

That would be enough

This has been issue 224 of *To Win Just Once*, published 30th May 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 *Star Trader* to Mike by 10th June 2022.

Orders for *LPBS* and Trophy Hunter plus any other contributions to Pevans by Friday 10th June 2022.

(Further deadlines: 8th/15th July, 12th/19th August, 23rd/30th September)

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.engage.co.uk

Railway Rivals –Mike Dyer is first for the next one, which will be on the I(N) map (the northern half of Ireland). (Working map and rules provided).

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

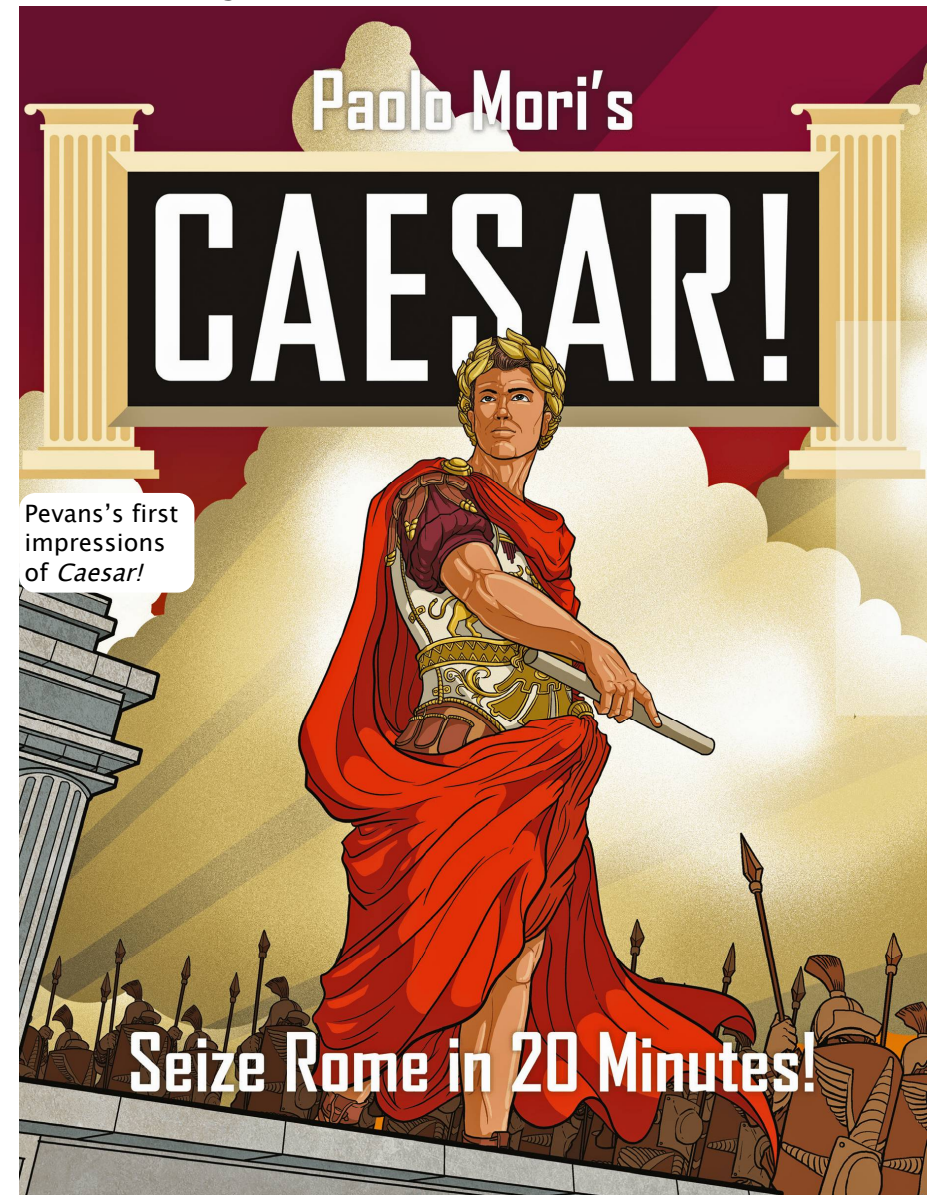
Credits

To Win Just Once issue 224 was written and edited by Pevans. The *LPBS* masthead (page 21) is by Lee Brimmicombe-Wood, as is the drawing on page 20. The illustrations on pages 24 and 28 are by Tim Wiseman and those on pages 26 and 27 by Bryan Lea. 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*)



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ID	Name	SL	SPs	Cash	Rank,	Regiment/	Appointment	MA	Last seen	Club	EC	Player
LR	Sir Louis Renault	12	23	Comfy	B.Bdr	General	PM	2	Di	Hunt	4	Roy Bleasdale
JIT	Baron Justin Thyme	12	F	Comfy	Lt.Colonel	QOC		9		Both	2	Gerald Udowiczenko
PCR	Sir Petit-Garson Riche	12	F	Comfy	Major	QOC/HGds	Brigade Maj.	1		HCds	2	Mark Cowper
PFL	Sir Phillipe F'Loppe	12	F	OK	B.Bdr	General	DG	3		HCds	4	Phil Urquhart
PaN	Pierre a'Noyer	11	16	OK	Captain	RFC		3		Hunt	3	Tym Norris
JH	Sir Jacques Hatt	11	F	Comfy	B.Bdr	General	GDMD	4		Hunt	3	Joel Halpern
MdG	Martin de Garnache	11	+ 35	Poor	Captain	RFG/BdGen's	Aide (BRIS)	3		Hunt	4	Bill Howell
CdN	Claude de Nord	9	25	OK	Captain	KM/BdGen's	Aide (PFL)	3	Ava	Hunt	4	Andrew Larder
LV	Lascar Vivrebras	9	24	Comfy	Captain	PM		4		BG	4	Olaf Schmidt
HDE	Hercule D'Engin	9	13	Comfy	Lt.Colonel	53F		4		BG	2	Gerry Sutcliff
HCV	Hugh Challavas-Vichy	9+	32	OK	Lt.Colonel	PM		2	Ingrid	BG	5	Nik Luker
BS	Balzac Slapdash	8	21	Comfy	Colonel	PLLD		9		BG	4	Matthew Wale
FS	Felipe Savant	8	20	Poor	Subaltern	RFG		5		BG	4	Brick Amundsen
NWO	Nouveau W Odeur	8	RIP									Ray Vahey
RdH	Roger d'Horne	8	F	Comfy	Major	QOC		1			4	Steven Malecek
MP	Maurice Pauvre	8+	29	Poor	Major	PM		2		F&P	4	James Waters
ML	Mustafa Lekki	8+	25	Comfy	B.Bdr	General	27M/3 F Brigadier	6	Mary	F&P	2	Graeme Wilson
DdM	Didier de Malherbe	6	10	OK	Captain	PM		1	Josephine	RP	4	Rik Stewart
RIC	Rex le Chien	6+	37	Poor	Major	PLLD		5	Ada	F&P	2	Rob Bartlett
TdLL	Thomas de la Lune	5	16	Poor	Captain	4A		3	Violet	RP	5	Peter Card
LSD	Louis Severin Descartes	5	F	Comfy	Sub GDMD/BdGen's	Aide (HGds)		2		RP	1	Chris Schotmann
HT	Henri Tard	5	F	Comfy	B.Lt.Colonel	GDMD		6		RP	3	Nigel Monaghan
JBB	Jean-Baptiste Barnier	4	13	Poor	Captain	4A		6		RP	4	Mark Nightingale
JPM	Jean-Paul Marsaud	4+	12	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, Wthy = 5000-10000, Rich = 10000-25000, Flthy = 25000+

Last seen is the lady the character was last seen with in public.

EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank.	Regiment/Appointment	MA	Last seen	Club	EC	Player
LdH	Viscount Leonard de Hofstadt	26	59	OK	Fld Marshal/Min w/o Port		7	Frances	Flr	5	Neil Packer
BRJS	Count Beau Reese Jean Seine	24	49	Withy	B.Bdr-General RFG/State Min.		11	Madelaine	Flr	4	Bill Hay
PC	Count Pierre Cardigan	24	46	Withy	Colonel CG		10	Edna	Flr	5	Matt Shepherd
JJ	Count Jean Jeanie	23	64	Fithy	B.General/1st Army Commndr		32	Jacky	Flr	3	Andrew Kendall
BdLG	Earl Bastian de LaGarde	23	57	Rich	Lt.Colonel RFG/War Minister		5		Flr	1	Jerry Spencer
BdLS	Visc't Bernard de Lur-Saluces	22	49	Fithy	Lt-General/Prov.Mil.Gov		16		Flr	3	Rob Pinkerton
JdG	Count Jacques de Gain	22+74	45	Fithy	General/2nd Army Commndr		24		Flr	6	Ben Brown
TC	Viscount Terence Cuckpowder	21	45	Withy	Bdr-General/Chancellor		6	Katy	Flr	5	Mike Dommert
CK	Count Chris Knight	21	F	Rich	B.Lt-General/Hvy Brigadier		14		Flr	2	Paul Wilson
GdB	Marquis Greg de Bécqueur	20	F	Withy	B.Bdr-General KM/Justice Min.		10		Flr	5	Anthony Gilbert
Anon	Sir Les Anonyme	19	33	OK	Colonel 53F/3rd Army Adjutnt		3	Carole	Flr	4	Bruno Giordan
BeV	Baron Ben e'Volence	18	F	Withy	B.Bdr-General CPC/1st Army Adj't		6			3	Ash Casey
HDS	Baron Henri DuShite	16	32	Rich	Colonel RM		12		Both	4	Dave Marsden
MdZ	Baron Marc de Zorro	16	F	Comfy	Bdr-General/HGds Brigadier		10		Both	4	Tim Macaire
CdP	Sir Camille de Polignac	16+49	45	Withy	Major RFG/Cds Brigade Maj.		4	Angelina	Both	4	James McReynolds
EdL	Sir Eclair de Lame	15	42	Withy	Major RFG/CPS		7	Ella	Both	3	Peter Farrell
GM	Sir Gaz Moutarde	15	30	Withy	Bdr-General		4		Both	2	Mike Clibborn-Dyer
XM	Sir Xavier Money	15	29	Withy	Bdr-General		7	Kathy	Both	3	Pam Udowiczzenko
LS	Lou Scannon	15+45	45	Withy	Captain RFG/LtGen's Aide (BdLS)		4	Bess	Both	2	John Cooke
TIH	Tarquain le Hatter	14	17	OK	Lt.Colonel KM/FMshl's Aide		2	Deb	Both	5	Jason Fazackarley
DC	Dureau Celbonet	14+42	42	Withy	Captain RFG		5		Both	3	Paul Murphy
CT	Charles Trenet	13	34	Withy	Captain RFG		1	Leia	Both	3	Graeme Morris
ZUT	Zavier Ulric Turenne	13	28	Comfy	B.Lt-General		4	Lucy	Both	1	Bob Blanchett
NM	Sir Neville Moore	13	25	Withy	Captain RFG/RFG Regt. Adjit.		1	Vera	Hunt	2	Cameron Wood
RS	Sir Rick Shaw	13	F	Comfy	B.Bdr-General ALC		2		Both	6	Charles Burrows

Chatter

First off, my apologies that this issue is appearing two weeks later than expected. I may be in the process of ditching two of my bookkeeping clients, but they're still keeping me busy. I think I'm past the peak of the work now, though.

I've been keeping up my walking (just hit a new peak of four miles, though I'm not sure my pedometer app is 100% accurate: nearly four miles in 70 minutes?) and playing Pooh sticks when the opportunity presents. Overall, only 50% of my sticks make it through the bridge, which is disappointing.

Today's Pooh stick contenders are, in my left hand, chunky y-shaped stick and, on my right, slimmer banana-shaped stick. Careful timing sees the two sticks drop at the same time, but disaster! Banana-shaped stick hits a large leaf at the side of the stream and disappears from view under the foliage, while y-shaped stick is happily in the centre of the stream.

Oh dear, this is going to be another one-stick race. A couple of steps takes me to the other side of the bridge to await the result. Wait for it... Wait for it... (The flow has definitely reduced over recent weeks.) And here comes a stick... Yes, it's... banana-shaped stick! Several lengths ahead of its shorter rival, banana-shaped stick is speeding down the centre of the river (river!), while y-shaped stick spins lazily in its wake. Show-off.

Such fun!

Online stats

TWJO 223 came out on 13th April and the PDF versions were downloaded 191 times through the rest of the month. There were 33 further downloads of issue 222 in April, taking it to 303 in two months. And TWJO 221 has been downloaded 368 times since publication after attracting 30 in the month.

Letters

Tim Macaire celebrates the new season with a warning.

Spring is here! But, of course: "Farmers fear unkindly May/Frost by night and hail by day."

An apposite bit of Flanders and Swann. Is Andy Kendall taking the mickey?

Good to see the first of the occasional series of "Pevans Explores..."! It's been pretty good in the last few weeks with the trees in flower.

Yes, t'May is definitely out in these parts, leading me to believe it's safe to "cast a clout". Meanwhile Jonathan Palfrey is more interested in the architecture.

Brigade Positions

Guards Brigade	N2/N/CdP
Horse Guards Brigade	MdZ/LSD/PGR
Heavy Brigade	CK/N/___
Dragoon Brigade	N3/N/___
First Foot Brigade	N3/N/N5
Second Foot Brigade	N3/N/N6
Third Foot Brigade	ML/N/N1
Fourth Foot Brigade	N2/N/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

	F1	F2	F3	F4	RNHB
Colonel	N2	N5	N1	N5	N8
Attached					
Also at the Front					
	Horse Guards Brigade (Dragoon Guards, Queen's Own Carabiniers)				
	Heavy Brigade (Archduke Leopold Cuirassiers, Crown Prince Cuirassiers)				
	King's Musketeers - 2 Bn only				
	Grand Duke Max's Dragoons				

(Assault for Dec-Feb)

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

Battle Results

Horse Guards Brigade: 1
 Dragoon Guards: 3
 Queen's Own Carabiniers: 1
 Heavy Brigade: 1
 Archduke Leopold Cuirassiers: 5
 Crown Prince Cuirassiers: 2
 King's Musketeers: 1
 Grand Duke Max's Dragoons: 3

Frontier regiment 1: 3
 Frontier regiment 2: 5
 Frontier regiment 3: 6
 Frontier regiment 4: 4
 RNHB regiment: 4

re-launched in 2017 with beer brewed in Bavaria (at the Schweiger brewery). I've tried the Hofmeister Helles (5% alcohol by volume) and it was a decent drink. A clear yellow in the glass, though a bit too fizzy for my taste, there was a hint of honey to the taste, though it was nicely hoppy. I didn't get the mustiness I associate with Helles, but it was definitely drinkable.



The best of the Helles was München (5.2% abv), a "Munich Hell" from Spaten-Franziskaner in Munich (www.spaten.de). And a very nice Helles it was, too. A clear, pale yellow, it had that slightly musty smell and taste that I expect from a Helles.



There were a couple of beers from ABK, the 700 year-old Aktien Brewery of Kaufbeuren in Bavaria (www.abkbeer.com). Their Hell (5%) was perfectly decent, but I was more impressed by their Edel (5.8%). It's a golden yellow with a definite head and has a noticeably malty and slightly sweet taste. Very nice. I see ABK does a Dunkel and a Weissbier, too, which I think I'll be trying.

It wasn't all German beers, though (well, one case was). There were pale ales, IPAs and some that defied definition. I also enjoyed Caramel Moose (4.5% abv), a "choc & caramel stout" from Fierce Beer in Aberdeen. There was definitely caramel everywhere and it had a nice smokiness going down my throat.



As farewells go, that was pretty good.

Et tu?

Pevans's first impressions of *Caesar!*

Having enjoyed *Blitzkrieg!* (see my review in *TWJO 207*), I was keen to try out Paolo Mori's follow-up - also published by PSC Games (www.pscgames.co.uk). While *Blitzkrieg!* is sub-titled "WW2 in 20 minutes", *Caesar!* bears the legend "Seize Rome in 20 minutes". It's a confrontation across a map of the Mediterranean and surrounding territory for two players. They take the roles of Gaius Julius Caesar and Gnaeus Pompeius Magnus (aka Pompey the Great) in the civil war they fought for control of the Roman Republic.

As with *Blitzkrieg!*, players' options are limited each turn by their current 'hand' of chips. Here these are divided in two with a number, 'Influence', on each half. When placed, they go on the border between two provinces on the map, adding to

the player's Influence in both provinces. And a player's turn consists of placing a chip and drawing another one.

When all the spaces around a province are filled with chips, the players get rewards. Whoever played the last chip takes the bonus token from the province. This provides an immediate advantage, such as taking another turn or drawing another chip to increase the player's 'hand' size. Then, whoever has the most Influence in the province places a control marker there. And the aim of the game is to be the first to play all your control markers.

There are extra ways of getting rid of control markers – such as when you take control of a province adjacent to one you already control – that provide players with something else to consider. However, the main thing to ponder is whether you're giving your opponent an opportunity when you place a chip.

I can already feel the tension of the game, which I expect to be similar to, but different from *Blitzkrieg!* where, I think, things build up more slowly. Here, every play requires thought about the tactical and strategic situation. And I really want the opportunity to play this against a real opponent – so far I have only been able to sample the solitaire game.



And a win for me, Caesar (in blue), against Auto-Crassus. On the Easy setting...

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 __	

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)	JdG/__/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

Maurice Pauvre (gains 1 Exp) beat his enemy Jean-Baptiste Barnier.

Lascar Vivrebras (gains 1 Exp) beat his enemy Thomas de la Lune.

Maurice Pauvre (gains 1 Exp) beat his enemy Thomas de la Lune.

Martin de Garnache (with BRJS, gains 1 Exp) beat Roger d'Horne.

Grudges to settle next month

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

Zavier Ulric Turenne (Foil, Seconds GM & LR, 1 rests) has cause with Martin de Garnache (Rapier, Seconds BRJS, adv.) as he tried to court Lucy.

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

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

Jean-Baptiste Barnier (Rapier, 3 rests) and Louis Renault (Rapier, adv.) 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.

