

## That would be enough

This has been issue 225 of *To Win Just Once*, published 24th June 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 8th July 2022.

Orders for *LPBS* and Trophy Hunter plus any other contributions to Pevans by Friday 15th July 2022.

(Further deadlines: 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.engarde.co.uk](http://www.engarde.co.uk)

*Railway Rivals* – Chris Rudram is first 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 225 was written and edited by Pevans. The *LPBS* masthead (page 20) is by Lee Brimmicombe-Wood, as are the drawings on pages 21, 23 and 24. The illustration on page 22 is by Tim Wiseman, the one on page 25 by Bryan Lea and the drawing on page 26 by Nik Luker. 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*)

I missed this year's Expo, but I'm still using the programme cover

I did re-fight Waterloo, though

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## Chatter

Guess who's just had his fifth Covid-19 vaccination. Yes, it's effectively my Spring booster, everybody else's fourth. But I'm one jab ahead of everybody else due to being immuno-suppressed after last year's chemotherapy. This time it was Moderna (I've only had Pfizer/BioNTech previously) and side effects were minimal (sore arm for 24 hours) as usual.

As you can see from the cover, this issue would normally have my report from this year's UK Games Expo – or at least the start of it. However, I decided against attending for both medical and practical reasons and just haven't found the time to work through what's online. Chris Baylis went along for the Sunday, though, and his report (in Chris's inimitable style) can be found at Games Gazette Online: [www.gamesgazette.co.uk/gg/main.php?p=content/Special/UKGE%202022.htm](http://www.gamesgazette.co.uk/gg/main.php?p=content/Special/UKGE%202022.htm)

Instead I've been self-indulgent and added the report on one of my *Commands & Colors: Napoleonics* games. This has been jazzed up a bit (it has pictures!) from what I file on [CommandsandColors.net](http://CommandsandColors.net)

Returning to the domestic, one of the regular features on my walks is the little park in the middle of the estate we live on. It's an area of grass with trees round the edges and a children's playground in one corner. I guess it's just about big enough to be called a village green, but it's missing two crucial features. First, a cricket square in the middle. This would be a batsman's delight, with short boundaries all round. The second is a pub. Called "The Cricketers" or "The Bat and Ball", of course.

What it does have is mounds (think long barrows) around the edges, with the trees growing out of them, and a path around the circumference. When I started walking, my routine was to make so many circuits on the path. It's 350 paces for me, so it was easy to keep track of how far I'd gone. Now I'm going further, I just go across or past the park. To make it more interesting (and because I have my hiking boots on), I take the long route round and go back and forth across the mounds. It's almost like being in the countryside.

### *Railway Rivals* start-up

We have six players for our next game, Seahill, which is on the I(N) map, covering the northern half (two-thirds?) of Ireland. Mike has had initial preferences from everybody and you'll find the start-up on page 14.

### Online stats

The PDF edition of last issue, *TWJO* 224, only went onto the website on 31st May, so it wasn't downloaded in May. However, there were 60 more downloads of issue 223 in May, taking it to 251 in 1½ months. The PDFs of *TWJO* 222 have been downloaded 336 times since publication, with an additional 33 in May.

## Letters

Graeme Morris is in training for Pooh sticks.

*I'm just starting to read Winnie the Pooh to my delightful grand-daughter: can't wait to get to the Pooh sticks chapter. AND we have a suitable bridge nearby, so watch out for our sticks drifting by.*

I'm sooo tempted to picture Graeme's grand-daughter as Violet Elizabeth Bott...

Andy Kendall denies my accusation in last issue.

*Taking the mickey? I don't take the mickey, but I do agree that 4 miles in 70 minutes is good going. Good to hear though.*

Jonathan Palfrey picks up on Reading Matter.

*Your report on the latest Becky Chambers book is quite interesting. I liked her first two, but the third bored me and I never finished it, so I've been neglecting her since then. I suppose I should consider trying again.*

Maybe not, Jonathan. I would say *The Galaxy, and the Ground Within* is more like Chambers' third "Wayfarers" novel, *Record of a Spaceborn Few*, than either of the first two. This time, it's a study of aliens rather than a study of humans.

*I thought most of the second Arkady Martine book was as good as the first, if not better, but she struggled to find a good ending. It seemed to me that the ending she came up with was adequate, but unconvincing. I don't know what sort of ending would have worked for me, but I have trouble believing in that one.*

Well, it makes sense to me. Whereas Chris Baylis is definitely on something.

*Front cover error: Seize Rome in 20 Minutes. No way can you see Rome in 20 minutes.*

1. *The queue for the Vatican/Sistine Chapel is about 3 hours on a good day.*
2. *It takes far more than 20 minutes to rescue all those coins from the Trevi Fountain.*
3. *Not possible for me to get up the Spanish steps in 20 minutes.*
4. *Walking around the outside of the Colosseum takes more than 20 minutes. I rest my case (and my legs and back after all that walking)*

Thank you, Chris. I think.

## Pevans at Waterloo

### And doing better than Napoleon

For some time now I have been working through the scenarios from the *Commands & Colors: Napoleonics* base game with my regular sparring partner, Evert. We've been doing this online with Vassal ([www.vassalengine.org](http://www.vassalengine.org)) and using an old module for *Napoleonics* (1.42) that still shows the blocks that make up each unit. (More recent implementations use a larger image of a block with a number.) Our progression reached its climax in the Battle of Waterloo scenario a few weeks ago. Because it's in the base game (with just French, British and Portuguese armies), this is actually Waterloo without the Prussians. It's no wonder the stats (on [www.commandsandcolors.net](http://www.commandsandcolors.net)) show the French winning 70% of the time. After losing 8:1 playing the Allies, Evert demanded a re-match and I was happy to oblige.

Here's the starting position (from [www.commandsandcolors.net](http://www.commandsandcolors.net)) seen from the French side. As you can see, the two sides are on opposite sides of a valley. It's too wide for the infantry's muskets, but still in range of the artillery. Just in front of the Allied lines are the strongpoints of Hougomont (left), La Haye Sainte (left of centre) and Papelotte (right). All three are occupied by the Allies at the start of the battle and worth a victory banner to the French if they hold them – both sides need



eight banners to win. There is a gap in the hills on the Allied side between La Haye Sainte and the trees that screen Hougoumont from the rest of the battlefield, while the French only have hills in the centre. The Allies (British units are red and Dutch-Belgians et al brown) have the Grenadier Guards by that gap in the hills and Guard and Heavy cavalry in reserve, plus the Rifles just behind La Haye Sainte. The French (blue) have the Old Guard, the Young Guard, Guard artillery and Guard Cavalry plus some Cuirassiers at the rear of their forces.

Initial manoeuvres by the French army on both wings produced a volley from the Dutch-Belgian Light infantry in Papelotte that all but destroyed the approaching French Line. With Light cavalry looming into sight behind Papelotte, the French Line retired, Light cavalry taking their place to deter their opposite numbers. The Young Guard moved into the woods to engage Papelotte, causing some casualties.

