

That would be enough

This has been issue 236 of *To Win Just Once*, published 4th August 2023. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2023

Deadlines

Orders for *Railway Rivals* to Mike by Friday 18th August 2023.

Orders for *LPBS*, By Popular Demand entries and any other contributions to Pevans by Friday 18th August 2023.

(Remaining 2023 deadlines: 22nd Sept, 27th Oct, 1st Dec)

Waiting lists

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

Railway Rivals – Chris Rudram, Rob Pinkerton, Mike Dyer and Anthony Gilbert are in the queue for the next game. (Working map and rules provided).

Star Trader – Mike Dyer, Pevans, Przemek Orwat and Anthony Gilbert are up for a game. Who else? (Rules provided)

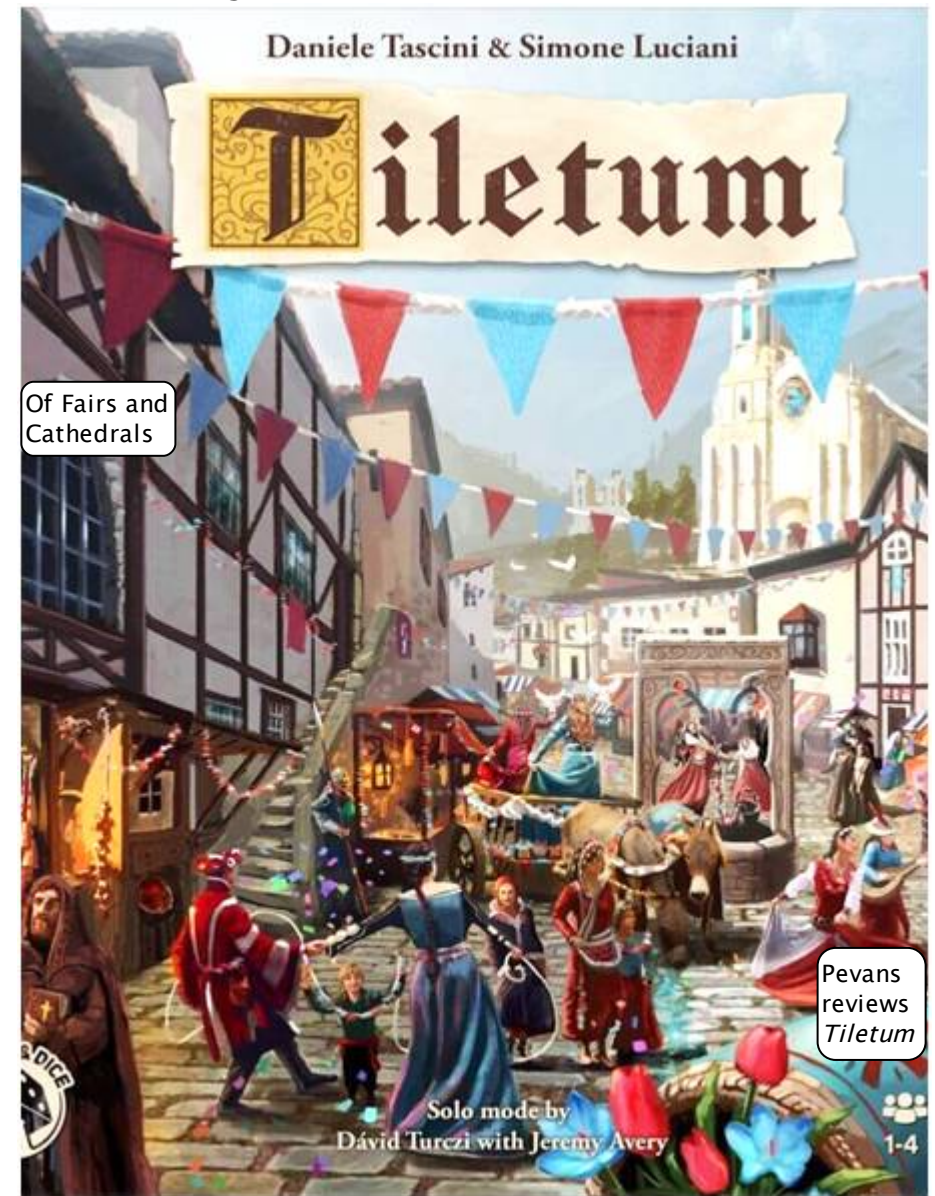
Credits

To Win Just Once issue 236 was written and edited by Pevans. The *LPBS* masthead (page 19) is by Lee Brimmicombe-Wood, as are the drawings on pages 20 and 24. The illustration on page 23 is by Tim Wiseman and the one on page 25 by Nik Luker. Game and book artwork is courtesy of the publisher. Pevans took the photos and played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Issue 236: August 2023

(*LPBS* 372: February 1675)

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Contents

Chatter	3
Letters	4
Of Fairs and Cathedrals	5
Pevans reviews <i>Tiletum</i>	5
Reading matter	11
Games Events	11
Seahill (Railway Rivals game 17 – RR2509I(N))	13
Turn 11	13
By Popular Demand	15
Turn 10 results and scores	15
Subscribing to <i>TWJO</i>	18
Les Petites Bêtes Soyeuses	19
February 1675 (372).....	19
Press.....	26
Points Arising.....	29
Announcements	30
Duels.....	30
New Characters.....	31
Tables	31
Army Organisation and 1675's Summer Deployment.....	31
Brigade Positions.....	32
Frontier Regiments	32
Battle Results.....	32
Other Appointments.....	32
Femmes Fatales.....	33
Regiments.....	33
The Greasy Pole	34
That would be enough	36
Deadlines	36
Waiting lists.....	36
Credits.....	36

Chatter

For the first time my walk past Ickenham Cricket Club has found a match in progress. It was a bunch of youngsters playing on the third pitch – that explains what they use that one for. And I've caught the bowler just delivering the ball.



Just past the last cricket pitch are the new paths I mentioned last time and here they are, now finished. According to a sign, the contractors diverting the sewer (also mentioned last issue) paid for this as part of their compensation to the community for the disruption from their work.



I don't really need my hiking boots any more – though they're still my most comfortable footwear for a long walk. I've spotted an unintended (?) consequence of the new paths, though: they're much better for bicycles. I've had two close encounters with cyclists on the new paths so far.

Meanwhile, on Ickenham Marsh, the cows have been hiding somewhere amongst the trees every time I've been past since their arrival.

And my apologies if anyone found my website inaccessible towards the end of June. The company that hosts my websites (pevans.co.uk and engarde.co.uk) decided they needed to move my account to a new service. This meant shifting the websites to a different server. Which was, apparently, a job for me to do. There was a hiatus of several days as the 'new' websites went live and propagated across the internet and the new SSL certificates (for security) were generated. What fun!

New *Star Trader* game

We now have four people on the list for *Star Trader* (Mike Dyer, Pevans, Przemek Orwat and Anthony Gilbert), which is enough to start a game on the small (six systems) map. It would be even better if we had one or two more players...

Let me or Mike know if you're interested (you can find the rules tucked away on my website at: www.pevans.co.uk/StarTrader50.pdf) and we'll see about a game start in next issue.

Next *Railway Rivals* game

The current game is coming to a close and we have Chris Rudram, Rob Pinkerton, Mike Dyer and Anthony Gilbert on the list for the next one. If anyone would like to join them, please let me or Mike know. Mike will pick the map (or maps, if we have enough takers for two games) based on how many players we have.

Spiderwatch

Number of spiders rescued from an imminent watery grave in the bath: 2 (one small wasp spider, one large house spider). Number of medium-sized spiders keeping an eye on the stairs for an evening: 1.

Hello, Meeps!

After mentioning the new logo for Spiel in last issue, the game fair now has a mascot! My immediate question was, why? But apparently the “the playful, cute cat Meeps is the ambassador of SPIEL and will put visitors to the world's largest board game fair in Essen in the mood for a great event.” And here it is (on the right) to put us in the mood. Oh dear...



Online stats

TWJO 235 hit the world on 26th June and the PDFs were downloaded 65 times in the remainder of the month. June saw just five more downloads for the online edition of *TWJO* 234, so that's 165 in some six weeks. And only four more for the PDFs of issue 233, taking it to 205 since publication.

Letters

Mike Pollard chips in on my reading.

Interesting review of the “Rivers of London” book series, I'll give those a try. If you like that sort of thing, you might like “Case Histories” by Kate Atkinson,

although it did feature some of the usual tropes of detective fiction – unlikely suspects, multiple motives, wearygumshoe detective, etc. I've been re-reading some of my mum's old Agatha Christie paperbacks and have been quite shocked by the casually offensive language. The lower classes (or poor people) usually have bovine expressions, or possess a low cunning. Almost all foreigners (except Poirot) are slimy, hot-headed or dodgy. Still love the old Margaret Rutherford Miss Marple movies though.

I read most of Agatha Christie's oeuvre as a teenager, but haven't felt the urge to go back to them. I will certainly take a look at Kate Atkinson's books – especially as I haven't read many whodunnits in recent years (Reginald Hill's “Dalziel and Pascoe” books were probably the last).

