

That would be enough

This has been issue 251 of *To Win Just Once*, published 31st January 2025 It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2025

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by Friday 7th February 2025.

Orders for *LPBS*, Fictionary Dictionary definitions and any other contributions to Pevans by 14th February 2025.

(Next deadlines: probably 14th/21st March 2025)

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 – Gerald Udowiczenko and Mike Dyer are on the list for a new four-player game: “Only two more needed for a game of *Railway Rivals!*”. (Working map and rules provided).

Star Trader – The list for the next game starts with Mike Dyer. (Rules provided)

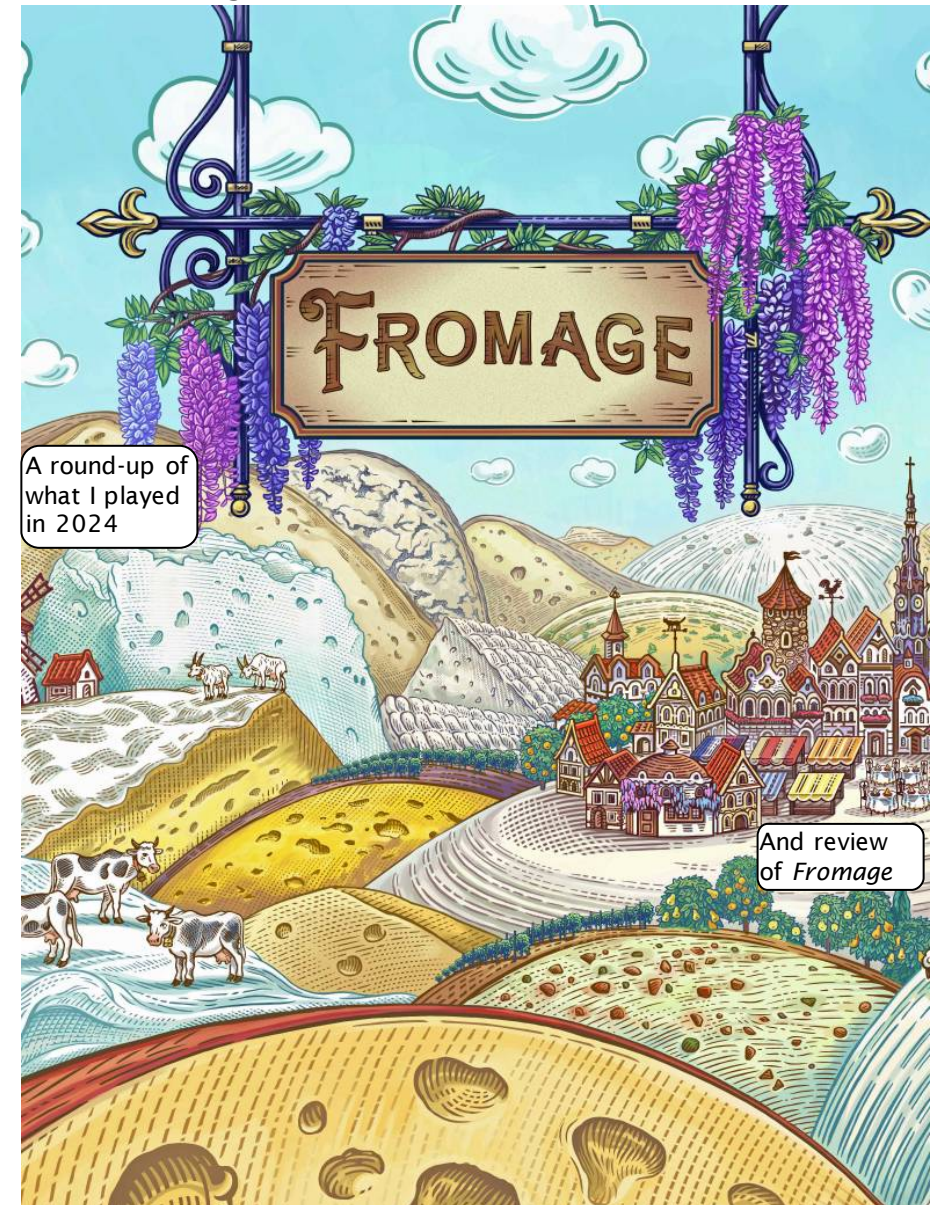
Credits

To Win Just Once issue 251 was written and edited by Pevans. The *LPBS* masthead (page 20) is by Lee Brimmicombe-Wood as is the drawing on page 23. The illustration on page 21 is from Graeme Morris playing with AI (Do I detect a *Don Quixote* vibe? Just needs a windmill in the background...). Game and book artwork is courtesy of the publisher. Pevans took the photos, except where noted, and played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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(LPBS 388: June 1676)

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Chatter

Happy New Year! And it's been an exciting start to 2025. *Chez moi*, at least. On the first day of the really cold weather, the central heating boiler failed. After a morning wrapped in thick pullovers, we welcomed a British Gas engineer who nonchalantly replaced the boiler's circuit board. "It happens so often we carry them in the van," he remarked.



I think Christmas is over

And then told us we shouldn't have the boiler on. Officially. When we had the kitchen redone (many years ago now), the vent for the extractor fan was placed at the requisite distance from the boiler's flue on the outside wall. A few years later, the rules changed and the vent has been too close to the flue ever since. On the remote chance of some carbon monoxide fighting its way through the air exiting the extractor vent, the installation is technically unsafe. As we're told every time the boiler is serviced.

The following week, after the coldest night of the year so far, Saturday morning saw no water coming out of the bathroom cold tap or re-filling the toilet cistern. Eek! Fearing something frozen in the attic, we contacted our friendly local plumber (hi, Tony!) and he appeared at the door within half an hour. (Avoiding, we later discovered, a shopping trip with his wife and step-daughter!) He diagnosed an airlock (phew!) and had water flowing inside 20 minutes.

I think that's all the (house-related) excitement I need for the year.

I don't think I've mentioned that the River Pinn has been restored to full ~~trickle~~ flow – and, at this time of year, it is flowing fairly fast. However, I don't know what this is about.

Having ruled out an alien landing (can't be completely sure, though), I spotted what looks like a phone on the side. So, maybe it's for emergencies (or the Tardis's chameleon circuit is working again). Except it's on the closed-off section of the path, so nobody's going to be there to use it. Is a puzzlement.

All-reader game

The new game of Fictionary Dictionary starts in this issue (page 18) and I'd like everybody to read through the definitions and vote for their favourites. And let



me have what you think the two new words mean if you want to score points – no need to, though, everybody gets to vote.

Advent beer

After last issue I had 10 days (and beers) to go to complete my advent calendar (from beer52.com this year). I drank the last on 28th December and here are the highlights from this selection.



17th Old Freddy Walker was a bit of a departure as it's an Old Ale (7.3% alcohol-by-volume) from Moor Beer Company (moorbeer.co.uk). This was what I expected: a dark, flat beer that smelled of malt and alcohol. It tasted much the same and I could really feel the alcohol. Good stuff, but not something I'd drink in quantity.