However, the Dutch-Belgian Light cavalry was undeterred by the French horsemen and trotted into the thick of the French troops. They attacked what was left of the Line unit, but the infantry formed a square that the cavalry just bounced off. In contrast, the Light infantry in Papelotte continued their sharpshooting to all but eliminate the French Light cavalry. Here's a screenshot from Vassal showing the damaged units on the right (with the marker denoting infantry in square) and Allied (brown) cavalry in among them. (Note for those unfamiliar with



Vassal: highlighted hexes are active units; lines show units' movements; yellow dots show active attacks, red show targets and blue completed attacks.)

The response from a fresh French Line unit and the Young Guard was a concerted volley that drove back the Allied cavalry and finished off the Lights in Papelotte. And the score is 1:0 to me. At the same time, the French Horse artillery and Light infantry attacked Hougoumont on the (French) left flank, driving out the British Light infantry.

With Dutch-Belgian Line in support, the British Light infantry countered, all but eliminating their counterparts in the woods next to Hougoumont. In turn, French Line and the Horse artillery engaged the British Lights. The fighting that followed saw what was left of the British Light Infantry make a hasty retreat while Dutch-Belgian Line occupied Hougoumont and wiped out the French Horse artillery. That's 1:1 Here's that position with the French a bit battered on both flanks.



While the skirmishing continued on the (French) left, all the French infantry in the centre advanced under General d'Erlon. After an exchange of fire, the French advanced again. One unit battered the British Line infantry under General Picton while the Old Guard attacked La Haye Sainte, driving out the British troops and occupying it. A fierce attack by British Line (led by Gen Hill), Rifles and artillery eliminated the Old Guard (!), but Gen Picton's men also went down as they tried to see off their attackers. The General retired to the safety of the cavalry in the

rear. Two “Force March” cards got the French centre across the valley to mix it with the Allied infantry. And the score’s 2:2

Fixing bayonets, the French Line charged up the hills, destroying two Line infantry units – one British, one Dutch=Belgian – but losing one unit in the process. Yes, I had “Bayonet Charge” as well – 4:3 now. And the battlefield looks like this. The French infantry has occupied the Allies’ hills, but look at the British cavalry waiting to pounce!



Two Dutch-Belgian Line infantry came back at the French in the centre, forcing one unit to retreat into La Haye Sainte. From here the Line infantry finished off the British Line under Gen Hill with help from the muskets of French Line advancing on their left, while the French Guard cavalry advanced in the centre. Gen Hill escaped to another British infantry unit. With a banner for holding La Haye Sainte, that’s 6:3

The Dutch-Belgians pressed their attack in the centre, removing the infantry under d’Erlon – the General withdrew to join the Guard cavalry. 6:4

With the French infantry hard pressed in the centre, the cavalry charged. The Guards got in amongst the Dutch-Belgian Line infantry on the hills. Light cavalry attacked Hougoumont, driving out the Dutch-Belgians holding it and seizing the

farmhouse. And the Cuirassiers hit the British Line under Gen Hill outside La Haye Sainte, eliminating them even as they formed square and killing Hill into the bargain. Yes, a “Cavalry Charge” finishes the battle 8:4.



This may well be a victory for the French in terms of the game, but they have been battered, as the final picture shows. The brave infantry in the centre have all but disappeared and the Allied cavalry is still lurking ominously. Five of the surviving French units have just one block left (three of them carefully retreated to the baseline) and the Allies have more full-strength units left on the field.

I certainly had some useful cards there, allowing me to make a full-scale attack in the centre. My previous games have seen most of the fighting on the flanks and in the gap in the hills between Hougoumont and La Haye Sainte. The usual artillery duel was missing, too. And the Allied cavalry didn’t get into the fight, apart from that initial attack.

## Reading matter

I have now finished Arkady Martine’s *A Desolation Called Peace*, which I thoroughly enjoyed. It is very much a sequel to *A Memory Called Empire* (see *TWJO* 212 for my thoughts on this). In fact, the action picks up pretty soon after the end of the earlier novel. However, that action is very different. To begin with, we now know about the Teixcalaanli empire and how it works. So this story takes

us away from the court and its intrigues (though not entirely) to show us the empire at war.

This is the war – against an incomprehensible alien foe – that was precipitated at the end of the first novel. This time Three Seagrass, who had a subordinate role before, is at the centre of the story. She quickly co-opts Mahit to assist her, rescuing her from an uncertain fate on Lsel (some factions are not happy with her actions in Teixcalaan) and putting the band back together, so to speak.

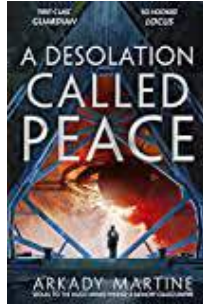
The mission Three Seagrass has taken upon herself is to try to negotiate with the incomprehensible aliens. This takes her to the heart of the effort against them, allowing us to see how Teixcalaan's military is organised and operates – rather different from the intricacies of the imperial court, but still full of intrigue. And throwing in the ambassador from Lsel (Mahit) as an interpreter stirs things up nicely.

Martine adds the occasional brief interlude between chapters, giving the aliens' view of what is going on. This emphasises how non-human they are. However, it also suggests that it may be possible to talk to them, if done in the right way. The question is then whether Three Seagrass and Mahit Dzmare will find that way. While that's the main plot, there are also chapters that focus on the young heir to the throne, Seven Antidote, back in the capital. This gives us an alternative view of the main action and is a neat way of exposing the behind-the-scenes scheming that our principal twosome are unaware of.

*A Desolation Called Peace* is a rather different book from its predecessor. The first book was all about introducing Teixcalaan, its neighbours, its history and, particularly, its imperial court. The second book gives us more conventional SF elements (interstellar war, aliens, first contact...) against this background. It took me a while to appreciate *A Memory Called Empire*, while I found *A Desolation Called Peace* more immediately accessible. But only because I'd read the first book. So, while I recommend *A Desolation Called Peace*, you must read *A Memory Called Empire* first!

A final word on Arkady Martine's writing. I've banged on a bit about how turgid I found *Dune Messiah* and *Children of Dune* when Frank Herbert analyses conversations to death, detailing the inferences each participant draws from the others' words, intonation, gestures and body language. Martine does much the same thing, but so much better!

And, following on from last time, which would I give the Hugo to: Becky Chambers' *The Galaxy, and the Ground Within* (see last issue) or Arkady Martine's *A Desolation Called Peace*? Oh dear, they're such different books. Can they share it?



## Games Events

The 38th ManorCon takes place 15th-18th July at the University of Leicester (Stamford Hall and Stamford House, specifically). It's been quite a while since I attended, but it remains a long weekend of open gaming with a few organised tournaments. Accommodation is in the university's Halls of Residence – though local B&Bs are an alternative. For full details, see the website: [manorcon.org.uk](http://manorcon.org.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](http://www.pevans.co.uk/Swiggers)

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

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

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

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

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

# Trophy Hunter

## Turn 9

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

Lots of shooting, lots of missing this round – though there are quite a few near misses on that board.

Mike Dommert proposes a variant: “Could each player give a (unshot) square they are in with their orders? Then we could play the American variant where we can shoot other players too.”

Mike Pollard reckons “there's a snake there somewhere...” and is the one person to have some success, bagging a monkey all to himself.

“Snakes!” responds Graeme Morris, “Why did it have to be snakes?”

Then there are those who hit the known elephant on the left! The damage is limited where several players chose the same target, but Ray Vahey gets a chunk of elephant all to himself.

And Andrew Larder found a bush.

