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## Chatter

Just as I thought the medical interventions in my life were winding down, I discover that my surgeon has requested a colonoscopy for me. This is where it all started – about a year ago. Fingers crossed.

And it's about time my surgery wound finished healing – it's a lot more comfortable (I can forget it's there for hours), but I still have to see a nurse to get it cleaned and dressed every two days (Geraldine reckons I should say “every other day”).

I'm building up my strength by walking again and have discovered that a certain point on one of my routes lets me see trains on three different Underground lines at once – if I'm lucky. (The tracks are all above ground around here.) I'm sure there are other places on the network where this is possible (Baker Street station springs to mind), but there can't be many.

The place in question is a bridge over the Metropolitan line. That is, the Uxbridge branch of the Metropolitan line, which is also used by the Piccadilly line at this point. Hence there can often be a Metropolitan train going in one direction, passing a Piccadilly train going the other way. The third line is trickier, but the next bridge along, easily visible from where I stand, carries the Central line across the Metropolitan/Piccadilly tracks (as can be seen on the Tube map). At the right moment, then, there's also a Central train crossing the bridge.

Yes, that's how exciting my life is.

### ***Railway Rivals* and *Star Trader* games**

The latest turns in the Elmers End and Freshford (*Railway Rivals*) games which are in this issue were published on my website for players a couple of weeks ago. That's why there's such a short deadline on these.

However, Mike's run into computer problems finishing Way Station (our *Star Trader* game), so we've had to hold it over again. A new computer is in the works – though Mike's just sent me an advert for something called a “typewriter”, which doesn't need batteries, a mains connection or any software... It'll never catch on.

### ***Tabletop Gaming***

After my discussion last issue (in Reading Matter), I've bitten the bullet and subscribed to the magazine for 2022. I'm finding I browse through, reading the occasional article and checking the reviews for anything I'm interested in.

One game I have my eye on is *Purple Haze*, an intriguing-looking Vietnam War game being published by Phalanx (phalanxgames.co.uk) – and quickly funded on Gamefound (gamefound.com). So my attention was caught by an article (“Boots on the Ground”) about this in the February issue of *Tabletop Gaming*. Then the first

paragraph misspells “contradictions”. And describes the Vietnam War as taking place on a peninsula. Oh dear.

A few paragraphs later we have a sentence containing a plural subject with a singular verb, a missing apostrophe and a misspelling of “Equipment”. And it goes on... As with the mistakes I mentioned last issue, this does not make the article incomprehensible (apart from the continuing insistence that Vietnam is a peninsula), but it does make reading it hard work.

What worries me is that this is just so sloppy. The author hasn't even bothered to use a spell-checker, which would have found the typos at least. And he's the magazine's editor.

### Belated beer-drinking (part 1)

I have begun to catch up with the Beery Advent Calendar I got from Beerhawk ([www.beerhawk.co.uk](http://www.beerhawk.co.uk)) back in November but had to put off while I recuperated from my operation. I'm still only a third of the way through, but here are the highlights so far.

Representing the pale beers, we have Toucan Tropic at 6.7% alcohol-by-volume from the Vocation Brewery ([www.vocationbrewery.com](http://www.vocationbrewery.com)) in Hebden Bridge. Yes, a Yorkshire brew. According to the can, this is a DDH (Double Dry Hopped) IPA. Pouring it out, it's a very pale yellow, slightly cloudy and smells strongly of hops. Mmm... It tasted strongly of hops, too, with a slightly sweet aftertaste despite the dryness. Gorgeous but, at that strength, not to be trifled with.



And, for the dark beers, we have Balor (6.5% abv), an Irish Export Stout. This was brewed by The White Hag Irish Brewing Company ([www.thewhitehag.com](http://www.thewhitehag.com)) in Ballymote, Co Sligo. This one is properly dark with a brown head and a burnt aroma. It has a lovely rich taste, dry and bitter, with a roast aftertaste. It was so rich I could only sip it – and an excellent sipping beer it is.

The only problem with these beers is that they were brewed specifically for the 2021 Advent Calendar and aren't otherwise available. Still, at least I've found a couple of interesting breweries whose other products I can try.



### Online stats

I published last issue, *TWJO* 220, on 9th January and the PDFs have been downloaded 285 times to the end of January. There were 35 more downloads of the previous issue, number 219, in January, taking it to 304 in two months. And *TWJO* 218 was downloaded 16 times through January to make 281 since publication.

### Letters

Jonathan Palfrey has a recommendation for me.

*Recently I've been reading Martha Wells's "Murderbot Diaries", a series now consisting of five novellas, one novel, and a couple of fragments; there is more to come. This series has won multiple awards, including Hugos and Nebulas, and seems to be pretty popular. I ignored it for a while because the title didn't sound appealing (Murderbot Diaries?) but, when I eventually tried it, I found that the title is misleading.*

*The first four novellas are quite good, readable sf. The fifth novella and the novel are better; perhaps she reacted to her sudden popularity by writing with renewed enthusiasm (she was first published in 1993 but I never heard of her until recently).*

*The so-called Murderbot of the title is a half-human, half-robot 'paranoid android', just one example of a type called SecUnits, created by corporations of the future to act as security guards, bodyguards, etc. They have 'governor modules' installed to control them, but this one managed to disable its governor, becoming a rogue SecUnit.*

*It rather wryly calls itself Murderbot (privately), but it isn't really murderous. Even as a rogue, its main preoccupations are watching television series and protecting any humans for whom it feels responsible. However, it has an attitude, and can be quite rude to humans now that it's no longer disciplined for such behaviour. It has no sex organs and no interest in sex, so its pronoun is 'it'.*

*The series is written in the first person, from Murderbot's point of view, and its commentary on events and people can be quite funny to read (especially later in the series).*

Thanks, Jonathan. Something else to add to the list... Alex Bardy reports:

*Currently having to isolate at home with positive COVID test results, despite having no symptoms whatsoever and living in a house where everyone else is currently testing negative.*

Eek! Here's hoping symptom-less is good news. And apparently the virus can be quite random with only one half of a couple succumbing, for example.



## Highlights of the Century

### Pevans tries out Exhibition: 20th Century

I haven't done much on Kickstarter recently, but I did back this game from Corné van Moorsel and Cwali Games ([www.cwali.nl](http://www.cwali.nl)). The first thing to make clear is that the game is jointly credited to Corné van Moorsel, Peter Joustra and Ron van Dalen as designers.

I've played a lot of Corné's games over the years (such as *Samara*, reviewed in *TWJO* 168) and the thing they have in common is that they require players to think. This is true even when the game is a quick-playing race – see *Powerboats* (or its re-working, *Powerships*). I expect nothing less of *Exhibition: 20th century*. As the name suggests, the theme is collecting and displaying notable items and events from the 20th century. (Hmm, scope for an expansion or two, methinks.)

At the heart of the game, then, is a deck of 101 cards. One for each year from 1900 to 1999 (the pedant in me notes that this is not actually the 20th century, which runs 1901-2000, but the 19xx years – I'm well aware I'm on the losing side of this argument) plus the wild Albert Einstein card (it's the hair).

Each player has their own board with spaces to display their collection of cards, grouped in different ways. They will take it in turns to draft a card from the central display and add it to their board, obeying the various restrictions. Thus, the cards in each group must be in ascending order of date and of different colours – except for the group where they must all be the same colour – and so on. You can place a card on any legitimate empty slot, but you can't move it once it's on the board.

The game continues until no-one can place a card any more, either because they've filled their board or because they can't take a usable card. No equal number of turns here, keep going as long as you can. Players then score up their exhibitions. Some points (for each decade, for example) depend just on what cards you've got, others are competitive between the players (such as the player whose two-card group has the biggest gap between them). Empty spaces are a minus point, as are cards in your 'depot' (which lets you draw a few cards that don't go into your exhibition).