Jonathan Palfrey has an observation.

Re your stint as a “cow wrangler”, I believe this is called a “coworker” in America, although I'm not sure of the exact meaning of the verb “to ork”.

Are you sure you've spelled it correctly, Jonathan? “Cow-Orca”, perhaps? Anyway, let's move on to David Aaronovitch's “Rivers of London” books.

I'm glad you're enjoying the Aaronovitch stories. I'm keen on the series as a whole, and now buy all of them without hesitation; but so far, with each of the individual stories, I haven't reached that point of unrestrained enthusiasm at which I award a 5-star rating.

Here's the series with my current ratings: Rivers of London 4, Moon Over Soho 3, Whispers Under Ground 4 (best candidate for 5), Broken Homes 3, Foxglove Summer 4, What Abigail Did That Summer 4, The Furthest Station 3, The Hanging Tree 4, Lies Sleeping 3, The October Man 4, False Value 3, Tales from the Folly 3, Amongst Our Weapons 4, Winter's Gifts 3. The novellas can be about as good as the novels, just somewhat shorter.

I've only read the first five so far, which gives me plenty more to go. Of those, I'd be tempted to rate *Broken Homes* more highly, just for the twist at the end.

Of Fairs and Cathedrals

Pevans reviews *Tiletum*

The first question has to be, how do you pronounce *Tiletum*? Given that it's the Latin name of a town (nowadays called Tielt and in Belgium), my guess is that's all three syllables: Ti-le-tum. Tile-tum, of course, is what afflicts your toddler after they've scoffed your copy of *Carcassonne*. Ahem. I'll stop using that gag now.

The preamble to the rules sets the scene as the “early Renaissance” with the players as “rich merchants travelling throughout [western] Europe”. This is

reflected in each player's neat wagon-shaped wooden piece (their 'Merchant') that they will move along the roads connecting the cities on the map. However, each player also has an 'Architect' – a little wooden A-shape representing a pair of compasses – that they will also move around the map. This is not explained in the preamble – in fact, the game's setting doesn't play much part in the rules, they're all about explaining the mechanics of the game.

Thus, when an Architect is in a cathedral city, you can place a wooden pillar in your colour, allowing you to contribute to building the cathedral – immediately, if you have enough 'stone' (dark grey cardboard resource chips), or at a later point when you do have the stone. This scores points. Similarly, a Merchant can place a wooden house (trading post?) in a city. This provides a presence, should a 'Fair' take place in the city (more on these later), but no immediate points. An important consideration is that, at the end of the game, players will score the number of houses they have on the board, multiplied by the number of pillars. The theme has been left well behind by now.

What I've described there are the two most straightforward actions available to players: Architect and Merchant. In both cases, you have a number of action points



Here's a three-player game at the end of the first round. Note the two left-over dice on the wheel (top left) and dice in with the resource pieces (above the board).

to spend on moving the appropriate piece, placing a pillar/house and/or taking a bonus tile (where available). The bonus tiles are actually important. While they can be all sorts of things, many of them are 'Helpers' that allow you to take an extra action as part of your turn. In fact, if you've picked up a few of these (though the number you can hold is strictly limited), you can end up doing an awful lot of things in a single turn, not just the Action that is the main part of your turn.

There are four more available Actions. The 'Character' action gives you action points for picking up Character tiles and/or placing them onto a building on your player board. This earns you the bonus on the tile (which can be resources, points, moving a piece, placing a piece or taking an action). Filling a building with tiles (of the same character) adds a wooden house to your supply for use by your Merchant.

This illustrates a couple of the game's features. Almost everything you do (in this case, placing a Character) gets you other stuff. And what you do with one Action (in this case, filling a building) – provides what you need for a different Action. Hence, an important part of the game is stringing these together to make the most of the Actions available to you. Add in those 'Helper' tiles and you can be doing an awful lot in a turn.

The 'Contract' Action is similar. You use your action points to take Contract tiles and/or trade resources. As and when you have the resources shown on the tile (generally combinations of wool – light grey chips – and iron – nominally blue, but mid-grey as far as I'm concerned), you can fill the Contract to gain victory points. In addition, the filled Contract is placed on your player board, scoring more points and adding a pillar to your supply (for your Architect to use, of course).

The fifth Action is very simple: you use your action points to move along the King track. Your position on this track at the end of the round determines turn order for the next round and scores positive or negative points. And the sixth Action is a joker: use the action points on one of the other actions.

Okay, that's the six Actions covered. Each round, everybody will get to do three Actions. However, the Actions are powered and limited by dice. (Did I mention that this game is complicated? BGG rates it 3.4/5 for complexity.) The 'Action Wheel' goes inside a ring segmented into the six Actions and shows which value of die is associated with which segment/Action. And it turns at the end of a round.

The dice are nominally the same colours as the game's resources, but as one of these is made of plastic and the other printed cardboard, the colouring doesn't match that closely. (I've taken to leaving spare dice – in games with fewer than four players – with the corresponding resources to help people match them up.) At the start of the round, dice are rolled and assigned to Actions, according to value. In order to take an Action, players take a die from that segment.

The die taken signifies three things. Its colour shows the type of resource the player gets. The value is the number of resources. And the number of Action points they

have for that Action is seven minus the value of the die. Thus, if the Architect Action is associated with the value five, taking a pink die gets you five Food (pink) resources. And just two action points with which to do Architect stuff. Conversely, if it's on the one segment, you just get one resource, but six action points.

This is a neat way of playing off players' need for resources against the actions they want to take. It is frustrating, of course. However, there are a couple of ways of mitigating this. You can spend gold to move a die to an adjacent segment (note that it changes to the value of that segment). Spend lots of gold and you can move it right round the board, if you want to. And then there's the Joker Action that lets you take one of the others.

So, in your turn you take a die, get some resources and spend your action points on the appropriate Action. Plus use stone to build Cathedrals, turn in other resources to complete Contracts, spend Food to place a Crest (oops – I haven't covered these yet, hang on), swap two Gold for another resource and use Helpers. As I may have mentioned before, this means you can be doing an awful lot in a single turn. And that's something to aim for.

On to those Crests. These represent European noble families and can turn up as Bonus or Contract tiles. At the bottom of each building on your player board is a space for a Crest. This costs Food to place and provide a one-off reward. The most expensive Crests, for example, let you place a house or pillar in any city. (I find this particularly useful for getting to London. While several cities are dead ends on the road network, London is the longest cul-de-sac, making it awkward to get to – and back from.)



My player board at the end of a game – lots of Crests, three completed buildings and the dice I used this round (lots of food and some gold). I've completed three Contracts (top right) and contributed to five cathedrals (off to the left).

What's more, a building that's full of Characters and has a Crest is 'completed' and lets you place a marker on the Action segment shown on the Character. This marker means you now get extra action points when you take that Action. Very useful. Especially if you can get those markers down early. But, of course, it takes time to complete a building – particularly the ones with higher value markers.

What have I forgotten? Oh yes, those Fairs. After everybody's taken their three Actions – note that fewer dice will be available each time, constraining your options – the King track is scored and then there's a Fair to complete the round. The first Fair is always in Tiletum, the other three in cities drawn at random at the start. This can mean a nice line of cities in order across the map or hopping from one side to another. In the latter case, it may not be worth trying to get to all of them.

At the Fair, players who have their Merchant or a house in that city can score points, according to what was drawn for that city at the start. This can mean that you score for, say, completed buildings at the first Fair. Very tricky. I'd be tempted to re-allocate this to the fourth Fair when people will actually have a chance of scoring it. But it's another reason why you might choose to miss out a Fair.

The game ends after the fourth fair with some final scoring and, of course, the player with the most points is the winner. With only four rounds and three Actions in each, you can see why you need to use the bonuses to leverage your nominal 12 Actions into a lot more.

I haven't covered all the details of gameplay (such as all the different places you can find Bonus tiles), but you can have fun discovering them as you play. Probably an important one to mention is that whenever you take a tile (Bonus, Character, Contract, Crest, Helper) it goes onto the storage space on your player board. This has room for four tiles and, if it's full, you can't take another tile. This is another part of the game you have to manage.

What I hope you can see is a game where you want to do a bit of everything. Complete Contracts, for which you'll need Iron and Wool, to score points and release pillars to build Cathedrals, for which you'll need Stone, to score points. Add characters to get resources and bonuses to release houses to place to get to Fairs and score at the end. Place Crests, for which you'll need Food, to get bonuses and additional action points. Get Gold to grease the wheels by trading and shifting dice to different Actions.

The least useful Action seems to be moving on the King track. Ignoring this will cost you some points and leave at the back of turn order, but I can't see that either of these is particularly important.

At the end of the day, while the scoring opportunities of the Fairs provide some strategic direction, *Tiletum* strikes me as a very tactical game. What Actions are available this turn? Are those resources useful? What can I do with those Actions and resources? And how can I leverage them with my tiles, bonuses and so on? And

this will change from turn to turn. I have found approaching the game with a strategy comes unstuck when the dice don't play ball. Much better to go with what's available rather than force them to fit what you want to do.

