

That would be enough

This has been issue 223 of *To Win Just Once*, published 13th April 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

Orders for *Railway Rivals* to Mike by 22nd April 2022.

Orders for *LPBS* and Trophy Hunter plus any other contributions to Pevans by Friday 29th April 2022.

(Further deadlines: 27th May/3rd June, 1st/8th July, 5th/12th August)

Waiting lists

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

Railway Rivals – Two games in progress; Mike Dyer for the next one (Working map and rules provided).

Star Trader – Mike Dyer for the next one. Who else? (Rules provided)

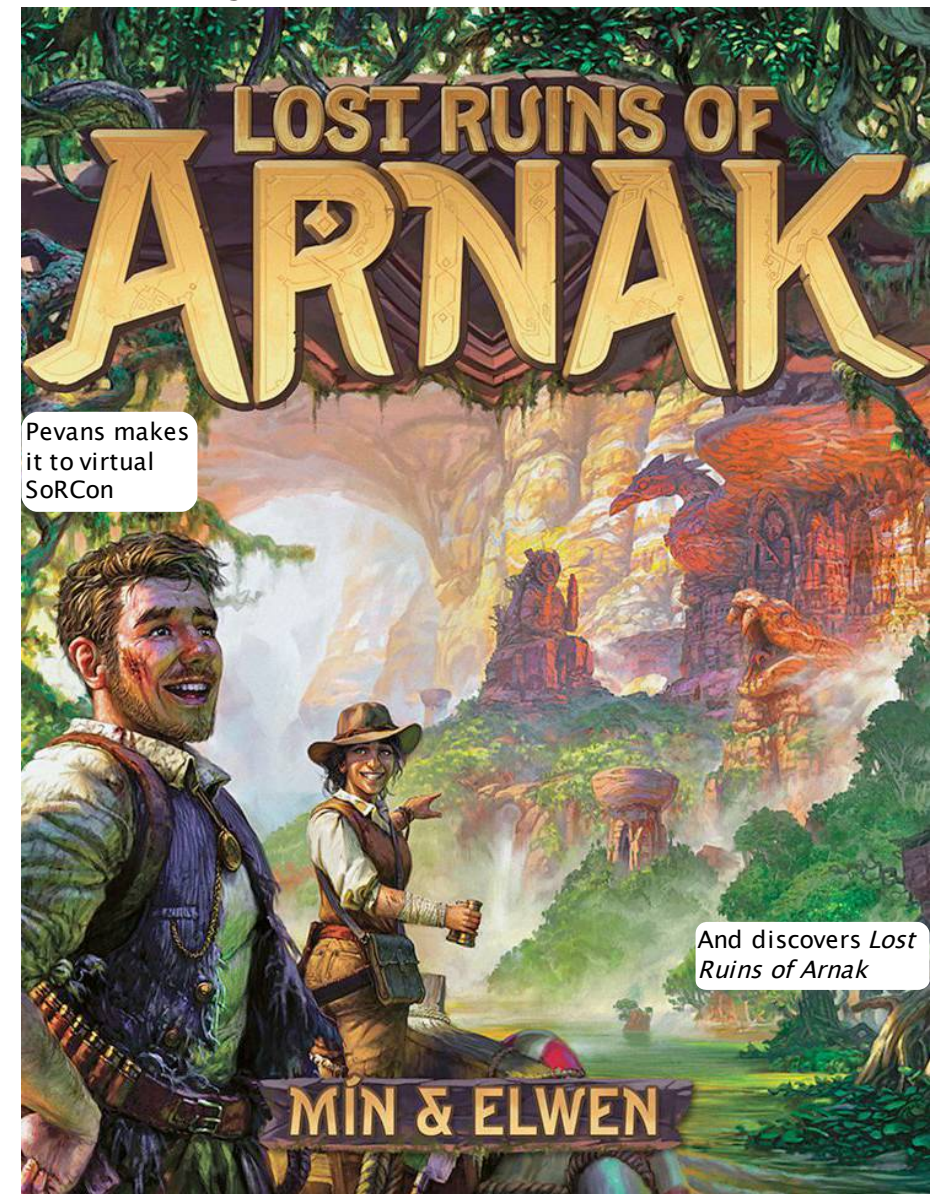
Credits

To Win Just Once issue 223 was written and edited by Pevans. The *LPBS* masthead (page 18) is by Lee Brimmicombe-Wood, as are the drawings on pages 19, 20, 21 and 25 (second). The illustration on page 23 is by Graeme Morris and the ones on pages 24 and 25 (first) by Tim Wiseman. Game and book artwork is courtesy of the publisher. Pevans took the photos (except where noted) and played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Pevans makes it to virtual SoRCon

And discovers *Lost Ruins of Arnak*

Issue 223: April 2022

(LPBS 358: December 1673)

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Contents

Contents	2
Chatter	3
Letters	4
It's SoRCon, Jim, but not as we know it	6
Pevans drops in on the virtual convention.....	6
Reading matter	10
Games Events	12
Trophy Hunter	13
Turn 7.....	13
Elmers End (<i>Railway Rivals</i> game 16 – RR2470O)	16
Turn 11.....	16
Subscribing to <i>TWJO</i>	17
Les Petites Bêtes Soyeuses	18
November 1674 (358).....	18
Press.....	26
Points Arising.....	28
Announcements.....	29
Duels.....	29
New Characters.....	30
Tables.....	31
The Greasy Pole.....	34
That would be enough	36
Deadlines.....	36
Waiting lists.....	36
Credits.....	36

Chatter

Our daffodils finally made an appearance, the first two blooming on 13th March and we have a decent crop of them now. There's lots of blossom about, too. Spring is definitely here.

A couple of weeks ago I tried a different route for my walk, heading west(-ish) and taking the footpath that starts next to the now closed pub that would have been my local. (The Soldier's Return was never a particularly nice pub, but it's still sad to see it closed and decaying.) The path runs alongside the cricket club's fields, heading into the countryside. It gradually converges with the Chiltern Line railway, which means my walk was accompanied by the sights and sounds of large machines constructing the HS2 line on the other side of the tracks.

After a while the path arrives at the River Pinn (it's less of a river, more of a stream with attitude... and some over-the-top bridges, which suggest it was once more of a torrent). Here it turns north, accompanying the river under the railway. Except that this has been closed off because of HS2 work. Instead, there's a new bridge over the river taking the path further west to join a road.

There was a decent flow of water passing under the bridge and I immediately thought "Pooh sticks!" So, larger y-shaped stick versus smaller stick, which would win? As they went into the water, it was an early lead for larger y-shaped stick, but smaller stick was in the centre of the flow.

Rushing to the other side of the bridge, I waited impatiently for the few seconds it took for the sticks to emerge. Which would it be? Here they come... and it's smaller stick in the lead by half a length! Carried along in the centre of the stream, it disappeared downstream while larger y-shaped stick swirled around in the eddies at the side. But Pooh sticks isn't the same as a solitaire game.

Earworms

I recently watched the film of Simon and Garfunkel's 1981 concert in Central Park, New York. It reminded me just how many terrific songs were in their repertoire, songs that need two voices (something even more obvious when you hear Paul Simon performing them solo). Not surprisingly, I had a lot of these buzzing around my head afterwards. The one that outlasted the others, though, was not my favourite ("In the clearing stands a boxer..."), but *America*. It must be a catchier tune than I thought.

TTG typo watch

The March issue of *Tabletop Gaming* had a piece on *Golem*, designed by Flaminia Brasini, Virginio Gigli, Simone Luciani and published in 2021 by Cranio Creations (www.craniocreations.com). It's a game I wanted to know more about so, with some trepidation (yes, it's penned by the magazine's editor, Christopher John Eggett), I

read the article. I was not disappointed. In the first paragraph we have mention of “the core concepts of a ... earth-orstone robot”. Presumably “earth or stone” is what he means, but how did that hyphen get in there? And isn’t a golem traditionally made of clay?