18th Angry Cherry, a cherry gose (4% abv) from Brlo (en.brlo.de). OMG, it's bright red! I just about got a bit of cherry in the taste and it's marginally tart (as I understand it, a gose is a sour beer). Apparently, there's coriander in it as well as cherries, but it does nothing for me.



20th Espresso Martini Shake, a coffee stout (5.6%) from Wiper and True (wiperandtrue.com). Yes, another rich, thick stout with lots of coffee and chocolate and a little vanilla. None of this is surprising – the ingredients include cacao nibs, coffee and vanilla! Gorgeous, even if it wouldn't pass the German beer purity law.



23rd Big Skies, a Double Dry Hopped IPA (6.7%) from Adnams. Oh, a brewery I know – I've drunk more than one of Adnams' beers (Ghost Ship is one I particularly enjoy). A nice amber colour, it smelled slightly fruity and was nice and dry along with that fruitiness. Another fine beer from Suffolk (where the skies are, indeed, big).



25th Chocolate Moose, an Imperial Pastry Stout (11%!) from Basqueland (basquebeer.com). Oh boy – chocolate and vanilla as soon as the can was opened. Though what hit me with the first taste was the alcohol – it added some rawness under the smooth chocolate. Interestingly, the extra ingredient was cocoa powder.



Overall, then, this was a good selection of beers with no complete duds. Yes, a lot of hazy IPA/pale ales, but all of these were drinkable and

a few were more than that. But it was definitely the porters and stouts that were my favourites. I could well be going back to Beer 52 this autumn.

Online stats

Last issue (*TWJO* 250) was published on 23rd December and the PDFs had been downloaded 76 times by the end of the month. The previous issue, 249, was downloaded 87 times in December. Adding in the 29 downloads on 30th November takes it to 116 in just over a month. There were 45 more downloads for the PDFs of issue 248, which takes it to 525 since publications.

Letters

Tim Macaire joins in the New Year greetings:

Another year already? Perhaps I should check on the progress of last January's New Year Resolutions. Or perhaps not.

I'd go for not, Tim. Is Mr Kendall taking the mick?

Hurrah for the fence! Long live the fence of Pevans!

Following up on last time's detailed weather summary: chilly, isn't it?

Charles Burrows chips in on several things.

I hope you have an enjoyable break – lots of gaming I assume.

The mammoth Battle of Waterloo looked a lot of fun.

I have enjoyed Claire North's books very much, but not sure about Ithaca – thanks for the review.

And here's Nik Luker:

A very Happy New Year to you! Hope you had a great Christmas? Quite a quiet one here, but managed to get a few games in with the family (mainly old favourites like 6 nimmt! and Love Letter) which was fun.

Apart from the usual *Hamsterolle* on Christmas Day, we enjoyed a raucous game of *Pit* and finished off with a cut-throat *Family Business*.

Jonathan Palfrey starts with the "Rivers of London" books.

It's interesting that you enjoyed False Value, which I wasn't so keen on. I liked Amongst Our Weapons better, on the whole, so maybe you won't!

I don't remember whether you've been reading the novellas as well as the novels. The novellas are optional, in that the main story arc runs through the novels and, if you skip the novellas, you're not missing anything essential.

As with the novels, I like some of the novellas better than others. My favourite is *The October Man*, but I'm not sure why: it's set in Germany, has none of the regular characters and it could be argued that the new German characters are relatively boring compared with the English ones. However, for whatever reason, I find it congenial. What Abigail Did That Summer has plenty of Abigail and the foxes, which is great, but there are parts of it that weird me out, they cause me discomfort. The other novellas are minor works, a bit disappointing compared with the novels.

The only novella I've read so far is *What Abigail Did...* which was good fun. I keep meaning to check where they are on the timeline and catch up.

Played in '24

Pevans rounds up his year of games

I record what I play in real time on BoardGameGeek, which gives me an easy way to look back at what I played last year. And that's 200 plays of 82 different games. Mostly in person, across a table. It's no surprise that *Commands & Colors: Napoleonic* is my most-played game at 30 plays – just less than 2023 – as I have an almost-weekly game with regular opponent Evert (we've completed the Russian expansion and moved on to the Austrians). Admittedly, that's online, using Vassal (and chatting on WhatsApp).

If I expand this count to the whole of the *Commands & Colors* family, it only goes up to 38. That's a few games of *Samurai Battles* (6) and a couple of *Memoir '44*. I intended to play *The Great War* a bit more, but haven't managed it. I'll just have to twist nephew Tom's arm...



It's *Love Letter*

I've clocked up 7 plays of *Love Letter* – it's the go-to filler for the Ruislip group. I introduced them to *DerrocAr* after playing it at the Gathering (see TWJO 244) with the result that I've now played it six times. I should probably do a longer piece about it.

Other games played with the gang range from the elderly *Caylus* (the original edition) to more recent stuff: *Heat: Pedal to the Metal* (car racing!) and *Dune: Imperium – Uprising* (Dune!) at three plays each. *Pilgrim* has also been played three times and this is definitely one I should write more about.

As we're all fans of Friedemann Friese's games, *FTW?!* and *Fishing* have joined the list of our card-game fillers, along with *Sail or Die*. Though I've only played these twice each. Ditto *War of the 3 Sanchos*, which I'm still getting to grips with.

Nephew Tom and I got in a complete campaign of *Distant Skies*, Ryan Laukat's sequel to *Sleeping Gods* back in September. It only took 6½ hours (spread over two days). We had good fun, but it did seem a bit easier than the original game – we didn't have to resurrect our crew this time and could see the successful conclusion arriving (the 'win' at *Sleeping Gods* in 2023 took us completely by surprise).



Distant Skies in play: atlas at the top, Captain below that, characters on either side and a lot more stuff below.

The disappointing thing about last year is that I didn't play *Tales of the Arabian Nights*, the game I always try to play at least once a year! Only one thing for it: I'm going for twice this year...

I also play games online (turn-based) at BGA (BoardGameArena.com) and Yucata (yucata.de/en) and it's easy to track games played on these sites.

BGA shows I played 26 different games a total of 293 times (that's actually the number of games that finished in 2024). Mind you 156 of those plays are *Memoir '44*. This is particularly high as tournaments can see me playing a dozen or so games at once.

It's then a big drop down to 16 plays for *Pax Pamir Second Edition* and for *Obsession* – which has obsessed several of the Ruislip group, so we usually have a game on the go. I've been trying to get back into Go. I prefer it to Chess and played it a bit in my student days. 11 games in the year and my only wins were against a

complete beginner, so I'm still rubbish at it. There were also 11 plays of *Viticulture*, though I would really like BGA to implement the *Tuscany* expansion.

Having discovered *Heat: Pedal to the Metal*, I've now played this 10 times online (as well as three games on the table). *Homesteaders* (it's all about the auction!) and *Terraforming Mars* (so much easier to play online) were played nine times each. And the top ten (or eleven) is completed by *Through the Ages: a new Story of Civilization*, *Ark Nova* and *Innovation*, all played seven times.