I should also mention the solitaire game (designed by Dávid Turczi and Jeremy Avery), which I've played a few times. This features an "automated" opponent, the Cardinalbot, with an extensive list of parameters for what it will do when. I found this more difficult to grasp than the game itself. And it seems unnecessarily long-winded. (There's more on my experiences playing solitaire in my blog on BGG: boardgamegeek.com/blog/8392)

Usually, I would use the solitaire game to learn how to play, but found the Cardinalbot's options confused things. It was much simpler to sit down with a couple of other people and learn the game by playing.

Tiletum is the sort of game I should enjoy. There are lots of options and decisions to be made, mechanisms that mesh together neatly and plenty of opportunity to pursue a different strategy from your opponents. But it just doesn't engage me. I'm perfectly happy to sit down and play it, but it will be at someone else's suggestion, not mine. I had a similar reaction to the designers' first (?) game as a duo, *Tzolk'in*. Despite the neat mechanisms – and 'crystal' skulls – that's a meh from me.

Tiletum was designed by Simone Luciani and Daniele Tascini and is published by Board & Dice (boardanddice.com). It is a strategy board game for 1-4 players, aged 14+, and takes 60-100 minutes to play (closer to three hours in my experience). It gets 6/10 on my highly subjective scale. Thanks to Board & Dice for providing a review copy.



The Cardinalbot set up to go at the start of a solitaire game. The cards along the bottom are its potential actions, the green piece marking the current one.

Reading matter

In mid-June something strange fell through our letterbox: a double issue (292-293) of *Interzone*, datelined January 2023. Many years ago I took out a lifetime subscription to the British science fiction magazine and this was honoured when it was taken over by TTA Press (nearly 20 years ago!). However, under this regime, I felt the stories were bordering on horror rather than SF and had largely given up reading it. Indeed, I don't remember when the previous double issue arrived.

I thought I'd take a look at this issue and the first thing I found was the announcement of a new editor, Gareth Jelley, and a new publisher, MYY Press in Wrocław (yes, that's Poland). They took over with effect from issue 294, making this the last issue under the TTA regime. I've now read a few of the stories and really enjoyed them – though I still find them to be horror-tinged. In particular, there are several very different stories from Alexander Glass, followed by an extended interview with him.

Checking the website (interzone.press), shows that the magazine is now up to issue 296, which makes sense if it's sticking to a two-monthly schedule. Slightly worrying is the statement that "*Interzone* publishes fantastika from all over the planet." I'm not sure what 'fantastika' is, but I'm guessing it's not just SF. No, the *SF Encyclopedia* (sf-encyclopedia.com) informs me, it's "A convenient shorthand term ... encompassing science fiction, Fantasy, fantastic horror and their various subgenres". Well, that's me told.

Anyway, issue 294 is available as an e-book via the website, so I'll take a look at that and decide whether I want to subscribe to *Interzone's* new incarnation.

Games Events

The Strange Games Festival is "A long weekend of board games, role-playing, werewolf and more at a beautiful Sussex campsite", 25th - 28th August. However, latest news on the website (strangegamesfestival.co.uk) is that it's sold out.

The following box concentrates on events I used to attend.

Swiggers: games club that meets most 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. For more info, see www.pevans.co.uk/Swiggers

Games Games Games Days: from noon(-ish) on the second Saturday most months 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: 31st May - 2nd June 2024 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. 5th-8th October 2023, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.spiel-messe.com/en

MidCon: 3rd-5th November 2023 at the Mickleover Court Hotel in Mickleover (near Derby). **MidCon** is a friendly board games convention, but has been in a new venue since 2021 that I haven't been to. Expect open gaming and a few organised events, including a Bring 'n' Buy and a quiz. See <https://midcon.projectboo.co.uk/>

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

Games from Pevans

Hand picked board games since 2004



Dogfight!

The third in PSC's line of clever, tactical games that play in 20 minutes. This one is about aerial dogfights in WW1 where the aim is to get on the tail of your opponent and shoot them down. The tricky bit is outwitting the opposition.

For 1-2 players, aged 10+, playing time 20 minutes: **£24.00**



John Company (second ed)

The story of the infamous British East India Company in game form. The second edition has been revised and ups the ante with better production and simpler rules.

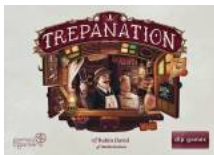
For 1-6 players, aged 13+, playing time 2-4 hours: **£90.00**



Trepanation

Trepanning (or trepanation) is just one of the things players offer as they publicise their early nineteenth century medical shows.

For 2-5 players, aged 12+, playing time 45-75 mins: **£30.00**



Online at www.pevans.co.uk/Games

Seahill (Railway Rivals game 17 - RR2509I(N))

Turn 11

The IRISH RAILWAY ASSOCIATION, while slipping a little, is still fighting it out with RUBBER BANDIT RAILWAYS. AW GO ON and CANTERBURY RAILS fight over 3rd and 4th, while BALLINOKE ARMAGH STRABANE HAULAGE and BIEN'S INTERNATIONAL EXPRESS NETWORK seem to be in the last two places. Game End Statements are hoped for with the final turns results.

This turn's races

Race results					Scores					
					IRA	RBR	BASH	CR	AGO	BIEN
29	S6	Shopping	41	Ballina/Westport					20	
30	14	Bangor/Antrim	45	Athenry/Clara	0	7JR	7+3JR	0		15-3
31	11	Belfast	62	Dublin	0	20				10
32	26	Portrush/Ballycastle	34	Ballyshannon/Sligo				20		
33	51	Longford/Roscommon	21	Derry		5JR	5JR	20	0+1	0-1
34	65	Mullingar/Drogheda	36	Glenties/Letterkenny		10		+2	20+2	0-4
35	52	Newry/Clunes	S2	Southern Ireland	10	20				0
TOTAL					10	62	15	42	43	17

JR = Joint Run; ERP = Exchange of Running Powers

Builds and Points

IRISH RAILWAY ASSOCIATION

(IRA), Anthony Gilbert – Green

Builds:

None

Points: 227 +10 = 237

RUBBER BANDIT RAILWAYS

(RBR), Mike Dyer – Black

Builds:

(D54) – Monaghan

Points: 213 -2 +62 = 273

**BALLINOKE ARMAGH STRAB-
ANE HAULAGE** (BASH), Bob

Blanchett - Red

Builds:

None

Points: 107 +15 = 122**CANTERBURY RAILS** (CR), Rob

Pinkerton - Blue

Builds:

None

Points: 132 +42 = 174**AW GO ON** (AGO), Gerald

Udowiczenko - Orange

Builds:

None

Points: 141 +43 = 184**BIEN'S INTERNATIONAL EX-
PRESS NETWORK** (BIEN),

Christian Bien - Purple

Builds:

None

Points: 119 +17 = 136**GM Notes**

Maximum payment to another player is 15 in any turn.

You may enter up to five races in each turn (plus any held over from a previous turn - shown *in italics*.) Joint runs and exchanges of running powers are welcome.

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

Town Names for preference please.

If you can submit Game End Statements with your orders, it would be appreciated - even if it's just about the problems of trying to reach a lot of the map and the unfairness of the races selected.

A new map will be out for a Game Start next issue. Please let Paul or myself know if you wish to sign up. (I will choose a map depending on the number of players.)

Next turn's races

Race	From	To
36	S1 South	66 Athboy/Navan
37	S5 Shopping	15 Larne/Donaghadee
38	63 Dublin	23 Limavady/Ballymena
39	55 Armagh/Dungarvan	43 Claremorris/Boyle
40	56 Dundalk/Monaghan	32 Donegal/Armagh
41	13 Belfast	25 Cookstown/Portadown
42	42 Galway	31 Enniskillen/Strabane

**Orders to Mike Dommatt, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommatt@yahoo.co.uk
by Friday 18th August 2023**

By Popular Demand**Turn 10 results and scores**

Name	Football team	Cricket team	F1 driver
Alex Bardy	West Ham 13	Warwickshire 18	Alex Wurz 2
Colin Bruce	West Ham 13	Warwickshire 18	Mark Webber 10
Charles Burrows	West Ham 13	Warwickshire 18	Mark Webber 10
Mike Clibborn-Dyer	West Ham 13	Warwickshire 18	Mark Webber 10
Mark Cowper	Wolves 9	Warwickshire 18	Mark Webber 10
Terry Crook	West Ham 13	Warwickshire 18	Williams 3
Mike Dommatt	West Ham 13	Warwickshire 18	Alex Wurz 2
Paul Evans	West Ham 13	Warwickshire 18	Mark Webber 10
Anthony Gilbert	Wolves 9	Warwickshire 18	Derek Warwick 3
William Hay	Wolves 9	Worcestershire 4	Peter Walker 1
Andrew Kendall	West Ham 13	Warwickshire 18	John Watson 2
Andrew Larder	Wolves 9	Warwickshire 18	Derek Warwick 3
Tim Macaire	Wolves 9	Warwickshire 18	Williams 3
Brad Martin	West Ham 13	Warwickshire 18	Mark Webber 10
Nigel Monaghan	Wolves 9	Warwickshire 18	Mark Webber 10
Graeme Morris	West Ham 13	Worcestershire 4	Williams 3
Mike Pollard	West Ham 13	Warwickshire 18	Mark Webber 10
Chris Rudram	Wolves 9	Warwickshire 18	Derek Warwick 3
Richard Salmon	West Ham 13	Warwickshire 18	Mark Webber 10
Pam Udowiczenko	Wolves 9	Worcestershire 4	Will Stevens 1
Matthew Wale	West Ham 13	Worcestershire 4	Mark Webber 10
John Watson	Wolves 9	Warwickshire 18	John Watson 2

Wolves is, of course, Wolverhampton Wanderers.