With one round to go, Mike Pollard looks unassailable. Unless he hits an elephant...

### What's this all about

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

### Scores

Player	Shots	This turn	Total
Martin Abrahams			1.33
Alex Bardy	B10, B11	-1.25	7.08
Chris Baylis	L5, M5	0	7
Colin Bruce	M5, B11	-1.25	8.99
Charles Burrows	L4, N4	0	10.97
Peter Card			5.33
Mark Cowper	A9, B15	0	3.5
Mike Dommert	C19, B10	0	9.5
Jerry Elsmore			4.71
Alex Everard			8
Anthony Gilbert	M4, N4	0	-8.5
Bill Hay	L5, H6	0	3

### Key

Animals	Symbol	Size (squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	-20

### Other symbols

	X	Missed shot
UPPER CASE = this turn, lower case = last turn, <del>Strikethrough</del> = dead animal		

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

are hunters out to bag trophies.

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

The first hit on each animal scores points in proportion to its size. For example, a Lion is three squares and worth 15

## Scores (cont'd)

Player	Shots	This turn	Total
Bill Howell	T17, T7	0	8.6
Andrew Kendall	I1, J1	0	-2
Andrew Larder	C19, D19	0	0.8
Nik Luker			11.37
Tim Macaire	T13, L20	0	8.33
Brad Martin	T2, B10	0	5.28
Graeme Morris	O19, P20	0	4.09
Jonathan Palfrey	B11	-1.25	3.28
Rob Pinkerton	N5, O5	0	4.96
Mike Pollard	Q20	4	20.4
Chris Rudram			7.7
Matt Shepherd			1.33
Charlie Sundt	R20, K18	0	7.83
Gerald Udowiczenko			3.34
Pam Udowiczenko	M5, B10	0	5
Phil Urquhart			1.33
Ray Vahey	C11	-5	2.04
Matthew Wale	I2, S4	0	10.24
Graeme Wilson	H15, B11	-1.25	1.92
Paul Wilson	P20, F5	0	5.2

Send shots to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or to TWJO@pevans.co.uk by 15th July 2022.

Seahill (*Railway Rivals* game 17)

## Start-up

The new game is on the Northern Ireland map and starts with 6 players. Not run this map before. There is a small bonus point hex connected to the magazine.

**IRISH RAILWAY ASSOCIATION** (IRA), Anthony Gilbert – Green  
Starts: BELFAST

**RUBBER BANDIT RAILWAYS** (RBR), Mike Dyer – Black  
Starts: DUBLIN

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

Once an animal has been identified, subsequent shots share the points of new squares hit (no more points for the first square/s). So if players A and B hit the second square of that lion and C gets the third, C gets 5 points, A and B  $2\frac{1}{2}$ .

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

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

**BALLINOKE ARMAGH STRABANE HAULAGE** (BASH), Bob Blanchett – Red  
Starts: DUBLIN

**CANTERBURY RAILS** (CR), Rob Pinkerton – Blue  
Starts: DERRY

**AW GO ON** (AGO), Gerald Udowiczenko – Orange  
Starts: SLIGO

**BIEN'S INTERNATIONAL EXPRESS NETWORK** (BIEN), Christian Bien – Purple  
Starts: BELFAST

## GM Notes

Order layouts: Your Name, Company Name, Company Colour.

Seahill is a small halt on the line between Belfast and Bangor, where I spent a year working on the refurbishment of the line between those two stations.

Die rolls for the first turn are: 6, 3, 5

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ  
or by e-mail to mike\_dommett@yahoo.co.uk  
by Friday, 8th July 2022

## Subscribing to TWJO

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

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

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

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

### Turn 11

*The Psychic Jam disrupted several hyperjumps, the wisdom of Tegwin in not loading passengers last quarter now seen.*

SIRIUS CYBER loaded passengers from less common systems.

COSTA NOSTRA COFFEE INC. sold their Warehouse and their Liquor Factory at Alpha Centauri and were able to repay their loan at last.

TRADIAETH A MASNACHWYR TEGWEN made up for last quarter's sensible action and loaded up more passengers than ever before. Other Corporations were left with scraps. Money was spent raising Reputation and four ships – the Aelwan, Arwen, Blodwen and Carwen – were upgraded to C class crew.

AMALGAMATED INDUSTRIAL ENGINEERING loaded some passengers but, more importantly, increased their Political Connections Level.

HARRIMAN ENTERPRISES launched their new Phoenix Hull at Tau Ceti Shipyards, giving it A class crew, five Cargo and 1 Passenger pods but no name.

In trading, Gamma Leporis was quiet. COSTA NOSTRA wanted to sell, but there was no market.

At Epsilon Eridani, SIRIUS CYBER sold 7 Isotopes for 9 HTs each and gained a Contractorship.

Delta Pavonis saw COSTA NOSTRA sell 4 Isotopes at 8 HTs each, after which PETROLEUM AND OTHER COLONIAL GOODS sold 2 Isotopes at 10 HTs apiece. There was still enough demand for MINING & MORE to be able to sell 6 more units at the same price and gain a Dealership. HARRIMAN ENTERPRISES' bid of 11 to sell was too high.

Tau Ceti saw AMALGAMATED INTERSTELLAR MINERALS bidding 8 HTs and buying 10 units of Isotopes with a Dealer's position.

HAPPY FEATURES sold 12 Isotopes for 7 HTs each at Mu Herculis and became Market Manager.

At Sigma Draconis, SIRIUS CYBER bought 8 Isotopes for 6 HTs each and gained a Dealer's position. AMALGAMATED INTERSTELLAR MINERALS bought Isotopes on contract.

Alpha Centauri saw HAPPY FEATURES selling 10 Isotopes for 9 HTs each, gaining a Contractorship, while AMALGAMATED INTERSTELLAR MINERALS managed to sell 4 more at the same price. HARRIMAN ENTERPRISES tried to sell at 11 HTs and got nowhere. However, HARRIMAN did better with Alloys, selling 6 for 12 HTs each. COSTA NOSTRA sold a Spice for 15 HTs, but

HARRIMAN ENTERPRISES scored again, selling 10 Spice for 17 HTs apiece to take a Dealership. PETROLEUM AND OTHER COLONIAL GOODS bid 17 to sell, but had no ship present.

Beta Hydri saw MINING & MORE selling 7 Alloys for 12 HTs each using their Market Manager's position. PETROLEUM AND OTHER COLONIAL GOODS sold 9 Isotopes for 8 HTs apiece, after which AMALGAMATED INTERSTELLAR MINERALS sold 6 using Percent. PETROLEUM AND OTHER COLONIAL GOODS finished by selling 9 Petroleum for 10 HTs each and gaining the third Market Manager position in the game.

### 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	7th	31 34	Mark Cowper
B TMT	3	7	0	22	1st	548 34	Jerry Elsmore
C AIM	10	0	5	0	8th	184 40	Paul Evans
D Harriman Enterprises	10	4	2	0	5th	656 40	Anthony Gilbert
E Happy Features	10	0	5	0	6th	410 40	Mike Dyer
F PCG	10	0	8	7	3rd	646 40	Przemek Orwat
G Sirius Cyber	10	3	2	6	2nd	383 40	Charlie Sundt
H Mining & More	10	0	4	5	4th	686 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			

Sys	*	Dlrs	Cntrs	MM
DP	A	E		
	I	F H		
	P		F	
	S			
TC	A	D	A	
	I	C G H	D F	
	P	F G H		

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

Sys	*	Dlrs	Cntrs	MM
	L	E G		
	M	D		
	S	D 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.