I've also played 26 different games on Yucata for a total of 106 plays. Top of the list with 13 plays is *Vinci* (re-implemented as *Small World*, which is better known) – I'm surprisingly successful at this one. I managed eight plays of new arrival *Billabong* (an Eric Solomon classic) and Sebastian's Bleasdale's *Lemminge* (it's all about getting over that cliff edge!).

Coming in at six plays each are *The Castles of Burgundy*, *Thurn & Taxis* and *Underwater Cities*. It's five plays each of *A Few Acres of Snow*, *Pax Porfiriana* and *Rajas of the Ganges*. I actually played a tabletop game of *A Few Acres of Snow*, too, introducing it to nephew Tom. I don't think he was impressed. And I took *Rajas of the Ganges* to the Ruislip group a couple of times.

Amalgamating all of these, here's my overall top ten.

- 1 *Memoir '44* – 158
- 2 *Commands & Colors: Napoleonics* – 30
- 3 *Obsession* – 18
- 4 *Pax Pamir Second Edition* – 16
- 5= *Heat: Pedal to the Metal*, *Vinci* and *Viticulture* – 13
- 8 *Go* – 11
- 9= *Homesteaders* and *Terraforming Mars* – 9

I'm not sure that this tells us anything – apart from my demonstrating my addiction to the *Commands & Colors* games.

Say cheese!

Pevans plays *Fromage*

Yes, it's a game all about making (French) cheeses. What's not to like? Okay, maybe there'll be a British cheese expansion...

I'd read a bit about this game last year and fancied taking a look at it. So I was pleased when Veronica turned up at our Ruislip group with the copy she'd been given for Christmas.

First thing to note: everything's cheese-shaped! Okay, not absolutely everything (the box is square), but we start off with a round board. This is actually made by fitting together four wedge-shaped sections, each showing a different aspect (?) of



I'm orange and playing on the Festival section this turn. Including the tricolour shields, I have a block of seven – or 15 points. And I can collect animals here.

French cheese-making. The wedges are double layer boards with cut-outs for your nice wedge-shaped cheese pieces (in your chosen colour) to fit into. What's more, there's a gap between the two layers and you slide a paper sheet into each section according to the number of players. That's a clever bit of design.

The Fromagerie (cheese shop) section shows shelves of cheeses and you'll score for the number of different shelves you've got cheeses on at the end of the game. The Festival is all about displaying your cheeses and you score for your largest connected group of cheeses at the end. Villes (Towns) is a small map of France showing cheese-related towns and divided into a few regions. Players score the regions according to who's got the most cheeses in it. And the Bistro has tables (shouldn't the tablecloths be red and white check?) and you score according to how many full tables have only your cheeses on them.

Each turn you can 'Make Cheese', placing one of your cheeses on the board section in front of you. As each player is next to a different section, they all play at once, which makes for quick turns. It's not as simple as that, though. You must use one of your workers to make the cheese. And the worker's wedge-shaped base (which

fits neatly over your wooden cheese piece) must match the type of cheese shown in the slot: blue, soft or Emmental (technically it's a hard cheese, but I only know one hard, yellow cheese with holes in).

There's more to consider. Cheeses come in three vintages: matured one month (bronze), two months (silver) or three (gold). The slots for each vintage point in different directions – towards a different section of the board. The reason for this is clear when you rotate the board 90° at the end of the turn. A worker placed in a bronze slot is now pointing towards you and you get it back at the start of your turn. The silver workers won't come back until the following turn and the gold ones the turn after that. Clever – and another neat bit of physical design.

As you'd expect, gold cheeses (regardless of type) are the most valuable, bronze the least. For example, in the Villes section, bronze cheeses are in a single region, while gold cheeses count in three. Choosing which vintage of cheese to make thus depends not just on what effect you want, but also when you need that worker back. You've got to have the right worker there to make that cheese! Which gets trickier as the game goes on and the slots fill up. Definitely clever.

Apart from Making Cheese, players can also (or instead) 'Collect Resources' in their turn – if you have workers available. In the centre of the board a square piece shows which resource is available in each section. (This is placed at random at the start, so you get different combinations.) The resources are (farm) Buildings, (milk-producing) Animals and (red berry) Fruits – all nice little cardboard pieces – plus Orders. An Order is a card that shows a real cheese (Roquefort, Comté and so on) and classifies it as Blue/Soft/Hard and Bronze/Silver/Gold. (Just one question: why is it "Fromage de Meaux", not "Brie de Meaux"?)

The number of resources you get depends on which way you want to point your worker. Take a single piece and your worker's back next turn. Go for three and that's how many turns it will be before you see that worker again.

I'd better explain what resources are used for. You won't be surprised to learn that they provide more opportunities for points. What I've missed out so far is that each



My player board at the end of a game – and my workers are on the left

player has their own board. The top row shows what they can construct by placing enough Building resources on it. While most of these constructions provide bonuses during play (an extra Animal each time you collect Animals, for example), the last is a way of scoring points (for completed constructions, for example).

The second row shows 'Milking Parlours' with a number of animals

and a cheese of a particular type and vintage. Plonk the requisite number of Animals on here and you can immediately place a matching cheese. It goes into the section you're currently playing in, but does not use up a worker.

The final row is Fruit. As well as being a specific type and vintage, some cheeses must have fruit in them (not any cheese I'm going to eat!). And others are served with 'Jam' (make that chutney and I'm in). When you make such a cheese, you move your fruit piece to the appropriate section where they're worth points.

Which brings us to Orders. When you take one, you place it face-up to the left of your board. Next time you make a cheese that matches an Order, you move the card to the other side of your board and turn it face down. Completed Orders are worth points, of course.

While this may sound like a lot, the game is straightforward to play. Each turn you are faced with a particular section of the board and can take either or both actions here (depending on which workers are available). You may also use your resources and take any bonus these give you. Then rotate the board and play in the next section. The game ends when one player has placed all their cheeses on the board. Then it's time to tot up the points.

What is tricky is deciding what to do each turn: do I need these resources? Or should I make a cheese? Which cheese? When do I want this worker back? Why haven't I got the right worker for the type of cheese I want to make? And I could really do with a piece of fruit... Yes, planning is required. And one of the useful tips in the rules is that you shouldn't try to do everything – go for big scores in a few areas. With a few games under my belt, I look at what bonuses my constructions give and aim to take advantage of these. Which means collecting Building pieces is a priority...

I have found *Fromage* a thoroughly enjoyable game. It exercises the old grey cells without damaging them and plays briskly. And the physical design is brilliant. It's also become one of the games my local group plays online as it's available on BGA (BoardGameArena/com).

Fromage is a board game of cheese-making designed by Matthew O'Malley and Ben Rosset and published by Road to Infamy Games (roadtoinfamy.com). It is for 1-4 players, aged 14+, and takes 30-45 minutes to play (our first game was more like 90 minutes, but we're down to an hour or so now). It gets 7/10 on my highly subjective scale.