Name	MLB team	Rugby club	Wimbledon winner	Σ			
Alex Bardy	White Sox	10	Wasps	15	Venus Williams	1	59
Colin Bruce	White Sox	10	Wasps	15	Serena Williams	10	76
Charles Burrows	Washington	12	Wasps	15	Williams	5	73
Mike Clibborn-Dyer	Washington	12	Wasps	15	Serena Williams	10	78
Mark Cowper	Washington	12	Warrington	1	Serena Williams	10	60
Terry Crook	Washington	12	Wasps	15	William Renshaw	2	63
Mike Dommett	Washington	12	Wasps	15	Williams	5	65
Paul Evans	White Sox	10	Wasps	15	Serena Williams	10	76
Anthony Gilbert	White Sox	10	Wigan	4	William Renshaw	2	46
William Hay	White Sox	10	Wigan	4	Serena Williams	10	38
Andrew Kendall	Washington	12	Wakefield	1	Virginia Wade	3	49
Andrew Larder	Washington	12	Wasps	15	Virginia Wade	3	60
Tim Macaire	White Sox	10	Wigan	4	Williams	5	49
Brad Martin	Washington	12	Worcestershire	1	Williams	5	59
Nigel Monaghan	Washington	12	Wigan	4	Serena Williams	10	63
Graeme Morris	White Sox	10	Wasps	15	Virginia Wade	3	48
Mike Pollard	White Sox	10	Wasps	15	Williams	5	71
Chris Rudram	Washington	12	Wasps	15	Serena Williams	10	67
Richard Salmon	Washington	12	Wasps	15	Serena Williams	10	78
Pam Udowiczenko	Washington	12	Wasps	15	Sidney Wood	1	42
Matthew Wale	White Sox	10	Wasps	15	Serena Williams	10	62
John Watson	White Sox	10	Wasps	15	Serena Williams	10	64

That's the Washington **Nationals** MLB team (and **Chicago** White Sox). Apart from Wasps (RIP) and Wakefield **Trinity**, the rugby teams are all Warriors, apparently. And I took independent advice (hi, Geraldine) on whether to treat "Serena Williams", "Venus Williams" and "Williams" as separate answers or lump them all together as "Williams".

The dichotomy over football teams appears to be a London/Midlands split, but we're all Midlanders for the cricket. I didn't expect the Nationals to come ahead of

the White Sox for the MLB teams, but then I was thinking team name rather than the team's state/city. And the rugby split is League versus Union, of course.

Andrew Kendall thought the Nationals would be "this turn's Thermopylae". That is, the answer everyone gives. Sorry, Andrew. He's also "resigned to 1 point" for Wakefield Trinity and this time he's right.

Andrew Larder confesses that he cheated. "I'm ashamed of myself," he writes. How, Andrew? Did you ask all the other players what their answers were?

Pam Udowiczenko informs us that Sidney Wood was the 1931 Men's Champion. So I looked up William Renshaw to find he's a seven times Wimbledon singles winner (including six on the trot, 1881-86) and also won five doubles titles with his twin brother, Ernest.

And John Watson couldn't resist the "vanity!" of putting his namesake as F1 driver.

Scores

Player	1	2	3	4	5	6	7	8	9	10	Total
Martin Abrahams	33			37	67						137
Alex Bardy	48	37	68	53	86	43		46	75	59	515
Chris Baylis RIP		50	38	49	95						232
Colin Bruce	54	55	77	47	92	51	50	48	76	76	626
Charles Burrows	57	60	84	69	99	61	52	19	93	73	667
Mike Clibborn-Dyer	46	57	61	63	81	64	52	52	103	78	657
Mark Cowper		58	78	78	97	62	52	41	93	60	619
Terry Crook		26	45	51	65	63	33	34	87	63	467
Mike Dommett	48	44	70	62	97	45	51	48	85	65	615
Paul Evans	53	46	67	78	100	68	52	29	93	76	662
Anthony Gilbert	51	50	77	60	79	67	53	45	103	46	631
Russell Harris						73			93		166
William Hay		57	59	47		49	49	25	97	38	421
Andrew Kendall	57	41	80	33	97	47	54	39	103	49	600
Andrew Larder	47	37			42			50	79	60	315
Nik Luker		40	73	36	92	56		29	93		419
Tim Macaire	57	46	90	65	86	70	39	43	93	49	638
Brad Martin	51	46	73	59	87	65	51	48	97	59	636
Nigel Monaghan	7	57	58	54	93	73	57	46	102	63	610

Player	1	2	3	4	5	6	7	8	9	10	Total
Graeme Morris	43	28	90	69	99	73	46	46	84	48	626
Mike Pollard	58	67	77	77	99	65	43	53	102	71	712
Chris Rudram	52	57	75	41	81	47		51	83	67	554
Richard Salmon	58	59	64	55	84	64	54	50	72	78	638
Pam Udowiczenko	31	30	55	52	97		32	20	96	42	455
Matthew Wale	30	30	63	21	62	46	40	45		62	399
John Watson					97	54	54	49	102	64	420

And Mike Pollard romps to a win by a 45-point margin. Congratulations, Mike.

It's Charles Burrows right behind him with me in third place, just 5 points adrift. (Hmm, maybe setting the questions is an advantage...)

Well, *By Popular Demand* turned out to be very entertaining, so I think I'll use it again – and maybe try one of the variants, such as giving an answer that nobody else has (à la *Pointless*). However, that does mean I'd have to rule on whether people's answers are right...

Let me know what you think and whether you'd like to see it again.

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February 1675 (372)

It's a chilly start to February, so the several Parisians heading for clandestine meetings are well bundled up – all the better to hide the sharp steel they're carrying. Pierre Cardigan chooses to take on Henri DuShite first and brings his sabre to match against DuShite's cutlass. Cardigan's superior expertise could save him here, though he is the larger of the two men as well. And he has a second, Alexandre Capone – his other second is Beau Reese Jean Seine who is also his next duelling opponent and has thus decided not to appear.

Both men launch into attacks and slash at each other. It's no surprise that the cutlass does more damage than the sabre. However, DuShite then has to manoeuvre his heavy blade back into position and Cardigan takes advantage of this to hit him with a cut (yes, his was a furious slash). This is a vicious blow that quickly provokes a surrender from DuShite.

As already mentioned, Beau Reese Jean Seine is Cardigan's next adversary. He wields a rapier and is accompanied by Jean Jeanie. Like DuShite, he doesn't have Cardigan's skill with a sword and is thus disadvantaged. However, he attacks immediately with a (furious) lunge and Cardigan promptly concedes the fight.

Seine and Jeanie move on to their appointment with Rick Shaw, who is a really big bloke. And he carries a sabre against Seine's rapier as well as being a bit more expert with a blade. His second is Justin Thyme and Shaw looks a bit nervous as he's not in evidence when the duellists meet. But, before they can square up to each other, Thyme appears with an armful of bandages and the medicinal brandy. Shaw starts by parrying in case there's an immediate lunge, but Seine has paused

a beat and skewers him as soon as he drops his guard. Shaw strikes back with a slash and Seine surrenders.

In the meantime, Cardigan and Capone have moved on to Capone's duels. However, neither Alvin Charles nor Louis Severin Descartes show up for their appointments and his meeting with Ray de Sofdelosdarc is postponed.

Arquebusier Thomas de la Lune would like to fight Maurice Pauvre to begin with, but there's no sign of the Picardy Musketeer. Hence Lune crosses rapiers with Come Asiouar first. Lune is the beefier, but both are carrying old injuries and Asiouar can't match his expertise. Neither has a second,



though Asiouar was expecting Zeold von Tu to support him. An immediate lunge from Lune aims to catch Asiouar by surprise, but he jumps out of the way of this. However, Lune's superior skill means Asiouar can do nothing about the following cut and he surrenders after taking this blow. Lune's duel with Ray de Sofdelosdarc will have to wait for next month.