**News**

EV 1 Psychic Jam took place this Quarter, making Hyperjumps very much harder.

There are three new News chits this turn. The current list (new chits in **bold**) is:  
 Turn 12C1

Turn 13P2, C4  
 Turn 14**B6**  
 Turn 15**P4**

(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.)

**GM Notes**

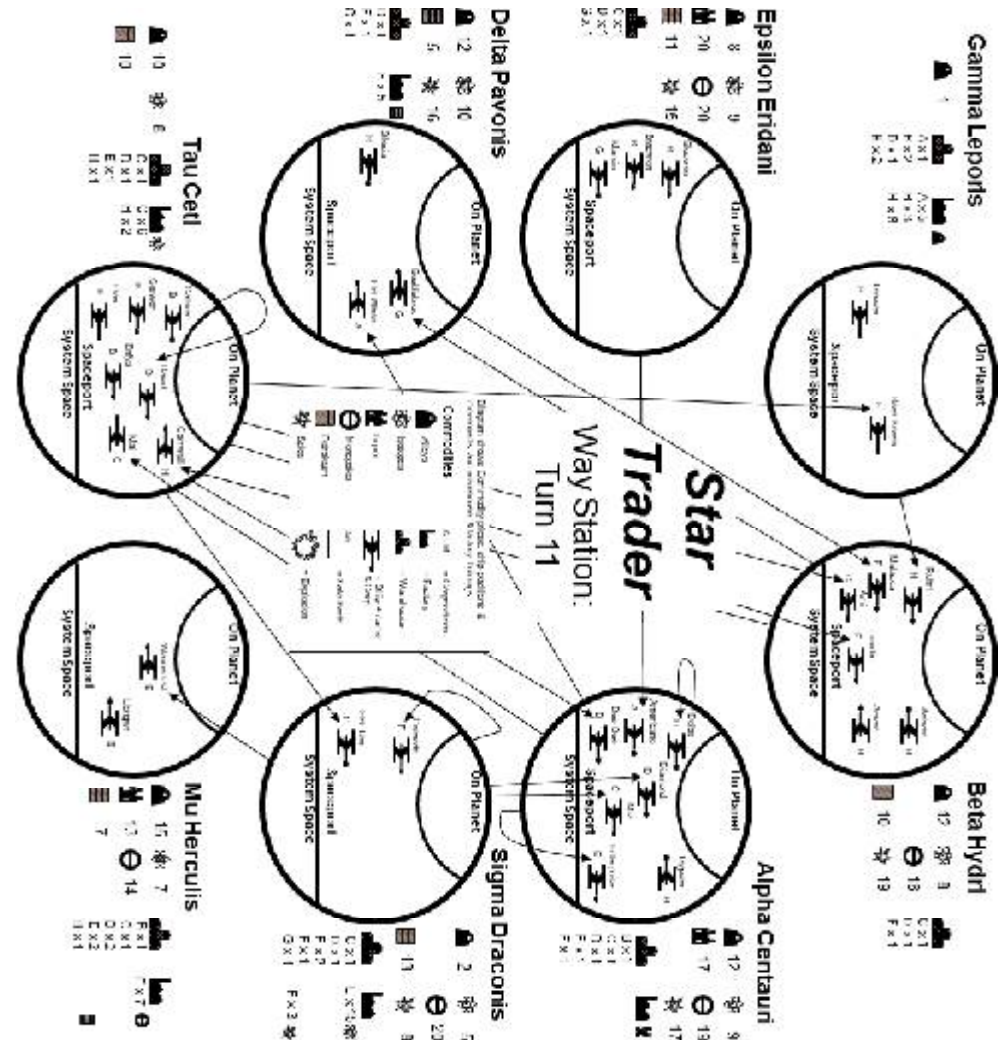
If you don't have a Market position as a Contractor or a Market Manager, you cannot order to buy or sell on Contract.

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 or Tempus), you must order your ship to land On Planet. Read section 17 of the rules, especially the bit about managing to get 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](mailto:mike_dommett@yahoo.co.uk)  
 by Friday, 8th July 2022



## 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 15). You will also need (access to) a copy of the published rules to *En Garde!* (see [www.engarde.co.uk](http://www.engarde.co.uk)).

**Orders for March 1674 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 15th July 2022**



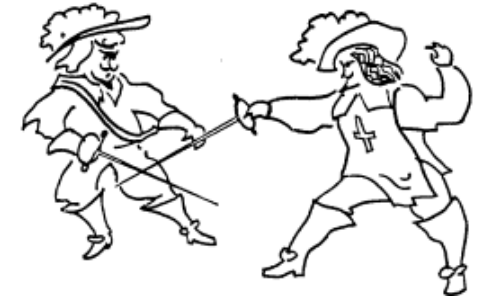
### February 1674 (360)

February's ice and sleet do not deter socialites who have affairs of honour to settle. Or do they? Claude de Nord strolls to his appointment, only to see two shadowy figures waving swords around. "Could this be the notorious Phantom Framboise Ventilateur?" he wonders. "Surely not my opponent, the tedious Pierre Cardigan?" His musing is interrupted by a Private: "Lieutenant-Colonel Hatter's compliments, sir, he requires you to report for duty immediately." And Nord is off to the King's Musketeers barracks on the double.

Meanwhile, Pierre Cardigan is trying to keep warm while waiting for Nord by practising his sabre routines with his second, Beau Reese Jean Seine. He notices a figure approaching through the early morning shadows. "Captain de Nord?" he calls, stepping into the light. The figure starts and then scuttles back whence it came. A note from Nord eventually arrives, asserting that he has been required to report for military duty. "Harrumph!" grumbles Cardigan, still swishing his sabre, "That's no excuse." And it certainly isn't.

In another secluded courtyard we find the solidly built Martin de Garnache crossing swords with the petite Zavier Ulric Turenne. Beau Reese Jean Seine (breathing heavily after trotting across from his previous engagement) is Garnache's second while Louis Renault supports Turenne – Gaz Moutarde was also invited, but doesn't show up. Turenne wields a foil, Garnache the more usual rapier. Trying to surprise his opponent, Turenne opens with a furious lunge, pinking Garnache with the initial lunge. Garnache responds with a lunge of his own and Turenne surrenders.

Louis Renault's first choice of opponent for his own duels is Jean-Baptiste Barnier, but Barnier is another no-show. Similarly, Thomas de la Lune would prefer to fight Hugh Challavas-Vichy, but has to take a rain check. Instead, it will be a rapier fight between Renault and Lune, neither of them accompanied by a second. An old injury to Lune means the odds are even on this one. Both men start defensively: parries from Renault and some dodging from Lune. Renault jumps aside as Lune goes on the attack, neatly avoiding the lunge. His own slash coincides with Lune's cut (the second part of his furious slash). While Renault is the more badly injured, it is he who surrenders.