A few paragraphs later there’s a reference to “Shelly’s Frankenstein”. Yes, Eggett appears to be asserting that Frankenstein is the work of the poet, (Percy Bysshe) Shelley, rather than his wife, Mary Wollstonecraft Shelley. Sigh. I presume he knows better (especially as a man with three names himself). And he just needed to put “Mary Shelly” to avoid any confusion. Then all I’d have to complain about would be the typo. Interestingly, “Shelly” doesn’t excite my spellchecker the way “orstone” does. I guess it thinks “shelly” is a synonym of “shell-like”.

Despite this nonsense, the article does tell the reader a lot more about the game and what the designers are working on now, so it’s still worthwhile.

Mike’s games

Mike went into hospital with an infection that wasn’t responding to oral antibiotics. I’m pleased to say that he’s back home now and recovering. However, this has meant that he was not able to complete the Freshford (*Railway Rivals*) and Way Station (*Star Trader*) games in time for this issue. Once he is able to do so, I will put the reports on the website and we’ll sort out deadlines for the players.

Online stats

Issue 222 was published on 6th March and the PDF versions were downloaded 270 times to the end of the month. The *TWJO* 221 PDFs attracted 40 downloads in March, making 338 in two months. And the total downloads since publication for *TWJO* 220 come to 344 after a further 25 on March.

Apart from older issues of *TWJO*, my reviews of *On the Underground* and *Puerto Rico* attracted attention in March. More worryingly, my website logs show continuing references to “wp-login.php” (145 in March). I guess this is people (or bots more likely) assuming the website runs on WordPress and trying to hack in. Still, all they get is a “404” error. Ditto the attempts to reach “xmlrpc.php” – also a WordPress feature, apparently. However, this does bring home that any (every?) website is being probed for weaknesses.

Letters

Andy Kendall asks:

Hope ... you're not continuing your quest to use all the vaccine stocks up.

Well, I suppose that’s one way of looking at it. And they have just announced a fourth (= fifth for me) shot for over 75s and the immuno-compromised... Meanwhile Tim Macaire is looking on the bright side.

Finally, some spring weather! (Though by the time you read this, it will probably be snowing.)

Judging by the current weather forecasts, we may well have had snow by the time I publish this issue. Alex Bardy picks up on my reference to the *Dune* books.

I have not been reading anywhere near as much as I used to, and had never ventured beyond the base Dune book from the series, despite reading the original several times over the years. I think I tried one of the sequels (it might well have been Children if that's the second one) and just found it very difficult to get going with it... Everybody has since told me the original remains the best, and I'm very happy to accept that at face value given I do genuinely like the original. I have recently bought a couple of Dune graphic novels, including 2 x volumes of a series called House Atreides – the artwork looks amazing, but alas, the tiny speech bubble text is a real challenge on my failing eyesight. Oh dear... 😊

Jonathan Palfrey also has some comments on *Dune*. And other things.

I see that I last read Dune in 2004, and commented then that it wasn't as bad a book as I remembered. The scenario seemed good, although the characters and storytelling seemed rather crude and dated. But it's much longer since I read any of the sequels, and I don't think I ever read all of them. I was never a Dune fan, although I quite like Herbert's The Dosadi Experiment and sometimes reread it.

I bought the first of the Flavia Albia series some time ago but have never managed to get far into it; it doesn't seem to grab me. Furthermore, I'm not as keen on the Falco series as I used to be; I reread a few of the early ones not long ago, but I have yet to continue any further. Obviously the books haven't changed, something about me has changed, but I don't know what.

Last month we spent a weekend in the city of Carcassonne – just over the border from here, a few hours' drive. I'd never played the game named after it, but I decided to give it a try, so I bought the computer version and I've been playing that – against four programmed opponents, which I'm still unable to beat consistently, although I win sometimes. It would be quite fun to play it as a board game with real people, but my little family doesn't normally play board games, so I don't know whether it's worth buying. The game was of course on sale here and there in the city of Carcassonne, but in French and quite pricey.

If you feel the interest, you can see some of my photos of Carcassonne on Flickr: www.flickr.com/photos/thurb

Never having been to Carcassonne, I enjoyed the photos – note that they will disappear down the page as Jonathan posts newer stuff. *Carcassonne* is one game Geraldine plays and I have the app version on my tablet to facilitate this. This removes our arguments about the boundaries of the fields...

It's SoRCon, Jim, but not as we know it

Pevans drops in on the virtual convention

25th-27th February should have been SoRCon (Son of Ramsdencon), a small open-gaming convention in the wilds of Essex. Well, Basildon. While I was a regular at Ramsdencon, back in the 1990s, I've not made it to SoRCon. (When I lived in east London, nipping out to Essex was easy, but travelling from the western edge of London is a different matter.)

Anyway, the hotel venue suddenly discovered it was refurbishing and couldn't host the event as scheduled. It was too late to re-schedule or move, so the organisers took the con virtual – chat on Discord and play on Board Game Arena (www.boardgamearena.com). It's an ill wind etc, so this was my chance to join in, particularly as I knew several old friends would be there. And I'm familiar with the Discord/BGA combo.

Arriving on Saturday afternoon, I joined the general chat as the assembled half a dozen debated what to play. I'd heard good things about *Lost Ruins of Arnak* (designed by Elwin and Min and published by Czech Games Edition – www.czechgames.com), so I jumped at Mark's offer to teach the game.

The first thing that surprised me was that players only have two worker pawns, archaeologists, with no way to get more. It eventually dawned on me that this means you have to use your archaeologists carefully. Luckily, there are plenty of actions that don't need an archaeologist – and free actions that players can carry out in addition to their one main action each turn.

There are two main avenues for players' actions. First is placing an archaeologist on a site to gain resources. This means playing a card with the appropriate mode of travel and, if you're exploring the wilds to find a new site, using some resources (compasses). You gain resources from the site, though you don't know precisely what these will be before you explore a new site. Being first to a site gets you an idol as well. Idols are worth victory points and can also be used for an additional (free) action – at a cost in points. So far, so thematic.

The alternative is research, which means spending resources to move up a track on the righthand side of the board, alongside the sites. Players have two pieces to move up this, gaining resources, bonuses, Assistant cards and, ultimately, victory points. Assistants provide yet more actions – some 'free', some not – so your options are increasing all the time. The big money is at the top of the track when your marker reaches the temple and scores big points. With the opportunity to score more by trading in more resources in later turns.

Thematically, I guess this is where your archaeologist is "Prof Jones" rather than "Indy". The screenshot from BGA on the next page shows the main 'board' at a late



stage of a game: sites to the left and research track on the right (the big points are at the top with gold, silver and bronze temple tiles to buy).

The thrust of the game seems pretty clear: explore to get the resources to power your research to get the resources to let you explore further. However, there's also a deck management aspect. Players start with a hand of cards, each of which has two uses. The main use is shown in the body of the card and is often a free action.

The second use is for transport, according to the icon in the top left of each card. This is a neat mechanism. The boot icon allows travel to sites with a boot. As well as travelling to the matching icons, boats and cars can also go to boot sites. And aeroplanes can go anywhere. Plus players always have the option of hiring a plane for a couple of gold.

Players can also buy cards to add to their deck. These are better versions of the starting cards or bonuses or special actions and come in two types. Tools cost gold and provide more and more powerful actions; Artefacts cost compasses and are even more powerful – but cost to play. Equip yourself with the hat, the whip and the pistol (just in case some be-turbanned bad guy starts showing off his sword-twirling skills) and off you go!

The game was immediately fun to play and made me think – but not too hard (I've given it a provisional 8/10 on my highly subjective scale). I can see why there's been a buzz about it and was first to suggest another game on the Sunday afternoon. But I'm getting ahead of myself. With other people available, a game of *6 nimmt!* was proposed, seconded and played with gusto – and a fair amount of banter. It remains great fun.



Reduced to a group of five, we were able to play something a bit more serious – and my second new (to me) game of the afternoon: *Welcome To...* A game I'd heard of, but never played. It's essentially a roll-and-write, except that, instead of rolling dice to decide what players can do, it's pairs of cards that dictate your options for the turn.