Hence, you're not just thinking about the cards that will fit into your exhibition groups, you're also thinking about how they will improve your score. Not to mention whether they limit your options later. The thinking isn't over yet: there's a third thing to consider.

Apart from describing something that happened in its year, each card has a background colour (representing a particular continent). The cards available are arranged in columns, one for each colour/continent. Each player's marker starts at the top of a column and they can only take a card from there. And the colour of the card taken is the column their marker moves to next. Oh, this is fiendish!



Ready to start a new game, playing blue. Let's see: if I take 1909 first, I can get 1954, then 1903 to go back for 1964...

Yes, you not only have to think about what the card does for you, but also where that card will take you to and whether the cards in that column are useful. And where the card you choose there will take you to... In theory, you could map out all your moves at the start of the game, particularly when playing solitaire. However, each time you take a card, it's replaced, so your options are always changing – and changing even faster if you're not playing solitaire!

A potential issue with the game is thus analysis paralysis – spending too much time working through all the possible sequences that follow from your next action and deciding what the best option is. And then re-evaluating all this on your next turn because different cards are now available.

When playing on your own, this doesn't really matter, and the game seems to be more about finding that best combination. (As I feel about most solitaire games, it's more puzzle than game.) The more players involved, the more chaotic the game will become – because cards are changing all the time – and the less benefit there will be to planning several moves ahead.



And that'll be 20 points, please

I've only been able to play *Exhibition* solitaire so far and it does feel very puzzle-like. The end goal is maximising my score, so I'm plotting out what sequence of cards will allow me to score points in the various different ways available (and there are a couple of changes to the scoring for the solitaire game). But then having to re-do that next turn as there's another card in the mix. It seems to be working, though, as my score is increasing each time I play.

20 points is my best so far, but I've no idea whether that's good. There are potentially 16 points on offer if all your cards (yes, 16 of them) are consecutive years. Drawing 16 cards from a deck of 101 makes that extremely unlikely – I think my best sequence so far was three. However, this makes a theoretical maximum score of 39 (if I've worked this out correctly). You'd also have to have seven cards in one colour and no penalties, so the odds must be extreme.

Even more points are available if you play with the "Secret Decade" cards. These give each player a secret goal – a point for each card in a specific decade – and are dealt out at the start of the game. For more variety, the "Variation Showcases" expansion (included in the Kickstarter) provides overlays to change players' boards. These offer different groups to collect and thus different scoring opportunities. I haven't tried any of these yet.

As expected, *Exhibition: 20th Century* is a game that makes you think. Particularly when played solo. I have enjoyed testing my little grey cells this way, but really want to know what the game is like with more players. Does analysis paralysis rule or does the chaos take over?

*Exhibition: 20th Century was designed by Corné van Moorsel, Peter Joustra and Ron van Dalen and is published by Cwali (www.cwali.nl). It is a card game for 1–5 players, aged 9+, and takes 30 minutes to play (that's certainly been the length of my solitaire games, but I'd expect it to be longer with more players – especially gamers). It gets a provisional 7/10 on my highly subjective scale for solitaire play.*

## Reading matter

I've now made a start on the final three-volume omnibus of Bernard Cornwell's Sharpe stories. The first of these is *Sharpe's Revenge*, which is a very different Sharpe story. It starts with the end of the war and one final battle. The Battle of Toulouse was unnecessary as Napoleon had already abdicated, but the news didn't arrive until several days later. Time to de-mob the soldiers and send them home – or re-deploy them to other parts of the world. The now Major Sharpe has his heart set on retirement, believe it or not.

Hence, the plot is not about Sharpe's soldiering. Instead, he's the victim of a clever, vindictive scheme of revenge. He must first work out what's going on and then find a way to resolve it. Thus we have Sharpe (and Harper, of course) being hunted – by both British and French authorities – across a France that is nominally at peace



following the restoration of the King. No troops, no battles, this story is more of a thriller, though the resolution is in Sharpe's usual forthright style. Perhaps retirement really does beckon. The circumstances have changed a bit, though.

However, 1814 is not the end of it and the second story, *Sharpe's Waterloo*, sees Sharpe re-activated (or lose his pension!), bumped up to Lieutenant-Colonel and attached to the Prince of Orange's staff for the final campaign against the returning Napoleon. Sharpe is, of course, at Quatre Bras, where he's the man who spots the danger, and then at Waterloo.

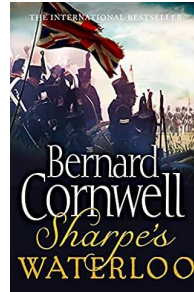
Cornwell's take on the battle of Waterloo is interesting. He agrees with Wellington's assessment that it was "the nearest run thing you ever saw in your life." He implies that Napoleon under-estimates Wellington ("A sepoy general" he has the Emperor describe him, dismissively), who he's never confronted across a battlefield. Thus, the French infantry attack in their classic columns, which have defeated every army on the continent for 20 years. Except the British.

Despite being decimated by the day-long artillery barrage and having beaten off earlier attacks, the thin red line of British infantry can still generate enough musketry to stop the invincible French Guards when Napoleon, certain of victory, finally unleashes them. Demoralised by the defeat of the Guards, the French army's rout is complete when the Prussians arrive on their flank.

Cornwell makes the interesting point that, had the Prussians arrived earlier in the day, when they were supposed to, Napoleon would have been able to make a fighting retreat and the war would have continued. But, having committed the Guard in the expectation of finishing off the unsupported British, Napoleon has nothing left when the Prussians do finally show up.

He may not have any troops to command, but Sharpe is still in the thick of the fighting, of course. He pops up in Hougoumont to witness the Coldstream Guards' desperate defence (they only get more ammo because Sharpe makes sure of it) and is in the right place to assume command of his old regiment (the fictional "Prince of Wales's Own") when its senior officers are killed or injured.

This is something of a return to the modus operandi of the previous Sharpe books. However, Sharpe has no command, so the plot is more about the battle than the man. There is a sub-plot about Sharpe's estranged wife and her lover, which enlivens things. And Waterloo must be the end of the series, surely? Except there's one more book (*Sharpe's Devil*) in this omnibus... And Cornwell published another book (*Sharpe's Assassin*) last year!



## Games Events

Too late to mention a couple of events happening at the start of February, but SoRCon is happening on 25th-27th February – as a virtual event instead of at its usual venue in Basildon. However, there's no further information about how this will work on the website: [www.sorcon.co.uk](http://www.sorcon.co.uk)

Then I have a blank until AireCon on 11th-13th March. This takes place at the Convention Centre in Harrogate (N Yorkshire) and, according to its website, is "a friendly and inclusive analog [sic] gaming festival". That's certainly the feedback I've had from people who've attended. There are exhibitors, demo games and open gaming – supported by an extensive games library from the Travelling Man games shops. Find out more from the website: [www.airecon.co.uk](http://www.airecon.co.uk)

An interesting piece of news: Spielwarenmesse eG (the company that runs the annual trade fair of the same name in Nuremberg each February) has taken over Spiel. Boss lady Dominique Metzler and the rest of the team from Friedhelm Merz Verlag, the original organisers, have transferred and will continue to organise Spiel. Expect no changes.

The following box concentrates on events I usually attend.