Games Events

Oxford Meeples' annual Big Day of Gaming takes place on 1st Feb this year at Wolvercote Village hall (the village is a few miles north of Oxford and readily accessible by public transport from the city). This is simply a day of open gaming (doors open 10:30 am) with basic refreshments provided (donations towards the cost welcome, say the organisers). This is on top of their regular monthly sessions. Details are on their website: www.oxfordmeeples.org

Three weeks later and it's time for the sixteenth SoRCon: 21st-23rd Feb at the Holiday Inn in Basildon. It's an open gaming event run by a bunch of enthusiastic gamers. There'll be a bring 'n' buy and the 'QuizaHunt' (don't ask me!). For more details, see the website: www.sorcon.co.uk

Swiggers: games club that meets on 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 these days. For more info, see www.pevans.co.uk/Swiggers or the BGG Guild at boardgamegeek.com/guild/1672

UK Games Expo: 30th May – 1st June 2025 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. October 2025, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.spiel-messe.com/en

MidCon: early November 2025 at the Derby Mickleover Hotel in Mickleover (two miles from Derby city centre). **MidCon** is a friendly board games convention, now in a comfortable modern hotel. It's largely open gaming, but the new website allows games to be scheduled in advance – useful if you want lots of players for something. There's also a Bring 'n' Buy and a quiz on Saturday night. See midcon.org.uk

The Wizard of Anharitte (*Star Trader* game 12)

Turn 9

ROCKET TRADERS were first out of the blocks this Quarter. Their ship, Gemini, was on alert and emergency hyperjumped away from MADNESS & MAYHEM's blockade, surviving with its cargo intact. Had they waited, the blockade lifted later in the Quarter.

Trading at Epsilon Eridani was just ROCKET TRADERS, selling 3 Spice for 6 HTs each.

ROCKET TRADERS were then unable to trade at Mu Herculis, but MADNESS & MAYHEM sold 4 Alloys for 17 HTs each and 5 Isotopes for 11 HTs apiece. COSTA NOSTRA COFFEE sold 4 Monopoles for 10 HTs each and then SOLAR SPICE & LIQUORS bought 5 units on Contract using their Agent.

At Sigma Draconis ROCKET TRADERS sold 5 Spice for 5 HTs each. After this MADNESS & MAYHEM bought 11 units at a rate of 8 HTs, gaining a Dealership into the bargain. TREKBOER bought 8 Isotopes for 4 HTs apiece and became Dealers too.

At Beta Hydri ROCKET TRADERS sold 3 Isotopes for 6 HTs each and finished by selling 5 Spice through their recently gained Contractor's position.

TREKBOER jumped to Sigma Draconis, landed on Planet and sold their Tempus for a decent price. No doubt we will see what use they make of the cash injection.

ROCKET TRADERS loaded Spice and replaced all the Cargo Pods on the Apollo with Light Weapons and would have done the same with the Gemini were it not recovering from the emergency hyperjump. They laid down a Corco Iota Hull at Tau Ceti Shipyards and repaid their loan, selling five of their Spice Factories to find the monies. Then they went back to the bank at once to finance a new four-Quarter loan of 384 HTs.

COSTA NOSTRA COFFEE INC greatly improved their Reputation on the back of their new ship.

MADNESS & MAYHEM upgraded their ships so that both now have A class crews and left the other Corporations guessing as to where they will next appear

SOLAR SPICE & LIQUORS loaded passengers and kept their heads down.

News

There are no new News chits this turn. (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.)
The current list (new chits in **bold**) is:
Turn 10 B9, P3
Turn 11 B5

Corporation Table

| Corporation letter and name | Connections Bus/Crim/Pol | Init'v Bid | Turn order | Cash Rep | Player |
|-----------------------------|--------------------------|------------|------------|----------|-----------------|
| A Costa Nostra Coffee | 10 0 1 | 0 | 2nd | 341 34 | Mark Cowper |
| B Madness & Mayhem | 8 5 0 | 0 | 3rd | 7 19 | Anthony Gilbert |
| C Solar Spice & Liquors | 5 3 4 | +4 | 4th | 454 40 | Paul Evans |
| D TrekBoer | 3 7 2 | 0 | 5th | 703 32 | Mike Dyer |
| E Rocket Traders | 10 0 8 | 10 | 1st | 411 40 | Przemek Orwat |

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

Market Positions

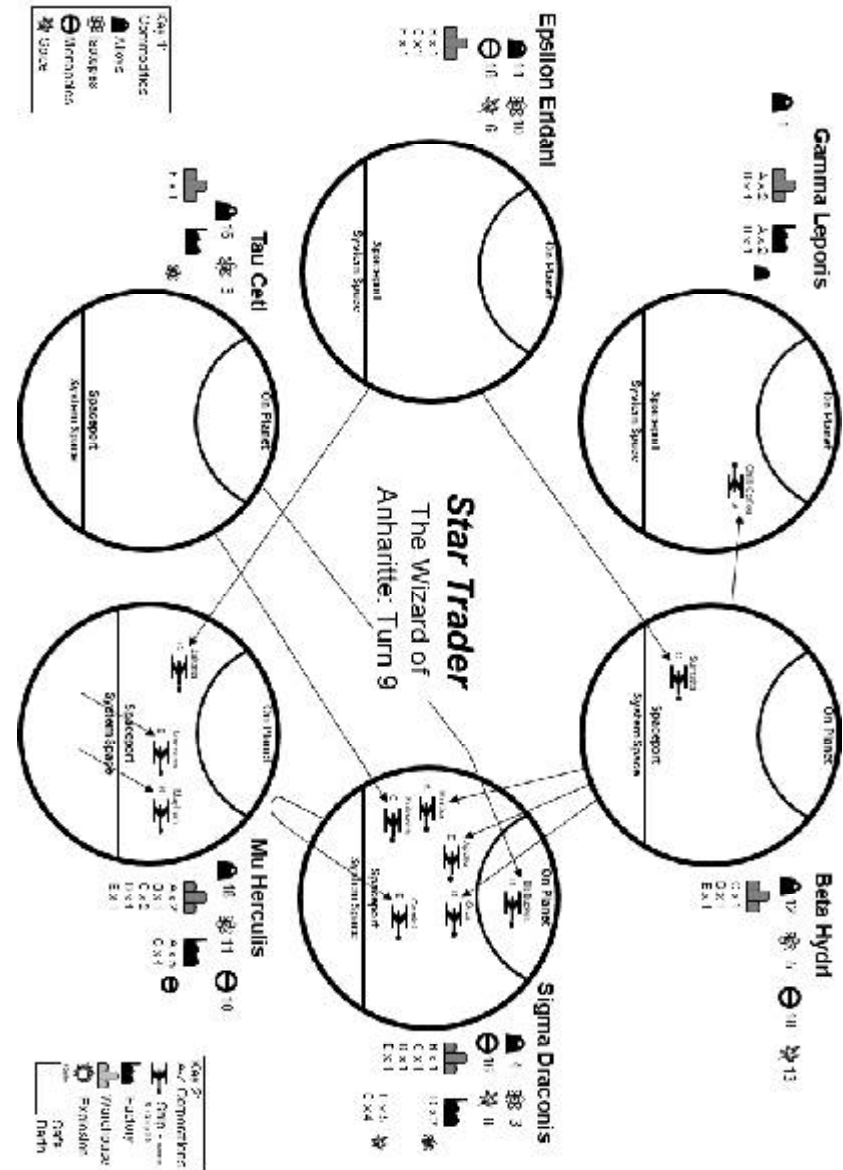
| System | Commodity | Positions |
|-----------------|-----------|----------------------------------|
| Gamma Leporis | Alloys | Dealers: A and E. Contractor: B. |
| Epsilon Eridani | Alloys | |
| | Isotopes | Dealers: A and D. |
| | Monopoles | Dealer: C. |
| Tau Ceti | Alloys | Dealer: E. |
| | Isotopes | Market Manager: E. |
| Mu Herculis | Alloys | |
| | Isotopes | Dealers: A and E. |
| | Monopoles | Dealers: B, D and E. |
| Sigma Draconis | Alloys | Dealer: E. |
| | Isotopes | Dealer: B. Contractor: E. |
| | Monopoles | Dealer: E. |
| | Spice | Dealer: B. Contractor: C. |
| Beta Hydri | Alloys | Contractor: B. |
| | Isotopes | Dealer: E. |
| | Monopoles | Dealers: A and D. |
| | Spice | Contractor: E. |