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

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

“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 March:

Ben e'Volence versus Terence Cuckpowder.

New Characters

Ray Vahey gets the Second son of a wealthy Gentleman: Init SL 4; Cash 500; MA 3; EC 5 (X1).

Tim Rattray gets the Second son of a very wealthy Merchant: Init SL 3; Cash 500; MA 5; EC 4 (X2).

The single player's opponent is 'Auto-Crassus' and its turn involves drawing a 'Command' tile that will see the automaton take one or two actions – and the challenge is made harder by altering the mix to include more two-turn tiles. Then Auto-Crassus has a list of preferences of what and where to play. Once you're familiar with these, you can manipulate it to your advantage. Sometimes. Mind you, I haven't tried it on the 'Hard' setting yet...

At first acquaintance, *Caesar!* is a worthy successor to *Blitzkrieg!* And a game I look forward to playing a lot more.

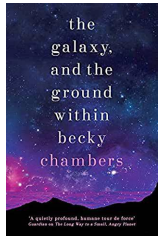
Caesar! was designed by Paolo Mori and is published by PSC Games. It is a board game for 1–2 players, aged 14+, and takes 20 minutes to play.

Reading matter

The latest in Becky Chambers' "Wayfarer" series is *The Galaxy, and the Ground Within* and is an absolute delight. The story has a truly mixed bunch of characters – none of them human – stranded at a way station on a busy interstellar route. (The link with the Wayfarer crew of the first novel, *The Long Way to a Small, Angry Planet*, is that one of the characters is the lover of the Wayfarer's – human – captain.)

It explores the interactions of these different aliens and tells us much more about the individuals and the species they represent. At the same time, the book expands our knowledge of Chambers' galactic civilisation – and particularly its politics. There is a bit of drama, but the book is mainly about the people. Typically, they are all well-intended, though this doesn't stop there being disagreements. These, of course, tell us far more than a civilised conversation would.

I really enjoyed this read and can't recommend it enough. And then, in the final Acknowledgements, Chambers writes "Ending a series is bittersweet..." Ending? The series? Nooooo! Just when she's introduced so many fascinating ideas, opened political cans of worms and introduced us to even more aliens. There must be so many more stories to tell in this universe. Please! (As an aside, I see *The Galaxy, and the Ground Within* has been nominated for a Hugo. It isn't often these days that I read something so soon after publication that it's only just been nominated for awards. So I'm chuffed. And my current read is Arkady Martine's *A Desolation called Peace*, which is also nominated. Double chuffed!)



Games Events

Next weekend isn't just the Queen's latest Jubilee*, it's the UK Games Expo: 3rd-5th June at the National Exhibition Centre. Lots of traders/exhibitors, demo and participation games galore, tons of tournaments and open gaming across Halls 1-3 of the NEC with more happening at the Hilton Metropole Hotel (a short walk from the halls). I won't be there this year, but it's well worth a visit or, indeed, a weekend. See www.ukgamesexpo.co.uk for full details and to buy tickets.

Advance notice of the Strange Games Festival, taking place this year 26th-29th August near Hailsham, East Sussex. According to what I've been sent, "It's a long summer weekend of games and camping with several hundred gamers. We have board gaming, roleplaying, werewolf, Blood on the Clocktower, Nerf Wars, archery and a lot more. There's marquees, campfires, pre-pitch options, food vans, a bar, even a stage and a relaxed chilled vibe." It's the "camping" bit that puts me off, but you can find out more at www.strangegamesfestival.co.uk

The following box concentrates on events I usually attend.

Swiggers: games club that meets occasional Wednesday evenings (co-ordinated on WhatsApp) upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (next to London Bridge station) – though without me. We also play online at various websites on Wednesday evenings. 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: 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

* My father insists that a Jubilee specifically and solely marks 50 years

Welcome

Joining us for next turn is Tim Rattray, something of a newcomer to *En Garde!*. Welcome to LPBS, Tim, and be gentle, everybody else.

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>

Announcements

Bastian de LaGarde asks NPC Division Commander of Frontier Division to resign

Beau Reese Jean Seine applies for Minister of State

Chris Knight applies for Minister of State

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

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

Terence Cuckpowder applies for Minister of State

Zavier Ulric Turenne asks NPC Division Commander of Frontier Division to resign

Zavier Ulric Turenne applies for Division Commander of Frontier Division

Duels

Results of January's duels

Ben e'Volence (with PFL, gains 1 Exp) beat Zavier Ulric Turenne (with GM & LR).

Tarquin le Hatter didn't turn up to fight Pierre Cardigan and lost SPs.

Terence Cuckpowder (with ZUT, gains 1 Exp) beat Ben e'Volence (with PFL).

Jean-Baptiste Barnier declined to meet Hugh Challavas-Vichy as he was under half Endurance.

Lascar Vivrebras (gains 1 Exp) beat his enemy Jean-Baptiste Barnier.

Didier de Malherbe (gains 1 Exp) beat his enemy Jean-Baptiste Barnier.

Thomas de la Lune (gains 1 Exp) beat his enemy Didier de Malherbe.

Hugh Challavas-Vichy (gains 1 Exp) beat his enemy Thomas de la Lune.

Tarquin le Hatter

You could practise a little?

At least you know to surrender when bleeding.

† Cuckpowder

To Lord Percy Percy

Sir, re ‘grinding of the faces of the poor’: why would I engage in so futile an activity? No amount of grinding, polishing, smoothing or other attempts at embellishment will ever improve their countenance so why bother? No, tax their mirrors I say. And could someone please invent glazed glass to stop their horrible faces peering in through our windows!

† Earl LaGarde, Too Busy For Futility

Poetry Corner

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

Lust we forget...

1 Madelaine, I'd love to pull her,
“If I May...?” “Would love to Ulla!”

Ophelia Derriere,

Maggie Nifisent, or Lucy Fur,

2 Katy Did, Anne, Betty Kant,
“I wonder... would Ella Fant?”

Pet Ulante, I'd happily pay her,
But would she Sue? “I'd love to, Leia.”

3 Viv Ayschus, and Deb Onairre,
Bess Ottede, with this Di Lemmere,
“With such choices, at the front why is every feller

Thinking only of Edna Bucquette with Sal Munella?”

† Henri Tard

Tarquin and Claude,

My affluent chums,

I thank you sincerely

For your generous sums!

If anyone else

Wants to buy a good friend,

Just dig in your pockets

To find crowns to send.

Points Arising

Next deadline is 10th June

My apologies for the delay in getting this out. I've pushed the deadline back to 10th June and am hoping I can catch up a bit.

A full set of orders this time – it's been a while since that happened. Thank you, everyone.

Terence Cuckpowder's term as Chancellor of the Exchequer expires at

the end of February. Anyone who wants the job should apply with their February orders, for resolution at the start of March. However, the position will be appointed by the new Minister of State.

Absent friends

Nobody.

Trophy Hunter

Turn 8

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														
2	m	x	x									g	g	g			a			
3					g	g	g										a	x		
4		a							X	X							x			
5		a							X	X										
6									X											
7	m		l		a							X			m			l		
8			l		a							X	X					l		
9			l					a	a		G	g	G		x			l		
10							a	a												
11				x										x	x		e	x	x	
12					x							x	x	x		x	x	x		
13	X	X	X							m							x			
14					g									X			x			
15		g			g							l					a	x		
16		g			g				X			l					a	x		
17		g						m				l			X					
18					a									X	X	g	g	g		
19					a			x			X		X		s	X				
20									X	X	X									

Chris Baylis is pessimistic (or is it realistic?): “This week’s wasted ammo goes into those two squares.”

While Colin Bruce is exultant: “Ha! Got that antelope right between the eyes.”

The Gorilla is finished off, but nobody finds anything else. With the points shared, the scores don’t move much, but Mike Pollard retains his lead.

What's this all about

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

All you have to do each turn is nominate two squares to take pot-shots at: F9 and M17, say (the second is only used if the first misses). Letters (A-T) run across the top of the grid and numbers (1-20) and down (thus A1 is the top left corner).

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

Player	Shots	This turn	Total
Martin Abrahams			1.33
Alex Bardy	M8, N8	0	8.33
Chris Baylis	J5, J6	0	7
Chris Boote			0
Colin Bruce	M8, N9	0.57	10.24
Charles Burrows	L9	1.33	10.97
Peter Card			5.33
Mark Cowper			3.5
Mike Dommett	I5, L19	0	9.5
Jerry Elsmore			4.71
Alex Everard			8
Anthony Gilbert	O18, N19	0	-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.

Ministerial Correspondence

My Dear Lord Minister of War,
I have the final vital and convincing proof of the Lunatic Frontier Division Commander's insanity.

An agent I sent to observe his movements at the Front discovered a Golden Eclair smelted from Quartermaster's Funds in his knapsack.

I will meet you at Fleur at the end of the month and present you with this wildly excessive and decadent evidence that proves he must be removed.

Yours,
† B.Lt.Gen Xavier Ulric Turenne

Personal

Lord Percy Percy says, as arrogance is becoming fashionable, Jean-Baptiste Barnier is very fashionable.

