Ottede. Lascar Vivrebras has Marie Antoinette on his arm and a discussion with his host about vacancies in the RFG.

Seine's new Aide, Martin de Garnache, has a personal invitation but no companion. Marc de Zorro brings Cath de Thousands. Mary Huana is on the arm of Mustafa Lek (who started the month by re-scheduling his loans). Maurice Pauvre is on his tod, as is Neville Moore. For some reason Maurice is the recipient of unexpected monetary gifts, including a substantial one from Henri DuShite. Perhaps it's his name. Still, this largesse has let him buy a Majority in the Picardy Musketeers and add to his stable. Nouveau W Odeur accompanies Belle Epoque. There's no company for Petit-Garson Riche, nor for Tarquin le Hatter. And, finally, Zavier Ulric Turenne arrives with Lucy Fur on his arm and disrupts what had been a perfectly peaceful party. Both Martin de

Garnache and Mustafa Lek take exception to his presence, being that the man has neither a title nor a drop of noble blood. Their grievances will be answered on the field of honour.

The party-goers are not the only people in the Fleur – though they take up most of the space. Bernard de Lur-Saluces is trying – and failing – to have a quiet drink. Jean Jeanie is there with his belle, Jacky Tinne. Leonard de Hofstadt and Frances Forrin have a nook to themselves. And Pierre Cardigan is, as always, with “his” Edna Bucquette. However, his nice new Cardinal's Guard uniform is a red rag to the bulls of the King's Musketeers attending the ball. Challenges are swapped between Pierre on one side and Claude de Nord, Greg de Bécqueur and Tarquin le Hatter on the other.

Xavier Money may be a Brigadier-General, but he didn't have a command during the campaign. In fact, he wasn't involved in the fighting at all. Hence he is not admitted to the ball and starts his September outside the Fleur de Lys.

Charles Trenet is one man who doesn't attend the Ball, preferring the quiet of Hunter's as the venue for his reunion with Ella Fant.

### Smaller Parties

After such a rollicking start to the month, the question is where do Paris's socialites go next. The answer for many is Xavier Money's bash at Bothwell's, tactfully ignoring the fact that he didn't get in to Seine's Ball the week before. With Betty Kant, Xavier is able to welcome over half a dozen guests. Greg de Bécqueur and Kathy kick things off. They are followed by Hercule D'Engin. Justin Thyme and Guinevere are next. Lou Scannon has Bess on his arm again. Martin de Garnache gets in, too. So does Neville Moore. And Tarquin le Hatter. The arrival of Zavier

Ulric Turenne and Lucy provokes Martin to renew his challenge at the presence of such riff-raff.

Robert d'Lancier also attends Bothwell's, of which he is a member. However he's there to play the tables. A series of 250-crown bets see him win five and lose just the one, leaving him a thousand crowns richer than when he arrived – and with a significant number of brownie points. Gaz Moutarde just slinks into the club after spending the previous week renewing his acquaintance with his lady.

However, there is a bunch of baffled blokes outside Bothwell's doors. Busy paying off his loans, Phillipe F'Loppe doesn't seem to have heard that Ben e'Volence is back on active service and has turned up as his guest. And Balzac Slapdash and Petit-Garson Riche have arrived a month early for Marc de Zorro's October party.

Hunter's actually has two events going on. Well, the first one is probably not an event: it's just Nouveau W Odeur and Belle Toadying to Jacques Hatt in his new club. The second is hosted by Louis Renault and Di. They are joined by Claude de Nord, this time with Ada Andabettoir on his arm (what, Ada not good enough for the Fleur? There could be ructions), Hugh Challavas-Vichy, Jean Jeanie and Jackie and Lascar Vivrebras with Marie. Lascar feels it's time for a flutter and heads to the club's gaming tables to lay a bet of 170 crowns, which he wins. Mustafa Lek doesn't meet Louis's definition of a gentleman and is refused entry.