GM Notes

If you want to take an illegal News chit, such as Slaves, Weapons, or Tempus. you have to land ON PLANET. Being in the Spaceport or System Space doesn't cut it.

When building ships: turn 1 order and lay down a hull in a named shipyard. Turn 2 order and pay for pods and crew (if not done on turn one) and ship launches. You can load it at the end of the turn, but it will not jump until Turn 3.

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by 7th February 2024



Troodos (Railway Rivals game 18 – RR2528CY)

Turn 10

Race results

| Race | From | To | MT | CR | AGTM | III |
|--------------|------------|--------------|-----------|-----------|-----------|-----------|
| 19 | 13 Kilana | 42 Morphou | | 20 | | 10 |
| 20 | 25 Piatres | 34 Zyyi | 20-4 | | 10-2 | +6 |
| 21 | 36 Larnaca | 63 Famagusta | 0 | 15+5 | 15-5 | |
| 22 | 54 Kythrea | 14 Episkopi | 0-3-1+1 | 10+3 | 20-1+1 | |
| 23 | 53 Kyrenia | 22 Lefka | | | | 20 |
| 24 | 61 Athna | 41 Morphou | 20-5 | 10+3 | +2 | |
| TOTAL | | | 28 | 66 | 40 | 36 |

JR = Joint Run; ERP = Exchange of Running Powers

MEDITRAINEAN had a poor run of races and there's a three-way tie at the top with INLAND IRONHORSE INTERNATIONAL and CANTERBURY RAILWAYS alongside and just two rounds to go. Some way behind, ALL GREEK TO ME keeps plugging along.

Builds and Points

MediTrainean (MT), Anthony
 Gilbert – Red
Starts: Larnaca
Builds:
 None
Points: 188 +28 = **216**

Canterbury Railways (CR), Rob
 Pinkerton – Blue
Starts: Famagusta
Builds:
 None
Points: 150 +66 = **216**

All Greek To Me (AGTM), Mike Dyer
 – Black
Starts: Kyrenia
Builds:
 (Troodos) – K12 – Piatres
Points: 84 -6 +40 = **118**

Inland Ironhorse International (III), Chris Rudram – Green
Starts: Lapithos
Builds:
 None
Points: 177 +36 = **213**

Next turn's races

| Race | From | To |
|------|-------------|---------------|
| 25 | 11 Paphos | 31 Paleokhoro |
| 26 | 16 Limassol | 66 NE Cyprus |
| 27 | 44 Nicosia | 24 Pedhoulas |
| 28 | 54 Kythrea | 33 Lefkara |
| 29 | 26 Troodos | 51 Lapithos |
| 30 | 46 Nicosia | 62 Famagusta |

GM Notes

You may enter up to **four** of the six races – any that nobody enters will be held over to next turn. If working with another player, please make it clear whether it's a JOINT RUN or EXCHANGE OF RUNNING POWERS and state what route is to be taken (which might be "accept MT's route", for example).

After the races, you may spend up to 4 from your points (**including payments to others**) to build track.

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

Orders to Mike Dommert, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommert@yahoo.co.uk
by 7th February 2024

Subscribing to TWJO

TWJO is published on paper and online at 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 shows the subscription rates for the paper edition, including postage, and the games only sub.

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Fictionary Dictionary

Round 1 definitions

Here are the proposed definitions for the first two words. All you have to do (whether or not you submitted anything) is let me know your favourite definition for each word.

Champerty

1 Generic name for the kind of expensive property purchased by footballers whose team have just become Premier League Champions. [Colin Bruce]

2 Descriptive of a person or animal that is overly keen to get started on something i.e. is champing at the bit. [Nik Luker]

3 A tiered house made entirely of Champagne flutes balanced on top of each other! [Mark Cowper]

4 Originally coined in the phrase “Superior Champerty” – a term used by the purveyors of early false teeth (‘Waterloo Teeth’ in particular) to describe the supposed accuracy of dentures’ bite’ and thus their capacity to chew. [Graeme Morris]

5 An upmarket variety of beer goggles [see imbricate]. [Bill Hay]

6 Shaped like a mushroom. [Andrew Whiteley]

7 Fidgety, typically shifting from foot to foot. [Anthony Gilbert]

8 A portmanteau of “Champagne” and “property” used by and reflecting the life goal of many a hedge fund manager – buying your own Champagne House. [Nigel Monaghan]

9 A sparkling wine made in California, named to evade irksome French regulations. [Tim Macaire]

10 Wild West champagne was bad enough that it made everything look ‘perty’ (to received wisdom, sometimes including any horses left around), and champerty was the phrase that others in the bar would mutter to each other when someone was seen behaving strangely after drinking. [Andy Kendall]

11 An extension to a cellar specifically built to store champagne bottles: “The new champerty contains 6 magnums and 24 bottles of champagne.” [Pam]

Imbricate

1 The process of creating brocade fabrics. [Pam]

2 Easing of social boundaries by alcohol intake. Different from inebriation. [Andy Kendall]

3 The technical term for a skylight found in the middle of ecclesiastical fan-vaulting. [Tim Macaire]

4 An individual who has passed beyond alcoholism into drinking anything that might give them the fix they need. Father Jack Hackett in Father Ted is a notable example, having drunk *Toilet Duck*, *Harpic* and brake fluid. [Nigel Monaghan]

5 To cause trouble for a drinking companion by telling their partner what they have been up to. [Anthony Gilbert]

6 To inject food (usually meat) with a marinade. [Andrew Whiteley]

7 As Pevans no doubt knows these two words are related. To imbricate is to imbibe alcohol as a form of social lubrication. Those who pursue imbrication with champagne often start to find others to be champerty. [Bill Hay]

8 Verb: To employ a fluid to reduce resistance by means of its consumption (in contrast to its external application). E.g. Lady Fitzsnugly’s excessive attempts to

Words for round 2

Kinnikinnick and Nombres

What do you think they mean? Send me your definitions.