To: Rex Le Chien

Dear Sir,
Welcome to Paris and congratulations on your recent success with your duel. No doubt my expert seconding helped. I understand you have something of a cash flow problem and of course I have lent you a few crowns.

Perhaps you should be more prudent with your expenditure? Here are some of my top money saving tips.

1. No need for a horse. Use two coconut halves and neigh as you run down the street.

2. If you do have a horse, no need for expensive chocolates for your mistress (my ex) simply pile some horse dung onto a plate and tell her the chocolate has gone off.

3. Snip the brim of your hat into small pieces. This can be chewed when you are hungry.

4. Freshen up stale bread by rubbing it with a raw garlic clove.

Next week I will show you how to make your own inexpensive cheese.

Yours, † Claude De Nord

To Lieutenant Colonel Tarquin le Hatter

From Colonel Pierre Cardigan

I expected better behaviour from a member of one of His Majesty's premier regiments and put you dropping your weapon down to your lack of experience of its use, but calling to the Commissioner of Public Safety for your own failing to uphold your regiment's honour, shows a complete lack of respect for the members of the King's Musketeers and a discourtesy to the Commissioner for Public Safety by assuming his office has nothing better to do than defend you and sinks to a new low.

Your lack of decorum shows that you also lack the decency of a gentleman and did intentionally throw your weapon at me. I can only hope that Commissioner Eclair de Lame treats your request with the same disrespect you have shown his office and, for the sake of all the gentlemen of His Majesty's armies, that Field Marshal L de Hofstadt never has to seek his aide's advice.

Don't be Insane: use influence for Seine to continue as Minister of State.

† Beau Reese Jean Seine,
Minister of State

Press

Announcements

To: 1st Battalion Kings Musketeers
Gentlemen,
We are off to the Front next month to smash the foe and bolster our pockets! Ready yourselves and God protect us all.

† Lieut Colonel Tarquin le Hatter
King's Musketeers

Men sought for France's premier regiment. Financial assistance available for suitable candidates.

† Beau Reese Jean Seine
Officer commanding RFG

Matters of Honour

To all in Paris,
Gentlemen, as a newcomer to this city I am surprised by the huge number of duels going on. As a precaution I would appreciate it if someone would offer to be my second if needed. Naturally I will reciprocate.

† Capt. Pierre a'Noyer

Social

***** St Valentine's Day Ball *****
Gentlemen of Paris, please bring your Ladies to a St Valentine's Day Masked Ball, February Week 2. All costs paid. Prizes for the best Masks. All gentlemen of social level 10 and over welcome. Gentlemen of a lower social level, please contact me directly and I will make arrangements with the doorman.

† Xavier Money

To the officers and men of the Picardy Musketeers
I note of late some of you have been entangled in less than favourable company and are consequently forcing me to arise early, with bandages and cognac, to watch you defend the regiment's honour.

I have been fortunate to secure a translation of Jerónimo Carranza's treatise "De la Filosofia de las Armas y de su Destreza y la Aggression y Defensa Cristian". The regimental fencing master and I have been studying his work. I suggest you might like to join me during the first week of February to see a demonstration of his ideas, assuming you survive your encounters. Afterwards, please join Di Lemmere and me for some refreshments at my club. Of course, your ladies are welcome to come and watch and join us at my club at my expense.

Other friendly gentlemen* and their ladies are welcome to join me at my club to discuss this alternative to the Italian and French schools of swordsmanship at their own expense.

[*Social Level 7 and above]

Pah! We don't accept strange Spanish ways of fencing in Paris.

† Le Roi

Week 1 of February: all ranks of the First Army are invited for strategy planning at my club. Costs paid; ladies may attend for once the business is completed.

† JJ

Scores (cont'd)

Player	Shots	This turn	Total
Bill Hay	I5, J16	0	3
Bill Howell	M7, L9	1.33	8.60
Andrew Kendall	J20, K20	0	-2
Nick Kinzett			0
Andrew Larder	B13, A13	0	0.8
Nik Luker	M7, N9	0.57	11.37
Tim Macaire	P17, L20	0	8.33
Brad Martin	P18, N9	0.57	5.28
Bill Michell			0
Graeme Morris	L9	1.33	4.09
Jonathan Palfrey	M7, N9	0.57	4.53
Rob Pinkerton			4.96
Mike Pollard	M8, N9	0.57	16.40
Alex Richardson			0
Chris Rudram	J4, J5	0	7.7
Matt Shepherd			1.33
Charlie Sundt			7.83
Gerald Udowiczenko			3.34
Pam Udowiczenko	C13, O14	0	5
Phil Urquhart			1.33
Ray Vahey	I5, J4	0	7.04
Matthew Wale	M7, N9	0.57	10.24
Graeme Wilson	I4, Q19	0	3.17
Paul Wilson	N9	0.57	5.20

scores 15/3 = 5 points. If several players hit the same square at the same time, they share the points; if several players hit different squares of the same animal at the same time, they get the points for the square they hit.

Once an animal has been identified, subsequent shots share the points of new squares hit (no more points for the first square/s). So if players A and B hit the second square of that lion and C gets the third, C gets 5 points, A and B 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 10th June 2022.

Freshford (*Railway Rivals* game 15 - RR2469CT)

Turn 12 and Game End

BIEN's INTERNATIONAL EXPRESS NETWORK stays in front, though RED LINE RALE was still closing the gap. The other two finished equal third. Just the two Game End Statements from players.

This turn's races

Race results					Scores			
					BIEN	CHAIR	RLR	CJR
36	12	Reading	31	High Wycombe		10	20-2	0+2
37	32	Beaconsfield	44	Buckingham	0	20	10	
38	21	Abingdon	42	Aylesbury			20	10
39	26	Princes Risborough	53	Hitchin	20		10-2	0+2
40	66	London	S4	North	10	0	20-2	+3
41	62	London	51	Dunstable	20			
42	S6	Shopping	15	Windsor		20		10
TOTAL					50	50	74	27

Builds and Points

BIEN'S INTERNATIONAL EXPRESS NETWORK (BIEN), Christian

Bien - Red

Builds:

None

Points: 358 +50 = **408 First**

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

Cowper - Black

Builds:

None

Points: 247 +50 = **297 Third equal**

RED LINE RALE (RLR), Anthony

Gilbert - Purple

Builds:

None

Points: 295 +74 = **369 Second**

CANTERBURY RAILS (CJR), Rob

Pinkerton - Blue

Builds:

None

Points: 270 +27 = **297 Third equal**

New year, new loot

It's January and sensible soldiers are behind stone walls, burning logs to keep warm. The French Army is in attack mode with five cavalry regiments (two full Brigades plus Grand Duke Max's Dragoons) roaming the Dutch countryside looking for enemy patrols to fight or supply wagons to plunder. There's also a battalion of the King's Musketeers, but their main job is looking after the regiment's commander, Greg de Bécqueur, while he works out his disgrace.

The Dragoon Guards have an indifferent month, but they do locate a supply barge stuck in the ice on a canal and pillage it effectively. Regimental CO Phillippe F'Loppe is over a thousand crowns richer as a result and is Mentioned in Despatches. The Queen's Own Carabiniers intercept an Imperial cavalry squadron and send them packing. Lieutenant-Colonel Justin Thyme is leading the regiment (as Marc de Zorro is Brigadier) and receives a Mention ("That'll show them"). This brings him the title of Baron and he collects 1,300 crowns worth of loot. The new Major, Roger d'Horne, does even better, with booty totalling 1,500 crowns.

This is all good news for Horse Guards Brigadier Marc de Zorro, who sees his name go into the Despatches, too, ("Those fur boots and gloves seem to have helped") followed by the award of a Barony. He is promoted to full Brigadier-General, cementing his command of the Brigade and ceding leadership of the QOCs to Thyme. A golden share of the plunder rewards him with close to 2,000 crowns. Zorro's new Aide, GDMD Subaltern Louis Severin Descartes, benefits from his boss's example to pick up just over 1,500 crowns in booty. Brigade Major Petit-Garson Riche makes do with just 1,500 crowns worth.

January is not quite so good for the Heavy Brigade, but CO Chris Knight still gets a Mention in Despatches ("Heavy!") and grabs a round thousand crowns of loot. Archduke Leopold's Cuirassiers stray too close to an enemy fort and take a salvo of cannon fire before retreating hastily. There's a Mention in Despatches for their commander, Rick Shaw, who decisively rallies his men once they were out of range again ("A good judge of distance"). A brief Mention comes the way of Crown Prince Cuirassiers CO Ben e'Volence ("He was there"), but he's more interested in plundering the Spanish supply wagons his men have captured. That's over 1,500 crowns worth for him.

The Grand Duke Max Dragoons try attacking a Dutch outpost. The results are mixed. Colonel Jacques Hatt is brevetted to Brigadier-General and takes the best part of two thousand crowns in loot. Lt-Colonel Nouveau W Odeur takes a musketball between the eyes. RIP. As a result, Major Henri Tard is brevetted to Lt-Col to go with his booty - slightly less than his CO's take.