Each player has a board of three 1950s streets on which to build houses, filling in the numbers as they go. This is the tricky bit as the numbers must ascend from left to right (without necessarily being consecutive). You have to be careful about leaving gaps to fill in later and trying to avoid being stuck with numbers you can't play. Grouping your houses into estates lets you meet goals ("City Plans") and, of course, score points.

You're also using the effects of the available cards to do other things: add parks and swimming pools, adjust this turn's house number, use a number again (thus 7a, next to number 7). All of these either aid your play or provide another way of scoring points.

Not quite sure of what I was doing or how best to do it, I muddled through to come a creditable second. *Welcome To...* was another game I enjoyed. It's pretty light, but not without its challenges. And, taking only 25 minutes to play with five, it certainly doesn't out-stay its welcome. That's another one to add to the repertoire. And the screenshot on the next page is my final position and score.



Reduced to a foursome now, there was still time for another game. And that was *7 Wonders: Architects*. "You know *7 Wonders*, you'll pick it up easily," I was assured. And, yes, it is rather like *7 Wonders*. Except where it's different.

Players choose one of three cards each turn and get its effect – it's in what the different types of cards do that the game reflects *7 Wonders*. Resources build up until you have the set needed to complete the next part of your Wonder – gradually filling in an outline. (I had the Colossus and was disappointed that I had to start with its feet.)

Sets of green cards provide bonuses, blue cards are just points (and move the cat pawn and its advantage), red cards trigger conflict and points for those with most shields. So, very much like *7 Wonders*. Except where it isn't.

I tried one of my *7 Wonders* strategies: collect blue cards. It didn't work that well here, either. Still, it's an interesting twist on a game I like. This wrapped up Saturday for me as it was dinner time.

As already mentioned, I suggested another game of *Lost Ruins of Arnak* when I joined the gang again on Sunday afternoon. We quickly had four players (it would have been five if the game supported that many). I thought I'd try concentrating

on the research track this time and see what happened. I found out pretty quickly that progress stalls without exploration to fuel it. And a deck of only five cards isn't a good move either. It was still an enjoyable game, though, and I'm continuing to play online (it's been implemented on Yucata (yucata.de/en) as well as BGA).

Adding an extra player, a quick game of *Sushi Go!* ensued, before all those still around wrapped up with an entertaining 8-player *6 nimmt!*. I'm sure SoRCon is even more fun in person and I really must try to get along next year. To find out more, visit the website: www.sorcon.co.uk

Reading matter

Another in my re-reading of older SF books is David Brin's "Uplift" trilogy (though I see there are actually six books now). This is another series I have fond memories of from when I first read it and fancied re-reading. What I remember most is the setting. Humanity has reached the stars to find a flourishing galactic civilisation. However, every alien race is there because their species were bred and genetically engineered for intelligence by a sponsor species – the uplift that gives the series its name. This is an unbroken chain back the mythical Progenitors.

Except for humanity. This makes our species problematic. Is it truly a wolfing, un-sponsored species or have its sponsors disappeared? Should some more advanced species take over as humanity's sponsor? Humanity's saving grace is that it is already uplifting other species – chimpanzees and dolphins – which means it's a sponsor species and thus has some kudos in galactic circles. This is background, by the way, the setting we discover in the first book.

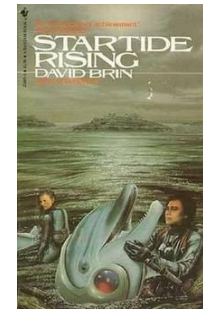
That first book is *Sundiver*, which looks at the human-led expeditions into the sun – something that would not be possible without the technology gained from the aliens. However, this is something no alien race would do. All knowledge is in the great Galactic Library, all you need to do is find it. So when Sundiver finds what may be an intelligent species living in the sun's photosphere, there are all sorts of political ramifications. And that's just the start of the story.

The plot is essentially a thriller as our hero, Jacob Demwa, a noted troubleshooter, is co-opted to the Sundiver project when sabotage is discovered. What's going on and who's to blame are the questions he must investigate. I found this secondary to my enjoyment of exploring this strange world Brin lays out for us. Not just the galactic civilisation in the background, but the mystery and wonder of exploring this utterly alien environment of the sun.

One of Brin's clever touches is giving Demwa a back story. This is hinted at, but never made fully explicit. Less clever is the heavy-handed approach to what's clearly meant to be flirting between Demwa and another character. It was probably



fine back in 1980, but I found it a bit uncomfortable today. Nevertheless, I enjoyed *Sundiver* and was keen to move on to the next book.



The second "Uplift" title is *Startide Rising*, set some 200 years after the events of *Sundiver*. This centres on the troubles of the first dolphin-crewed starship. Yes, it's full of water, apart from the areas used by the humans – and token chimp – on board. Again, we start the story in the middle of things. Investigating bits of the galaxy other species wouldn't bother with (hey, all you want to know is in the Galactic Library), the Streaker and its crew has found an ancient (and this is in galactic terms) fleet of spaceships and mummified remains.

Transmitting this information back to Earth has led to every alien species hunting the Streaker to be first to capitalise on its knowledge. The only thing that's saved the ship is that the aliens are busy fighting each other. As the book starts, the battered starship is at the bottom of the ocean on a water world that's rich in metals and thus offers some hope of repairs. In the skies above, alien fleets battle for the privilege of continuing the hunt.

Phew! That's a lot of scene-setting. What follows is the efforts of the Streaker's crew to repair their ship and get away, interspersed with the progress of the war in space as alliances between the aliens form and dissolve. To make things trickier, there are divisions amongst the crew that get in the way. Brin does a terrific job with his dolphin characters (cheekiness and irreverence are dolphins' natural approach to the world), not to mention the humans and lone chimp. The differing viewpoints and resulting conflict all feel real.

Startide Rising tells us more about how the galactic culture based on uplift works. Client species are expected to be grateful and subservient to their sponsor – until they earn their independence and become sponsors in their own right. Clients are effectively indentured to – or even enslaved by – their sponsor. The uplift view of intelligence is also narrow: species are expected to be tool users. Hence, many aliens are not happy with the humans even attempting to uplift dolphins. They don't have opposable thumbs! And humanity's co-operative relationship with dolphins and chimpanzees is anathema in some quarters. (Hence the need for humans on the ship – the dolphins have to defer to them whenever they encounter an alien species.)

I enjoyed *Startide Rising* rather more than *Sundiver*. The gripping plot zips along at a good pace. The characters are well drawn and engaging. And the aliens are ... alien. We discover a lot more about the universe this all takes place in, too, hinting at more discoveries to come in later books. And, since I picked up an omnibus edition of the original trilogy, I have *The Uplift War* to look forward to.

Games Events

The esteemed Baycon is the week after Easter – 20th-24th April at the Exeter Court Hotel, Kennford (a few miles south of Exeter on the A38). It's an open gaming convention with a substantial games library – or it was the few times I've attended. I particularly like The Roger Heyworth Spirit of the Game Trophy, which is “awarded to the person who has contributed most to other players' enjoyment” at the end of the event. It's a brilliant idea and a fitting tribute to Roger. Find out more from the con's Facebook page: <https://www.facebook.com/groups/baycon/>

The following weekend is the return of the equally esteemed Tringcon: 30th April in the Millennium Hall, Marsworth (near Tring in Hertfordshire). It's a one-day open gaming event in a village hall, so don't expect anything plush. There are more details on the website: www.tringcon.org

The following box concentrates on events I usually attend.