What’s this all about?

This game is open to all readers and I guess most of you will have come across some variation of it. Each issue I will put up a couple of obscure (or not) words. Anybody who wants to participate writes in with a fictional definition for each word. (For example: “Geranium: a ceremonial dagger used by Aztec priests for human sacrifice.”) I publish the definitions, anonymously.

All readers (not just those who contributed) vote for their favourite definitions (any vote for yourself will be ignored). Players score points for the number of people who choose their definition. (In other versions of the game, the definitions include the correct one and players get points for spotting it. However, the internet makes this too easy, so I’ve left this bit out.)

We’ll run this for 10 rounds/issues. The winner will be the player with the most points at the end.

**Send your votes and definitions to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by 14th February 2025**

Les Petites Bêtes Soyeuses

Being a correspondence game of *En Garde!* run by Pevans since April 1986 and now published as part of *To Win Just Once*.

New players are always welcome. If you'd like to play, you'll need to subscribe to *TWJO* (see page 17). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

**Orders for June 1676 to Pevans at
180 Aylsham Drive, UXBRIDGE
UB10 8UF, UK or
lpbsorders@pevans.co.uk
by 14th February 2024**



June 1676 (388)

The army may be about to leave Paris, but there's still time to settle a few matters of honour. Two new boys in Paris have crossed paths and have something to settle: Cock à Trice and Maurice Danseur. A small man, Cock has only a foil to his name, while the much beefier Maurice is equipped with a sabre – presumably he has plans to join the cavalry. He expects a second in the form of “Tiny” Thierry Toothpick, but there is no sign of the little fellow. Cock adopts a defensive posture and parries. Given his opponent's weapon, a lunge is not a likely attack and, unsurprisingly, Maurice hits him with a slash. This is not enough of a wound for Cock to surrender and he continues his parrying. Maurice's second blow is a cut which ends Cock's misguided defence. And his life. RIP.

Given his record, Claude de Nord does not really expect Thierry Toothpick to turn up to their appointment and is not disappointed. Thierry is “too busy readying himself for the Front – how about in three months' time?”. So Claude squares up to his next adversary, Zeold von Tu. Claude is the bigger of the two – though both men are carrying old injuries – and uses a sabre while Zeold is a rapier-wielder. And has less skill than his opponent. This time, seconds do turn up: Frank X Change for Claude and Come Asiouar for Zeold. Both men slash. The sabre does more damage, of course, and Zeold surrenders.

New Ministers

Some Governmental vacancies are finally filled as Minister of State Beau Reese Jean Seine appoints Frank X Change as his Minister of Justice. Of course, this doesn't stop the newly elevated Marquis Change hitting the road with the rest of the King's Musketeers. Though he does invest in Commerce stocks before leaving

Paris. Minister Seine also throws his influential weight behind the appointment of Jean Jeanie as Minister of War. His Majesty had considered Marquis Rick Shaw to be a suitable candidate but, with Beau making his preference very clear, the job goes to Count Jeanie. Still space for a Commissioner of Public Safety, though...

There's just time for some final manoeuvrings before the soldiers set off. Recent arrival Louis Travers signs up with the Gascons, one of the two regiments not in action this season. He buys the rank of Subaltern and promptly volunteers to serve in a Frontier regiment. He clearly was not expecting the gifts that arrived from Bernard de Lur-Saluces and Terence Cuckpowder. Ah well...

CO of Grand Duke Max's Dragoons Louis Severin Descartes welcomes Maurice Danseur to the regiment and offers him the job of his Aide. However, Maurice buys a Captaincy, ruling himself out of that position. Louis's other recruit, Pierre De Terre, does opt for the rank of Subaltern (spending his nice new loan), but Louis prefers to leave the position of Aide vacant.

Fresh in Paris Marcel Hatch Dupree borrows heavily, applies to the Royal Marines, is accepted, pays for the rank of Major, and leaves Paris again with the regiment. He's not the only new face in the Marines.

Jeanne Damme-Beavoir goes for a Captaincy. After last month's confusion, Louis Renault calls in a favour to make sure Chemin de Fer gets in. He settles for the rank of Subaltern, which Louis finances (while putting some money into Commerce as well). That's on top of the gifts Jeanne receives from Bernard and Terence.

Con Stantinople appears to be under the patronage of QOC commander Justin Thyme. He receives a large golden handshake (or possibly a huge murder of crows) on joining the Queen's Own where he becomes the regiment's junior Captain.

Talking of Captains, Percival Puffington is clear which of the Picardy Musketeers' Captains he wants as Regimental Adjutant. That'll be the one who's shown the most promise as a tactician.

The last manoeuvres are from Stephane Etrange, who resigns as Brigade Major of the Heavy Brigade to resume command of the Crown Prince Cuirassiers for the campaign. And General Rick Shaw, who decides to return to the Royal North Highlanders for the duration.



Siege, siege, siege

And so to the action in the Netherlands. French strategy centres on laying siege to Dutch and Spanish fortresses and towns with the aim of expanding French territory just a little more. The Field Army is led by experienced General Jacques de Gain. So experienced that he seems to have forgotten that he has to leave Paris this month. Still, once in place he is quickly promoted to take over as Field Marshal from September. He is Mentioned in Despatches (“Field Marshal. Again.”) and picks up a bit more than a thousand crowns worth of loot.

First Division consists of the Guards and First Foot Brigade and doesn't do that well. This doesn't stop Division commander Greg de Bécqueur being promoted to his full rank. He acquires exactly a thousand crowns worth of booty.

Brigadier Zeold von Tu leads the Guards and he, too, is promoted, becoming a full Brigadier-General (and severing his connection with the Cardinal's Guard). His share of the plunder is just 500 crowns worth, however. Martin de Garnache is his Brigade Major and finds slightly more loot in his coffers.

The Royal Foot Guards make little progress, but do pick up some loot after a failed sally by the Spanish defenders. CO Beau Reese Jean Seine keeps himself safe, but still gets two Mentions in Despatches (“Perfectly safe.” “Well, he is the Minister of State.”). Over 500 crowns comes his way in Spanish trophies. Lieutenant-Colonel Camille de Polignac is very much in his boss's shadow and thus unnoticed. Major Hector William Booth puts himself forward to gain a MiD of his own and just under 500 crowns worth of loot. There are Mentions, too, for Captains Felipe Savant and Neville Moore. Felipe grabs close to a thousand crowns worth of goodies, while Neville can only manage half as much – and then spends some on a new horse.

Claude de Nord commands the King's Musketeers and finds he is Mentioned in Despatches, gaining a Barony into the bargain. After the RFG had first dibs on the loot, there's less than 500 crowns for him. Lt-Col Frank X Change gets exactly 500 crowns and his own Mention.

First Foot Brigade sees contrasting results from its two constituent regiments. There's a MiD for Brigadier Henri DuShite, who gathers just over five hundred crowns worth of loot.