Greg de Bécqueur leads his battalion of the King's Musketeers to good effect again, pocketing nearly another 1,500 crowns worth of plunder and practising a few phrases in Dutch on the bemused locals. This brings him another Mention in Despatches ("Disgraceful!"). ❖

Over at the Fleur, Les and Carole, Leonard and Frances and Pierre and Edna are once again at their favourite tables. Terence Cuckpowder puts in an appearance with Katy Did (the subject of many of those duels at the start of the month and last seen on the arm of Ben e'Volence). And Mustafa and Mary continue their vigil in the Frog & Peach.

The last week of January is more peaceful, with no organised social events. However, Bastian de LaGarde drops in at the Fleur to host Zavier Ulric Turenne and Lucy Fur – the result of another successful courtship earlier in the month (followed by an encounter with Martin de Garnache, who had eyes on Lucy too, but arrived too late). Bastian is sporting a rather colourful black eye from a run-in with the footpads after his visit to the bawdyhouses the week before. And that's after giving them the cash he had left over. At Bothwell's, Tarquin le Hatter and Deb are joined by Rex le Chien and Ada. And the Picardy Musketeers' chief, Louis Renault (plus Di Lemmere) hosts a couple of his subordinates at Hunter's: Hugh Challavas-Vichy, with Ingrid on his arm, and Maurice Pauvre.

The Frog & Peach continues to be home to Mustafa Lekk and Mary. Claude de Nord and Ava drop in to Hunter's as Claude is now a member. Lou Scannon takes Bess to Bothwell's. Xavier Money takes Kathy. Camille (plus Angelina) and Eclair (plus Ella) place some more bets. Camille manages not to lose any more money, winning two of his bets this time, losing one and cutting the other two. His style continues to garner him some admiration. Eclair loses another hundred crowns with no style at all. The Fleur de Lys sees Les Anonyme and Carole and Pierre and Edna back in again. Leonard is back at Frances's place for a change.

Left outside in the January cold this week was Didier de Malherbe. He seems to be the only person not to have heard about the military mobilisation at the start of the month and expects to Toady to Petit-Garson Riche at the Horse Guards club.



This month's iron man has to be Bernard de Lur-Saluces, who spends the entire time hefting a two-handed sword about. Feel those biceps! Jacques de Gain's four weeks of rapier practice aren't quite as gruelling (particularly when you think how skilled Gain must be by now). When not playing chess, Thomas de la Lune can be found in his regimental gym, improving his rapier skills. Successful courting at the start of January allows Pierre a'Noyer three weeks alone with his... rapier. Balzac Slapdash, Jean Jeanie, Jean-Paul Marsaud, Louis Renault and Neville Moore all fit in a couple of weeks rapier practice between their other engagements. For Terence Cuckpowder, it's two weeks with his sabre.

Game end statements

Canterbury Rails: Rob Pinkerton (=3rd)

Thank you everyone for such an awesome game, I really liked this map!

Red Line Rale: Anthony Gilbert (2nd)

I was happy with my loop, and not at all worried that Christian struck out alone whilst the rest of us charged headlong and largely in lockstep to the Red Lion at Princes Risborough, even when he took the lead through the building phase and I was left in last place. Then the races started. I found myself falling further behind and, even on my strongest rounds, made little headway. Turn 11, finally, was extremely kind to me, and I reckon the favourable routes in the final round will see me cling to second (touch wood).

Congratulations to Christian on his convincing victory, many thanks to Mike for running the game despite his personal challenges, and I hope to see you all in the next one.

Bien's International Express Network: Christian Bien (1st)

I finally won a game again. The parallel building of my opponents in the early stages certainly helped me a lot. Many thanks to Mike for the game management.

GM Notes

The game was perhaps decided when three players started with identical routes through the Chilterns to Oxford. Though BIEN's network was invaded later, it gave him an advantage he never lost.

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

Turn 12

BASH finishes almost level with RAREBIT CYMRU RAIL. UNORTHODOX ENGINEERS opened up a winning lead over GERALD'S WESTERN RAILWAY to take the game. But a close finish between all the players.

This turn's races

Race results					Scores			
					UE	RCR	GWR	BASH
36	11	Llanelli	46	Treherbert	10-7		10JR+7 +5	10JR
37	45	Glyncorrwg	64	Maesteg	10+6-2		20+2-6	
38	56	East/North	36	Mumbles		10-6		20+6
39	53	Seven Sisters	53	Llanelli/Burry Port	10+8	20		0-8
40	16	Carmarthen	21	Gowerton		20-6		10+6
41	65	Pontycymmer	24	Glanamman	10+4-8	10JR-2 +5	10JR-2 +3	
42	54	Resolven	31	Pontadarwe	20+6	10-6		
TOTAL					67	55	49	44

Builds and Points

UNORTHODOX ENGINEERS

(UE), Jonathan Palfrey – Green

Builds:

None

Points: 312 +67 = **379 First**

RAREBIT CYMRU RAIL (RCR),

Mike Dyer – Black

Builds:

None

Points: 263 +55 = **318 Third**

GERALD'S WELSH RAILWAY

(GWR), Gerald Udowiczenko – Red

Builds:

None

Points: 293 +49 = **342 Second**

BABEL AND SWANSEA HAUL-AGE (BASH),

Bob Blanchett – Blue

Builds:

None

Points: 268 +44 = **312 Fourth**

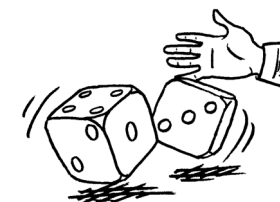
succumbing. Lascar versus Jean-Baptiste Barnier (unlucky in love – twice) is a grudge match between regimental enemies. An orgy of piece-swapping sees Jean-Baptiste grind out a win by preserving more of his pawns. Louis tries his best, but his opponent, Jean-Paul Marsaud is on top form for an easy win. Having already played two games, it seems Maurice's concentration is wavering and he is handily beaten by Rex le Chien – to much cheering from Ada.

In the third round, Jean hits top form to crush Jean-Baptiste. Jean-Paul versus Rex is a much closer game, but clever play from Rex sees him come out on top. He gets even better in the final against Jean, putting him in check several times before being caught in a trap that sees him lose his queen and face inevitable defeat. The third-place game between Jean-Baptiste and Jean-Paul is a stalemate, but the re-match sees a mistake from Jean-Paul that allows Jean-Baptiste victory. Neville duly awards prizes, with Jean accepting his rather sheepishly, given his acknowledged Military Ability.

Chess etiquette out of the way, there is a round of challenge swapping as the Picardy Musketeers and 4th Arquebusiers present take exception to each other. That's Hugh, Lascar, Louis and Maurice for the former; Jean-Baptiste and Thomas for the latter.

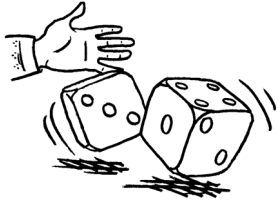
A further group of socialites convene at Bothwell's for organiser Lou Scannon to lead them on a round of Parisian drinking establishments (the reputable ones, anyway). What Lou may not have made clear is that the company of ladies is not an option. Hence, Charles Trenet, Tarquin le Hatter, Xavier Money and Xavier Ulric Turenne are barred at the very start. (The irony being that their companions all then flounce off, leaving them alone anyway!) It is particularly galling for Charles as he'd only just courted his belle – a failure the week before would have meant success this week – and then tossed a coin to see which of his regimental colleagues' bashes to attend. This leaves just Balzac Slapdash, Dureau Celbonet and Martin de Garnache to accompany Lou on the expedition. Some time later Martin arrives back at Bothwell's clutching a half-full glass of wine and asking where the other laggards have got to. All are later retrieved from one or another tavern to sleep it off. Dureau was surprised to find how little cash he has left, but can't remember whether he bought a round or has had his pocket picked.

Once Lou's lot are on their travels, it's a quiet week in Bothwell's. Camille de Polignac, with Angelina, and Eclair de Lame, plus Ella, are busy at the gaming tables. Camille again wagers 500 crowns a time and his luck is a little better this time: he wins his first bet. He then cuts two and loses two, to end up with noticeably less cash than he started with. But a bit more kudos. Eclair just plonks down a hundred crowns and watches it disappear. That doesn't do his social standing any good.



some of this to Rex. Blue Gables is where Hugh Challavas-Vichy shows Ingrid a good time; Mustafa Lekk and Mary Huana have the Frog & Peach to themselves.

There is much less going on the following week. Though Leonard de Hofstadt and Frances do have their trio of guests (Dureau, Lou and Bess) in the Fleur again. Pierre Cardigan and Edna are in their favourite seats and Les Anonyme pops in with Carole Singeurs.



Bothwell's is relatively busy with Camille de Polignac and Angelina hitting the gaming tables. Staking 500 crowns a time, Camille makes five wagers, but his luck is not in this week. He cuts his first bet when he sees what the house rolls, loses the next two and cuts the remaining two. He ends up well out of pocket, but receives some admiration for his style. Charles Trenet

observes this with Leia. Henri DuShite is at the bar. Tarquin le Hatter and Deb are on their own this time and Xavier Money manages to get into a club – his own – with Kathy Pacific in tow.