This leaves the Fleur, which is much quieter. There are just Leonard de Hofstadt and Pierre Cardigan in attendance, accompanied by Frances and Edna, respectively. For the rest of the month it's just Leonard and Frances.

### One more party

The third week of September is pretty quiet. Gaz Moutarde occupies Bothwell's on his own before spending the last week with his lady. Lou Scannon takes Bess to Hunter's. The Horse Guards club gets visitors: Petit-Garson Riche and Emma Roides, begging the question of why Petit-Garson was on his own in previous weeks. The Frog & Peach is busiest. Claude de Nord escorts Ada and Mustafa Lek accompanies Mary.

The month concludes with Louis Renault's second party, also at Hunter's. This is a private gathering for the Picardy Musketeers. CO Louis and Di are joined by Lieutenant-Colonel Hugh Challavas-Vichy, Major Maurice Pauvre and Captains Lascar Vivrebras and Didier de Malherbe. Didier is the only one to bring female company. He won Josephine Buonaparte's affections at the start of the month and has spent the intervening weeks practising rapier and carrying out some unnecessary regimental duties.





Louis places a single 170-crown bet at the club's tables, splitting his winnings between his subordinates.

Hunter's is actually quite busy with as many other members present as Louis's group. Jacques Hatt is showing off his latest conquest: Marie Antoinette. This is slightly embarrassing as two weeks ago she was Lascar's girl. A duel is already

scheduled. Justin Thyme brings Guinevere. Lou Scannon and Bess are at their favourite table. Neville Moore has Vera Cruz on his arm as he tries to show his new lady a good time. And Tarquin le Hatter is at the bar.

Petit-Garson and Emma are back in the Horse Guards, as are Mustafa and Mary in the Frog & Peach. Bothwell's is home to Marc de Zorro and Cath. And Xavier Money brings Kathy Pacific here, having wooed her away from the rapier-practising Greg de Bécqueur. That'll be another duel.

Eclair de Lame is another man who succeeds in his courting, enjoying his new companion so much he spends a further week with her. This provokes a duel with Charles Trenet, which is interesting for two reasons. First, Eclair is Charles's superior officer in the RFG and, second, he's also CPS...

Augustin Fourier takes advantage of Ben e'Volence's absence to go courting, too. However, his intended is not interested. Augustin tries again, is rejected again and chucked by Pet Ulante when she hears what he's up to. But Augustin perseveres and his final visit succeeds.

Jean d'Ice and Martin de Garnache get nowhere as the targets of their wooing are on the town with their current beaux. Robert d'Lancier's excuse is that he meets Terence Cuckpowder on the doorstep of their intended. Neither will give way, so a duel is required. What's more, Katy Did hears about Terence's antics and he's without his female companion. Robert has no excuse for his second courting, he's just rejected.

### Lookout, footpads!

Thomas de la Lune succeeds on his second attempt at wooing, though he doesn't want to publicise the relationship (and he had to borrow to finance the gifts). Jean d'Ice's second go sees him meet Marc de Zorro and Terence Cuckpowder (also on his second courting) outside the same lady's residence. None will stand down, so that's three more duels for the start of October.

The other source of female company is, of course, Paris's red light district. Henri DuShite is quick to visit a bawdyhouse and avail himself of such. He becomes the footpads' first target for months and they gleefully relieve him of his excess crowns.

After this experience he works out with his cutlass for the rest of the month. Others are more circumspect in their outings. Apart from Robert d'Lancier, who finishes his September not with a lady but by laying 50-crown bets in a Bawdyhouse. After winning his first three wagers, he loses the next three. His last bets are two wins and a loss to end the week slightly ahead.