The Royal Marines take the brunt of the Spanish sally and its newly-minted officers are not ready for this. There's a Mention in Despatches for Marcel Hatch Dupree (“Steady”). Faced with a charging enemy, Captain Jeanne Damme-Beavoir dithers and is cut down by their swords. RIP. This leaves a convenient vacancy for Subaltern Chemin de Fer to be brevetted into – he has the cash for the horse his new rank requires.

The contrast is the success of the Picardy Musketeers where quick thinking by CO Percival Puffington sees his men see off the Spanish with some well-aimed volleys.

His reward is a Mention in Despatches (“Good shooting!”) and a special award of 500 crowns from Division commander Bécqueur...

Things don't go any better for Second Division, despite Lt-General Xavier Ulric Turenne's intensive drilling of the men in what he calls the “DuShite Manoeuvre” – the use of boats to cross moats. He is brevetted to the rank of General, Mentioned in Despatches (“A new General”) and plunders over fifteen hundred crowns worth of goodies. If that wasn't enough, he becomes a Marquis.

Second Foot Brigade sees the 13th Fusiliers doing the boring work of manning the siegeworks, for which their commander, Hugo Furst, receives no recognition. In comparison Armand Alsace leading the 53rd Fusiliers gets a brief Mention (“Go, Armand!”) as the regiment storms an outlying Dutch bastion. This is where the loot comes from, Armand collecting slightly more than Turenne.

There's more boring siege work for Third Foot and Jean d'Aubergine, in command of the 4th Arquebusiers, gets no excitement and no reward.

Over to the men on horses

The Cavalry Division sees a lot more success as they see off various attempts by the allied enemies to prevent or lift the sieges. Brevet Lieutenant-General Ben e'Volence is happy with promotion (so he's no longer brevet) and almost 1,500 crowns worth of loot, hand-picked from the cavalry's spoils.

In the Horse Guards, the Dragoon Guards roll over a Dutch relief column and Colonel Balzac Slapdash picks up close to fifteen hundred crowns worth of booty as well. That's probably worth not being in Paris as he'd expected this month.

Their comrades and rivals, the Queen's Own Carabiniers, don't do quite as well. However, there's a Mention in Despatches for commander Justin Thyme (“The DGs did better”) and another for Lt-Colonel Come Asiouar. Come is another man with his eye on the financial rewards and he racks up the standard just-under-fifteen-hundred crowns worth. This must assuage the pain of having had the bailiffs separate him from what he owed the moneylenders (with interest!) before leaving Paris. Major Ian Deditte is too shaken by the near miss of an enemy sabre that takes the plume from his helmet to be bothered about anything else. While Captain Con Stantinople ferrets nearly two thousand crowns worth of loot out of the defeated Dutchmen to go with his MiD (“That's more like it”).



In the Heavies, Hugh Jeneaux leads Archduke Leopold's boys on their own looting expedition and adds a round 2,000 to his funds.

The Crown Prince's Cuirassiers are ambushed by Dutch-Spanish musketeers lying in wait. Lt-Colonel Beau Nidle is one of those to fall in the first volley of lead. RIP. Leader Stephane Etrange rallies his men and charges the enemy infantry as they re-load. This earns him a Mention ("Damn fine work") and he makes sure of corralling enough booty to get to the almost 1,500 crowns mark. Major Thibault Pinot-Noir ducks under the musket fire and gallops gleefully at the enemy. He is promoted into the sudden vacancy at Lieutenant-Colonel. Thierry Boule is the junior Major and, being unprepared to be in action, makes do with a substantial MiD ("Ducking, diving and attacking- that's what we want"). The empty slot for a Major is quickly filled by a promotion for erstwhile Captain Francois de Blanchefort. His fellow Captain, Arent Hayes, is in charge of the regiment's rearguard, so misses the gunfire and is late to the looting. Nothing for him.

The Frontier regiments have a poor month, but Thierry Toothpick is serving with Divisional HQ and receives a Mention in Despatches ("The gunfire just went over him") that brings him the Knighthood he so desperately wanted. However, volunteer Louis Travers is assigned to Frontier regiment 4 where he is one of the casualties from Spanish artillery. RIP.

Two General officers serve with the RNHB. General Jacques Hatt leads a battalion against the Dutch lines and is Mentioned ("Very brave"). He collects over five hundred crowns worth of loot. General Rick Shaw leads his battalion from the rear, but also gets a MiD ("Not so brave") and collects slightly more booty even so.

The Dragoon Brigade has something of a roving brief, which lets both regiments catch up with Dutch reinforcements. This goes well for the Grand Duke Max Dragoons, not so well for Princess Louisa's. There's a Mention for Brigade Major Botte Le Chimiste as he accentuates the positive in his reports. At least he was able to re-schedule his loans and buy his way to Lt-Colonel before reluctantly departing Paris.

The PLLD take a hammering from emplaced enemy artillery that was well concealed. Right up until the cavalry comes in range. Major Charles PiedLuminaire, a recent investor in Arms, is quick to leave the scene. This may be sound tactical sense, but it gets him a ticking-off from the brass.

No such problems hamper Grand Duke Max's boys as they see off some Spanish horsemen. The Despatches are fulsome in their praise of CO Louis Severin Descartes ("That's the stuff!") and he makes the most of it by looting well over a thousand crowns worth of trophies. Major (and Regimental Adjutant) Elroi le Flingue gets less than 500 crowns for his share of the booty. For Captain Grenville d'Arkrite it's well over 500, while Captain Maurice Danseur's share is just over five hundred crowns worth. Subaltern Pierre De Terre concentrates on what's important and is brevetted to Captain.

| Who was where -in the clubs | | | | |
|---|----------------------------|--------------------------------|--|-------------------------------|
| Where | Week 1 | Week 2 | Week 3 | Week 4 |
| Fleur de Lys | | LR(G) + Maggie . JJ + Jacky | | JJ + Jacky |
| Shows who was in or outside a club: . = Toadying to character above; (G) = Gambled; CP = Crown Prince; (id) = expected host. | | | | |
| Who was where - with the ladies | | | | |
| Where | Week 1 | Week 2 | Week 3 | Week 4 |
| Morgane | | | | TC succeeds ex-Cdp |
| Justine | | TC succeeds ex-BRJS | | |
| Shows who was with a mistress or on a doorstep: Out = Mistress with current lover; I = Indiscreet (+ mistress name); EX-id = Pinched from former lover. | | | | |
| Who was where - round and about | | | | |
| Where | Week 1 | Week 2 | Week 3 | Week 4 |
| Bawdy houses | BdLS + FC | | | |
| FC = Female Company; Mug n = Mugged & amount lost; (G) = Gambled. | | | | |
| Practising | JJ - Rapier LR - Rapier | TC - Sabre BdLS - Cutlass | JJ - Rapier TC - Sabre BdLS - Cutlass LR - Rapier | BdLS - Cutlass LR - Rapier |
| Shows everybody else: FC = Female Companionship; Mug n = Mugged & amount lost; (G) = Gambled; Weapon = Weapon practised with. For those doing nothing: -club = not in a club; -Cash = insufficient funds; -SL = insufficient Social Level. * Despite not being in a regiment | | | | |

It's quiet in Paris

Despite most of the socialites being away for the summer, Louis Renault and Maggie Nifisent still manage to throw a party. More a tête à tête than a party, though, as only Jean Jeanie and Jackie are there. Louis makes an excursion to the gaming tables where he loses two of his 200-crown bets and wins one, leaving him out of pocket. Terence Cuckpowder takes advantage of the lack of competition to go philandering. If he keeps this up, he'll have a fine collection of duels to attend come September. Not that this will worry the man-mountain.