King's Musketeers Claude de Nord and Kitt Chevalier-Cavalier are due to fight each other, but decide to attend other duels first. Chevalier-Cavalier's meeting is with Louis Severin Descartes (who's being choosy about which duels he fights). Chevalier-Cavalier is not a big bloke, but he would easily make two of the diminutive Descartes. However, Descartes is using a sabre against Chevalier-Cavalier's rapier. Jacques Hatt seconds Descartes, but Tristand Sault doesn't. Descartes proves a wily customer as he parries his opponent's lunge and dodges the subsequent cut. This gives him time to thump Chevalier-Cavalier with a slash and win the duel.

Nord waits for Alvin Charles to turn up to their rendezvous, but in vain. Neither Nord nor Chevalier-Cavalier attend their appointment, either. Nord's third duel, with Ray de Sofdelosdarc, is postponed, as are Descartes and Maurice Pauvre's fights with Sofdelosdarc.

Call this a rescue?

The Captain of the King's Escort, Pierre a'Noyer, takes a personal interest in the health and safety of the condemned Leonard de Hofstadt in the run-up to his execution. This turns out to be a very good idea as Noyer is on hand when choking noises are heard from the doomed man's cell. Drawing his sword, he rushes in, pausing to skewer a mouse that tries to climb his leg to where the keys are hanging, and thumps Hofstadt hard on the back. A furry object is expelled from his mouth – later investigation shows it to be a fake moustache. A check on the remainder of

the fresh pastries that Hofstadt was digging into, reveals a file, twine and some crowns. The question is, which Parisian sent Hofstadt a hamper of baked goods?

After this half-baked (!) escape plan, the guard is doubled on Hofstadt and the King's Guard, led by a'Noyer, escorts him to the headsman's block. A booing crowd largely drowns out Hofstadt's last words ("I still think the super-string trebuchet is an opportunity for total military superiority.") and cheers when the axe falls.

Call this a new Minister?

Lieutenant-General Louis Renault would like to command First Division. But first he must get the incumbent out of the way. He calls in a favour to gain some leverage over the guy and Rick Shaw adds some more pressure. However, the First Division commander is backed by the influence of Terence Cuckpowder and stays.

Subaltern Zeold von Tu of the Cardinal's Guard has enough influence to persuade the Ensign of the Cardinal's Escort to quit. That's useful as it allows him to take the post himself.

The two candidates for Minister of State are Ben e'Volence and Beau Reese Jean Seine, the previous Minister. Seine throws all his influence – and some cash – into regaining the position and is backed by Les Anonyme (though he does not have the King's ear), Pierre Cardigan and Xavier Money. E'Volence seems to have lost interest and His Majesty is pleased to re-appoint Seine. The new Minister of State, just like the old one, leaves the position of Chancellor of the Exchequer vacant.

Fresh face in Paris Tiny Thierry Toothpick applies to join the 69th Arquebusiers and is backed by Claude de Nord, who calls in a substantial favour to make sure this application is approved on the nod. Having taken out a sizeable loan, Toothpick is able to buy the rank of Major in his new regiment, along with the stable of horses needed for such a rank.

Kitt Chevalier-Cavalier has none of this assistance when he visits the barracks of the 53rd Fusiliers, but is accepted just as quickly. He already has the funds that allow him to become a Major.

The other Fusilier regiment, the 13th, is Stephane Etrange's goal and he, too, is signed up when he applies. A Captaincy is all he requires, financed by a visit to the moneylenders.

Ramond Repose de la Tombe tries to join the Royal Marines when he arrives in Paris, but Henri DuShite refuses him. He has better luck when he moves on to the Picardy Musketeers. Colonel Maurice Pauvre is only too happy to add him to the regiment's roster. Louis Renault funds Tombe's purchase of a Majority (taking the junior Major's position as Come Asiouar has bought his way to senior Major with his new loan and gifts from Maurice Pauvre and Terence Cuckpowder) and Pauvre chips in the cost of a horse. He's definitely being looked after. So much so that he promptly volunteers his battalion, keen to put his military ability to the test.

It's no surprise to most when Dragoon Brigadier Jacques Hatt mobilises the whole Brigade – effectively taking the Grand Duke Max Dragoons, led by Louis Severin Descartes, to join Princess Louisa's boys in action. GDMD Major Alvin Charles settles his debts and trots off with the regiment while Lt-Colonel Tristand Sault and Captain Fouche La Vache (recipient of some cash from Zavier Ulric Turenne) join HQ as Brigade Major and Brigadier's Aide, respectively.

Also on the road, but heading south, is the Horse Guards Brigade, volunteered by Brigadier Terence Cuckpowder. QOC commander Justin Thyme and Lieutenant-Colonel Roger d'Horne are surprised by their orders, but must join their regiment.

As the Brigade Major of Second Foot, Antoine d'Eques has no-one under his command so, when he wants to see some action, there is no alternative but to sign up for a Frontier regiment.

And Lt-Gen Bernard de Lur-Saluces decides he'd like to try commanding a battalion of the Royal North Highlanders. Either that or he really wants to see how he looks in a kilt...

Call this a party?

February sees another sequence of parties for socialites to hop between, though they're left to their own devices for the last week. The first event is at the Fleur de Lys and hosted by Camille Polignac with Angelina di Griz. This is limited to the Guards Brigade and senior Parisians, so too exclusive for many. Xavier Money and Kathy Pacific's Valentine's Day bash, also at the Fleur, is second and much more inclusive. Despite having Katy Did with him, Louis Renault lowers the tone a bit as his venue is Bothwell's – and the event starts with some boxing – but is open to many in Paris as well.

First of the three-time party hoppers are Felipe Savant and Pet Ulante. Greg de Bécqueur brings Bette to all three parties. Hector William Boone turns up to them all without anyone on his arm, but a look of satisfaction at having re-scheduled his debts. Martin de Garnache escorts Fifi from party to party. Neville Moore follows suit, accompanied by Vera Cruz. Zeold von Tu turns up at Camille's bash on his own, brings Bette Noire to Xavier's do (which seems appropriate) and then appears at Louis's party on his own again. Lou Scannon only brings Bess Ottede to the parties at the Fleur. Last of Camille's guests are Eclair de Lame and Lucy Fur, but Eclair has better things to do than party for the rest of the month. Entertainment is provided by Camille's success on the gaming tables. Using the cash he just borrowed. Wagering 600 crowns a time, he wins three bets in a row, cuts the next and wins his fifth to end the week with a couple of thousand extra crowns to his credit and quite a bit of kudos.

Celebrating St Valentine clearly has more appeal for Parisians as a whole bunch more turn up for Xavier's party where their host manages to provide out-of-season strawberries as well as champagne. Alexandre Capone comes along with Ella Fant



before they move on to Louis's shindig. After missing the first party by staying at home with Anne Tique, Greg de Bécqueur turns up to this one, with Anne, and they move on to join Louis in Bothwell's afterwards. Of those Toadying only to Xavier, Claude de Nord is the first, alphabetically. His companion, Madelaine de Proust, is largely ignored as Claude spots a regimental enemy and marches over to exchange challenges. Take that, Zeold von Tu! Jean Jeanie brings Jacky Tinne. Louis Renault and Katy relax before it's their turn to host. Pierre a'Noyer comes alone, as does Thomas de la Lune. Having re-scheduled his debts, Thomas went courting the week before, only to encounter his regimental enemy, Come Asiouar, on the young lady's doorstep. Even worse, their argument is so loud that Violet Bott gets wind of what he's up to and Thomas is suddenly single. Zavier Ulric Turenne and Laura de Land are the final guests.

The only people to add to the list of party-goers attending on Louis and Katy are Xavier and Kathy, enjoying carousing at someone else's expense.

There's plenty going on in Paris apart from the parties. Kitt Chevalier-Cavalier and Emma Roides start the month in the Blue Gables. For Claude and Madelaine it's Claude's new club, Bothwell's. And there are quite a few in the Fleur, staying out of the way of Camille and guests. Jean Jeanie is there with Jacky, Xavier with Kathy and Zavier with Laura. Pierre Cardigan and Justine Caisse host Alexandre Capone and Ella.

Tiny Thierry Toothpick goes courting in his nice new Major's uniform and succeeds. Stephane Etrange wins the heart of a lady as well. And both of them have duels coming with the men who were neglecting their mistresses. Rick Shaw's courting comes to naught, however. While Vinne d'Pooh gets his oats in a Bawdyhouse.

Henri DuShite and Jean-Claude Etienne start their month in the Royal Marines' gym, sparring with their cutlasses. The Royal Foot Guards' barracks see Beau Reese Jean Seine and Pierre a'Noyer practising rapier. And Les Anonyme, Jacques de Gain and Louis Renault practice their rapier routines in commercial premises. And Maurice Pauvre has confined himself to quarters.

Call this gambling?

The following week sees Stephane reveal his conquest by taking Mlle Thomasina Carrotte to Red Phillips, the club he's just joined. Similarly, Tiny Thierry has enrolled in the Frog & Peach and is there with Sue Briquet. Blue Gables has the pleasure of Kitt and Emma again. It's Eclair's turn to occupy Bothwell's, with Lucy. Pierre Cardigan and Justine are back in the Fleur. As are Camille and Angelina

for some more gambling. At 600 crowns a time, Camille loses his first bet, cuts the next three and loses the last one again. And all the money he won last week is now back in the club's pocket.