**Swiggers:** games club that meets every Wednesday evening upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (next to London Bridge station) to play online at various websites. For more info, see [www.pevans.co.uk/Swiggers](http://www.pevans.co.uk/Swiggers)

**Games Games Games Days:** from noon(-ish) on the second Saturday each month at the Leon in Spitalfields Market (London E1 6DW). It's brightly lit, has big tables and they don't mind us stopping all afternoon. Closest stations are Liverpool Street (Tube and rail) and Shoreditch High Street (Overground). Please contact me if you're thinking of attending in case 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 5

**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										☞	☞	☞							
3					☞	☞	☞														
4		a								X											
5		a					X		X	X	X				X	X				x	
6						X	X			X			x							x	
7				↓		A									b				↓	x	
8				↓											x					↓	
9				↓					a	a										↓	
10							a	a					x							x	b
11	x	e											x			x					
12		E						X	X	X		x	x			x					
13					X				X	<del>M</del>		x	x	x							
14						☞			X											X	
15		☞				☞				x			L	X		X	X	A			
16		☞				☞					x			X	X	X	X				
17		☞						m					L	X	X						
18						a												☞	☞	☞	
19						a				X	x	X									
20																X					

“Nearly got to the bottom of the leaderboard,” notes Andy Kendall, “but I will restrain myself from just shooting my elephant.” Unlike Anthony Gilbert, who takes another chunk out of it. Andy gets an Antelope instead – though he has to share it with Paul Wilson – while Alex Everard finds another one.

Mike Dommett and Chris Rudram share one end of a Lion with Mike Pollard finding the other end. Nik Luker pots a Monkey.

Graeme Morris suggests a different title for this game: “throw very soft fluffy balls at the cute animals”. I like the sentiment, but it’s not very snappy, Graeme.

Tim Macaire is hoping there’s a sudden-death win condition: “I1 – does that mean I won?” No, Tim.

Brad Martin is still sore about last turn; “Blustering Brad can’t hit even a Bush on the veldt!” he writes.

### 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

### Scores

Player	Shots	This turn	Total
Martin Abrahams			1.33
Alex Bardy	I5, J5	0	7
Chris Baylis	P16, Q16	0	5
Chris Boote			0
Colin Bruce	I12, J12	0	7.34
Charles Burrows	G6, I14	0	9.63
Peter Card			5.33
Mark Cowper	L19, J19	0	2.67
Mike Dommett	M15	2.5	7.5
Jerry Elsmore			4.71
Alex Everard	F7	4	8
Anthony Gilbert	B12	-5	-10

### 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.*

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 three squares and worth 15 points, so the first hit scores

## Scores (cont'd)

Player	Shots	This turn	Total
Bill Hay	G6, O17	0	3
Bill Howell	G6, J6	0	6.43
Andrew Kendall	R15	2	-2
Nick Kinzett			0
Andrew Larder	N16, P5	0	0.8
Nik Luker	I12, J13	4	6.8
Tim Macaire	O20, I1	0	1.33
Brad Martin	O16, J4	0	0.71
Bill Michell			0
Graeme Morris	N15, Q15	0	2.76
Jonathan Palfrey	K5, N17	0	3.96
Rob Pinkerton	J4, J5	0	1.96
Mike Pollard	M17	5	11
Alex Richardson			0
Chris Rudram	M15	2.5	5.87
Matt Shepherd			1.33
Charlie Sundt	G5, Q14	0	7.83
Gerald Udowiczenko			3.34
Pam Udowiczenko	Q15, H12	0	5
Phil Urquhart			1.33
Ray Vahey	F6, P15	0	7.04
Matthew Wale	I13, O5	0	7.83
Graeme Wilson	K5, O16	0	4.33
Paul Wilson	E13, R15	2	3.8

Send shots to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or to TWJO@pevans.co.uk by 18th February 2022.

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 2½.

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

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

Freshford (*Railway Rivals* game 15 - RR2469CT)

## Turn 10

BIEN's INTERNATIONAL EXPRESS NETWORK stays well in front, though all scored evenly this turn, and the three way race to London from Oxford was very close, as indeed are their scores.

## This turn's races

Race results					Scores			
					BIEN	CHAIR	RLR	CJR
22	61	London	43	Bicester	10	20		0
23	13	Reading	45	Bletchley	10-5		20-6	5+6
24	25	Thame	33	Amersham		+1	20-3	10+2
25	36	Watford	S3	The North	20	0	10-3	+3
26	52	Luton	S2	The West	10-3	+3	20-3	0-3+6
27	22	Oxford	64	London		20	0	10
28	14	Maidenhead	54	Dunstable	20			
<b>TOTAL</b>					<b>62</b>	<b>44</b>	<b>55</b>	<b>39</b>

## Builds and Points

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

Bien - Red

**Builds:**

None

**Points:** 253+62 = 315

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

Cowper - Black

**Builds:**

None

**Points:** 163+44 = 207

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

**Builds:**

None

**Points:** 167+55 = 222

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

**Builds:**

(C20) - A19 - A18 - Windsor

**Points:** 193+39 -6 = 226



## Next turn's races

Race	From	To
29	11 Newbury	63 London
30	16 Slough	23 Oxford
31	35 Rickmansworth	65 London
32	34 Chesham	56 Hatfield
33	46 Linslade	55 St Albans
34	<b>S1</b> South	41 Berkhamsted
35	<b>S5</b> East	24 Didcot

## GM Notes

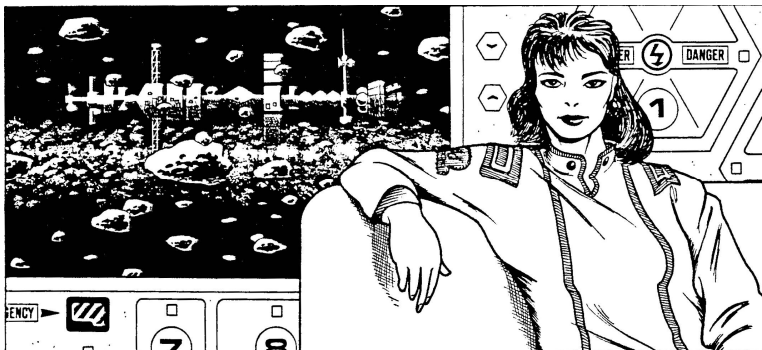
Players can enter up to five races (plus any held over from a previous turn – shown in *italics*).

After the races, you may build up to 4 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 Dommatt, 12 Watton Park, Bridport DT6 5NJ  
or by e-mail to [mike\\_dommatt@yahoo.co.uk](mailto:mike_dommatt@yahoo.co.uk)  
by Friday, 11th February 2022**

Way Station (*Star Trader* game 11)

With apologies to the players, this is held over again – due to Mike's recalcitrant computer this time. 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)

## Turn 9

BASH scored badly and dropped off a bit, UNORTHODOX ENGINEERS take a narrow lead, RAREBIT CYMRU RAIL drop back a bit while GWR lose ground.

## This turn's races

Race results					Scores			
					UE	RCR	GWR	BASH
15	13	Kidwelly	63	Tondu			10JR	10JR
16	15	Cross Hands	<b>S1</b>	Any Port		20-1		+1
17	66	Ogmore Vale	41	Neath	10-3		20+3	
18	44	Cymmr Afon	22	Pontarddulais	20-3		5JK	5JR+3
19	25	Gwaun Cae Gurwen	34	Swansea	20-2	+2		
20	32	Clydach	53	Seven Sisters	20-3	+3		
21	56	Hirwaun	<b>S2</b>	Swansea	20		10-7	+7
<b>TOTAL</b>					<b>79</b>	<b>24</b>	<b>41</b>	<b>26</b>

## Builds and Points

**UNORTHODOX ENGINEERS**

(UE), Jonathan Palfrey – Green

**Builds:**

(G33) – G35

(N14) – B53 (1 to BASH)