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

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

UK Games Expo: 3rd-5th June 2022 at the NEC. This is a public event that showcases games of all sorts with a huge trade hall plus demonstration and participation games and guests. For gamers there are lots of tournaments and open gaming. For details see www.ukgamesexpo.co.uk

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

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

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

Trophy Hunter

Turn 7

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	M	X	X									£	£	£			A			x
3					£	£	£									x	£	X		
4		£															X			
5		£											x							
6																				
7		£		↓		£	x					x				£			↓	
8	x			↓		£														↓
9				↓					£	£			G			X				↓
10							£	£					x							
11					X									X	X		E	X	X	
12		e				X						X	X	X		X	X	X		
13										£							X			
14						£														x
15		£				£							↓					£	X	
16		£				£							↓	x				£	X	
17		£						£					↓							
18				x		£												£	£	£
19						£			X							S				
20			x																	x

Graeme Morris provides some commentary: “They're blanks, dear. Honestly. Look I'll show you. No, don't be silly. Put the gun down. Don't point it at me...”

Andy Kendall asks, “I see there were three places that the other end of an antelope could have been. Can I have a 3-shot rifle next time please?” There's a triple-barrelled gun in TV series *Grimm*, but not in this game.

There's a lot of avoiding that obvious Antelope in favour of shooting into empty space, but a few hunters do finish it off.

Anthony Gilbert thinks he's shooting into empty space, too, but that large grey thing is an elephant. Another elephant. He clearly didn't recognise it – perhaps it was wearing sunglasses (a reference that Mr Dommett will understand).

Brad Martin gets himself a Monkey, Mike Pollard wings a Gorilla, increasing his lead, and Tim Macaire hits one of the elusive Snakes.

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.

Scores

Player	Shots	This turn	Total
Martin Abrahams			1.33
Alex Bardy	Q12, Q13	0	8.33
Chris Baylis	R3, S16	0	7
Chris Boote			0
Colin Bruce	Q2	1	9.67
Charles Burrows	F1, I19	0	9.63
Peter Card			5.33
Mark Cowper			3.5
Mike Dommett	C2, N12	0	9.5
Jerry Elsmore			4.71
Alex Everard			8
Anthony Gilbert	Q11	-2.5	-8.5

Key

Animals	Symbol	Size (squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	-20
Other symbols				
	X	Missed shot		
UPPER CASE = this turn, lower case = last turn, Strikethrough = dead animal				

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

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	N11, P9	0	3
Bill Howell	N11, R12	0	7.27
Andrew Kendall	M12, N12	0	-2
Nick Kinzett			0
Andrew Larder	R11, R12	0	0.8
Nik Luker	E11, F12	0	10.8
Tim Macaire	P19	5	8.33
Brad Martin	C20, A2	4	4.71
Bill Michell			0
Graeme Morris	L12, M12	0	2.76
Jonathan Palfrey	O11, Q4	0	3.96
Rob Pinkerton	Q2	1	4.96
Mike Pollard	M9	4	15.83
Alex Richardson			0
Chris Rudram	B2, Q2	1	7.7
Matt Shepherd			1.33
Charlie Sundt	L12, N12	0	7.83
Gerald Udowiczenko	S11, L12	0	3.34
Pam Udowiczenko	P12, R3	0	5
Phil Urquhart			1.33
Ray Vahey			7.04
Matthew Wale	F12, Q2	1	9.67
Graeme Wilson	Q11	-2.5	3.17
Paul Wilson	Q4, B2	0	4.63

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.

Send shots to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or to TWJO@pevans.co.uk by 29th April 2022.

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

Turn 11

BASH has another better round this turn and is level with RAREBIT CYMRU RAIL. UNORTHODOX ENGINEERS has a narrow lead over GERALD'S WESTERN RAILWAY as we go into the final round.

This turn's races

Race results					Scores			
					UE	RCR	GWR	BASH
29	13	Kidwelly	33	Morrison		10+3		20-3
30	14	Pontyberem	55	Swansea/Britton Ferry	0-7	10+6+7		20-6
31	22	Pontarddulais	35	Swansea	10-4	0		20+4
32	26	Brynmaran	42	Britton Ferry	20-5	+6		10-1
33	41	Neath	55	Glyn Neath	20+4		10-4	
34	51	Ystradgynlais	61	Porthcawl	10JR		10JR	
35	62	Bridgend	54	Port Talbot/Porthcawl			20	
TOTAL					48	42	36	64

Builds and Points

UNORTHODOX ENGINEERS

(UE), Jonathan Palfrey – Green

Builds:

None

Points: 264+48 = **312**

RAREBIT CYMRU RAIL (RCR),

Mike Dyer – Black

Builds:

None

Points: 221+42 = **263**

GERALD'S WELSH RAILWAY

(GWR), Gerald Udowiczenko – Red

Builds:

None

Points: 257+36 = **293**

BABEL AND SWANSEA HAUL-

AGE (BASH), Bob Blanchett – Blue

Builds:

None

Points: 204+64 = **268**

Next turn's races

Race	From	To
36	11 Llanelli	46 Treherbert
37	45 Glyncorwg	64 Maesteg
38	56 East/North	36 Mumbles
39	53 Seven Sisters	53 Llanelli/Burry Port
40	16 Carmarthen	21 Gowerton
41	65 Pontycymmer	24 Glanamman
42	54 Resolven	31 Pontardarwe

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.

Last Round: Please submit Game End Statements with your orders.

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 22nd April 2022 (but may be extended)**

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

Orders for January 1674 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 29th April 2022



November 1674 (358)

'Tis the season to be jolly... Or possibly to fight duels in secluded courtyards early in the morning. Though it seems Paris does not care for Rick Shaw's challenge to Charles Trenet. It is voted down, which doesn't do Sir Rick's social standing any good at all.

Louis Severin Descartes and Rex le Chien don't need a vote, they have just cause for their fight. Both men are Dragoons – though in different regiments – and thus carry sabres. Captain le Chien may be slightly built, but he is still the bigger of the two. He is seconded by Claude de Nord, while Subaltern Descartes has the support of his regimental CO, Jacques Hatt, and number 2, Nouveau W Odeur.

Descartes quickly proves himself the cannier duellist. After a parry, just in case, he blocks le Chien's first slash and jumps out of the way of the following cut (yes, that was a completely unsubtle furious slash from le Chien). A slash from Descartes draws the first blood, but le Chien is unperturbed. Both men slash again and this blow is enough for Descartes to concede, despite his belief that "I can do this all day". A relieved Odeur stops by the moneylenders on his way home to repay his loan.

There should also be a duel between Pierre Cardigan and Tarquin le Hatter. Again. But le Hatter just harangues his adversary: "I'm fed up with you, you're just a big bully and I refuse to fight bullies!" After the battering he's taken in recent months, le Hatter has a sick note to back this up.

Regiments and moneylenders

There's a new man in Paris. In fact, there are several. But this one goes only by the name 'X3'. The mystery man applies to join the Dragoon Guards, but is quickly rejected by the regiment's commander Phillippe F'Loppe, who's deep in negotiations with the moneylenders about his debts. "Look," he says, "I'm sorry it's late, but here's two hundred. Lend me another seven and I'll pay the rest next month. Yes? Yes!" Having flummoxed the slow-witted usurer, F'Loppe thinks he's got away with this ploy. Until the bailiffs turn up and take the balance of what's owed anyway – with double interest.



Jacques Hatt is a much more accepting CO and happily signs up another newbie, Henri Tard, for Grand Duke Max's Dragoons. Having supplemented his cash with a loan big enough to buy a horse, Tard becomes Captain Tard of the GDMD.

Beau Reese Jean Seine is a positively beneficent commander of the Royal Foot Guards and always on the look-out for recruits. He collects two this month: Felipe Savant and Pierre a'Noyer. Not wishing to spend all his borrowed money at once, Savant is content to take the rank of Subaltern, allowing a'Noyer to buy the regiment's last Captaincy with his substantial borrowings.

Field Marshal Leonard de Hofstadt is thinking ahead to the coming summer campaign. It's time to fill those vacancies in Army command. General Jean Jeanie accepts appointment to lead First Army with alacrity. Second Army is offered to General Jacques de Gain, but Hofstadt receives no reply. The position remains empty for the time being. (As does the post of Aide to General Gain. Could there be a connection with the unanswered correspondence?)