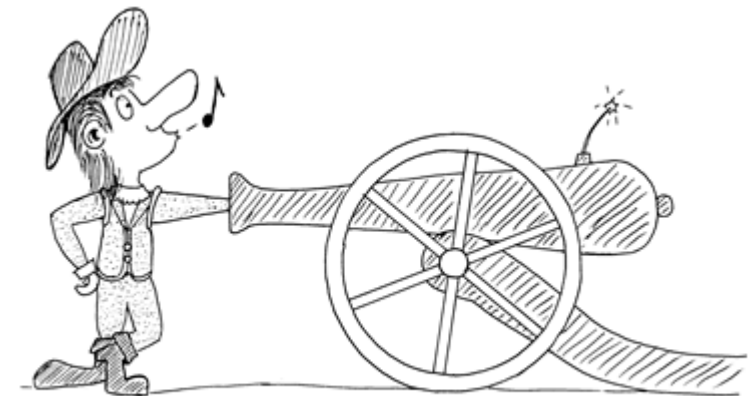
Jacques de Gain is a creature of habit. And his habit is to spend each month practising his rapier technique – though this month he also has a huge pay-out from his Arms investment to count. Bastian de LaGarde and Balzac Slapdash follow his lead, but keep their rapier practice down to three weeks. Bastian spends the missing week at a Bawdyhouse, while Balzac lounges around outside Bothwell's. Les Anonyme, Beau Reese Jean Seine, Camille de Polignac and Charles Trenet also practise rapier for three weeks, once they've spent a week in a club. Exercising his sabre for three weeks is Phillipe F'Loppe, another man who likes lounging around outside Bothwell's.

Putting in a couple of weeks in the gyms are Bernard de Lur-Saluces (two-handed sword), Dureau Celbonet (Foil), Jean Jeanie (rapier), Nouveau W Odeur (sabre), Pierre Cardigan (sabre), Terence Cuckpowder (sabre), Thomas de la Lune (rapier), and Zavier Ulric Turenne (rapier).

In intriguing news from the Louvre, Lou Scannon has been dismissed as Captain of the King's Escort after just one month in the job. Nobody is quite sure why, but he is said to still be in favour with Her Majesty...

### Let's go Dutch

Volunteered to join the Frontier regiments, Heavy Brigade finds itself on the defensive against the revitalised Dutch (after the spice fleet arrives safely from the Far East to boost their finances). William of Orange leads the Dutch, Spanish and



RECKLESS BRAVERY

Imperial forces to retake the fortress of Naarden and the French troops make a fighting retreat.

This goes well for Heavy Brigadier Chris Knight. He is brevetted to Lieutenant-General and manages to scavenge almost a thousand crowns' worth of booty even as the Brigade moves back. The Crown Prince Cuirassiers are the more successful of the two Heavy regiments, roundly defeating a force of Spanish cavalry that threatened to overrun Frontier regiment 1. Colonel Ben e'Volence becomes a Baron. Rick Shaw, commanding the Archduke Leopold Cuirassiers, is Mentioned in Despatches ("a solid performance") and finds a few crowns to add to his coffers. ❖

## Press

### Announcements

Aide required to assist at the Chancelry. Light duties until the Spring. Apply Viscount Cuckpowder, Chancellor.

Men of Paris:

The Grand Duke Max's Dragoons is looking for soldiers.

As I was helped by our last Colonel, I am happy to help interested candidates with the costs of application and horses. I expect that there will also be regimental gatherings. I can testify that the regimental weapons training facilities are quite useful.

With regard,

† Colonel Sir Jacques Hatt

The Royal Foot Guards still seeks officers and men. Opportunities for military and, for the right candidate, government service abound. Financial assistance available for deserving cases.

† Bvt Brigadier General Beau Reese  
Jean Seine – officer commanding  
RFG

Gentlemen of Paris

It has been brought to my attention that there was a shortage of equipment and supplies at the front and I am looking for more information on the culprits.

These acts of embezzlement are adding to the risks our men face: have you been offered surplus military equipment cheap, do any of your colleagues behave suspiciously or behave out of character when supply shortage are mentioned?