(Ystalyfera) – I65 – Ystradgynlais

(I74) – I75

**Points:** 154 -8 +79 = 225

**RAREBIT CYMRU RAIL (RCR),**

Mike Dyer – Black

**Builds:**

(Ystradgynlais) – I66 – Seven Sisters

(K59) – K60

(Burry Port) – L3

**Points:** 159 -8 +6 +24 = 181

**GERALD'S WELSH RAILWAY**

(GWR), Gerald Udowiczzenko – Red

**Builds:**

None

**Points:** 176 +41 = 217

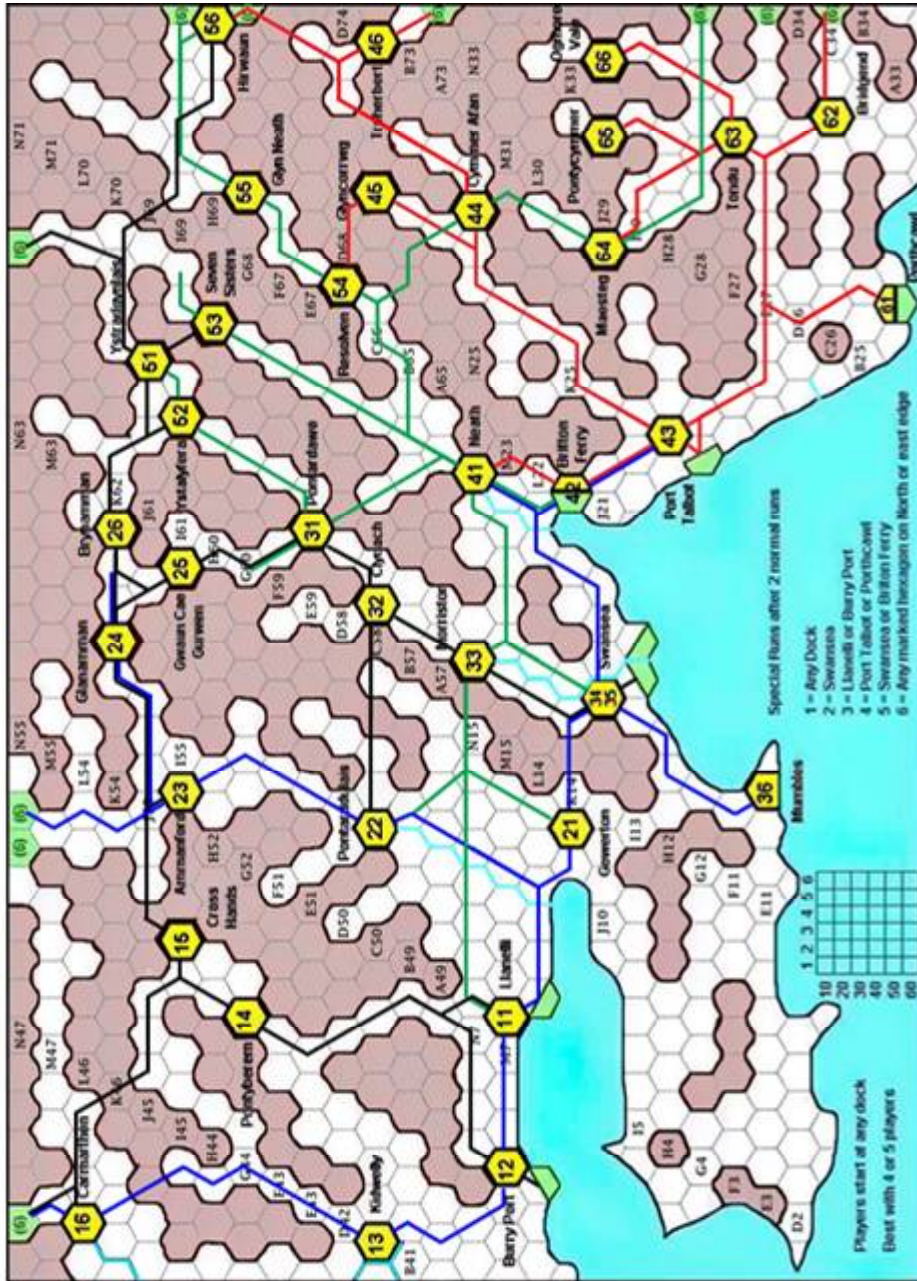
**BABEL AND SWANSEA HAUL-**

**AGE (BASH),** Bob Blanchett – Blue

**Builds:**

(Glanamman) – K60 – not enough points for Brynamman (6 to RCR)

**Points:** 120 -8 +1 +26 = 139



**Next turn's races**

Race	From	To
22	12 Burry Port	63 Tondu
23	15 Cross Hands	56 Hirwaun
24	23 Ammanford	<b>S1</b> Any Port
25	25 Gwaun Cae Gurwen	52 Ystalyfera
26	32 Clydach	44 Cymmer Afan
27	34 Swansea	66 Ogmore Vale
28	43 Port Talbot	<b>S2</b> Swansea

**GM Notes**

Players can enter up to five races (plus any held over from a previous turn – shown in *italics*). You need to state the route you are using to race.

Maximum payments to another player is 15 but you pay in full yourself.

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](mailto:mike_dommett@yahoo.co.uk)  
by Friday, 11th February 2022

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## 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 1916). 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)).

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### October 1673 (356)

There's a freshness in the early morning air that suggests Autumn is fast approaching. And quite a few Parisians taking a purposeful stroll in the early morning air that suggests affairs of honour are about to be settled.

First to do so are Robert d'Lancier and Terence Cuckpowder. Cuckpowder has the advantages of size and skill, while Lancier has the advantage of wielding a cutlass against Cuckpowder's sabre. Bastian de LaGarde is on hand to second Lancier, but Cuckpowder is unaccompanied. Lancier's lack of expertise is immediately evident when he tries to lunge with his hefty weapon. Cuckpowder ignores the impact of the cutlass's blunt tip (it doesn't even break the skin) as he blocks the expected slash and then dodges. His dodge is mis-timed, though, as Lancier hits him with the follow up cut of his furious lunge. The back edge of a cutlass is just as dull as the tip and does just as much damage (though Cuckpowder may have felt this blow). As Lancier tries to regain his balance after this ferocious attack, Cuckpowder hits him twice with slashes. Lancier concedes the fight.

Jean d'Ice is next on Cuckpowder's card, but is duelling Marc de Zorro first. Zorro is the bigger man and has the bigger blade (sabre), but Ice has the skill. And a rapier. An immediate lunge from the rapier skewers Zorro to score first blood. Undaunted, Zorro strikes back with a slash. A cut from the rapier is followed by a cut from the sabre. The latter does more damage and Ice capitulates. He is certain he can face Cuckpowder, so the two men square up. Only then does Ice seem to realise the severity of his injuries. He surrenders without a blow being struck, which does not go down well in Paris.

It is Cuckpowder versus Zorro to complete the round robin. The uninjured Cuckpowder has both the greater size and the greater expertise in this sabre duel. He starts defensively with a parry, blocks and a jump. A block does its job in stopping Zorro's slash, but Cuckpowder hasn't got his timing right: the following cut hits him. Cuckpowder strikes back with a slash and this is enough for the already injured Zorro to concede the fight.

Meanwhile, this month's first duel over regimental honour is between the new member of the Cardinal's Guard, Major Pierre Cardigan, and a junior King's Musketeer, Subaltern Claude de Nord. His more senior colleague, Lieutenant-Colonel Tarquin le Hatter, seconds Nord – not least as he's due to face Cardigan next. Despite their regimental affiliations, both men use a sabre. Cardigan is the more expert and the bigger man. They trade slashes. Cardigan then opts for a furious slash, so his second blow strikes before Nord's ordinary slash. However, it's the cut that makes the difference and Nord surrenders after this blow.

Time for le Hatter to step up. At least he uses the regimental rapier and has the build to match Cardigan. He does not have his opponent's expertise, however, and this is something his seconds can't make up for him. Claude de Nord sticks around to second his buddy and is joined by Xavier Money. Cardigan follows the same plan of attack as his previous fight: slash, then furious slash. Hatter does the same as Nord, except he's using a rapier so it's lunge and lunge again. And, like Nord, Hatter surrenders when the sabre's cut hits him.