Brigadier-General Xavier Money proposes to make GDMD Subaltern Louis Severin Descartes his Aide, but the position is not actually vacant. Perhaps Descartes should apply to Bdr-General Marc de Zorro, who's asking his current Aide to quit. Zorro has a command, too.

The disgraced Greg de Bécqueur mobilises the second battalion of his command, the King's Musketeers. He should be safe enough in action with a whole battalion around him.

The party carousel

Whatever else it may be, December is clearly party season. The decision facing many Parisians is which parties to go to – though it looks like Xavier Money has an exclusive for New Year's Eve. To start with we have the twin attractions of



Louis Renault's Christmas party for the Picardy Musketeers and friends in Hunter's while Minister of State Beau Reese Jean Seine holds court in the Fleur de Lys (he then retires to Madelaine's place for a cosy month).

Madelaine de Proust is with Beau to greet their guests as they arrive. The list starts with Minister of War Bastian de LaGarde. Guards Brigade Major (and RFG colleague) Camille de Polignac is next and brings Angelina di Griz with him. Charles Trenet is another Royal Foot Guard and escorts Leia Orgasma. Ella Fant accompanies CPS Eclair de Lame – who's also in the RFG. For a new member of the regiment, Felipe Savant, this is an opportunity to meet his new colleagues socially (regimental duties are in Felipe's immediate future, with some unsuccessful courting to follow). The new commander of First Army, Jean Jeanie, is a special guest. Beau's Aide (guess which regiment he's in), Martin de Garnache is there too. So is the regiment's other new recruit, Pierre a'Noyer. Tarquin le Hatter is the sole representative of the RFG's friends, the King's Musketeers, and has Deb Estaround on his arm.

Beau's bunch doesn't have the club to themselves. Field Marshal Leonard de Hofstadt is there too, relaxing now he's cleared things up with His Majesty (his jingling apology was sent in a freshly-carved, silk-lined casket and accompanied by a substantial favour). Leonard always welcomes Toadies and Frances Forrin with him to accept a couple of such: Dureau Celbonet and Lou Scannon. Lou takes the opportunity to pay his respects to Beau and apologise for his prior engagement. The Colonel of the Cardinal's Guard, Pierre Cardigan, is in the Fleur as well, escorting 'his' Edna Bucquette. With the KMs' Tarquin in the club at the same

time, the usual challenges are exchanged between the two. Again. Xavier Money feels he should be at this party, too, but he doesn't meet Beau's criteria and is left kicking his heels outside the door.

"Sharing some festive joy" is Louis Renault's intent as he and Di Lemmere welcome guests to his (early) Christmas party in Hunter's, sporting their nice new winter coats (you can't spend any more conspicuously than that, surely?). Balzac Slapdash heads the guest list and brings Alison Wunderlandt with him. Claude de Nord is unaccompanied, his disgrace trailing like a cloud behind him. Didier de Malherbe is the first Picardy Musketeer on the list and has Josephine Buonoparte on his arm. Gaz Moutarde accompanies Anne Tique – a rare excursion for this pair. The second Picardy Musketeer is Hugh Challavas-Vichy, who has Ingrid le Suède as his plus-one. Hercule D'Engin is neither a Musketeer nor accompanied. Justin Thyme escorts Guinevere d'Arthur. Lascar Vivrebras comes on his own, having already partaken of his Christmas treats – spiced wine, nuts and exotic fruits – before setting out on the "party carousel". Next up are Nouveau W Odeur and Belle Epoque. Petit-Garson Riche brings Emma Roides.

In the foyer is the entertaining scene of Maurice Pauvre trying to remember who he's come to Toady to. "It's Louis," he says firmly. "Or was it Leonard...?" "Perhaps the gentleman's surname, sir?" suggests one of the burly fellows on the door. "Ah, yes... Well, it's definitely 'de' something, of course..." Maurice trails off as the doormen roll their eyes at this obvious chancer.

As the party goes on, Jacques Hatt and Marie Antoinette try to have a quiet drink in a corner of Hunter's. Bothwell's is where to find Marc de Zorro and Maggie



Nifisent. Phillipe F'Loppe and Freda de Ath have the Horse Guards club to themselves. And Mustafa Lekk takes to the Frog & Peach with Mary Huana.

Round two

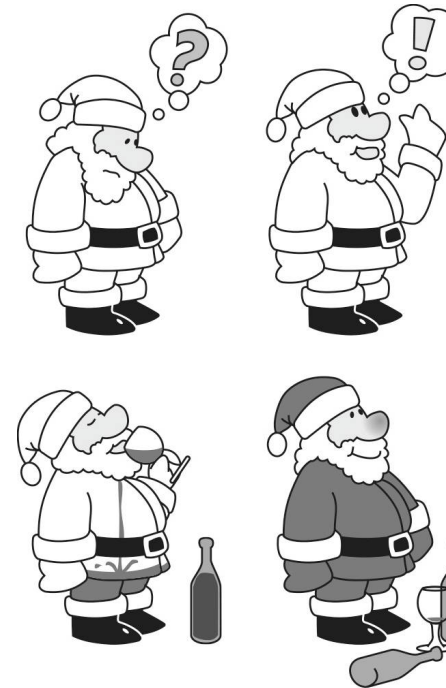
A hasty clean-up and Hunter's is ready to host Neville Moore and Vera Cruz's "Christmas cheer" with "wassail and refreshments". Though there's nothing as refreshing as a good bowl of wassail! Anyway, plenty of people turn up to sample Neville's hospitality. Top of the list are Balzac Slapdash and Alison. Hugh Challavas-Vichy brings Ingrid. Henri Tard is on his own, taking a break from his wasted wooing attempts (you'd think he would have noticed that his intended was not in). So is Jean-Baptiste Barnier, having failed with his courting the week before. As Picardy Musketeer, Hugh takes exception to Jean-Baptiste's 4th Arquebusier uniform and the two swap challenges. Justin Thyme arrives, escorting Guinevere. Jean Jeanie brings Jacky this week (did he not want to be seen with her at the Fleur?). Jean-Paul Marsaud is next. Louis Severin Descartes has Ulla Leight on his arm. Once Louis has finished bowing to all those senior to him – it takes a good half-hour – he and Ulla regale all with the story of their romantic interlude the previous week – riding out to the spooky remnants of the Chateau de Madrid on the edge of the Bois de Boulogne for mulled wine and snuggles. Lascar Vivrebras has no escort, but is another man in the uniform of the Picardy Musketeers and another challenger for Jean-Baptiste. He can be heard asking his host about life in the Royal Foot Guards. Nouveau W Odeur is accompanied by Belle. Petit-Garson Riche has Emma on his arm. And Rex le Chien, in his new uniform as a Major, wants everybody to meet his new conquest, Ada Andabettoir. She might be on the rebound as Claude de Nord dumped her at the start of the month ("a conscious uncoupling" apparently).

The man known only as X3 is also in Hunter's, checking out his new club and trying to keep out of the way of the wassailers.

Neville's competition this week comes from CPS Eclair de Lame (and Ella), whose party is in Bothwell's. As he has requested that guests wear hats, Eclair sports the "traditional" stag's antlers. The mistress-less Claude de Nord tops the guest list and is wearing a hat. His is made of green felt, fashioned into a Christmas tree with gold stars and pieces of cheese hanging (or dripping, in the case of the mature Brie) off. He is followed by Camille de Polignac, who brings Angelina with him. Charles Trenet has Leia on his arm. Dureau Celbonet is unaccompanied but does have a hat: a green one adorned with a red feather and some rather forlorn mistletoe. Gaz Moutarde brings Anne. Hercule D'Engin is on his own. Louis Renault and Di take a turn at being guests, sporting hats adorned with holly (Louis) and ivy (Di). Lou Scannon escorts Bess Ottede (this week). Pierre a'Noyer is another singleton. As is Rick Shaw – his courting was unsuccessful, too (even after Henri DuShite stood down when they met on the lady's doorstep and despite having bought a blingy necklace "to adorn her chest"). His hat is a tall chimney with "Santa Claus" sticking out of the top. Tarquin le Hatter brings Deb. And

Xavier Money escorts Kathy, who's much happier than last week. Xavier's hat is decorated with holly, ivy and ... walnuts?