Rick perseveres with his courting and is received favourably this time. Vinne rolls up at his favourite Bawdyhouse again, but doesn't feel the need for any more female company. Come Asiouar is in the red light district, too, and he is enjoying some company.

Henri and Jean-Claude keep going in the RMs' gym. Beau is on his own at the RFG HQ. Les and Jack keep their rapier practice going. And Maurice is still in his digs.

When the partying moves to Bothwell's, the Fleur quiets down. Lou Scannon and Bess roll up to join the Dauphin as Lou is his Aide. Pierre Cardigan and Justine continue at their table. Jean Jeanie and Jacky are back as well and are joined by the Toadying Zavier and Laura. Of course Camille and Angelina arrive to have another go with the dice. Winning his first two wagers puts a smile back on Camille's face, but he then loses the next three and is out of pocket on the month.



Kitt and Emma are still in Blue Gables, Tiny Thierry and Sue in the Frog & Peach and Stephane and Thomasina in Red Phillips. However, Jean-Claude Etienne and Viv Ayschus turn up at the Frog to find Jean-Claude's regimental enemy (Thierry) ensconced there. An exchange of insults follows, culminating in mutual challenges.

Thomas returns to his courting and has success this time. While Vinne's sojourn in the Bawdyhouses is interrupted by the footpads. They've guessed that he has spare cash and take it away from him. Maurice still doesn't show his face.

Only Henri keeps going with his cutlass. Pierre a'Noyer rejoins Beau in the RFG gym where they are joined in rapier practice by Eclair de Lame. Come Asiouar starts working out in the King's Musketeers barracks. But Claude de Nord eschews the Picardy Musketeers' gym as he wants to develop his sabre skills. So does Rick Shaw, while Les and Jacques continue practising rapier.

The nearest to a party at the end of February is Beau Reese Jean Seine celebrating his re-appointment as Minister of State in the Fleur with Chris Pacquette. They are joined by Les Anonyme and Carole Singeurs, Xavier and Kathy and Zavier and Laura. Other members in the club are Camille and Angelina, looking wistfully at the dice, but not prepared to wager what wonga he has left. Greg and Bette have a table. So do Jean and Jacky. And Pierre and Justine.

Bothwell's is fairly busy. Claude and Madelaine are in one corner. Gaz Moutarde rolls up for a fling on the tables and loses the 300 crowns he's prepared to bet. Henri DuShite has a quiet drink in another corner. Louis and Katy enjoy a hair of the dog after their party. And Lou and Bess are the last of the membership to visit.

Stuck outside is Tiny Thierry Toothpick who's expecting to be admitted by Claude, but to no avail.

Neville Moore takes Vera to Hunter's – the club's only visitors this month. Kitt and Emma are in Blue Gables again and Red Phillips sees Stephane and Thomasina in residence.

Vinne's boozing in the Bawdyhouses is alongside that of Hector William Boone and Maurice Pauvre, both of whom indulge in some female company. Zeold von Tu is back in the Cardinal's Guard's barracks to supervise the privates.

Quite a few finish off February with weapons practice. Jean-Claude returns to the RMs for a third week with his cutlass. The RFG gym sees Eclair de Lame, Martin de Garnache and Pierre a'Noyer practising. Their colleague, Felipe Savant, does not join them as he wants to work on his sabre technique. Other rapier men are Come Asiouar with the Picardy Musketeers and Fourth Arquebusier Thomas de la Lune. Alexandre Capone reports to the Archduke Leopold Cuirassiers' gym for a week with his sabre. Jacques de Gain completes his fourth week of rapier practice and Rick Shaw his second with sabre.

Call this Holland?

This month there is action in the Pyrenees where the arrival of the Horse Guards Brigade bolsters the local troops. It's a mixed result for the horsemen, but a success overall as the fortress of Bellegarde is re-taken from its Spanish occupiers. The Queen's Own Carabiniers do well, bringing the regiment's commander, Justin Thyme, an Earldom. He pockets almost a thousand crowns worth of booty without being reckless. There is no reward for Lt-Colonel Roger d'Horne, though.

It's harder work for the Dragoon Guards, but their CO, Phillipe F'Loppe, earns two flattering Mentions in Despatches with his bravery. His take of the loot is less than 500 crowns. The same amount goes to Lt-Col Claude Oppere, who is equally brave but receives no Mention. At least he's repaid his loans. Brigadier Terence Cuckpowder gets into the action briefly. Just long enough to add a hundred crowns worth of booty to his coffers.

Back in the Low Countries, the whole of the Dragoon Brigade is now occupied with keeping the Imperial army bottled up around the Rhine. Brigadier Jacques Hatt



plunders over five hundred crowns for himself and also gains a MiD. A couple of hundred crowns accrue to Brigade Major Tristand Sault while the Brigadier's Aide, Fouche La Vache, survives handily. Princess Louisa's Light Dragoons do the better of the two Dragoon regiments. The man in charge, Balzac Slapdash, gets a

Mention in Despatches (thus redeeming his disgrace) and well over five hundred crowns worth of loot. Major François-Xavier Flamand is less fortunate. An almost-spent musketeer misses his left ear by a couple of inches. It goes straight through his forehead. RIP. Colonel Louis Severin Descartes of the Grand Duke Max Dragons is brevetted to Brigadier-General to go with his Mention. Major Alvin Charles sees his name go into the Despatches as well and scoops up nearly a thousand crowns worth of booty.

It's a pretty ordinary month for the Crown Prince Cuirassiers. Colonel Ben e'Volence becomes another brevet Bdr-Gen and plunders his way to almost fifteen hundred crowns worth of goodies. There's even more booty for Major Frank X Change, who also gets a Mention in Despatches.

Frontier regiment 1 suffers when a Dutch force sallies in force from the fortress they are besieging. Major Ramond Repose de la Tombe's battalion of the Picardy Musketeers stands firm to bring the new man a (brevet) promotion to Lieutenant-Colonel.

Attached to Frontier regiment 4, 13F Major Antoine d'Eques gets a footnote in the Despatches as this regiment, too, suffers at the hands of the Dutch.

Bernard de Lur-Saluces has fun leading a battalion of the RNHB: two Mentions and 500 crowns of loot. ❖

Press

Announcements

The finest regiment in France and the world seeks officers and men. Suitable candidates should apply at the regimental HQ.

† Beau Reese Jean Seine Officer
Commanding Royal Foot Guards

**** Join the QOC ****

Gentleman of Paris, if you are new to the city or are looking for a new Regiment, then you can do no better than join the Queen's Own Carabiniers.

Please contact me for more details, and some financial help is available.

† Marquis Thyme

Found in the mail sack of all members of regiments in the Dragoon Guards:

As you get ready for our February campaign at the front, I want to remind you that we expect to spend all of the spring there.

Yours,

† B. Lt. General Jacques Hatt

The Picardy Musketeers are looking for fine young men, especially those with the qualities that would make them good Officers.

Financial assistance available to those Officers that need it.

Brigadier General seeks Aide.

† Beau Reese Jean Seine

**** Aide Required ****

I am looking for a competent aide. Please contact me with your credentials.

† (Brevet) Bdr-General Marquis
Thyme

Despatches from the Front

A soldier writes home:

"Not a bad time last month. Found some foreign currency, hoping to find more..."

Another notes, before leaving Paris:

"Running short of cash. Unlucky in love. Only one option..."

The Horse Guards Brigade rides for glory and the service of our Majesty.

† Cuckpowder

Social

Gentlemen of Paris,

As an officer in the Picardy Musketeers* I had the good fortune to call the valiant Captain Lascar Vivrebras friend. Which is why I invite all friends and comrades of the late Captain to join me during March week three at my club for drinks and a celebration of his life and untimely death leading the brave soldiers of the Royal North Highlanders.

Refreshments at my expense provided for all gentlemen and their ladies.

(*Members of the 4th Arquebusiers will not be welcome.)

† Sir Louis Renault

LCol Camille de Polignac, RFG, will host a party at Fleur during week 1 of Mar 1675. Officers serving in the Guards Brigade and any Gentlemen of SL 18+ are welcome to attend with their ladies. Refreshments provided.

Personal

Colonel du Nord

I am disappointed that standards within a prestigious regiment such as the King's Musketeers has fallen so low that a peasant such as yourself can rise to become a Colonel. I was horrified when I asked to see your Family Crest and found that you don't have one. I have resigned to avoid bringing the regiment into disgrace but ask you formally to step down, which you will do if you have any honour. If you refuse, I will add you to the list – I have a vacancy now the coward le Hatter has met his maker and you would make an ideal replacement, even if Petit never mentioned you.

† Kit Chevalier-Cavalier

Lord Percy Percy says, as fashion is tending towards the vacuous, Jacques de Gain is very fashionable.

Dear Kit Chevalier-Cavalier,

What a terrible error we have made. Please leave the King's Musketeers at once.

I will try and find you a new position. Make haste, mon ami: as if someone has unwrapped a particularly ripe Camembert in your chambers.