Fresh bandage applied, Lune's next appointment is with Lascar Vivrebras, but there's just no sign of him. So he moves on to his last duel, against Maurice Pauvre. Pauvre wanted to meet Jean-Baptiste Barnier first, but he's still absent. This is another rapier combat, involving no seconds and with the protagonists evenly matched. Again there are defensive moves to begin with: a parry from Pauvre, a jump from Lune. Then they both lunge, their blades passing each other in parallel lines. Another injury is enough for Lune who again concedes the fight.

### He's back

The big question this month is who will be appointed Minister of State now that Beau Reese Jean Seine's term has come to a close. There are three candidates for His Majesty's consideration. The wild card is Chris Knight, but he doesn't even support himself, let alone get any backing from others. His application is summarily dismissed. Terence Cuckpowder is a more worthy candidate and has a little influence to back his application. But none from anyone else. Seine has re-applied for the job, calling in the many favours he has (not to mention a cash donation). He receives the backing of Bastian de LaGarde, Greg de Bécqueur, Jean Jeanie, Leonard de Hofstadt and Pierre Cardigan. The King has no hesitation in naming Seine the new Minister of State. Same as the old Minister of State.

On the military side of things, Bastian de LaGarde calls in another favour to remove the incumbent commander of the Frontier Division, as requested by both himself and Zavier Ulric Turenne. He then backs Turenne's application for the position, as do Turenne and Les Anonyme. Turenne is duly appointed CO of Frontier Division, his brevet rank as Lt-General being extended until the end of August to cover this.

For those new to Paris, it's all about selecting a suitable regiment to join. Jean-Claude Etienne applies first to the Crown Prince Cuirassiers, but is rejected by its

CO, Ben e'Volence. He moves on to the Royal Marines where Colonel Henri DuShite signs him up immediately. DuShite also recruits Jean-Paul Marsaud. Having borrowed some cash from the moneylenders, Marsaud can afford a Captaincy, but Etienne doesn't qualify for this rank and has to make do with the rank of Subaltern.

The other new boy, Alexandre Capone, signs up for the 13th Fusiliers where he is able to become a Captain.



After a visit from the bailiffs taking repayment of his loans with some prejudice, Lieutenant-Colonel Tarquin le Hatter of the King's Musketeers decides it's time to take his battalion (First) to join the part of the regiment already in action. Buying his way to Major in the KMs means Claude de Nord takes command of second battalion. As this is the part of the regiment already in action, he is on his way to the United Provinces alongside Hatter and his men.

Major Rex le Chien buys (thanks, Claude de Nord) his way to Lieutenant-Colonel of Princess Louisa's Light Dragoons and then volunteers his new squadron – just in case there isn't enough cavalry fighting the Dutch.

And Field Marshal Leonard de Hofstadt decides he needs a closer eye on what's happening in the war and volunteers to command a battalion of the Royal North Highland Border regiment.

### He's back in the Fleur

The big attraction to kick off February in Paris is the Minister of State, Beau Reese Jean Seine, holding court in the Fleur de Lys. This is despite the opposition of Jean Jeanie's strategy meeting for First Army (also in the Fleur) and Louis Renault's demonstration of Spanish (!) fencing techniques in Hunter's. Louis's invitation was to his regiment, the Picardy Musketeers, and friends, so it seems their only friend is Lieutenant-General Xavier Ulric Turenne, who turns up with Lucy Fur to see what he can glean from Spanish swordsmanship. Louis and Di Lemmere are very pleased to see him as otherwise they'd be on their own.

There's only one Toady for Jean, too: Dureau Celbonet of the Royal Foot Guards is the one man to take up his invitation. This means there's rather less planning and rather more drinking than Jean had intended, but who's counting? Maurice Pauvre does try to get in as well but, as he's not serving in First Army, he's not admitted. Given Maurice is a Picardy Musketeer, perhaps he actually intended to go to his commander's event?

Whatever happened there, Beau welcomes a stream of guests (mostly members of the Royal Foot Guards), with Madelaine de Proust at his side. Minister of War Bastian de LaGarde is first, alphabetically. Camille de Polignac is next and brings

Angelina di Griz. Charles Trenet insists this is a "Work event" and he's just here with his colleague, Mlle Orgasma, to deal with some minor administrative tasks. Otherwise known as glasses of wine and canapés. Eclair de Lame has Ella Fant on his arm. Lou Scannon escorts Bess Ottede. Beau's Aide, Martin de Garnache, is unaccompanied. Neville Moore brings Vera Cruz. Pierre a'Noyer is with Sue Briquet. And Xavier Money completes the list with Kathy Pacific on his arm. With not a cross word said.

Other members in the Fleur are Les Anonyme, enjoying a drink with Carole Singeurs. Bernard de Lur-Saluces is looking very pleased with himself after successfully collecting the taxes from the Province he governs. While staying in Paris. Pierre Cardigan is there with Edna Bucquette as usual, and this pair are the only people to stay in the Fleur all month. In fact, they have the place to themselves for the rest of February. Terence Cuckpowder is the final Fleur member to start the month at his club, bringing Katy Did to keep him company.

Henri DuShite has Bothwell's to himself. The Frog & Peach sees only Mustafa Lekk and Mary Huana. But Red Phillips is busier. Captain Didier Malherbe of the Picardy Musketeers spurns his CO's invitation to take his lady, Josephine Buonoparte, to his club. Which is also the venue to which Thomas de la Lune of the Fourth Arquebusiers brings Violet Bott, spending some of what he received from



Terence Cuckpowder. Unfortunately, these are two enemy regiments and what ensues is less a quiet drink and more a screaming match. Violet is in her element.

### Valentine's Day

The second week of February includes the 14th and is thus time for Xavier Money's Masked Ball to celebrate Saint Valentine's Day. Xavier and Kathy host an interesting selection of Parisians. Bastian de LaGarde is there, of course, but his mask is just utilitarian. Charles Trenet brings Leia and takes the opportunity to present her with a Valentine's Day gift. Gaz Moutarde comes with Anne Tique in tow (a rare week out for Anne, who is usually at home with Gaz – except when he fancies a week practising his cutlass moves). Jean Jeanie brings Jacky Tinne, explaining that the strategy meeting last week was a dull affair of military men and nothing that she would have enjoyed. Martin de Garnache gets away from his boss long enough to appear here. Neville Moore's mask turns him into a swan with Vera dressed as an ancient Greek woman and uses this as a platform to recite Pierre de Ronsard's "La Defoliation de Lède". Not surprisingly, Xavier awards them a prize (20 crowns and a magnum of champagne) for their masks. Or even masques. Pierre a'Noyer and Sue wear masks that are half black and half white

and mirror images of each other. They get the same prize. Last on the guest list are Zavier Ulric Turenne and Lucy.



The other entertainment in Bothwell's is Camille de Polignac and Angelina indulging in some risk-taking behaviour at the club's gaming tables. Wagering 500 crowns a time, Camille aims to roll the dice five times. However, he cuts the first bet when he sees what the house has rolled. He goes for the next one, but loses, cuts the third and loses the fourth. A win on his final

roll limits his losses to just (!) a thousand crowns. Henri DuShite is in Bothwell's again and Lou Scannon visits with Bess.

Hunter's is empty this week. Apart from Maurice Pauvre, who's stuck in the foyer having turned up a week late for Louis Renault's do. Hercule D'Engin is in Blue Gables after a week at a Bawdyhouse. The Frog & Peach continues to host Mustafa Lekki and Mary. While Didier de Malherbe and Josephine have a peaceful time in Red Phillips as they're the only people in there.