Xavier Money is off to meet Greg de Bécqueur next and expects Hatter to tag along as his second. However, it seems Hatter has better things to do and Money must face Bécqueur on his own. At least he has a sabre with which to oppose Bécqueur's rapier, but he's both the smaller man and the less skilled. An initial pause from Money lets Bécqueur get in first with a lunge. Money hits back with the first part of a furious slash, the second part coinciding with his adversary's second lunge. The sabre is doing far more damage than the rapier and Bécqueur surrenders. He's too injured to meet Pierre Cardigan and Money takes everybody for breakfast.

Elsewhere in Paris, the hefty (and noble) Martin de Garnache is meeting the titchy Xavier Ulric Turenne (not even remotely noble). Garnache has brought his rapier and a second, Beau Reese Jean Seine (well, Garnache is his Aide). Turenne has a foil and Louis Renault (his other nominated second, Gaz Moutarde, is not in evidence). Turenne tries to dodge the expected lunge, but Garnache skewers him to win the fight. Despite his injury, Turenne insists on taking Renault to his second rendezvous. However, there's no sign of the man he was due to fight, Mustafa Lekk.

Nonchalantly whistling "La Mer", Charles Trenet tries to hide his relief that his opponent doesn't turn up. That's because he would have been fighting his superior officer (and CPS), Eclair de Lame. Things have got a bit confused over the affections of Mlle Ella



Fant (currently attached to Lame). However, Lame accepts the dent in his honour of not turning up to the duel – well, it's better than the alternative of fighting a duel with a regimental colleague.

And finally, Lascar Vivrebras and his rapier meet Jacques Hatt and his sabre. Plus Augustin Fourier, his second. Vivrebras expects his opponent to attack with a furious slash and he's not wrong. However, Hatt starts by parrying the lunge he expects. This upsets Vivrebras's timing and Hatt hits him with both slash and cut to draw his surrender.

### A job on the side

The important news this month is that Lou Scannon secures a position as Aide to a Lieutenant-General. In fact, it is Lt-Gen Bernard de Lur-Saluces who gives Captain Scannon the position.

This makes the news that Les Anonyme isn't qualified to be a Minister without Portfolio a bit of a damp squib. Colonel Anonyme is actually quite happy with this outcome as he now realises he prefers to keep "the side job".

Having skipped his duel, Colonel Mustafa Lekk decides to skip Paris altogether, volunteering his regiment, the 27th Musketeers, for active service. The shame of his missed duel will just have to wait for his return...

Phillipe F'Loppe is also off to the front rather unexpectedly. Though he should have expected the moneylenders' 'boys' to come calling when his loans were due. As he doesn't have the cash to get them off his back, F'Loppe will serve with a frontier regiment for the rest of the season. Nouveau W Odeur is happy to repay his loans.

Frontier regiment 1 has the privilege of being put under the command of Lt-Gen Bernard de Lur-Saluces. His novel approach to his duties as Provincial Military Governor – that is, collecting taxes – has provoked... let's call it "unrest" and he gets to lead the troops sent in to quell this. Good news for Lou Scannon, though – he doesn't have to go with his new boss.

### Parties all month

As it was in September, the big social event this month is Beau Reese Jean Seine and Madelaine de Proust holding court in the Fleur de Lys – though they do have some competition. The guest list begins with Camille de Polignac, who brings Angelina di Griz with him. Charles Trenet is next, but unaccompanied since Ella Fant is on the arm of Eclair de Lame. There's something of a frosty atmosphere between the regimental colleagues. Greg de Bécqueur brings nothing but the aroma of fresh-baked bread. Jean d'Ice doesn't even have that. Beau's Aide, new Captain Martin de Garnache, is also without a plus-one (a situation he tries to remedy later in the month, with no success despite his borrowed funds). Tarquin le Hatter is unaccompanied, too. Xavier Money is at the bottom of the list, but does have Kathy Pacific with him.

In another part of the club, Terence Cuckpowder entertains Xavier Ulric Turenne and Lucy Fur. Leonard de Hofstadt and Frances have a larger table, around which are seated Dureau Celbonet, Lou Scannon and Lou's belle, Bess Ottede. Les Anonyme, accompanied by Carole Singeurs, and Pierre Cardigan, with his Edna Bucquette of course, can also be found in the Fleur. They're not socialising with anyone else, but the two King's Musketeers at Beau's bash spot Pierre's uniform – it's now that of a Colonel, as expected – and make a point of exchanging challenges with him.

Week two should be Ben e'Volence's party but, as everybody knows, he was marched off to fight some Dutchmen last month and won't be in Paris until December. Not quite everybody, it seems. Gaz Moutarde (who spent the previous week with his lady), Justin Thyme, Jean Jeanie, Louis Renault, Xavier Money and Xavier Ulric Turenne all queue up outside Bothwell's expecting Ben to be there. At least they have Gaz's bottle of "grande mère Moutarde's homemade plum rum liqueur" to keep their spirits up. Gaz, Xavier and Xavier even repeat their mistake the following week. If only they'd followed Balzac Slapdash's example and Toadied to Marc de Zorro, who is actually in the club and expecting guests. Balzac's problem is that he doesn't meet Marc's minimum requirement, so he's outside with the others after all.

Even more entertaining are the happenings at Hunter's in week two. Tarquin le Hatter is there and greets Claude de Nord, who's in his nice new Captain's uniform (he doesn't have the standing to be a Major, as he wanted). On his arm is Ada Andabettoir (who clearly doesn't know what Claude was up to the week before). Claude is expecting the hefty purse Tarquin hands him when he arrives, but is worried by the attached paperwork, especially as it has the CPS's seal. He opens the document to see the large letters at the top: "Arrest Warrant". And it's off to the Bastille for him.



Hunter's is the place to be in the third week of October – there are two parties going on. Louis Renault and Di attract just one more guest than Lou Scannon and Bess. Louis's Toadies start with Balzac Slapdash, accompanied by Alison Wunderlandt (miffed over the previous week's non-event). Justin Thyme brings Guinevere d'Arthur. Lascar Vivrebras is unaccompanied, as are Hugh Challavas-Vichy and Hercule D'Engin. Maurice Pauvre heads the guest list for Lou. Neville Moore brings Vera Cruz. Nouveau W Odeur escorts Belle Epoque. And Tarquin le Hatter is alone, but looking very pleased with himself.

October finishes with a flourish as Petit-Garson Riche hosts the "Young Gentleman [sic] of Paris" for a Halloween meeting. This is in the unusual surroundings of the Horse Guards club (the staff are a bit disconcerted to have so many people there at once). Accompanied by Emma Roides (dressed as Esmeralda), a hunchbacked



Petit-Garson greets his costumed guests in front of a model of Notre Dame. Balzac Slapdash hasn't brought Alison this time as she's too gentle to be exposed to the ghoulies and ghosties. Balzac is dressed as the ghost of the late, unlamented CPS, Sheikh Yadiq Al-About – “a creature to terrify the heart of any Christian gentleman” – with the heads of his unfortunate victims dangling from his belt. Ada is not with Claude de Nord, who's Dutch-style clothing is accessorised with a sign, reading “Tasty Johan de Witt”, and slices of liver. (A reference to the Dutch statesman lynched in 1672 by a mob that then ate his liver.) Gaz Moutarde finally gets into a party and has Anne Tique with him. Admittedly he has had to put on a “wolfman” mask with fangs and claws while Anne wears a hooded red cape and has her ‘wolf’ on a lead. Justin Thyme escorts Guinevere, both costumed as partial skeletons. Careful study reveals that the bones missing from one are featured on the other – “we complete each other,” smiles Justin. Louis Renault, dressed as a cheese, brings Di, disguised as a bottle of wine. Hmm, has he read his invitation? Lou Scannon, a caricature of William of Orange, and Bess, costumed as a devil, give out morsels of tasteless Dutch cheese for partygoers to mock. Maurice Pauvre is solo and hidden under a huge pumpkin head with a grinning mouth full of sawtooth teeth. Neville Moore and Vera are dressed as a fairy princess and her lover from a fashionable *Conte des Fées*. The matching Jack o'Lantern costumes disguise Nouveau W Odeur and Belle. A huge, obviously fake, cake is borne in by four strapping porters in Dominican habits. Attired in a scarlet robe over black lacquer armour, Thomas de la Lune makes his appearance by bursting from the cake to declaim: “Go forth and sin some more!”. Tagging along behind is Violet Bott dressed as a nun and carrying a whip... And first prize goes to Claude (“truly horrifying”) with Balzac second (“ditto”).