Up market at the Fleur, Bernard de Lur-Saluces hosts Xavier Ulric Turenne – two Lieutenant-Generals for the price of one. Chris Knight is in his club as well. So are Leonard de Hofstadt and Frances. And Pierre Cardigan with Edna. Amongst Paris's other clubs, only the Frog & Peach gets some business this week. Mustafa Lekk and Mary are in residence again. And Maurice Pauvre pops in.



As Christmas arrives, so does Xavier Money's Christmas party at Bothwell's. Xavier feeds his guests with spiced fruit pies ("the things those English heathens call 'mince pies'") and wassail. Plus French champagne and canapés. Camille de Polignac and Angelina are his first guests. Charles Trenet is there with Leia. Gaz Moutarde brings Anne. Justin Thyme has Guinevere on his arm. Jean Jeanie escorts Jacky. Louis Renault has Di with him. Neville Moore brings Vera. Nouveau W Odeur escorts Belle. Apart from his host, Pierre a'Noyer is the one man without a plus one. Tarquin le Hatter's is Deb, of course. Not joining the party, but making sure everybody sees that Katy Did is on his arm, is Ben e'Volence. (On his first visit to Katy's he only met Xavier Ulric Turenne, so it took a second to win her heart. Which gives him a duel with Terence Cuckpowder into the bargain.)

The Young Gentlemen of Paris meet in Horse Guards, under the auspices of Petit-Garson Riche and Emma Roides. Petit-Garson leads his guests through the streets of Montmartre, distributing gifts to the poor. It's just amazing how many raggedy-dressed people live in this quarter! However, it's a rather rancorous gathering. Not for Balzac Slapdash and Alison, though. Nor Claude de Nord. Didier de Malherbe brings Josephine and it's still quiet. His regimental colleague, Hugh Challavas-Vichy arrives with Ingrid and that's fine. Then Arquebusier Jean-Baptiste Barnier rolls up and the challenges start. It's two Picardy Musketeers versus one from the 4th so far. Louis Severin Descartes and Ulla are not involved in this contretemps. But Lascar Vivrebras is the third of the Picardies, leaving Jean-Baptiste well out-numbered. Marc de Zorro slips in unnoticed, but then proposes a toast to the Young Gentlemen: "older and more responsible than they were in my day!" Mustafa Lekk

is accompanied by Mary and they don't add to the fray. But Maurice Pauvre does. That's four Picardy Musketeers pitched against the lone Arquebusier. Rex le Chien accompanies Ada. And the arrival of Thomas de la Lune (arriving with Violet Bott) brings some support for Jean-Baptiste as he's also in the 4th.

In comparison, all is peaceful in the Fleur de Lys. Les Anonyme rolls up with Carole Singeurs and they are Xavier Ulric Turenne's hosts. Chris Knight sits in a quiet corner. Leonard de Hofstadt and Frances welcome back Dureau Celbonet and Lou Scannon (but no Bess). And Pierre Cardigan and Edna are still there.

Party like it's 1699

Only Xavier Money sees fit to throw a New Year's Eve party, which attracts a fair number of people in need of a glass – or two – of mulled wine. Claude de Nord makes it four parties in four weeks. As do Camille de Polignac and Angelina. And Charles Trenet and Leia. Gaz Moutarde and Anne can be added to the party-hopping list, too. For Justin Thyme and Guinevere, it's their fourth party of the month as well. Having hosted one, Louis Renault and Di have only been able to visit three parties. However, it's only the second time Lou Scannon has taken Bess out – is she not good enough for the company of Leonard and Frances? Neville Moore and Vera have been hosting, too, but they missed out on the first week's shindigs. Not so Nouveau W Odeur and Belle. And Petit-Garson Riche and Emma hosted one and attended three more.



Ben e'Volence and Katy, Tarquin le Hatter and Deb are in Bothwell's to see in the New Year, too. Jacques Hatt and Marie celebrate in Hunter's. Hugh Challavas-Vichy and Ingrid do so in the Blue Gables. Mustafa Lekk and Mary pop a cork in the Frog & Peach. Louis Severin Descartes and Ulla party in Red Phillip's. This leaves half a dozen in the Fleur: Bernard de Lur-Saluces, with Xavier Ulric Turenne as his guest; Chris Knight; Leonard de Hofstadt and Frances; Pierre Cardigan and Edna; and the solitary Terence Cuckpowder. If only he hadn't gone practising with his sabre for those first two weeks...

There are plenty of other socialites visiting the gyms, despite the attraction of all those parties. Jacques de Gain is there for the whole month, of course, diligently working out with his rapier. He probably doesn't know it's Christmas-time at all. Les Anonyme, Jean-Paul Marsaud and Thomas de la Lune all spend three weeks with their rapiers, though in different establishments. (Jean-Paul even has to pay for the privilege.) Phillipe F'Loppe goes for three weeks with his regimental sabre after his week with Freda.

After getting rough treatment from the footpads (they were delighted to find nearly 50 crowns about his person **after** a visit to a bawdyhouse), Bastian de LaGarde

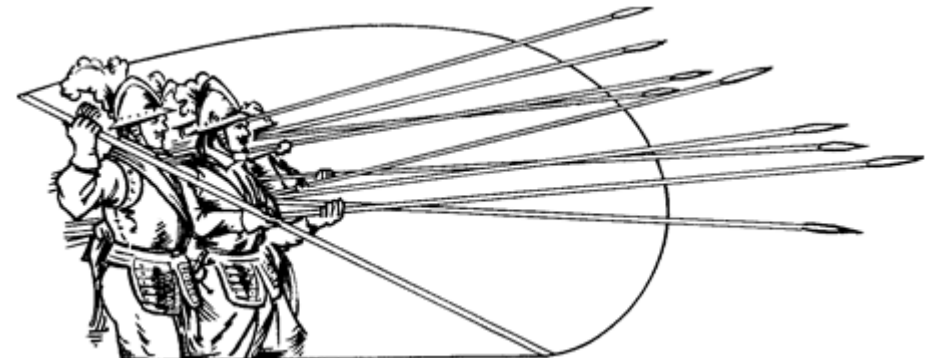


puts in a couple of weeks' sabre practice. Jacques Hatt and Marc de Zorro are of the same mind – though without the bandits' encouragement. Eclair de Lame goes for two weeks with his rapier, while Henri DuShite manages to wave a cutlass around for two weeks. Plenty of others pop in for one week's workout.

Dureau Celbonet is the second man to be mugged in the red light district, but has taken the precaution of spending all the cash he brought with him. The mysterious X3 maintains his mystery despite visiting a bawdyhouse. He carouses with the best of them, but that's as far as it goes. This is after his attempt at courting a young lady failed. Fortified by braving the red light district, he tries again but runs into Martin de Garnache – also making his second foray to this particular doorstep. As neither will give way, a duel will be required.

Croissants and musketry

Meanwhile, in the United Provinces, the French forces have taken the offensive. There may only be one battalion of the King's Musketeers in action, but they give a good account of themselves. Regimental commander Greg de Bécqueur intends to make friends with the RNHB, by keeping up a regular supply of croissants, and with the Dutch, by keeping up a regular supply of red-hot musketballs. Storming a Dutch fort, albeit a small one, brings the reward of a Mention in Despatches ("I thought he was in disgrace?"). It also allows him – and the Musketeers – to rifle through the enemy's stores. An activity that makes Bécqueur nearly fifteen hundred crowns richer. Some of which he puts to good use, commissioning a water clock "to count down the months of my disgrace". ❖



Press

Announcements

Men sought for France's Premier Regiment. Financial assistance available for suitable candidates.