If something does not look right, then it is probably not right.

See it

Report it

Hang the guy with the La Rochelle accent.

† Sir Eclair de Lame CPS

### Matters of Honour

I am in need of a second or two. Anyone interested should contact me directly. I am happy to reciprocate.

I could also use an Aide to take care of the paperwork.

† Earl D'Ice

## Social

"Louis, darling," cooed Di, "is it true you have been honoured with a knighthood?"

Louis smirked, "It is my dear."

"Oh, you're so brave. We must have a party to celebrate!"

"Of course, darling, let's."

Party, Week 3 October 1673  
Sir Louis & Di invite all nobles, gentlemen\* and friends of the Picardy Musketeers and their ladies to join them for a few drinks at Sir Louis's expense.  
Members of the 4th Arquebusiers are requested to stay away.

[\* Gentleman being SL 7+]

Gentlemen of Paris,  
Bess and I invite you to join us in Hunter's in week 3 of October for drinks. All costs paid.  
Only those who are eligible to be members of the decent clubs in Paris will be on the guest list. That is, members of The Frog & Peach and above. [SL 5+]

† Lou Scannon

My Dear Friends,  
I will be holding a party in weeks 2 & 3 at my club. All gentlemen SL 12 or more are welcome (except the 53rd, of course). Please feel free to bring your beau and a bottle (surprise me) and your best joke – this needs to be a spoken joke and not a member of your enemy regiment (or mine).

Yours in honour,

† Ben e'Volence

The next Young Gentleman of Paris meeting will be held at the Horse Guards club on Halloween Night (Week 4, October 1673) and is open to all and their mistresses. It is themed around Witches, Warlocks, Ghosts and Ghouls and how a strong Christian faith can keep these dark ones at bay. Unlike other parties, there is no restriction on SL – all are included, with the exception of the Dragoon Guards who, as Satan-worshipping sodomites, do not fit any definition of "Gentleman" known in the history of mankind. If they show up, they will be tossed headfirst into the nearest midden by the Door Staff.

Please describe the costume you will be wearing and the best, judged by no less than Le Roi himself [OOO Pevans will choose the description he likes best], will win 200 Cr, with a prize of 100 Cr given to the second best. All costs will be paid by the Chair, Petit Garcon-Riche.

## Personal

A message to "Queen" Felix  
Don't worry about sending me the paperweight. The RFG will pop around to collect it and you next summer.

† Beau Reese Jean Seine Minister of  
State

Mon cher Maquis de LaGarde,  
It probably was your adjutant or servant, unaware that it's "hoi Polloi" or "the Polloi" but not "the hoi polloi".

† Viscount Cuckpowder,  
Chancellor of the Exchequer

“When I hear the words “Tarquin le Hatter” and “Friend”, I count the spoons.”

(Overheard in a Parisian brothel)

To: Lord Percy Percy

Should I discover who you actually are, weasel of a rogue who hides behind an alias, I shall ensure that you receive the sound thrashing that you deserve!

Far from being insufferable, as you falsely claim, I am actually very popular, one of Paris’s shining stars and destined for glory. I know this because upstanding gentlemen, ladies and even the common folk tell me so!

† Lt. Col Tarquin le Hatter  
King’s Musketeers

Lord Percy Percy says, as fashion is tending towards the honest, the ministers are all unfashionable.

Gossip from the mess:

“Maurice was Poor when he started, but is no longer quite so terribly Poor. Though he will have to repay his debts soon enough, he did well from a single month at the front!”

“So our poor Captain Pauvre is not entirely the church mouse I had assumed. On the contrary, he professes to be a proud man who does not want to feel indebted to his fellow officers. I will respect his wishes and instead will take the crowns on offer to the gaming table and share any winnings. Maybe the wealthy Captain would care to join me, match my 170 crowns stake, and share his winnings.”