Neville Moore takes Vera Cruz to Hunter's for a drink and to make a final check on arrangements for his chess tournament the following week. What he doesn't realise is that Balzac Slapdash and Eclair de Lame have turned up a week early and are kept outside by the doormen.

Hugh Challavas-Vichy and Ingrid return to Blue Gables to find Hercule D'Engin is also visiting. Mustafa Lekk and Mary continue in the Frog & Peach. While Didier de Malherbe shows up at Red Phillips with Josephine Buonoparte on his arm.

Check, but not mates

Despite competition from the "tavern crawl" organised by Lou Scannon, Neville Moore's chess tournament attracts quite a turnout. He leaves Vera at home so that he can concentrate on running the competition, but several competitors bring their lady friends for support. With twelve entrants, the top four players are given a bye for the first round of games. This sees Thomas de la Lune (possibly distracted by Violet Bott's attentions) lose quickly to Hercule D'Engin. Hugh Challavas-Vichy (supported by Ingrid la Suède) and Lascar Vivrebras (unlucky in love) fight a tense game, despite being regimental comrades, with Lascar eventually coming out on top. Louis Renault plays a blinder to completely out-class Gaz Moutarde, nominally the better player. (Maybe Gaz is spending too long with his lover – though he does occupy a week with his cutlass as well this month.) A tie between Claude de Nord (who brings his new conquest, Ava Crisp, as talisman) and Maurice Pauvre (who saw off some muggers in the red light district the week before) sees a closely-fought re-match with Maurice coming out on top.

Hercule's reward is a second-round match against top seed Jean Jeanie, who is cheered on (quietly!) by Jacky. He plays well, giving Jean a couple of scares before

Game end statements

Unorthodox Engineers: Jonathan Palfrey (1st)

Thanks to all for an interesting game. It's funny how it works out in practice. Gerald never got out of the southeast but he's competing strongly (and may yet win), whereas Mike connects north, west, and centre, but isn't scoring so well; his routes tend to be roundabout. The game can be won by monopolizing one region and ignoring the rest, which is why I tried to get into the southeast myself and not leave it entirely to Gerald. The west was less important from my point of view because Bob and Mike were competing for that anyway; but I put in a little westward extension anyway.

Rarebit Cymru Rail: Mike Dyer (3rd)

What a sad state of affairs that was! A strong lead in the builds turned out to be a poor set of tracks to race on. Well done to the leaders, and to Bob for a terrific comeback on the races. At least the struggle with spelling all those Welsh town names is finally over! [Oh, I agree.]

Gerald's Welsh Railway: Gerald Udowiczenko (2nd)

As always many, many thanks to Mike for running the game. I was a little surprised that I didn't have more joint runs, which is what I was gambling on and I messed up my building through Mountains. I should have planned it better and started sooner, as those builds are so expensive and the amount you can build each turn drops (which I totally forgot about).

Well done to Jonathan on winning, or bad luck on coming second (but I think Jonathan has too much of a lead to be caught). In the end the Unorthodox Engineers railway was the more successful one (I won't say best), as it got everywhere, which on a map like this is a real achievement. But saying that it's nice to see come the last turn of the game, depending on dice rolls, anyone could still win, so covering all bets, well done Mike & Bob.

It looks like we'll all finish within 40(ish) points of each other, which just goes to show how hard a map this is. Well done to everyone on a very entertaining game, and look forward to battling against you again sometime soon

Babel and Swansea Haulage: Bob Blanchett (4th)

Thanks to Mike for running the game and patience with me as a newbie. I've had *RR* for years and only begun playing postally during the pandemic – could never get any takers locally. Grateful for the chance to play and keep learning and will do again.

GM Notes

I was expecting more joint runs, but that often seems less common in postal games. UE had the most central position and I think benefitted from that. Thank you, all.

Way Station (*Star Trader* game 11)

Turn 10

The explosions at Sigma Draconis indicated that the AIA, thought to have been beaten, still has teeth and used them to savage any ships they could in the Spaceport. Fortunately, only HAPPY FEATURES's ship was hit and the lost pod can be replaced.

PETROLEUM AND OTHER COLONIAL GOODS bought two new Warehouses, in locations hitherto free, so one at Alpha Centauri and one at Beta Hydri.

SIRIUS CYBER tried to carry out various actions it wasn't actually able to do, but did increase their Political Connections. They also upgraded all their ships with A class crews.

COSTA NOSTRA COFFEE INC. sold one of their ships, the Espresso, for a massive 130% of value, and sold a warehouse at Mu Herculis. However their balance remains below the outstanding loan. Nobody paid anything to them this Quarter, but then the armed ship wasn't in Mu Herculis System Space.

TRADIAETH A MASNACHWYR TEGWEN jumped in and took OP 5, loading Furs at Mu Herculis. With the Passenger income from the 11-strong fleet, they were finally able to pay off their loan and are now debt free. They even improved their reputation, though not by much.

AMALGAMATED INDUSTRIAL ENGINEERING were quiet this Quarter.

MINING & MORE gained the first Market Manager position between the Corporations.

HARRIMAN ENTERPRISES launched their Corco Iota hull, the DeeDee, with A class crew, 4 Light Weapons and 2 Passenger pods. Taking out a 300 HT loan over 4 Quarters, they then laid down a new Phoenix Hull in the vacated berth at Tau Ceti Shipyards.

HAPPY FEATURES bought two more Isotope Factories on Sigma Draconis and laid down a new Phoenix Hull, named "Bee's Knees", with A class crew and 6 Cargo pods at the Tau Ceti Shipyards.

In trading, Gamma Leporis was quiet.

At Epsilon Eridani, COSTA NOSTRA COFFEE sold 4 Monopoles for 18 HTs each. SIRIUS CYBER bought 8 Petroleum for 9 HTs each – taking a Dealership – beating HARRIMAN ENTERPRISES who bid the same price.

PETROLEUM AND OTHER COLONIAL GOODS bid 12 to sell 8 Isotopes at Delta Pavonis, so MINING & MORE's bid of 13 failed.

Not to be out-done, Marc de Zorro mobilises the whole of the Horse Guards: "even the slippery Philippe Floppe should have a chance to show his mettle." This means the Dragoon Guards (led by Phillippe F'Loppe) and Queen's Own Carabiniers (Justin Thyme and new recruit Roger d'Horne) will have to forego their regimental rivalry for a while. Zorro's new Aide, Louis Severin Descartes, will get an early taste of Brigade-level action and Brigade Major Petit-Garson Riche has to leave Paris too. Descartes makes a point of ensuring the appropriate winter gear and equipment is supplied to the Brigade and especially the Brigadier.

Colonel Jacques Hatt marches the Grand Duke Max Dragoons out of Paris, eagerly accompanied by Lt-Colonel Nouveau W Odeur.

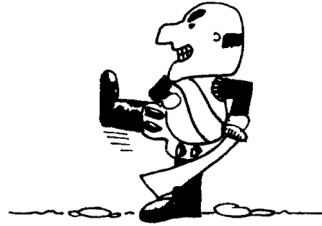
...and a-betting

With a large part of the army having left Paris for the rest of the season, the question is what impact this will have on the city's social scene. Not a lot seems to be the answer. January kicks off with Beau Reese Jean Seine and Madelaine de Proust holding a "Re-appoint Seine" rally at the Fleur de Lys. They are joined by many members of the Royal Foot Guards and ~~a few~~ one King's Musketeer. The guests start with the Minister of War and RFG Lieutenant-Colonel, Bastian de LaGarde, who takes the opportunity to discuss the state of the country with the Minister of State. Then there is KM Captain Claude de Nord, still with that miasma of disgrace about him. RFG Major Camille de Polignac brings Angelina di Griz. RFG Captain Charles Trenet escorts Leia Orgasma and tips his host a wink. "If anyone asks, I'll say you just looked in at this, the registered office of RFG plc," he volunteers. "Anyway, it's entirely work-related and not actually a social gathering in any way – Leia's just here to take the minutes." The Commissioner of Public Safety and RFG Major, Eclair de Lame, accompanies Ella Fant. RFG Subaltern Felipe Savant attends and Beau's Aide, RFG Captain Martin de Garnache, is the last. A good time is had by all, until Claude spots Colonel Pierre Cardigan of the Cardinal's Guard having a quiet drink with Edna Bucquette. It doesn't stay quiet for long as Claude trots over to swap acrimonious challenges with his enemy. That's enough socialising for Beau. He spends the rest of the month tucked up with Madelaine.

Leonard de Hofstadt and Frances Forrin are in the Fleur, too, and welcome some guests. RFG Captain Dureau Celbonet prefers Leonard as his host to his CO, Beau. As does RFG Captain Lou Scannon, who brings Bess Ottede with him. Jean Jeanie and Jackie Tinne are in the Fleur as well, staying away from everybody else. As he's not a member of the Royal Foot Guards nor the King's Musketeers and not a Minister, Xavier Money is excluded from Beau's gathering and spends a lonely month in the club's foyer. If only he'd accepted that offer to be a Minister...