Regards,

† Claude de Nord

KCC pulled out his list and crossed out an entry with his quill. "1 down, 3 to go, Petit and you will be avenged."

Roger d'Horne (Bully)

Ben E'volence (Bully's partner)

Tarquin Le Hatter (Coward)

The Spanish Cavalry

"Hmm... Ben e'Volence is Colonel of the Crown Prince Cuirassiers and they don't like the 53rd Fusiliers... the next stage of the plan is clear, Petit, my friend..."

For Serjeants Le Blanc and Giroud, detailed to impress the proud history and sterling attributes of His Majesty's 69th Regiment of Arquebusiers upon passers-by, the morning had been particularly slow, just one potential recruit. Frustratingly, this had turned out to be an 'undercover' Corporal sent over by their regimental adversaries, those barnacled bozos of the Royal Marines, to waste the pair's time and patience by asking a host of questions about the 'lengths of their fuses'. 'Was it true they only have ones about 3 inches long?' 'Are you fellows known as the 69ers for any particular reason?' and 'Didn't you once have a Colonel called Jacques Madik?' After he was justly sent packing, nothing... a thoroughly fruitless day!

"What say you we pack and get back to the barracks, there's bound to be some wine and cheese at the mess later this evening. A chance to get out of these wet uniforms and warm up a bit first," grumbled Sgt Giroud to his fellow 69er.

"Oui," replied Sgt Le Blanc, "There's buggers all doing here, bloody pointless."

As they turned away to begin clearing up a shrill voice interrupted them. "Hello, is this where I sign up?" Both men looked around but saw only the recruiting table and an empty tent.

"What the hell was that?" exclaimed Sgt Giroud.

"It's me. I wish to enlist. I'm going to be a soldier!" the shrill voice sounded again.

"I'll be damned. Where the hell is that coming from? Are you messing about, Le Blanc, throwing your voice or something?"

"Over here... here..."

"There it goes again. I think it's coming from under the table?" Both men take a closer look, Giroud peering underneath, while Le Blanc walks to the front. "Good Lord, would you look at this, it's sort of a real-life doll or something?"

"Hey, I'm not a doll! I'm Tiny Thierry Toothpick, I'll have you know. My father's a Chevalier! I want to buy a Major's rank and I've already got 3 ponies and my own dagger."

"Ha ha ha ha, it really does talk, and it's got its own little hat and everything!"

"Oh, for God's sake, not this again! Listen to me, you two non-officer types, I'm gonna be Colonel very soon, so you don't want to go messing with me! Plus, I want to make this absolutely clear, we Toothpicks aren't dollies, we're just a little vertically challenged. Size doesn't matter, remember, it's what you can do that counts!"

"Well, I guess it has a point and it means we haven't come away empty-handed, just somewhat under-changed... ha ha ha... heck, why not,

chuckle... sign the little - sorry, vertically challenged - Major up. Here, you lift him, while I pass him the quill!"

Poetry Corner

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

Dew-crowned grass at dawn,
Snicker-snack, the rapier paints silver
then red.
They fall like grass.

† TdLL

Points Arising

Next deadline is 18th August

Note the new - hopefully temporary - email address for Anthony Gilbert (GdB) in the Guilty Parties list.

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 - 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).

Welcome

Joining us this turn is Daniel Racke, who's new to *En Garde!*. Welcome to the game, Daniel, and be kind, everybody else.

Absent friends

I didn't receive orders from the following (No Move Received) and they suffered the consequences:

RdS Ray de Sofdelosdarc (Nik Luker) has NMR'd. Total now 1
TS Tristand Sault (Mark Nightingale) has NMR'd. Total now 2 and is sent to a Frontier regiment

Notes

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

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

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

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.

Announcements

All characters may use Influence (and/or a bribe) for or against these actions.

Ben e'Volence applies for Minister of War

Rick Shaw asks NPC Division Commander of Frontier Division to resign

Rick Shaw asks NPC Division Commanders of First and Second Divisions to resign

Thomas de la Lune applies for Brigadier of 3rd Foot Brigade

Duels

Results of February's duels

Beau Reese Jean Seine (with JJ, gains 1 Exp) beat Pierre Cardigan (+ AC).

Louis Severin Descartes didn't turn up to fight Alexandre Capone and lost SPs.

Rick Shaw (with JiT, gains 1 Exp) beat Beau Reese Jean Seine (with JJ).

Alvin Charles didn't turn up to fight Alexandre Capone and lost SPs.

Alvin Charles didn't turn up to fight Claude de Nord and lost SPs.

Thomas de la Lune (gains 1 Exp) beat his enemy Come Asiouar.

Kitt Chevalier-Cavalier didn't turn up to fight Claude de Nord and lost SPs.

Louis Severin Descartes (with JH, gains 1 Exp) beat Kitt Chevalier-Cavalier.

Maurice Pauvre didn't turn up to fight Thomas de la Lune and lost SPs.

Pierre Cardigan (with AC, gains 1 Exp) beat his friend Henri DuShite.

(Ray de Sofdelosdar's duels were held over to March.)

Grudges to settle next month

Ray de Sofdelosdar (Rapier, 3 rests) has cause with Alexandre Capone (Sabre, Seconds PC & RS, adv.) as he's not Noble but higher SL.

Ray de Sofdelosdar (Rapier, 4 rests) has cause with Claude de Nord (Sabre, Seconds TTT, adv.) as he's not Noble but higher SL.

Ray de Sofdelosdar (Rapier, 2 rests) has cause with Louis Severin Descartes (Sabre, Seconds JH & TS, adv.) as he's not Noble but higher SL.

Ray de Sofdelosdar (Rapier, 4 rests) has cause with Maurice Pauvre (Rapier, Seconds LR & ZUT, adv.) as he's not Noble but higher SL.

Ray de Sofdelosdar (Rapier, 5 rests) has cause with Thomas de la Lune (Rapier, adv.) as he's not Noble but higher SL.

Pierre a'Noyer (Rapier, Seconds LSD & JCE, adv.) has cause with Tiny Thierry Toothpick (Dagger, Seconds CdN, 3 rests) for pinching Sue.

Come Asiouar (Rapier, Seconds ZvT, 4 rests) and Thomas de la Lune (Rapier,

adv.) have mutual cause for being in enemy regiments.

François-Xavier Flamand (Sabre, adv.) has cause with Stephane Etrange (Rapier) for pinching Thomasina.

Claude de Nord (Sabre, Seconds TTT, adv.) and Zeold von Tu (Rapier, Seconds CA, 4 rests) have mutual cause for being in enemy regiments.

Jean-Claude Etienne (Cutlass, adv.) and Tiny Thierry Toothpick (Dagger,

Seconds CdN, 1 rests) 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

Robert Strudwick gets the Orphaned First son of a wealthy Merchant: Init SL 4; Cash 1775; MA 3; EC 4 (X1).

Daniel Racke gets the Bastard son of a small Merchant: Init SL 2; Cash 23; MA 6; EC 4 (X2).

Tables

Army Organisation and 1675's Summer Deployment

First Army (Defence)	--/--/N2/N
Cavalry Division (Defence)	N4/N/N2
Heavy Brigade (Defence) - ALC CPC	
Dragoon Brigade (Defence) - GDMD PLLD	
Frontier Division (Defence)	N1/N/N3
Frontier Regiments (Defence)	
Second Army (Siege)	--/--/N4/N
First Division (Assault)	N1/N/N4
Guards Brigade (Assault) - RFG CG KM	
1st Foot Brigade (Assault) - RM PM	
RNHB Regiment (Assault)	
Second Division (Siege)	N3/N/N2
2nd Foot Brigade (Siege) - 13F 53F	
3rd Foot Brigade (Siege) - 27M 4A	
4th Foot Brigade (Siege) - 69A Gscn	
Horse Guards Brigade (Field Ops) - DG QOC	

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	GdB/N/EdL
Horse Guards Brigade	TC/N/N5
Heavy Brigade	N2/N/N1
Dragoon Brigade	JH/FLV/TS
First Foot Brigade	N4/N/VdP
Second Foot Brigade	N5/N/AdE
Third Foot Brigade	N3/N/N5
Fourth Foot Brigade	N4/N/N5

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

Frontier Regiments

	(Defence for Mar-May)				
Colonel	F1 N5	F2 N5	F3 N3	F4 N1	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: 4	Frontier regiment 1: 5
Dragoon Guards: 4	Frontier regiment 2: 5
Queen's Own Carabiniers: 1	Frontier regiment 3: 4
Dragoon Brigade: 4	Frontier regiment 4: 5
Grand Duke Max's Dragoons: 3	RNHB regiment: 3
Princess Louisa Lt Dragoons: 1	
Crown Prince Cuirassiers: 2	

Other Appointments

King's Escort: Ensign N	Captain PaN
Cardinal's Escort: Ensign ZvT	Captain N
Aides: to Crown Prince LS	to Field Marshal LSD
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General RS
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety CdN (until end December 1675)	
Chancellor of the Exchequer __	
Minister of Justice CdP (until end September 1675)	
Minister of War __	
Minister of State BRJS (until end January 1676)	