### Apart from parties

Apart from these social events, Paris's clubs have plenty of members attending. The Fleur de Lys is home to Pierre Cardigan and Edna for the rest of the month. Fellow member Leonard de Hofstadt and Frances recover from their party in week 2. After his Bothwell's anti-climax, Jean Jeanie brings Jacky Tinne to the Fleur the week after. Greg de Bécqueur re-appears at the end of the month and welcomes Zavier Ulric Turenne and Lucy as his guests.

Bothwell's is where to find Eclair de Lame and Ella for most of October, enjoying Eclair's new club. But not the first week when Augustin Fourier and Fifi occupy one corner while Justin Thyme and Guinevere are in another – both men being new members, too. Augustin and Fifi are still there the following week when Eclair and Ella make their first appearance. As already mentioned, Marc de Zorro is in Bothwell's too, commiserating with Cath de Thousands over his lack of Toadies. Marc is back on his own in week four, when Xavier Money and Kathy show up.

Jacques Hatt takes Marie Antoinette to Hunter's for the whole of October. They witness the arrest in week two and are between the two parties in week three, but have the place to themselves for the rest of the time.

Blue Gables has the presence of Hercule D'Engin at the start of the month and Hugh Challavas-Vichy at the end – drowning his sorrows in his new club after his courting led nowhere. There's nothing in between. The Frog & Peach is the one deserted club as Red Phillip's sees Didier de Malherbe and Josephine Buonoparte pop in for the second week.

Apart from the clubs, it's a busy month for the city's gyms as well. Jacques de Gain is a frequent flyer here and manages another four weeks' rapier practice. It's also where to find Petit-Garson Riche before his party, with his sabre for all three weeks. Bastian de LaGarde puts in two weeks with rapier and one with a sabre after a scary experience in the red light district. Yes, he is the local footpads' first victim this month and he has a decent amount of cash for them. It's a similar story for Henri DuShite. Except that he's got a lot less money in his purse after his time at the bawdyhouse. And his practice weapon is the cutlass. For three weeks.

Retiring to the gym with their rapiers after a week on the town are Les Anonyme, Beau Reese Jean Seine, and Camille de Polignac. Practising for two weeks are Augustin Fourier (sabre), Dureau Celbonet (foil), Didier de Malherbe (rapier), Jean Jeanie (rapier), Leonard de Hofstadt (rapier), Lascar Vivrebras (rapier), Neville Moore (rapier), Nouveau W Odeur (sabre) and Thomas de la Lune (rapier).

Having recovered from his duel, Robert d'Lancier livens things up at the Bawdyhouse he frequents by splashing some coins on their gaming table. At 50 crowns a time, he's seen as a big spender, but losing four of his bets while winning two leaves him out of pocket. Nor does he spend any of his cash on the ladies. In a case of mistaken identity (possibly), the footpads pounce on Greg de Bécqueur this week and are disappointed by the few crowns he has left (he didn't miss out on the female company). Dureau Celbonet is the last victim of a mugging this month and the only one to have spent all his money beforehand.

An unexpected place for a party is the doorstep of Mlle Katy Did. Greg de Bécqueur, Jean d'Ice, Robert d'Lancier and Terence Cuckpowder are the party animals. However, it seems all of them are there with the intention of wooing Mlle Did. None will give way to the others, so there will be plenty of duelling at the start of November. Later in the month, Terence tries his luck elsewhere and succeeds – Augustin is probably regretting abandoning his lady to work out with his blade. Robert also tries again, but without any luck.

Charles Trenet is lucky in love. At the second attempt. And much to the chagrin of the absent Rick Shaw. However, Charles's application to Bothwell's was turned down, leaving him without a club for him and his new conquest to celebrate in.

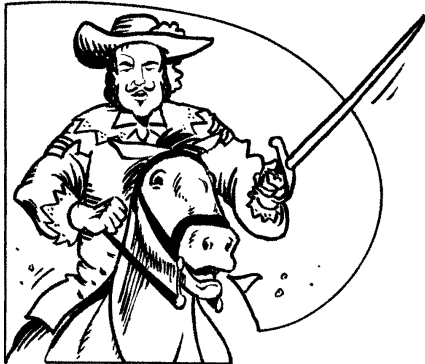
### Restful again

Frontier regiment 1 is withdrawn from the action in the United Provinces so that, under the command of Lieutenant-General Bernard de Lur-Saluces, they can suppress the unrest in a French province – the one that Lur-Saluces is Governor

of. The troops find little resistance – well, they have guns; the peasants don't – and Lur-Saluces is feted for the success of his mission. That is, he's Mentioned in Despatches ("Shame he started it") and returns to Paris next month.

For the rest of the French forces, Defence is the name of the game as Dutch, Spanish and Imperial forces try to drive them out of the ground they occupy. The timely arrival of the 27th Musketeers under Colonel Mustafa Lekk fills in the gap left by the missing Frontier regiment. Col Lekk is another success, his troops fending off Spanish musketeers from whom he liberates over three hundred crowns' worth of booty. He earns promotion to (brevet) Brigadier-General and takes over command of Third Foot Brigade. He has with the option of summoning the rest of the Brigade (that is, the 4th Arquebusiers) to join him in action next month, or just sticking with the 27th.

As he hasn't brought any of his regiment with him, Phillippe F'Loppe is assigned to Frontier regiment 3, where he survives handily.



This leaves the cavalrymen of the Heavy Brigade, supporting the infantry. The Archduke Leopold Cuirassiers come off worse in a fight with equivalent Spanish horsemen and decide they'd rather be much closer to France. Their commander, Bdr-Gen Rick Shaw, is Mentioned in Despatches for his efforts to rally his men. And then receives a "Dear John" letter.

The Crown Prince Cuirassiers cover the retreat of their colleagues and Colonel Ben e'Volence is brevetted a Brigadier-General as a result. Heavy Brigadier

Chris Knight also sees his name in the Despatches ("It's a 50:50 thing") and collects a little bit of loot into the bargain. ❖

## Press

### Announcements

The RFG is still recruiting. Looking for both officers and men. Financial aid available for suitable candidates.

† BRJS, Officer Commanding RFG

### Social

All ministers, members of the Royal Foot Guards and our friends, the King's Musketeers, are invited to a party at my club in week 1 of November.

† BRJS, Minister of State, Officer Commanding RFG

In honour of St. Albert the Great, the patron saint of philosophers, Sir Louis Renault and Di Lemmure invite all gentleman\* and lady philosophers to join them to discuss "Is Calva the true eau de vie?"  
Party, Week 1 November 1673  
Members of the 4th Arquebusiers are requested to stay away.

[\*Gentleman being SL 7+ or members of the Picardy Musketeers.]

I will be holding a meeting in week two to discuss the exponentially increasing equine-induced congestion on Parisian roads and highways, and the impact the resulting manure is having on the already diminished short-toed treecreeper population. All who share my concerns are welcome to attend.