KM Lt-Col Tarquin le Hatter prefers to take Deb Estaround to Bothwell's where they host Rex le Chien and Ada Andabettoir. Good job Tarquin topped up his finances (that is, borrowed some more cash) this month. Feeling flush, he donates

blood. However, Garnache's attack is the start of a furious lunge and he inflicts further damage with the cut. Horne's slash is pointless (ho, ho), doing no damage with the foil's blunt edge. However, he is able to even the score with another lunge as Garnache recovers his balance. A second slash from the foil still has no effect as Garnache closes in to apply his boot. The vicious kick knocks Horne down to one knee, from which position he gasps out his surrender.



Aide-ing...

In military affairs, Brigadier-General Marc de Zorro and Subaltern Louis Severin Descartes join forces to persuade Zorro's Aide to quit his post. Zorro promptly appoints Descartes in his place, meaning Descartes will serve with the Horse Guards Brigade staff come this summer's campaign. "I hope he knows what he's letting himself in for," muses Zorro.

Zorro still retains his position as head of the Queen's Own Carabiniers and it is in this role that he welcomes Roger d'Horne to the regiment. Horne already has the funds needed to buy his way to the rank of Major, putting him in command of first squadron while Zorro and Major Petit-Garson Riche serve in Brigade HQ.

The Lieutenant-Colonel of the Picardy Musketeers is put under unbearable pressure as Beau Reese Jean Seine, Balzac Slapdash and Tarquin le Hatter lean on him to retire. It is no surprise that he decides it is time to resign his commission, allowing Slapdash to buy his way to Colonel and command of the regiment.

Beau Reese Jean Seine and Tarquin le Hatter join forces again and call in favours to remove the current Colonel of the Gascon regiment. This leaves the senior Major in charge, but doesn't seem to benefit anyone else.

Jacques Hatt is owed some favours, too, and he uses them all to coax the Major of his regiment, the Grand Duke Max Dragoons, to resign. Tarquin le Hatter opposes this, but his influence is paltry in comparison. The Major goes, leaving the position of Dragoon Brigade Major empty as well, and GDMD Captain Henri Tard buys his way to Major - a move financed with a substantial loan. He then volunteers his new command - second squadron - for active service, in line with his CO's wishes.

The final move is General Jacques de Gain taking command of Second Army at the request of Field Marshal Leonard de Hofstadt. While Xavier Money ignores Minister of State Beau Reese Jean Seine's offer of Minister without Portfolio.

It looks like things will be hotting up in the United Provinces this month as a slew of volunteers head off to support the Frontier regiments. Chris Knight gives the Heavy Brigade its marching orders, taking the Crown Prince Cuirassiers - including Ben e'Volence - and Archduke Leopold Cuirassiers (Rick Shaw, the regiment's commander, is expecting this) into action.

Tau Ceti saw PETROLEUM AND OTHER COLONIAL GOODS buying 12 Isotopes for 7 HTs each, gaining a Contractorship, but there were still 2 units for HARRIMAN ENTERPRISES to pick up. SIRIUS CYBER bought on Contract and AMALGAMATED INTERSTELLAR METALS bought 6 units using Percent. SIRIUS CYBER sold 8 Petroleum for 8 HTs each and gained a Dealership.

HARRIMAN ENTERPRISES sold 1 Isotope for 10 HTs at Mu Herculis with HAPPY FEATURES and AMALGAMATED INTERSTELLAR METALS dropping 2 each on Contracts.

At Sigma Draconis HARRIMAN ENTERPRISES bought 7 Alloys for 3 HTs each. PETROLEUM AND OTHER COLONIAL GOODS sold 6 Monopoles for 18 HTs apiece. AMALGAMATED INTERSTELLAR METALS bought Isotopes on Contract and HARRIMAN ENTERPRISES bought 14 Spice for 10HTs each to get a Dealership.

AIM sold 6 Isotopes for 12 HTs each, allowing HAPPY FEATURES to sell 2 for 14 HTs and leaving COSTA NOSTRA unable to sell. COSTA NOSTRA did get to sell 2 Liquors for 14 HTs apiece after which HARRIMAN ENTERPRISES bought 7 at 16 HTs. HARRIMAN also sold 9 Monopoles for 18 HTs each and gained a Dealership position.

Beta Hydri saw MINING & MORE selling 10 Alloys for 10 HTs each and a Market Manager's position. SIRIUS CYBER sold 8 Isotopes for 9 HTs apiece and a Dealer's position.

Corporation Table

Corporation letter and name	Connections			Init'v Bid	Turn order	Cash Rep	Player
	Bus/Crim/Pol						
A Costa Nostra Coffee	10	0	1	0	6th	504 34	Mark Cowper
B TMT	3	7	0	0	5th	374 32	Jerry Elsmore
C AIM	10	0	4	0	8th	215 40	Paul Evans
D Harriman Enterprises	10	4	2	0	4th	452 40	Anthony Gilbert
E Happy Features	10	0	5	0	7th	206 40	Mike Dyer
F PCG	10	0	8	5	3rd	441 40	Przemek Orwat
G Sirius Cyber	10	3	2	15	1st	274 40	Charlie Sundt
H Mining & More	10	0	4	0	3rd	494 35	Sergiusz Orwat

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

Market Positions

Sys	*	Dlrs	Cntrs	MM
GL	A	A G		
EE	A	G		
	I	D G		
	L			
	M			
	P	D G		
	S			
DP	A	E		
	I	F		
	P		F	
	S			
TC	A	D	A	
	I	G H	D F	
	P	F G H		
MH	A	D		
	I	H	C E	
	L	E		
	M	C D F		
	P	H	D	

News

EV 22 took place this turn and the AIA attacked at Sigma Draconis.

There are no new News chits this turn. The current list (new chits in **bold**) is:
Turn 11 P4, B5, C6
Turn 12C1

Sys	*	Dlrs	Cntrs	MM
SD	A	C		
	I	F	C	
	M			
	P		F	
	S	E F		
SD	A	C G		
	I	C E G	D	
	L	E G		
	M	D		
	S	E F		
BH	A	A		H
	I	D G		
	M	A F		
	P		F	
	S	F		

* Commodity: Alloys/Isotopes/Liquors/Monopoles/Petroleum/Spice

Entries are Corporation ID letters as Dealer, Contractor or Market Manager.

Turn 13P2

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

lunge. He stops the second, though, allowing him to draw blood himself with his riposte. Time to go on the attack: his lunge coincides with Barnier's third, both men taking a second wound. However, it is Barnier who surrenders.

Malherbe faces Thomas de la Lune next. While his opponent may be another rapier man, he is also beefier and more skilled than Malherbe. There are still no seconds called on. Malherbe tries his parrying system again and is again hit by his adversary's first lunge. He surrenders immediately.

Lune has more people to fight and opts to face Hugh Challavas-Vichy next. The equally beefy Challavas-Vichy carries a rapier, too, and has a little more expertise than Lune. This time Lune opens with a furious lunge, hitting his opponent right at the start of the duel. Challavas-Vichy shrugs it off and responds with a lunge of his own. Lune surrenders.

While this is going on Jean-Baptiste Barnier has gone to his next duel, taking on rapier user Lascar Vivrebras, another man without a second. Barnier's wounds – and lack of skill – put him at a disadvantage here. His lunge is parried by Vivrebras, who pinks Barnier with his riposte. Feeling fragile, Barnier concedes the fight without further ado.

The uninjured Vivrebras moves on to meet the battered Thomas de la Lune for another rapier fight. His size gives Lune the advantage again, despite Vivrebras's greater expertise. A furious lunge from Lune is expertly parried by Vivrebras and the riposte provokes Lune's surrender.

At much the same time Jean-Baptiste Barnier is fighting Maurice Pauvre in another all-rapier, no-seconds duel. Pauvre has all the advantages: he's a bit bigger, more skilled and uninjured. He tries a parry, but is too quick and his block completely fails to stop Barnier's lunge. His own lunge is enough to prompt Barnier to concede, though. After this battering, Barnier declines to meet Hugh Challavas-Vichy on medical grounds.

Instead it is Maurice Pauvre's turn to take on Thomas de la Lune. And Lune's turn to take on Pauvre. Their injuries leave the two men on pretty much equal footing. Lune gets first blood with a furious lunge, but then takes a hit from Pauvre's lunge. It is Lune who surrenders.

The latest non-duel between Pierre Cardigan and Tarquin le Hatter has the latter berating his adversary – “Do you get pleasure out of this? Is it some middle-aged man thing?! You're going to be arrested you know, mark my words!” – before refusing to fight.

This leaves the encounter between Martin de Garnache and Roger d'Horne (formerly 'X3'). Garnache has his rapier and no less a personage than the Minister of State, Beau Reese Jean Seine, as his second. Well, Seine is his CO. Horne is not a member of the military, has no second and uses a foil. He does have the advantage of skill, though. Both men lunge, striking together to both score first

Les Petites Bêtes Soyeuses

Being a correspondence game of *En Garde!* Pevas 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 13). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engage.co.uk).