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

Femmes Fatales

No	Name	SL	Attr	Lover
66	Morgane Le Fay	24	B	
67	Justine Caisse	22	I	PC
65	Therèse Le Vert	21	B/W	
7	Chris Pacquette	19		BRJS
61	Bette Noire	19	I/W	GdB
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	XM
54	Madelaine de Proust	17		CdN
35	Katy Did	16	I	LR
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		J
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
48	Fifi	14	B/W	MdG
62	Alison Wunderlandt	14		
11	Laura de Land	13		ZUT
26	Ella Fant	13	B	AC
27	Lucy Fur	13	B	EdL
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		NM
31	Bess Ottede	12	I/W	LS
1	Sue Briquet	11	B	TTT
4	Anne Tique	11	W	GM
23	Agnes Sorel	11	I/W	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		Anon
20	Emma Roides	10	I	KCC
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	FS
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	CdP
6	Viv Ayschus	9		JCE
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
47	Eve Ningalle	8	I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	SE
5	Belle Epoque	6	B/I	ZvT
24	Violet Bott	6	I/W	
25	Lois de Lô	5	B	

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

Regiments

Col	RFC	CG	KM	DG	OOC	ALC	CPC	RM	CDMDPM	13F	PLLD	53F	27M	4A	69A	Gscn
LCol	BRJS	N6	CdN	PFL	JT	AC	BeV	HDS	LSD	MP	N5	N6	N6	N6	N5	N7
May 1	EdL+		N1	CO	RdH	PC	N1+	VdP+	TS+	RRT	N5	N6	N6	N5	N5+	N5+
May 2	MdG*		N4*		N5+		N1	JCE	AICh	CA	N6	N6	N6	N6	TTT	N3
Capt 1	NM		N3		N4		N3	N5	N2	N3	N3	N3	N3	N3	N3	N2
Capt 2	LS		N5		N4		N5	N2	N3	N3	N4	N4	N4	N4	N4	N4
Capt 3	PaN		N4		N3		N5	N4*	N2	N3	N3	N3	N3	N3	N3	N4
Capt 4	FS		N2*		N1		N5	N4*	N6	N1*	N4*	N2*	N2*	N2*	N2*	N4*
Capt 5	HwB		N6		N1		N3	N6	N6	N1	N4*	N2	N3*	N5*	N5*	N4*
Capt 6									FLV	SE			Rds			

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	Count Leonard de Hofstadt	29	RIP								Neil Packer
JdG	Count Jacques de Gain	24	45	Flthy	Fld Marshal		24				6 Ben Brown
PdC	Count Pierre Cardigan	24	37	Withy	Lt.Colonel ALC		10	Justine	Flr		5 Matt Shepherd
BRJS	Count Beau Reese Jean Seine	23	67	Flthy	B.Bdr-General RFG/State Min.		12	Chris	Flr		4 Bill Hay
JJ	Count Jean Jeanie	23	58	Flthy	General		32	Jacky	Flr		3 Andrew Kendall
BeV	Earl Ben e'Volence	23	F	Withy	B.Bdr-General CPC/Min w/o Port		9		Flr		3 Ash Casey
GdB	Viscount Greg de Béqueur	23	+78	Rich	Bdr-General/Gds Brigadier		11	Bette	Flr		5 Anthony Gilbert
BdLS	Count Bernard de Lur-Saluces	22	F	Flthy	Lt-General		18		Flr		3 Rob Pinkerton
CdP	Marquis Camille de Polignac	21	50	Poor	Lt.Colonel RFG/Justice Min.		4	Angelina	Flr		4 James McReynolds
TC	Viscount Terence Cuckpowder	21	F	Comfy	Bdr-General/HGds Brigadier		6		Flr		6 Mike Dommett
Anon	Baron Les Anonyme	20	47	Poor	Bdr-General/Min w/o Port		3	Carole	Flr		4 Bruno Giordan
HDS	Marquis Henri DuShite	18	33	Rich	B.Bdr-General RM		13		Both		4 Dave Marsden
XM	Baron Xavier Money	17	51	Withy	Bdr-General/Min w/o Port		7	Kathy	Flr		3 Pam Udowiczenko
RS	Baron Rick Shaw	17	50	Comfy	B.Lt-General/Adjutant Gen		2		Both		6 Charles Burrows
EdL	Baron Eclair de Lame	17	49	Rich	Major RFG/Gds Brigade Maj.		12	Lucy	Both		3 Peter Farrell
LS	Lou Scannon	17	44	Rich	Captain RFG/C.Prnce Aide		4	Bess	Both		2 John Cooke
ZUT	Baron Xavier Ulric Turenne	17	+54	Comfy	Lt-General/Min w/o Port		4	Laura	Flr		1 Bob Blanchett
JiT	Earl Justin Thyme	16	F	Withy	B.Bdr-General QOC		12		Both		2 Gerald Udowiczenko
GM	Sir Gaz Moutarde	15	31	Withy	Bdr-General		4	Anne	Both		2 Mike Clibborn-Dyer
NM	Sir Neville Moore	14	41	Withy	Captain RFG/LtGen's Aide		1	Vera	Hunt		2 Cameron Wood
LR	Sir Louis Renault	14	41	Withy	B.Lt-General		2	Katy	Both		4 Roy Bleasdale
PFL	Sir Philippe F'Loppe	14	F	Comfy	B.Bdr-General DG		4		HGds		4 Phil Urquhart
CdN	Sir Claude de Nord	14	+68	Comfy	Colonel KM/CPS		3	Madeline	Both		4 Andrew Larder
MdG	Martin de Garnache	13	37	Comfy	Major RFG/RFG Regt. Adjit.		3	Fifi	Both		4 Bill Howell
PaN	Pierre a'Noyer	13	27	OK	Captain RFG/Capt.K's Esc		3		Both		3 Tym Norris
JH	Sir Jacques Hatt	13	F	Comfy	B.Lt-General/Drgn Brigadier		4		Both		3 Joel Halpern

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
ZvT	Zeold von Tu	12	34	OK	Subaltern	CG/Ensn.C's Esc	5	Belle	Both		3 Tim Macaire
CO	Sir Claude Oppere	12	F	OK	Lt.Colonel DG		4				6 Paul Murphy
LSD	Louis Severin Descartes	12	F	Withy	B.Bdr-General GDM/D/FMshl's Aide		3		Hunt		1 Chris Schotmann
FS	Sir Felipe Savant	11	35	Poor	Captain RFG		5	Pet	BG		4 Brick Amundsen
BS	Sir Balzac Slapdash	11	F	Withy	B.Bdr-General PLLD		14		Hunt		5 Matthew Wale
AdE	Sir Antoine d'Eques	11	F	Poor	Major 13F/2 F Brigade Maj.		7		Hunt		2 Graeme Morris
AC	Alexandre Capone	11	+44	OK	Colonel ALC		3	Ella	Hunt		5 Ray Vahey
TdL	Thomas de la Lune	11	+36	OK	B.Bdr-General 4A		3		Hunt		5 Peter Card
HWB	Hector William Boone	11	+35	Comfy	Captain RFG		5		Hunt		5 Paul Wilson
MP	Maurice Pauvre	9	-	5	Comfy Colonel PM		3		Hunt		4 James Waters
RdH	Roger d'Horne	9	F	Comfy	Lt.Colonel QOC		1		HGds		4 Steven Malecek
AiCh	Alvin Charles	9	F	OK	Major GDM		6		F&P		2 Graeme Wilson
VdP	Vinne d'Pooh	8	19	Comfy	Major RM/1 F Brigade Maj.		4		RP		2 Terry Crook
TS	Tristand Sault	8	F	OK	Lt.Colonel GDM/D/Drgn Brig Maj.		4		BG		2 Mark Nightingale
JCE	Jean-Claude Etienne	7	16	Comfy	Major RM		7	Viv	F&P		4 Tim Rattray
KCC	Kitt Chevalier-Cavalier	7	7	Poor	Major 53F		4	Emma	BG		4 Mark Cowper
FLV	Fouche La Vache	6	F	Poor	Captain GDM/D/LtGen's Aide (JH)		3		RP		2 Pauli Kidd
FXC	Frank X Change	6	F	Comfy	Major CPC		4		F&P		4 Nigel Monaghan
FXF	François-Xavier Flamand	6	RIP								Robert Strudwick
TTT	Tiny Thierry Toothpick	5	15	Poor	Major 69A		5	Sue	F&P		1 Jason Fazackarley
CA	Come Asiouar	5	9	Poor	Major PM		3		F&P		4 Jacob Andersson
RdS	Ray de Sofdelosdarc	4	-	1	OK Captain 27M		2		RP		4 Nik Luker
SE	Stephane Etrange	4	12	OK	Captain 13F		3	Thomasina	RP		4 Neil Packer
RRT	Ramond Repose de la Tombe	4	F	Poor	B.Lt.Colonel PM		7				1 Olaf Schmidt

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+