† Sir Louis Renault

Leonard de Hofstadt  
You speared an éclair with a baton?  
Even assuming you meant a piece of wood rather than a bread product, just how big was this éclair?

† Cuckpowder

Yes, enquiring minds want to know!

† Le Roi

Dear 1st Army Commander de Hofstadt,  
Please do not give the position of Army Quarter Master Gen. of the Third Army to the scrum, Phillippe F’Loppe, as he will rob you blind.

Yours,

† Lt.Colonel Thyme, QOC

Yes, kick him into touch! † Le Roi

## Poetry Corner

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

Whilst at the front I have tried to compose a song for my fellow troops to march to.

I hope one day it will catch on.

### Song of the Onion

1 I love an onion fried in oil,  
I love an onion, it’s so tasty  
I love an onion fried in oil,  
I love an onion, I love an onion  
[Chorus]

In step, comrades, in step, comrades,  
In step, in step, in step  
In step, comrades, in step, comrades,  
In step, in step, in step

2 Just one onion fried in oil,  
Just one onion turns us into lions  
Just one onion fried in oil,  
Just one onion, just one onion

3 But no onions for the Austrians,  
No, no onions for those dogs  
No onions for the Austrians,  
No onions, no onions  
4 Love the onion fried in oil,  
Love the onion, it’s so tasty

Love the onion fried in oil,  
Love the onion, we love an onion  
It is available in several formats including a harpsicord remixing.  
Yours, † Claude De Nord

## Points Arising

Next deadline is 21st January

This deadline gives you a couple of weeks to get orders in. Future deadlines could be variable...

As we have a whole bunch of duels, let me remind everybody how seconding works. If you’ve been invited to second someone at their duel, it will be on your character sheet. If there’s nothing on your character sheet, you have not been invited to second anyone and **cannot** attend any duels.

If you want a second to support you at your duel, but haven’t nominated anyone yet, you’re too late for October’s duels.

With the two departures (below), LPBS is down to only 45 players! Please recruit anyone you think will enjoy the game – particularly if they’ve played *En Garde!* before. A free five-turn introductory subscription is available to anyone who wants to try the game.

## Farewell

I removed Dean Talbot and Mark Nightingale’s new characters as they didn’t send orders after their previous characters died without orders.

## Absent friends

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

X2 (Dean Talbot) has NMR’d.

X3 (Mark Nightingale) has NMR’d.

X6 (Craig Pearson) 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](http://www.pevans.co.uk/LPBS).

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

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

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

## Announcements

Les Anonyme applies for Minister without Portflio

## Duels

### Results of September's duels

There were none.

### Duels to be settled next month

Robert d'Lancier (Cutlass, Seconds BdLG, 5 rests) and Terence Cuckpowder (Sabre, adv.) have mutual cause as neither stood down over Guinevere.

Claude de Nord (Sabre, Seconds TIH, 5 rests) and Pierre Cardigan (Sabre, adv.) have mutual cause for being in enemy regiments.

Greg de Bécqueur (Rapier, Seconds HDE, 5 rests) and Pierre Cardigan (Sabre, adv.) have mutual cause for being in enemy regiments.

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

Mustafa Lekk (Rapier, adv.) has cause with Zavier Ulric Turenne (Foil, Seconds GM & LR, 2 rests) as he's not Noble but higher SL.

Pierre Cardigan (Sabre, adv.) and Tarquin le Hatter (Rapier, Seconds XM & CdN, 5 rests) have mutual cause for being in enemy regiments.

Charles Trenet (Rapier, Seconds BRJS & LS, adv.) has cause with Eclair de Lame (Rapier, Seconds CdP, 2 rests) for pinching Ella.

Greg de Bécqueur (Rapier, Seconds HDE, adv.) has cause with Xavier Money (Sabre, Seconds TIH, 3 rests) for pinching Kathy.

Lascar Vivrebras (Rapier) has cause with Jacques Hatt (Sabre, Seconds AF, adv.) for pinching Marie.