Orders for February 1675 to Pevas at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevas.co.uk by Friday 10th June 2022

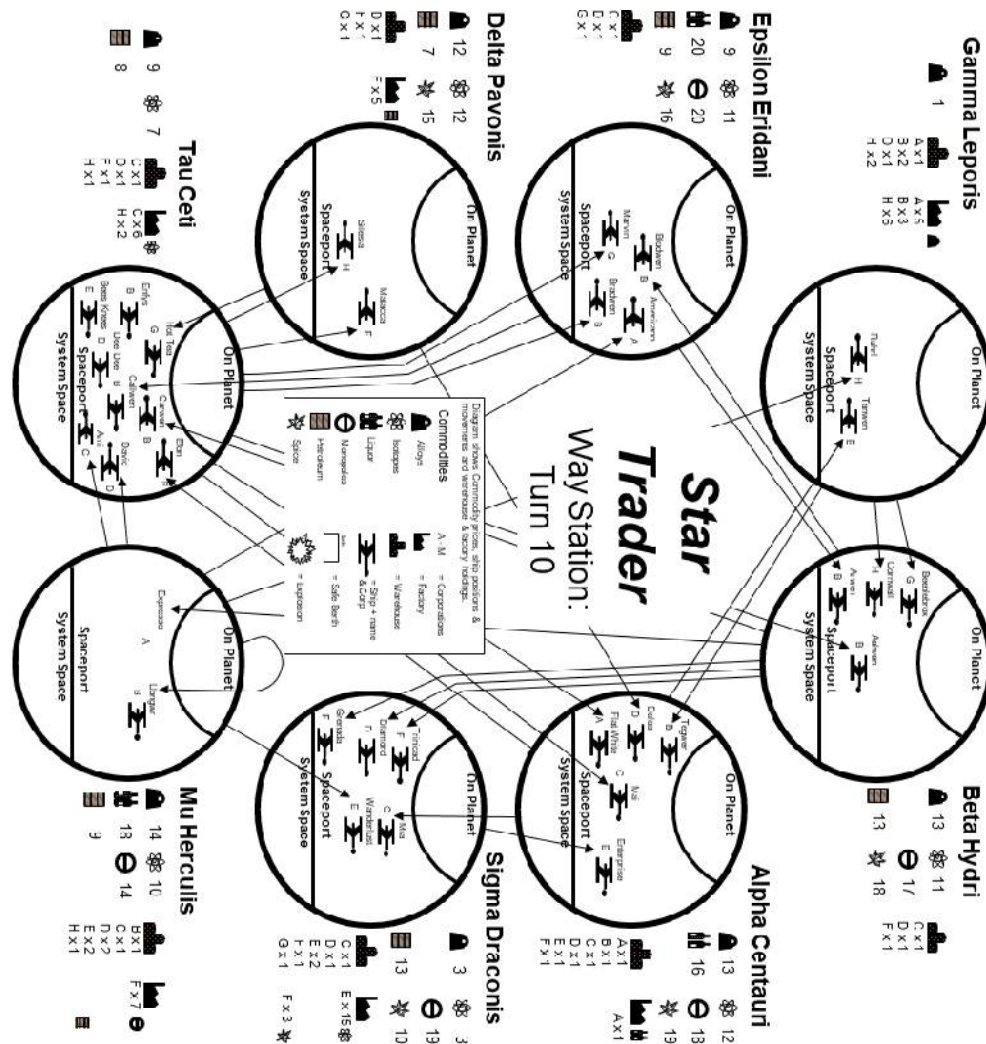


January 1675 (359)

The New Year begins with flourishing steel and over-worked doctors. Yes, the early mornings see affairs of honour being settled in the traditional way. We start with Baron Ben e'Volence, who chooses to meet M Xavier Ulric Turenne first to resolve their dispute over Mlle Did. Cuirassier e'Volence uses his regimental sabre and is seconded by Phillippe F'Loppe (Chris Knight was invited, too, but doesn't show up). For the diminutive Turenne it's a foil plus Gaz Moutarde and Louis Renault. This looks like an easy win for e'Volence, especially as he's far more skilled with his blade than Turenne with his. Expecting his opponent will try to surprise him with an immediate lunge, e'Volence ducks out of the way. However, he is over-estimating his opponent's skill as Turenne is still struggling to take guard when e'Volence hits him with a slash. And that's that: an easy win for e'Volence indeed.

For his next opponent, e'Volence opts for Viscount Terence Cuckpowder, seconded by the bloody Turenne. He may be Chancellor, but Cuckpowder is an old cavalryman and also wields a sabre. Cuckpowder is also the larger of the two and his sabre expertise out-weighs that of e'Volence. The odds are against e'Volence this time. Cuckpowder's skill makes e'Volence look like he's standing still to provide target practice. A slash from Cuckpowder is all that's needed for e'Volence to concede.

In another private courtyard Didier de Malherbe meets his first choice of duelling adversary, Jean-Baptiste Barnier. This is absolutely evenly matched with both men using a rapier and neither having a second. Malherbe goes defensive, trying out his parrying technique. His timing is a bit off and he misses Barnier's first



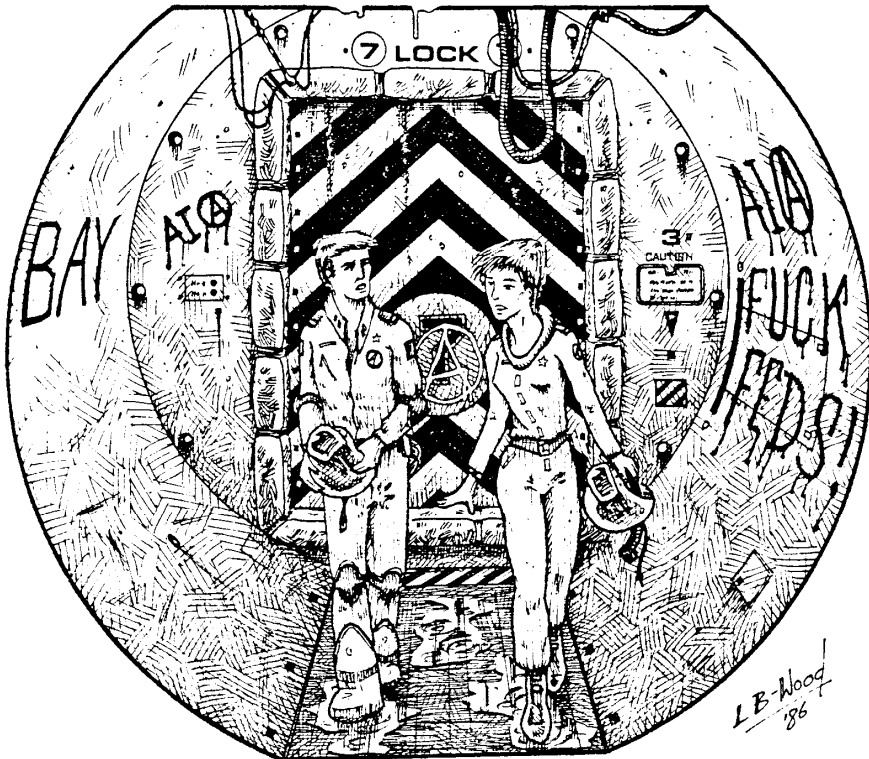
GM Notes

If you don't have a Market position as a Contractor or a Market Manager you cannot order to buy or sell on Contract.

You cannot order to take an OP chit that someone has told you about, UNLESS you can see the chit yourself with your connections. You can, of course, act on a future event if someone has shared that information with you.

To take an OP chit with an illegal commodity (Slaves, Weapons, Tempus) you must order your ship to land On Planet. Do read section 17 of the rules, especially the bit about managing to land past planetary defences without any advantages.

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 10th June 2022**



Games from Pevans

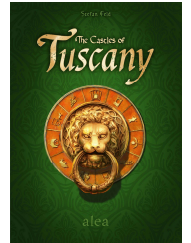
Mail order board and card games in the UK



The Castles of Tuscany

Stefan Feld has transformed his dice-based *The Castles of Burgundy* into this faster, less complex game that's powered by cards. And based in Tuscany rather than Burgundy. It's still a challenge.

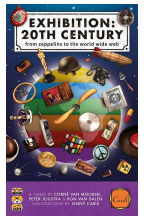
For 2-4 players, aged 10+, playing time 45-60 minutes: **£40.00**



Exhibition: 20th Century

For once the colon doesn't signify an expansion. The game is about curating an exhibition that covers the 20th century – using cards for each year from 1900 to 1999. It's a clever, challenging game – especially when other players get in the way.

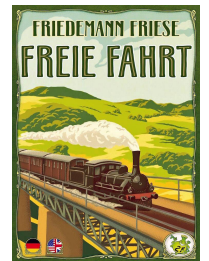
For 1-5 players, aged 9, playing time 20-50 minutes: **£20.00**



Free Ride

An intriguing railway game from Friedemann Friese. Set across Europe, the railway network is pre-printed and it's up to players to build it, connecting cities, and use it to transport passengers. The problem is that your lines keep getting nationalised. (English/German ed.)

For 1-5 players, aged 10+, playing time 50-90 minutes: **£40.00**



Full Throttle

Racing mopeds! But not driven (ridden?) by the players. Instead, the players bet on which machine/s will do best in the race. The mopeds' movement is driven by cards, the same cards the players use to place their bets. (English/German ed.)

For 2-6 players, aged 10+, playing time 20-40 minutes: **£18.00**



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