Yours,

† Lt. Colonel Nouveau W Odeur

### Christmas Party

The Picardy Musketeers will host a party to celebrate the festive season. All soldiers of the regiment, friends\* of the Picardy Musketeers and their ladies are invited to join Sir Louis Renault and Di Lemmure to share some festive joy.

Party, Week 1 December 1673

[\*Friends are SL 7+ and not Members of the 4th Arquebusiers.]

### Military Missives

Captain Trennet

I appear to have done you a disservice and have ended up stealing your mistress. Please accept my apologies for my foul behaviour, and be assured your place in my Battalion is not at issue.

I will refuse to meet you, as is your right to call me out for my behaviour, but I refuse to cut my company commanders to pieces in peacetime. It is far more sporting to allow the Dutch to attempt to do so at the front.

† Major Eclair de Lame

### Personal

To: Field Marshal, Viscount de Hofstadt

Sire,

What a wise choice you made in appointing me as your Aide. I shall not fail you and you can rest assured your official needs will be undertaken studiously.

Obviously, being Deputy Commissioner of Public Safety and Lieutenant Colonel of the King's Musketeers, I'm a busy man, but you shall always be prioritised first.

God bless you.

Respectfully and dutifully yours,

† Lt Col Tarquin le Hatter

King's Musketeers

Deputy Commissioner for Public

Safety

Field Marshal's Aide

My dear Viscount Cuckpowder,

I am always happy to be guided concerning matters of style, form and etiquette. After all, I am only the son and heir of a very wealthy Viscount. But then I am also from the provinces – a very nice place if you've ever been there. Perhaps this month you could advise Paris concerning the proper length of lace cuffs and what flouncy undergarments are 'in' this month.

† Lt.Colonel LaGarde,  
Minister of War

Lord P P says, some people are very touchy. Real drama queens. A new Trinny?

To: Beau Reese Jean Seine, Minister of State

Darling, I received your message and I was absolutely delighted to read it!

The Royal Foot Guards are coming to collect me: does this finally mean I am to be Queen at last?! How frightfully wonderful! And I shall ensure my first official act is to reappoint you as Minister of State, most loyal of servants.

These next months are going to fly by and I must start to get some new

resses and jewellery, fit for my entrance to Paris. Trissy will be utterly thrilled and there is so much I must get under way when I am back.

See you soon, love and kisses xxxxx

† Queen Felix

C/o A big fancy house

Madrid, Spain

P.S Don't forget to send the Royal Carriage with those Foot Guard chappies – simply have to make an impressive entrance... as always... titter... giggle...

Lord Percy Percy says, as fashion is tending towards the smaller, Petit-Garson Riche is very fashionable.

## Points Arising

Next deadline is 18th February

Bill Hay made a couple of useful suggestions – thanks, Bill. In response to the first, I've added “end” to the Appointments Table to make it clearer that Ministerial appointments finish at the end of the month shown.

The second was to provide a file of players' email addresses to make emailing each other easier. So, as well as the Guilty Parties, you'll find a link in the publication email to a csv file of character ID and email address. As this is generated from my subscriber spreadsheet, I can't add any other character details to this.

### Absent friends

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

X6 (Craig Pearson) has NMR'd. Total now 1

## Welcome

Joining us this turn is Robert Bartlett, a friend of Jason Fazackarley and Andrew Larder who has “sort of dabbled in *En Garde!* before”. Welcome to *LPBS*, Robert.

## 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

Beau Reese Jean Seine asks NPC Captain 5 of Royal Foot Guards to resign

Claude de Nord applies for Aide to General

Leonard de Hofstadt asks NPC Army Commander of First Army to resign

Leonard de Hofstadt asks NPC Army Commander of Second Army to resign

Leonard de Hofstadt asks NPC Army Commander of Third Army to resign

Rick Shaw applies for Army Quarter Master Gen. of First Army

Rick Shaw applies for Army Quarter Master Gen. of Second Army

Rick Shaw applies for Army Quarter Master Gen. of Third Army

## Duels

### Results of October's duels

Terence Cuckpowder (gains 1 Exp) beat Robert d'Lancier (with BDLG).

Pierre Cardigan (gains 1 Exp) beat his enemy Claude de Nord (with TIH).

Greg de Bécqueur declined to meet Pierre Cardigan as he was under half Endurance.

Martin de Garnache (with BRJS, gains 1 Exp) beat Zavier Ulric Turenne (with LR).

Mustafa Lekk didn't turn up to fight Zavier Ulric Turenne and lost SPs.

Pierre Cardigan (gains 1 Exp) beat his enemy Tarquin le Hatter (with XM & CdN).

Eclair de Lame didn't turn up to fight Charles Ternet and lost SPs.

Xavier Money (gains 1 Exp) beat Greg de Bécqueur (with HDE).

Jacques Hatt (with AF, gains 1 Exp) beat Lascar Vivrebras.

Marc de Zorro (gains 1 Exp) beat Jean d'Ice.

Terence Cuckpowder (no Expertise) beat Jean d'Ice (under half Endurance, losing 10 extra SPs).

Terence Cuckpowder (gains 1 Exp) beat Marc de Zorro.

### Duels to be settled next month

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

Pierre Cardigan (Sabre, adv.) and Tarquin le Hatter (Rapier, Seconds

XM & CdN, 5 rests) have mutual cause for being in enemy regiments.

Greg de Bécqueur (Rapier, Seconds HDE, 4 rests) and Jean d'Ice (Rapier, adv.) have mutual cause as neither stood down over Katy.

Greg de Bécqueur (Rapier, Seconds HDE, adv.) and Robert d'Lancier (Cutlass, Seconds BdLG) have mutual cause as neither stood down over Katy.

Greg de Bécqueur (Rapier, Seconds HDE, 5 rests) and Terence Cuckpowder (Sabre, Seconds ZUT, adv.) have mutual cause as neither stood down over Katy.

Jean d'Ice (Rapier, adv.) and Robert d'Lancier (Cutlass, Seconds BdLG, 5 rests) have mutual cause as neither stood down over Katy.

Jean d'Ice (Rapier, 1 rests) and Terence Cuckpowder (Sabre, Seconds ZUT, adv.) have mutual cause as neither stood down over Katy.

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

Augustin Fourier (Sabre, 4 rests) has cause with Terence Cuckpowder (Sabre, Seconds ZUT, adv.) for pinching Fifi.

*“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.

**Trial**

Claude de Nord will be on trial at the start of November (after duels have been fought, but before anything else). CPS Eclair de Lame will prosecute him for “aiding and abetting the embezzlement by Phillipe F'Loppe”. Minister of State Beau Reese Jean Seine will sit in judgement.

Players are welcome to ‘attend’ the trial by submitting press and other antics for their character. If you actually want to influence the outcome, you’ll need to talk to the Minister of State. Should the defendant be found guilty, any character may use influence (or a bribe, we’re not proud) on the King to commute the sentence.

**New Characters**

Robert Bartlett gets the Bastard son of a well-to-do Gentleman: Init SL3; Cash 225; MA 5; EC 2 (X1).