Jean d'Ice (Rapier, adv.) and Marc de Zorro (Sabre, 3 rests) have mutual cause as neither stood down over Madelaine.

Jean d'Ice (Rapier) and Terence Cuckpowder (Sabre, adv.) have mutual cause as neither stood down over Madelaine.

Marc de Zorro (Sabre, 3 rests) and Terence Cuckpowder (Sabre, adv.) have mutual cause as neither stood down over Madelaine.

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

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

### Duels held over to December

Ben e'Volence versus Augustin Fourier.

## New Characters

None.

## Tables

### Other Appointments

King's Escort: Ensign N	Captain __
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal TIH
Provincial Military Governors: BdLS/N/N/N/N	
City Military Governor N	Adjutant-General N
Inspectors-General: of Cavalry __	of Infantry Jdl
Commissioner of Public Safety EdL (until May 1674)	
Chancellor of the Exchequer TC (until February 1674)	
Minister of Justice GdB (until August 1674)	
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)	N5/RdL/BeV/N
Guards Brigade (Defence) - RFG CG KM	
Second Army (Assault)	N2/N/N6/N
First Division (Assault)	N5/N/N6
1st Foot Brigade (Assault) - RM PM	
2nd Foot Brigade (Assault) - 13F 53F	
Second Division (Assault)	N5/N/N2
3rd Foot Brigade (Assault) - 27M 4A	
4th Foot Brigade (Assault) - 69A Gscn	
Frontier Division (Assault)	N1/N/N4
Frontier Regiments (Assault)	
Third Army (Field Ops)	N6/N/Anon/N
Cavalry Division (Field Ops)	N2/N/N6
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





# The Greasy Pole

ID	Name	SLSPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
PC	Count Pierre Cardigan	24 40	Withy	Major	CG	10	Edna	Flr	5	Matt Shepherd
BRJS	Count Beau Reuse Jean Seine	24 34	Withy	B.Bdr–General	RFG/State Min.	11	Madelaine	Flr	4	Bill Hay
LdH	Viscount Leonard de Hofstadt	24+94	Comfy	Fld Marshal/Min w/o Port		7	Frances	Flr	5	Neil Packer
JJ	Count Jean Jeanie	23 55	Fithy	B.General		32	Jacky	Flr	3	Andrew Kendall
TC	Viscount Terence Cuckpowder	21 40	Withy	Bdr–General/Chancellor		6		Flr	5	Mike Dommett
BdLG	Earl Bastian de LaGarde	21+105	Rich	Lt.Colonel RFG/War Minister		5		Flr	1	Jerry Spencer
BdLS	Viscount Bernard de L–Saluces	21+87	Rich	Lt–General/Prov.Mil.Gov		16		Flr	3	Rob Pinkerton
CK	Viscount Chris Knight	20 F	Withy	B.Lt–General/Hvy Brigadier		14		Flr	2	Paul Wilson
Jdl	Earl Jean d'Ice	20+78	Rich	B.Lt–General/Insp.Gen.Inf		10		Flr	3	Tym Norris
Anon	Sir Les Anonyme	19 39	Comfy	Colonel 53F/3rd Army Adjutant		3	Carole	Flr	4	Bruno Giordan
JdG	Count Jacques de Gain	19+68	Fithy	General		24		Flr	6	Ben Brown
GdB	Marquis Greg de Bécqueur	19+62	Comfy	B.Bdr–General KM/Justice Min.		10	Kathy	Flr	5	Anthony Gilbert
BeV	Baron Ben e'Volence	17 F	Comfy	Colonel CPC / 1st Army Adjutant		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 35	Withy	Bdr–General		7	Kathy	Both	3	Pam Udowiczzenko
HDS	Baron Henri DuShite	14+77	Rich	Colonel RM		12		Both	4	Dave Marsden
RdL	Sir Robert d'Lancier	14+70	Withy	Major KM/Gen's Aide (1st		13		Both	4	Steven Malecek
MdZ	Sir Marc de Zorro	14+65	Comfy	B.Bdr–General QOC/HGds Brigadr		10	Cath	Both	4	Tim Macaire
ZUT	Zavier Ulric Turenne	12 35	Withy	B.Lt–General		4	Lucy	Both	1	Bob Blanchett
PFL	Sir Phillippe F'Loppe	12 24	Poor	B.Bdr–General DG		3		HGds	4	Phil Urquhart
RS	Rick Shaw	12 F	Comfy	B.Bdr–General ALC		2			6	Charles Burrows
CdP	Sir Camille de Polignac	12+78	Rich	Major RFG/Gds Brigade Maj.		4	Angelina	Hunt	4	James McReynolds
EdL	Sir Eclair de Lame	12+56	Withy	Major RFG/CPS		7		Hunt	3	Peter Farrell
JIT	Sir Justin Thyme	12+50	Comfy	Lt.Colonel QOC		9	Guinevere	Hunt	2	Gerald Udowiczzenko
AF	Baron Augustin Fourrier	12+50	Comfy	Bdr–General		9	Pet	Hunt	3	Brick Amundsen
LR	Sir Louis Renault	12+50	Comfy	B.Bdr–General PM		2	Di	Hunt	4	Roy Bleasdale
PGR	Sir Petit–Garson Riche	12+48	Comfy	Major QOC/HGds Brigade Maj.		1	Emma	HGds	2	Mark Cowper