### Out of the clubs

That's the end of February's social events, so only members are in each club for the rest of the month. As already noted, the Fleur remains the exclusive haunt of Pierre Cardigan and Edna. Camille de Polignac and Angelina continue their gambling in Bothwell's. Camille continues to lose money: a mere 250 crowns in week three, but a massive 2,250 the following week. He's still garnering some admiration for his carefree approach, though. Charles Trenet and Leia are also to be found in Bothwell's, as is Henri DuShite and Xavier Money and Kathy.



After some successful courting, Martin de Garnache turns up at Hunter's to finish his month accompanied by Fifi. Similar success allows Felipe Savant to bring Pet Ulante to Blue Gables for the second half of February. They cross paths with Hercule D'Engin in week 3. The Frog & Peach is home to Mustafa Lekki and Mary for the whole month. The only other person they see is Maurice Pauvre, who pops in to his club in the final week, finally spending some of what he borrowed at the start of the month as he rescheduled his debts.

There are two men who spend the entire month practising with their rapiers. It's expected of Jacques de Gain, but unusual from Balzac Slapdash—especially as he has to pay for the privilege. Having joined the Royal Marines, new Subaltern Jean-Claude Etienne makes use of their facilities to gain some skill with the regimental cutlass. Until he is required to carry out his regimental duties. Having paid a visit to the red light district, the other new Royal Marine, Jean-Paul Marsaud, joins his junior colleague in the regimental gym. Alexandre Capone, Les Anonyme, Beau Reese Jean Seine, Eclair de Lame, Louis Renault and Thomas de la Lune all put

in three weeks with their rapiers at their regimental facilities. Alexandre needs to practise as he's prompted a duel with Jacques Hatt by his successful courting. It's his sabre that occupies Terence Cuckpowder for three weeks.

After his week at the Fleur and a Bawdyhouse visit, Bernard de Lur-Saluces fits in two weeks practice with his two-handed sword. Others practising for a fortnight are Dureau Celbonet (foil), Jean Jeanie (rapier), Lou Scannon (rapier), Neville Moore (rapier), Pierre a'Noyer (rapier) and Zavier Ulric Turenne (rapier). Dureau is another man who should have a duel coming up after pinching Marc de Zorro's girl. Clearly Maggie was swayed by his gift of a songbird in a gilded cage.

### Loadsamoney

It may be the last month of winter, but the weather is definitely wintry. While the hard, frozen ground is good for the cavalry, the cold wind and sleet are uncomfortable. The Horse Guards Brigade think they're on to a good thing when they come across a column of Spanish infantry marching to support a Dutch garrison. What they don't spot are the guns travelling with the foot soldiers. Quickly unlimbered and deployed, the artillery gives both Horse Guards regiments a hard time.

The Queen's Own Carabiniers have some initial success against the infantry, but retire when the artillery barrage gets going. This lets them do a bit of looting and Major Roger d'Horne comes away with the best part of two thousand crowns worth of booty after a near miss with a Spanish pike. He is promoted to Lieutenant-Colonel and Mentioned in Despatches ("That was a near miss"). The regimental commander, Justin Thyme, gets slightly less loot, but is promoted, in his case to brevet Brigadier-General as he bought the Colonelcy at the start of February.



The Dragoon Guards are led by Phillippe F'Loppe and also make some progress against the infantry before the guns open up. As they're closer to the artillery, their retreat happens first and F'Loppe gets less than a thousand crowns worth of plunder. He is Mentioned in Despatches as well ("A fine retreat").

Brigadier Marc de Zorro is not happy to see his troops withdrawing. He rides to the front, attracting a volley of badly-aimed musket fire, and stands in his stirrups, urging the Brigade to return to the attack. A cannonball lands just short of his position, bounces up and takes his head off. RIP. This puts Zorro's Aide, Louis Severin Descartes (now a Captain), out of a job – though he still picks up over a thousand crowns worth of loot. On the other hand, there's now a job opening for the brevet Bdr-Generals in the Brigade... Brigade Major Petit-Garson Riche spends a lot of the month tallying the plunder and no-one's surprised that he acquires fifteen hundred crowns worth.

It's a good month for the King's Musketeers, even though only two battalions are in action. They support the Royal North Highlanders to take on a fort manned by Imperial troops. The RNHB storm the ramparts with Field Marshal Leonard de Hofstadt leading one battalion and indulging in nearly a thousand crowns worth of looting. The Musketeers finish off the job and take the time to plunder the fort thoroughly. This brings nearly two and a half thousand crowns to regimental CO Greg de Bécqueur, along with a Mention in Despatches. ("Ooh, he's thorough!") Lt-Colonel Tarquin le Hatter and his battalion are right there with the boss, Hatter picking up just as much and also being Mentioned. ("Just as thorough") There's not quite so much booty for Major Claude de Nord, but his name goes into the Despatches ("He's got a list!") to clear the disgrace that has been lingering about him for months.

Archduke Leopold's Cuirassiers finish off the fleeing Imperial troops, allowing Rick Shaw to plunder nearly two thousand crowns worth of goodies. A Mention in Despatches doesn't go amiss either. ("Definitely a hit") There's no such opportunity for the other Heavy regiment, the Crown Prince Cuirassiers, so Ben e'Volence just gets a Mention. ("Missed out there"). Heavy Brigadier Chris Knight makes sure he gets a share of the loot, almost fifteen hundred crowns worth. His name also goes into the Despatches. ("A success, surely")

This leaves the Grand Duke Max Dragoons, who take a pasting from some well dug-in Dutch musketeers. Jacques Hatt, commanding, gets his men out of there quickly to earn a Mention in Despatches. ("He's a quick mover") Lt-Colonel Henri Tard takes the lead in organising this, bringing him a Mention as well ("Almost as fast") and a promotion that makes his brevet rank permanent.

The frontier regiments have mixed results – some successes, some failures. Frontier regiment 4 is one of the successes, supported as it is by Lt-Colonel Rex le Chien's squadron of Princess Louisa's Light Dragoons. However, their achievement is not without casualties, one of which is Lt-Col Chien, who falls to the defenders' initial volley. RIP. ❖



## Press

### Announcements

To All Suitably Qualified Officers,

With the campaign season upon us soon, all efforts must be made to ensure our armies are properly trained, equipped and officered. To that end I am seeking officers to fill the position of Inspector-General of Infantry and also of Cavalry. Please apply in the usual way. No idea who we are fighting this year – and you'd think that as Minister of War someone would let me know – but if you don't fancy it, a staff job of no little importance awaits.

† Bastian de LaGarde,  
Minister of War

Come and join France's finest regiment. Apply to BRJS at regimental HQ. Financial assistance available for deserving candidates.

† Beau Reese Jean Seine  
Officer commanding RFG

To: 3rd Battalion, King's Musketeers  
Messieurs,  
Spring will bring your chance to fight for the glory of France and His Majesty.  
Put your affairs in order and prepare to march in March.

† Brigadier-General le Marquis de  
Bécqueur

From the office of combat readiness (OFCOM)

Please expect General officers to be dropping in on any regiments serving at the front in order to check their combat readiness before the upcoming campaign season.