† Beau Reese Jean Seine,
Officer Commanding RFG

In order to avoid the cold weather (and sundry threatened scandals), the Horse Guards Brigade will be seeking glory and plunder in the Netherlands in January.

Yep, going north should get you away from the winter cold. † Le Roi

Social

Sharpen your military mind and vie for awards at the same time! Myself and the lovely Vera Cruz will be hosting a chess tournament the 3rd week of January at my club. Participants in the tournament will be seeded by military acumen and square off in a single elimination event. First prize 500 crowns, 200 crowns for Second place and 100 crowns for 3rd place. Refreshments for guests and their mistresses also provided.

† Cpt. Neville Moore, RFG

[OOC: Pevans will seed participants by MA, and adjudicate matches using the Battle Results table (1d6 against MA, max 10), draws replay.]

Gentlemen of Paris

I propose a tavern crawl in week 3 of January to chase away the winter blues. We'll start at Bothwell's and go on from there. Carousing will be mandatory and I will pay all costs.

A prize of 50Cr for the best drinking game will be awarded.

Members of the RFG are welcome, as are those of suitable social standing (SL 8+), but I am sure that I can find room for any unfortunate gentleman who is down on his luck if he knows of particularly good taverns to add to our route (SL 7 or below apply to me beforehand).

† Lou Scannon

Military Missives

(Addressed to Brigadier-General Xavier Money)

Mon General, Having recently arrived in Paris, I have heard your esteemed name as an example of an officer and gentleman of refined manners, affirmed taste and considerable wealth. Likewise the beauty and wit of your fair lady Kathy is famous in the whole city and beyond.

Seeing as you must be very busy organizing several splendid, and highly out of my humble league, parties this month, I am wondering if you might be in need of an aide?

I am serving as Subaltern in the GDMD and as such qualify as Aide to Brig-General. If you need someone to take some of those mundane tasks off your hand, I would be very pleased to.

Your humble servant,

† Louis Severin Descartes

Mon Ami Louis Severin Descartes
Please accept my sincere apologies but I have only just seen your letter.
Having heard good things about you, I would be delighted to appoint you as my aide. You can tell that I need one – I am so disorganised.

Many thanks for volunteering.

Yours etc,

† XM

Personal

To: Sir Eclair de Lame

Commissioner for Public Safety

My dear Commissioner,

I simply felt that I must bring to your attention the actions of a certain Count Pierre Cardigan, who recently joined the Cardinal's Guard and is now the Colonel of the regiment.

Since joining the CG Count Cardigan has relentlessly harassed me by initiating a series of ongoing duels as he knows my own skill with the blade is somewhat inferior to his and, also, the rogue insists upon using a cavalry sabre despite being in a Guards regiment!

As your most loyal and faithful underling can I please call upon you to address this injustice and have Cardigan arrested for bullying and then send him off to the Front or somewhere, I'd be most grateful.

Sincere and grovelling regards,

† Lieutenant Colonel Tarquin le

Hatter, King's Musketeers

Aide to Field Marshal Viscount de

Hofstadt

Public Safety Ministry employee

Gentleman of Paris,
I deeply regret the death of Augustin Fourier. A man of great bravery, who refused to give in. It is no dishonour to admit defeat on the duelling field but he decided to take it to the utmost. Sir, I salute you.

† T Cuckpowder

Gentlemen of Paris

It is always sensible to surrender when bleeding heavily.

Unless you are an enemy of His Majesty, in which case, the choice is yours.

Lord Percy Percy says, as fashion is tending towards the grinding of the faces of the poor, Baastian de La Garde is fashionable.

To: B.LtGen Xavier Ulric Turenne

Sir, the matter to which you allude in the correspondence you honoured me with last month has already been brought to my attention. He is undoubtedly an 'enthusiast' and while no-one should descry zeal in His Majesty's service, the wise adage 'you cannot have your cake and eat it (however disgustingly)' should not be ignored. Should you choose to compose a petition for this man's removal from his command and submit it to this office, I will consult with the army staff (I take it with me when I go for my daily jaunts in the Bois du Boulogne) and I am sure something can be arranged (with extreme prejudice). Transfer to Haiti, perhaps.

Yours,

† Bastian de LaGarde, Minister of War

Jean-Paul Marsaund,
Thank you for your application and welcome aboard, and don't worry about your lack of torturing skills and lack of Dutch. There are plenty of likely candidates in the Bastille to practice your torturing skills and once you torture enough of them I am sure you will pick up the language in no time.

stop ik zal je alles vertellen

When you hear that come and get me from my office.

Without Prejudice,

† Sir Eclair de Lame CPS

Primus: why are people being bribed to join the RFG?

Secundus: Would you serve voluntarily under the current leadership?

Primus: Good point.

Report from Clever Cloggs (undercover French agent)

Sirs,

I report from the United Provinces we have information on the missing military hardware.

The province of Gelderland have starting issuing French Dragoon muskets to their cavalry we have managed, as requested, to infiltrate a Dutch regiment and Double Dutch is now a trooper in the Arnhem Vitesse Light Dragoons. I have ordered him to get access to the French muskets and find a way of sending them to me.

With regard to the stolen horses, let us just say the starving defenders of Maastricht dined well that night and no, that is not a code.

Yours obediently,

† Clever Cloggs

Points Arising

Next deadline is 29th April

As Greg de Bécqueur is stuck at the front for the next 12 months, I have set up a second character for Anthony Gilbert so that he has something to do in the meantime. Should GdB survive to return to Paris, Anthony will need to choose which character he takes forward from that point.

Beau Reese Jean Seine's term as Minister of State concludes at the end of next month. Anyone wishing to apply for the appointment should do so with their January orders.

Welcome

Re-joining the game after a gap of several (ahem) years, and just in time

for December, is Nigel Monaghan. A few of you will probably recognise that name – particularly if you played in the games at Furrycon or Euro Gen Con back in the day. Anyway, welcome back, Nigel, and enjoy!

Absent friends

I had no orders from Craig Pearson for his new character after his previous one died without orders, so I have removed X4 from the game.

Notes

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

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

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

Announcements

Balzac Slapdash asks NPC Lt.Colonel of Princess Louisa Lt Dragoons to resign

Henri Tard asks NPC Major 2 of Grand Duke Max's Dragoons to resign

Jean Jeanie applies for Army Commander of First Army

Louis Severin Descartes asks NPC Aide to Brigadier-General (MdZ) to resign

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

Louis Severin Descartes applies for Aide to Brigadier-General

Marc de Zorro asks NPC Aide to Brigadier-General (MdZ) to resign

Tarquin le Hatter asks NPC Lt.Colonel of Princess Louisa Lt Dragoons to resign

Tarquin le Hatter asks NPC Colonel of The Gascon Regiment to resign

Duels

Results of December's duels

Rick Shaw's challenge to Charles Trenet was voted down 5:6.

Rex le Chien (with CdN, gains 1 Exp) beat Louis Severin Descartes (with JH & NWO).

Tarquin le Hatter declined to meet Pierre Cardigan as he was under half Endurance.

Duels to be settled next month

Ben e'Volence (Sabre, Seconds PFL & CK, adv.) and Zavier Ulric Turenne (Foil, Seconds GM & LR, 4 rests) have

mutual cause as neither stood down over Katy.

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

Terence Cuckpowder (Sabre, Seconds ZUT, adv.) has cause with Ben e'Volence (Sabre, Seconds PFL & CK, 5 rests) for pinching Katy.

Hugh Challavas-Vichy (Rapier, adv.) and Jean-Baptiste Barnier (Rapier, 3 rests) have mutual cause for being in enemy regiments.

Jean-Baptiste Barnier (Rapier, 3 rests) and Lascar Vivrebras (Rapier, adv.) have mutual cause for being in enemy regiments.

Didier de Malherbe (Rapier) and Jean-Baptiste Barnier (Rapier, adv.) have mutual cause for being in enemy regiments.

Didier de Malherbe (Rapier, 2 rests) and Thomas de la Lune (Rapier, adv.) have mutual cause for being in enemy regiments.