**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 end May 1674)	
Chancellor of the Exchequer TC (until end February 1674)	
Minister of Justice GdB (until end August 1674)	
Minister of War BdLG (until end May 1674)	
Minister of State BRJS (until end 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)	
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)	
Third Army (Field Ops)	N6/N/Anon/N
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



### Brigade Positions

Guards Brigade	--/--/CdP
Horse Guards Brigade	MdZ/N/PGR
Heavy Brigade	CK/--/N1
Dragoon Brigade	N3/N/N6
First Foot Brigade	--/--/N5
Second Foot Brigade	--/--/N6
Third Foot Brigade	ML/--/N1
Fourth Foot Brigade	--/--/N3

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

### Frontier Regiments

	(Defence for Sept-Nov)				
	F1	F2	F3	F4	RNHB
Colonel	N5	N3	N3	N4	N8
Attached			PFL		
Also at the Front					
	Heavy Brigade (Archduke Leopold Cuirassiers, Crown Prince Cuirassiers)				
	27th Musketeers				

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

### Battle Results

Heavy Brigade: 3  
 Archduke Leopold Cuirassiers: 6  
 Crown Prince Cuirassiers: 3  
 27th Musketeers: 2  
 Frontier regiment 1: 1  
 Frontier regiment 2: 2  
 Frontier regiment 3: 4  
 Frontier regiment 4: 2  
 RNHB regiment: 1

### Femmes Fatales

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

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

### Regiments

Col	RFG	CG	KM	DG	OOC	ALC	CPC	RM	GDMDPM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	BRJS	PC	GdB	PFL	MdZ+RS		BeV	HDS	JH	LR		Anon	ML+	N6		N5
LCol	BdlG		TH	N1			N2	N1	NWO	HCV	N5	HDE	N1			N1
Maj 1	EdL	N6	RdL	N6	PGR+		N1+	N3	N6+	N5+	N2	N5	N2			N6
Maj 2	CdP+						N1*		N6+	MP	N2	N5	N2			N3+
Capt 1	NM*	N1	N4	N5			N5	N1	N4	LV	N5	N3	N2			N1
Capt 2	LS	N3	N4	N4			N6	N2	N4	N2	N5*	N5	N3			N3
Capt 3	CT	N3	N5	N5			N2	N4	N4	N6*	N2	N5	N5*			N5
Capt 4	DC	N4*	N4*	N1*			N3	N4	N2*	DdM	N2	N3*	N2			N2
Capt 5	N5		CdN								N4*					N4*
Capt 6	MdG															N2*

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

# The Greasy Pole

ID	Name	SL SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
LdH	Viscount Leonard de Hofstadt	25+91	Comfy	Fld Marshal/Min w/o Port	7	Frances	Flr	5	Neil Packer
BRJS	Count Beau Reese	59	Withy	B.Bdr-General RFG/State Min.	11	Madelaine	Flr	4	Bill Hay
PC	Count Pierre Cardigan	24 54	Withy	Colonel CG	10	Edna	Flr	5	Matt Shepherd
JJ	Count Jean Jeanie	23 61	Fithy	B.General	32	Jacky	Flr	3	Andrew Kendall
BdLG	Earl Bastian de LaGarde	22+75	Rich	Lt.Colonel RFG/War Minister	5		Flr	1	Jerry Spencer
TC	Viscount Terence Cuckpowder	21 47	Withy	Bdr-General/Chancellor	6		Flr	5	Mike Dommett
BdLS	Viscount Bern'd de Lur-Saluces	21 0	Fithy	Lt-General/Prov.Mil.Gov	16		Flr	3	Rob Pinkerton
Jdl	Earl Jean d'Ice	20 57	Rich	B.Lt-General/Insp.Gen.Inf	10		Flr	3	Tym Norris
CK	Viscount Chris Knight	20 F	Withy	B.Lt-General/Hvy Brigadier	14		Flr	2	Paul Wilson
GdB	Marquis Greg de Bécqueur	20+68	Comfy	B.Bdr-General KM/Justice Min.	10		Flr	5	Anthony Gilbert
JdG	Count Jacques de Gain	20+66	Fithy	General	24		Flr	6	Ben Brown
Anon	Sir Les Anonyme	19 36	Comfy	Colonel 53F/3rd Army Adjutnt	3	Carole	Flr	4	Bruno Giordan
BeV	Baron Ben e'Volence	17 F	Comfy	B.Bdr-General CPC/1st Army Adj't	6		Both	3	Ash Casey
GM	Sir Gaz Moutarde	15 30	Withy	Bdr-General	4	Anne	Both	2	Mike Clibborn-Dyer
HDS	Baron Henri DuShite	15+55	Rich	Colonel RM	12		Both	4	Dave Marsden
MdZ	Sir Marc de Zorro	15+51	Comfy	B.Bdr-General QOC/HGds Brig'r	10	Cath	Both	4	Tim Macaire
RdL	Sir Robert d'Lancier	15+47	Withy	Major KM/Gen's Aide (1st Army)	13		Both	4	Steven Malecek
XM	Sir Xavier Money	14 38	Withy	Bdr-General	7	Kathy	Both	3	Pam Udowiczenko
CdP	Sir Camille de Polignac	13+68	Rich	Major RFG/Cds Brigade Maj.	4	Angelina	Both	4	James McReynolds
EdL	Sir Eclair de Lame	13+48	Withy	Major RFG/CPS	7	Ella	Both	3	Peter Farrell
ZUT	Zavier Ulric Turenne	13+43	Withy	B.Lt-General	4	Lucy	Both	1	Bob Blanchett
JiT	Sir Justin Thyme	12 32	Comfy	Lt.Colonel QOC	9	Guinevere	Both	2	Gerald Udowiczenko
AF	Baron Augustin Fourier	12 30	Comfy	Bdr-General	9	Fifi	Both	3	Brick Amundsen
PGR	Sir Petit-Garson Riche	12 29	Comfy	Major QOC/HGds Brigade Maj.	1	Emma	HGds	2	Mark Cowper
LR	Sir Louis Renault	12 29	Comfy	B.Bdr-General PM	2	Di	Hunt	4	Roy Bleasdale
PFL	Sir Philippe F'Loppe	12 F	Poor	B.Bdr-General DG	3		HGds	4	Phil Urquhart
RS	Rick Shaw	12 F	Comfy	B.Bdr-General ALC	2			6	Charles Burrows

ID	Name	SL SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
NM	Sir Neville Moore	12+56	Withy	Captain RFG/REG Regt. Adj't.	1	Vera	Hunt	2	Cameron Wood
CT	Charles Trenet	12+47	Withy	Captain RFG	1			3	Graeme Morris
LS	Lou Scannon	12+47	Withy	Captain RFG/LtGen's Aide (BdLS)	4	Bess	Hunt	2	John Cooke
TH	Tarquin le Hatter	12+46	Comfy	Lt.Colonel KM/FMshl's Aide	2		Hunt	5	Jason Fazackarley
JH	Sir Jacques Hatt	11 23	OK	Colonel GDMD	4	Marie	Hunt	3	Joel Halpern
DC	Dureau Celbonet	11+46	Withy	Captain RFG	5		Hunt	3	Paul Murphy
MdG	Martin de Garnache	9 27	Poor	Captain RFG/BdGen's Aide (BRJS)	3		Hunt	4	Bill Howell
HDE	Hercule D'Engin	9 16	Comfy	Lt.Colonel 53F	4		BG	2	Gerry Sutcliffe
LV	Lascar Vivrebras	9 15	Comfy	Captain PM	4		BG	4	Olaf Schmidt
CdN	Claude de Nord	8 14	OK	Captain KM/BdGen's Aide (PFL)	3	Ada	F&P	4	Andrew Larder
BS	Balzac Slapdash	7 23	Comfy		9	Alison	BG	4	Matthew Wale
HCV	Hugh Challavas-Vichy	7 17	Comfy	Lt.Colonel PM	2		BG	5	Nik Luker
NWO	Nouveau W'Odeur	7+24	OK	Lt.Colonel GDMD	3	Belle	F&P	3	Ray Vahey
MP	Maurice Pauvre	7+21	Poor	Major PM	2		F&P	4	James Waters
ML	Mustafa Lekki	6 F	Comfy	B.Bdr-General 27M/3 F Brigadier	6		F&P	2	Graeme Wilson
DdM	Didier de Mailherbe	5 9	Poor	Captain PM	1	Josephine	RP	4	Rik Stewart
TdL	Thomas de la Lune	4+13	Poor		3	Violet		5	Peter Card
X6		1- 2	Poor		5			1	Craig Pearson

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+