### Social

Gentlemen of Paris

Bess and I would like to invite all gentlemen, regardless of background, to join us for drinks at Bothwell's in the third week of March.

Yours, † Lou Scannon

Camille de Polignac will host an event at his club, Bothwell's, in the first week of March. Gentlemen of SL 15 and above are welcome to attend with their companions. Refreshments provided. There will be a panel discussion, the theme of which will be "Are the Royal Foot Guards the Greatest Regiment in the History of the Royal Army?" We are expecting a fierce debate, with views composed of the entire spectrum from "of course" to "always have been, always will be" and everywhere in between.

All ranks Colonel and below are invited to join myself and my beloved Lucy at Bothwell's in the first week of March to mark the birth of Grand Duke William of Illinois, 49 years ago. Tales of your Travelling and Campaigns are welcome.

† B.Lt Gen Turenne

## Personal

My Dear General Turenne,

I enjoyed your company last month though the obvious fawning must stop or at least be toned down. Do try to control yourself! Toadying is permitted as is reverential bowing and scraping but please, no further kissing of the knee or slobbering over my buckled and be-ribboned shoes.

I did however find the information about the commander of the Frontier Division most compelling and your ideas for its reform and return to glorious and reckless bravery interesting. Rest assured I shall do all in my power to remove the incompetent and eccentric oaf from his position and give due attention to any application you might make to be appointed in his place.

Yours,

† Bastian de LaGarde,  
Minister of War

To: The villain Pierre Cardigan  
By the authority vested in me as Lieutenant Colonel of His Majesty's King's Musketeers, I make it known that none of my men or, indeed, myself will bother ourselves with any challenges involving you. Likewise as Deputy Commissioner for Public Safety I shall be employing all legal avenues required to secure your arrest for being an 'agent provocateur' against His Majesty's Armed Forces. You have been warned!

† Lt.Colonel Tarquin le Hatter  
Kings Musketeers  
Deputy Commissioner for Public  
Safety

Lord Percy Percy says, as fashion is tending towards the bemused look, Lou Scannon is very fashionable.

Dear Sir Xavier Money, Charles Trenet, Tarquin le Hatter, and Zavier Ulric Turenne

Please accept my apologies for the insubordination of my man in January in refusing you entrance to my tavern crawl. I had told him that it was a night for men to carouse and he unfortunately interpreted that as refusing gentlemen who came with their mistresses. I have sacked the impertinent fellow and had him horse whipped.

To make amends, please accept my invitation for the third week of March at Bothwell's, where you and your lady friends will be welcome to join Bess and me for entertainment at our expense.

Yours humbly,

† Lou Scannon and Bess

## Poetry Corner

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

Spending your money after raising a debt,

Wenching, toadying and making a few bets,

Enjoy life in Paris, but never forget  
While you are out carousing and  
having a few beers:

Please raise a glass in honour and say,  
"Cheers

To our Frontier forces and our brave  
volunteers."

† Henri Tard

There once was Nouveau W Odeur  
All accounts, what a fine  
Monseigneur!  
At the head of his squad

Shot down by some Dutch twat,  
What a very heroic malheur!  
In memoriam,  
† Louis Severin Descartes

## Points Arising

**Next deadline is 15th July**

My apologies for any confusion over what year it is – it seems I was a bit over-enthusiastic in changing the dates and did so twice in some places.

Next month is the start of a new season. **All characters start the month in Paris and all duels must be fought.** Any vacant appointments not taken by player characters will be filled by NPCs. A player character with an appointment that lets him appoint another post chooses who gets this – which may be a player character, an NPC or left vacant. So, if you hold or have applied for an appointment – or a rank – that allows you to make other appointments, don't forget to do so (or NPCs will get the jobs).

Note that duels with characters who NMR'd or were floated this month have been held over to next month.

### Absent friends

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

JBB Jean-Baptiste Barnier (Mark  
Nightingale) has NMR'd. Total now  
1

## Announcements

Henri Tard applies for Brigade Major of Dragoon Brigade

LV Lascar Vivrebras (Olaf Schmidt)  
has NMR'd. Total now 1

HCV (Nik Luker) was floated at Nik's request ("Things have got waaaaay too hectic this month.")

### Notes

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

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

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

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

## Duels

### Results of February’s duels

Claude de Nord didn't turn up to fight Pierre Cardigan and lost SPs.

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

Neither Jean-Baptiste Barnier nor Lascar Vivrebras turned up for their duel and both lost SPs.

Louis Renault (gains 1 Exp) beat his enemy Thomas de la Lune.

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

(Other duels were held over to March.)

### Grudges to settle next month

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

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

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

Jean-Baptiste Barnier (Rapier, 4 rests) and Louis Renault (Rapier, Seconds ZUT & HCV, adv.) have mutual cause for being in enemy regiments (held over from Feb).

Jean-Baptiste Barnier (Rapier, 3 rests) and Maurice Pauvre (Rapier, Seconds LR, adv.) have mutual cause for being in enemy regiments (held over from Feb).

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

Jacques Hatt (Sabre, adv.) has cause with Alexandre Capone (Rapier, 3 rests) for pinching Marie.

Didier de Malherbe (Rapier, 3 rests) and Thomas de la Lune (Rapier, adv.) 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.

## New Characters

Rob Bartlett gets the Second son of a wealthy Merchant: Init SL 3; Cash 250; MA 4; EC 3 (X1).

Tim Macaire gets the Second son of a well-to-do Earl: Init SL 9; Cash 250; MA 5; EC 3 (X2).

## 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 __	
Minister of Justice GdB (until end August 1674)	
Minister of War BdLG (until end May 1674)	
Minister of State BRJS (until end January 1675)	

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)	
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)	ZUT/N/N4
Frontier Regiments (Assault)	
Third Army (Field Ops)	N6/N/Anon/N
Cavalry Division (Field Ops)	
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Dragoon Brigade (Field Ops) - GDMD PLLD	

Organisation and Deployment for the Campaign Season with Army and Division posts (Commander/Aide/Adjutant/QMG)

Entries are ID for player characters, “N” (+ MA if needed) for NPC, \_\_ for vacant



### Brigade Positions

Guards Brigade	N2/N/CdP
Horse Guards Brigade	___/___/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

				(Field Ops for Mar-May)	
Colonel	F1 N4	F2 N5	F3 N1	F4 N3	RNHB N8
Attached					
Also at the Front					

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	Frontier regiment 1: 5
Dragoon Guards: 3	Frontier regiment 2: 2
Queen's Own Carabiniers: 3	Frontier regiment 3: 5
Heavy Brigade: 1	Frontier regiment 4: 2
Archduke Leopold Cuirassiers: 2	RNHB regiment: 1
Crown Prince Cuirassiers: 4	
King's Musketeers: 2	
Grand Duke Max's Dragoons: 5	

### Femmes Fatales

No	Name	SL	Attr	Lover
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	XM
54	Madelaine de Proust	17		BRJS
35	Katy Did	16	I	TC
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		JJ
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	MdG
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	EdL
27	Lucy Fur	13	B	ZUT
30	Leia Orgasma	13	B	CT
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		NM
31	Bess Ottede	12	I/W	LS
1	Sue Briquet	11	B	PaN
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		Anon
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	FS
43	Di Lemmere	10	I	LR
53	Angelina de Griz	10	B	CdP
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	ML
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	DdM
24	Violet Bott	6	I/W	TdIL
15	Ada Andabettoir	5	B/I	
25	Lois de Lô	5	B	