ID	Name	SLSPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
TIH	Tarquain le Hatter	11 28	Comfy	Lt.Colonel KM/FMshl's Aide		2		Hunt	5	Jason Fazackarley
NM	Sir Neville Moore	11+79	Withy	Captain RFG/RFG Regt. Adjt.		1	Vera	Hunt	2	Cameron Wood
LS	Lou Scannon	11+54	Withy	Captain RFG		4	Bess	Hunt	2	John Cooke
CT	Charles Trenet	11+43	Rich	Captain RFG		1	Ella	Hunt	3	Graeme Morris
JH	Sir Jacques Hatt	11+42	Comfy	Colonel GDMD		4	Marie	Hunt	3	Joel Halpern
DC	Dureau Celbonet	10+47	Withy	Captain RFG		5		Hunt	3	Paul Murphy
HDE	Hercule D'Engin	9 28	Comfy	Lt.Colonel 53F		4		BG	2	Gerry Sutcliffe
LV	Lascar Vivrebras	9+37	Comfy	Captain PM		4	Marie	BG	4	Olaf Schmidt
MdG	Martin de Garnache	9+33	Poor	Subaltern RFG/BdGen's Aide (BRJS)		3		BG	4	Bill Howell
CdN	Claude de Nord	8+27	OK	Subaltern KM/BdGen's Aide (PFL)		3	Ada	F&P	4	Andrew Larder
BS	Balzac Slapdash	7– 5	Comfy			9		BG	4	Matthew Wale
HCV	Hugh Challavas–Vichy	7+37	Comfy	Lt.Colonel PM		2		F&P	5	Nik Luker
ML	Mustafa Lekki	6– 9	OK	Colonel 27M		6	Mary	F&P	2	Graeme Wilson
MP	Maurice Pauvre	6+31	OK	Major PM		2		F&P	4	James Waters
NWO	Nouveau W'Odeur	6+30	OK	Lt.Colonel GDMD		3	Belle	RP	3	Ray Vahey
DdM	Didier de Malherbe	5+17	Poor	Captain PM		1	Josephine	RP	4	Rik Stewart
TdL	Thomas de la Lune	3 4	Poor			3			5	Peter Card
X6		2 0	Poor			5			1	Craig Pearson
X2		1	RIP							Dean Tailbot
X3		1	RIP							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+