Hugh Challavas-Vichy (Rapier, adv.) and Thomas de la Lune (Rapier, 1 rests) have mutual cause for being in enemy regiments.

Jean-Baptiste Barnier (Rapier, 1 rests) and Maurice Pauvre (Rapier, adv.) have mutual cause for being in enemy regiments.

Lascar Vivrebras (Rapier, adv.) and Thomas de la Lune (Rapier, 1 rests) have mutual cause for being in enemy regiments.

Maurice Pauvre (Rapier) and Thomas de la Lune (Rapier) have mutual cause for being in enemy regiments.

Martin de Garnache (Rapier, Seconds BRJS, 1 rests) and Ecks Trois (Foil, adv.) have mutual cause as neither stood down over Henrietta.

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

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

New Characters

Anthony Gilbert gets the Second son of a Peasant: Init SL2; Cash 10; MA 6; EC 3 (JPM Jean-Paul Marsaud).

Nigel Monaghan gets the First son of a wealthy Merchant: Init SL 4; Cash 275; MA 6; EC 3 (HT Henri Tard).

Tables

Other Appointments

King’s Escort: Ensign N	Captain N
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 N	of Infantry __
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)	JJ/N/BeV/N
Guards Brigade (Defence) - RFG CG KM	
Second Army (Assault)	__/_/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
LdH	Viscount Leonard de Hofstadt	26 60	OK	Fld Marshal/Min w/o Port	7	Frances	Flr	5	Neil Packer
BRJS	Count Beau Reese Jean Seine	24 47	Withy	B.Bdr-General RFG/State Min.	11	Madeline	Flr	4	Bill Hay
PC	Count Pierre Cardigan	24 44	Withy	Colonel CG	10	Edna	Flr	5	Matt Shepherd
JJ	Count Jean Jeanie	23 62	Fithy	B.General/1st Army Commdr	32	Jacky	Flr	3	Andrew Kendall
BdLG	Earl Bastian de LaGarde	23 58	Rich	Lt.Colonel RFG/War Minister	5		Flr	1	Jerry Spencer
BdLS	Viscnet Bernard de Lur-Saluces	22 53	Fithy	Lt-General/Prov.Mil.Gov	16		Flr	3	Rob Pinkerton
JdG	Count Jacques de Gain	21 62	Fithy	General	24		Flr	6	Ben Brown
TC	Viscount Terence Cuckpowder	21 41	Withy	Bdr-General/Chancellor	6		Flr	5	Mike Dommatt
CK	Count Chris Knight	21 +64	Rich	B.Lt-General/Hvy Brigadier	14		Flr	2	Paul Wilson
GdB	Marquis Greg de Bécqueur	20	F	Comfy B.Bdr-General KM/Justice Min.	10		Flr	5	Anthony Gilbert
Anon	Sir Les Anonyme	19 31	OK	Colonel 53F/3rd Army Adjutnt	3	Carole	Flr	4	Bruno Giordan
BeV	Baron Ben e'Volence	18+64	Comfy	B.Bdr-Gen QOC/HGds Brigadier	6	Katy	Both	3	Ash Casey
MdZ	Sir Marc de Zorro	16 36	Comfy	B.Bdr-Gen QOC/HGds Brigadier	10	Maggie	Both	4	Tim Macaire
HDS	Baron Henri DuShite	16 27	Rich	Colonel RM	12		Both	4	Dave Marsden
GM	Sir Gaz Moutarde	15 30	Withy	Bdr-General	4	Anne	Both	2	Mike Clibborn-Dyer
EdL	Sir Eclair de Lame	15+53	Withy	Major RFG/CPS	7	Ella	Both	3	Peter Farrell
CdP	Sir Camille de Polignac	15+47	Rich	Major RFG/Gds Brigade Maj.	4	Angelina	Both	4	James McReynolds
XM	Sir Xavier Money	15+46	Withy	Bdr-General	7	Kathy	Both	3	Pam Udowiczzenko
LS	Lou Scannon	14+48	Withy	Captain RFG/LtGen's Aide (BdLS)	4	Bess	Both	2	John Cooke
TIH	Tarquin le Hatter	14+45	OK	Lt.Colonel KM/FMshl's Aide	2	Deb	Both	5	Jason Fazackarley
CT	Charles Trenet	13 39	Withy	Captain RFG	1	Leia	Both	3	Graeme Morris
ZUT	Zavier Ulric Turenne	13 36	Comfy	B.Lt-General	4		Both	1	Bob Blanchett
NM	Sir Neville Moore	13 25	Withy	Captain RFG/REG Regt. Adjnt.	1	Vera	Hunt	2	Cameron Wood
RS	Sir Rick Shaw	13+47	Comfy	B.Bdr-General ALC	2		Both	6	Charles Burrows
DC	Dureau Celbonet	13+42	Withy	Captain RFG	5		Both	3	Paul Murphy

ID	Name	SLSPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
LR	Sir Louis Renault	12 32	Comfy	B.Bdr-General PM	2	Di	Hunt	4	Roy Bleasdale
JIT	Sir Justin Thyme	12 28	Comfy	Lt.Colonel QOC	9	Guinevere	Both	2	Gerald Udowiczzenko
PGR	Sir Petit-Garson Riche	12 24	OK	Major QOC/HGds Brigade Maj.	1	Emma	HGds	2	Mark Cowper
PFL	Sir Philippe F'Loppe	12 23	Poor	B.Bdr-General DG	3	Freda	HGds	4	Phil Urquhart
PaN	Pierre a'Noyer	11 34	OK	Captain RFG	3		Hunt	3	Tym Norris
JH	Sir Jacques Hatt	11 17	OK	Colonel GDMD	4	Marie	Hunt	3	Joel Halpern
MdG	Martin de Garnache	10+30	Poor	Captain RFG/BdGen's Aide (BRJS)	3		Hunt	4	Bill Howell
LV	Lascar Vivrebras	9 21	Comfy	Captain PM	4		BG	4	Olaf Schmidt
HDE	Hercule D'Engin	9 19	Comfy	Lt.Colonel 53F	4		BG	2	Gerry Sutcliff
CdN	Claude de Nord	9+28	OK	Captain KM/BdGen's Aide (PFL)	3		BG	4	Andrew Larder
X3	Ecks Trois	8- 6	OK		1		4	Steven Malecek	
FS	Felipe Savant	8 21	Poor	Subaltern RFG	5		BG	4	Brick Amundsen
NWO	Nouveau W'Odeur	8+40	Poor	Lt.Colonel GDMD	3	Belle	BG	3	Ray Vahey
BS	Balzac Slapdash	8+32	Comfy	Major PLLD	9	Alison	BG	4	Matthew Wale
HCV	Hugh Challavav-Vichy	8+32	OK	Lt.Colonel PM	2	Ingrid	BG	5	Nik Luker
MP	Maurice Pauvre	7 15	Poor	Major PM	2		F&P	4	James Waters
ML	Mustafa Lekki	7+25	Comfy	B.Bdr-General 27M/3 F Brigadier	6	Mary	F&P	2	Graeme Wilson
DdM	Didier de Malherbe	6+23	OK	Captain PM	1	Josephine	RP	4	Rik Stewart
X4		5	RIP						Craig Pearson
RIC	Rex le Chien	5+29	Poor	Major PLLD	5	Ada	RP	2	Rob Bartlett
LSD	Louis Severin Descartes	5+28	Poor	Subaltern GDMD	2	Ulla	RP	1	Chris Schotmann
TdLL	Thomas de la Lune	5+15	Poor	Captain 4A	3	Violet		5	Peter Card
HT	Henri Tard	5+15	Poor	Captain GDMD	6		RP	3	Nigel Monaghan
JBB	Jean-Baptiste Barnier	4+28	Poor	Captain 4A	6		RP	4	Mark Nightingale
JPM	Jean-Paul Marsaud	3+10	Poor		6			3	Anthony Gilbert

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+