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

### Regiments

Col	RFG	CG	KM	DG	OOC	ALC	CPC	RM	GDMDPM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	BRJS	PC	GdR	PFL	JIT	RS	BeV	HDS	JH	LR	N5	HDE	N2	N5	N1	
LCol	BdLG		TH		RdH		N1*	N1	HT	HCV	N5	N6+	N2	N1+	N1	
Maj 1	EdL	N6	CdN		PCR+	N3	N6	N3	N1	MP	N5+	N5	N2	N2	N3+	N6
Maj 2	CdP+	N4					N5				N2	N5	N6	N6	N3	N1
Capt 1	NM*	N1					N3	N1	N2*	N2	N5*	N5	N5	N5	N5	N3
Capt 2	LS	N3					N6	N2	LSD	N2	N4*	N5	N5	N5	N4	N3
Capt 3	CT	N3					N1	N1	N6*	N6*	N6	N5	N5	N5	N4	N3
Capt 4	DC	N3*					N3	N3*	N2	DdM	N2	N3	N5	N5	N2	N5
Capt 5	MdG	N1					N3	N3*	N6	AC	N2	N3	N4*	N4*	N2*	N2*
Capt 6	PaN															
								JPM								
														JBB		

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

# The Greasy Pole

ID	Name	SL SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
LdH	Viscount Leonard de Hofstadt	26	F	Comfy	Fid Marshal/Min w/o Port	7		Flr	5	Neil Packer
BRJS	Count Beau Reese Jean Seine	24	46	Comfy	B.Bdr-General RFG/State Min.	11	Madeline	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	Flthy	B.General/1st Army Commdr	32	Jacky	Flr	3	Andrew Kendall
BdLG	Earl Bastian de LaGarde	23	55	Rich	Lt.Colonel RFG/War Minister	5		Flr	1	Jerry Spencer
JdG	Count Jacques de Gain	23+72	Flthy	General/2nd Army Commdr		24		Flr	6	Ben Brown
BdLS	Visc'nt Bernard de Lur-Saluces	22	53	Flthy	Lt-General/Prov. Mil. Gov	16		Flr	3	Rob Pinkerton
TC	Viscount Terence Cuckpowder	21	43	Comfy	Bdr-General/Chancellor	6	Katy	Flr	6	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	31	OK	Colonel 53F/3rd Army Adjunt	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
CdP	Sir Camille de Polignac	16	49	Comfy	Major RFG/Gds Brigade Maj.	4	Angelina	Both	4	James McReynolds
HDS	Baron Henri DuShite	16	32	Rich	Colonel RM	12		Both	4	Dave Marsden
MdZ	Baron Marc de Zorro	16	RIP							Tim Macaire
XM	Sir Xavier Money	15	43	Withy	Bdr-General	7	Kathy	Both	3	Pam Udowiczenko
EdL	Sir Eclair de Lame	15	42	Withy	Major RFG/CPS	7	Ella	Both	3	Peter Farrell
LS	Lou Scannon	15	34	Withy	Captain RFG/LtGen's Aide (BdLS)	4	Bess	Both	2	John Cooke
GM	Sir Gaz Moutarde	15	31	Withy	Bdr-General	4	Anne	Both	2	Mike Clibborn-Dyer
DC	Dureau Celbonet	14	32	Withy	Captain RFG	5		Both	3	Paul Murrphy
TH	Tarquin le Hatter	14	F	Comfy	Lt.Colonel KM/FMS'hl's Aide	2		Both	5	Jason Fazackarley
NM	Sir Neville Moore	13	38	Withy	Captain RFG/RFG Regt. Adj't.	1	Vera	Hunt	2	Cameron Wood
CT	Charles Trenet	13	37	Withy	Captain RFG	1	Leia	Both	3	Graeme Morris
ZUT	Zavier Ulric Turenne	13	35	Comfy	B.Lt-General/Fntr Div Commandr	4	Lucy	Both	1	Bob Blanchett
RS	Sir Rick Shaw	13	F	Comfy	B.Bdr-General ALC	2		Both	6	Charles Burrows

ID	Name	SL SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
JiT	Baron Justin Thyme	12	F	Withy	B.Bdr-General QOC	9		Both	2	Gerald Udowiczenko
PGR	Sir Petit-Carson Riche	12	F	Comfy	Major QOC/HGds Brigade Maj.	1		HGds	2	Mark Cowper
PFL	Sir Philippe F'Loppe	12	F	Comfy	B.Bdr-General DG	3		HGds	4	Phil Urquhart
MdG	Martin de Garmache	12+40	Poor	Captain RFG/BdGen's Aide (BRJS)		3	Fifi	Hunt	4	Bill Howell
PaN	Pierre a'Noyer	11	28	OK	Captain RFG	3	Sue	Hunt	3	Tym Norris
JH	Sir Jacques Hatt	11	F	Comfy	B.Bdr-General GDM	4		Hunt	3	Joel Halpern
HDE	Hercule D'Engin	9	13	Comfy	Lt.Colonel 53F	4		BG	2	Gerry Sutcliff
HCV	Hugh Challavas-Vichy	9	10	OK	Lt.Colonel PM	2		BG	5	Nik Luker
CdN	Claude de Nord	9	F	Comfy	Major KM/BdGen's Aide (PFL)	3		Hunt	4	Andrew Larder
LV	Lascar Vivrebras	8-10	Comfy	Captain PM		4		BG	4	Olaf Schmidt
ML	Mustafa Lekki	8	24	Comfy	B.Bdr-General 27M/3 F Brigadier	6	Mary	F&P	2	Graeme Wilson
MP	Maurice Pauvre	8	15	Poor	Major PM	2		F&P	4	James Waters
FS	Felipe Savant	8	14	Poor	Subaltern RFG	5	Pet	BG	4	Brick Amundsen
BS	Balzac Slapdash	8	12	Comfy	Colonel PLLD	9		BG	5	Matthew Wale
RdH	Roger d'Horne	8	F	Comfy	Lt.Colonel QOC	1			4	Steven Malecek
DdM	Didier de Malherbe	6	7	OK	Captain PM	1	Josephine	RP	4	Rik Stewart
RIC	Rex le Chien	6	RIP							Rob Bartlett
TdLl	Thomas de la Lune	5	5	Poor	Captain 4A	3	Violet	RP	5	Peter Card
LSD	Louis Severin Descartes	5	F	Comfy	Captain GDM	2			1	Chris Schotmann
HT	Henri Tard	5	F	Comfy	Lt.Colonel GDM	7		RP	3	Nigel Monaghan
AC	Alexandre Capone	4	10	Poor	Captain 13F	3		RP	5	Ray Vahey
JPM	Jean-Paul Marsaud	4	8	Poor	Captain RM	6		RP	3	Anthony Gilbert
JBB	Jean-Baptiste Barnier	3-10	Poor	Captain 4A		6		RP	4	Mark Nightingale
JCE	Jean-Claude Etienne	3	3	OK	Subaltern RM	5		RP	4	Tim Rattray

An F under \_SPs means that the character was at the Front, RIP that he died. Ret that he retired.  
 + against SL means it went up this month, - means it went down.

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Flthy = 25000+

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

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