Apart from this, most of those in Paris are busy working on their swordplay. Bernard de Lur-Saluces chucking a cutlass about is probably the most worrying of these. Unless you count Terence casually chopping a dummy in half frightening ("it's supposed to last six months," wails the gym's manager).

Wandering the streets of Paris is a motley bunch of fellows painted orange. They carry a representation of "Tiny" Thierry Toothpick (though that's not clear unless you ask) and loudly demand his instatement as Commissioner of Public Safety. ❖

Press

Announcements

Vacancies in France's Premier Regiment and the Government of Le Roi Pevans. Apply to Beau Reese Jean Seine.

† BRJS

** 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.

† Viscount Thyme

Despatches from the Front

A Fusilier writes:

Such fun: headed off to fight the foreign chappies at the head of my own little 'band of brothers'.

Arent Hayes looked at the fresh face of his CPC colleagues as they excitedly prepared for mobilisation to the front. Sadly, he reflected, some would never see Paris again. However, duty is duty and Sammy Phipps was clear what he needed to do, so Arent allowed himself to be immersed in the mood of optimism and joined in the chatter on how they would sweep the Dutch and their Spanish Paymasters into the sea.

A Dragoon writes:

Off to the wars again!

I don't think he'll be doing that again!

† Le Roi

Social

I will be holding a small soirée at my club during Week 1 of July. Any member of the military with an SL of 4+ and NOT a member of the ALC is welcome to attend. † BLC

Does this fellow not understand it's the summer campaign?

† Le Roi

Gentlemen of Paris,

As usual during week 2, Miss Nifisent and I will again be dining at my club and be delighted to receive gentlemen and their ladies. Refreshments will be at my expense.

† Marquis Louis Renault

Matters of Honour

To M. Cock a Trice,

Sirrah, you are a fool. Not for trying to court the beauteous Lois de Lô, she is worthy of many a gentleman's attention. No, your foolishness was in not standing down when you encountered a better man than yourself upon her doorstep. Well, it seems that I must teach you manners upon the Field of Honour this month. I trust you will learn your lesson.

† Maurice Danseur

Personal

Cher Frank,

My heartfelt congratulations to the well-deserved Barony.

Do not mind the slander of Toothpick in the recent press. It is of no more concern than stepping into horse shit when dismounting after battle.

In fact, it is an entertaining kind of horse shit, in the same way a delusional drunkard is entertaining on an otherwise boring night in the club.

God with us at the front, and let's show them what's what.

† Sir Louis

What sort of man expects to be Seconded by his enemy? The answer is a man as thick as Dutch Agent Thierry Toothpick. † FXC

To Major Thierry Toothpick
Sir, my thanks for your kind welcome to myself. You have certainly made my entry to Paris easier and I thank you especially for inviting me to your club. My word, but Bothwell's makes me long to be of high enough status to be a member. The wine in Red Phillips is better suited to scouring rust off my equipment than drinking! I wish you great fortune on campaign and in your affair of honour, this month and, should I be fortunate enough to survive at the front, I hope to meet you again once we return to Paris.

I am ever at your service,

† Maurice Danseur

To: MoS Count Beau Reese Jean Seine
Your Grace,

My apologies for having temporarily left the beloved Royal Foot Guards, but I've been earnestly trying to obtain a Knighthood in order to meet the necessary criteria to hold the post of CPS and, only being a Captain in the RFG, with no vacancies for a higher rank, I decided to switch to the Cardinal's Guard in order to gain a Major's rank and the ability of independent command of a battalion. Just as soon as I've got the Knighthood, I'll be back to serve you as loyally as before and, hopefully, to impress you with my ability to fill the vacant Commissioner role.

Your most obedient and loyal servant,

† Major Toothpick

Maurice Danseur,
You had your reprieve, and looking at
the very unfortunate and much too
early end of Max de Pay, maybe your
decision not to join the Assault was a
smart one. But now it is time for you
to join the glorious GDMD and become
my Aide. There is just so much
paperwork.

† Sir Louis Severin Descartes
BBG GDMD & QM General

Marquis RS, Chancellor – I applaud
your ambition, but Chancellor **and**
Minister of War? Quite the workload
you're aiming for!

To the Gentlemen of Paris

Good Sirs,

Last month I had but little time to
introduce myself. I now have time to
tell you more of my origins. My
honoured father is a Gentleman of
ancient lineage but reduced
circumstances from the city of Pau in
Bearn. He fought in the late Spanish
wars but had the misfortune to be
captured at the Battle of Camprodon
where he took a wound which left him
lame for life. He returned from
captivity to find his mansion and
estate destroyed by the enemy and his
betrothed dead in childbirth leaving a
baby boy – myself. It has been the
great regret of his life that his capture
prevented him from marrying my
mother before my birth, leaving me
with the name of bastard.
Nonetheless, my father has done all he
could for me and it is now for me to
rise, or fall, by mine own efforts. I will
do my utmost to honour his name.

† Maurice Danseur

TTT

You low-life wretch.

This is your last opportunity to
apologise.

If you do, I will welcome you back into
the bosom of the Musketeers.

† CDN

Cher Major Piedluminaire,

Jolly good show indeed. I am happy to
see you thriving in the PLLD and am
sure you will be commander soon.

Good to talk to you about investments
too. I will watch your further career
with interest and support where I can.

† Sir Louis Severin Descartes

Excellent *bon mot*, your Majesty.
There is only one thing worse than
being witty, but I do not expect your
personage to experience it.

† JJ

Lord Percy Percy says, as fashion is
tending towards the bully,
Cuckpowder is rather fashionable.

RIP Marquis Alvin Charles, Lt-
Colonel GDMD

Having joined the GDMD in
September of 1674, LtColonel Charles
was a sharp military mind and a solid,
if quiet and introvert officer and
friend. He will be sorely missed. May
God give him peace.

† Sir Louis Severin Descartes
BBG GDMD & QM General

Poetry Corner

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

1 Bravely bold Thibault rode forth
from Paris.

He was not afraid to die, oh, brave
Thibault.

He was not at all afraid to be killed in
nasty ways –

Brave, brave, brave, brave Thibault.

2 He was not in the least bit scared to
be mashed into a pulp

Or to have his eyes gouged out and
his elbows broken,

To have his kneecaps split and his
body burned away,

And his limbs all hacked and
mangled, brave Thibault.

3 His head smashed in and his heart
cut out

And his liver removed and his bowels
unplugged

And his nostrils raped and his bottom
burnt off

And his penis split and his...

“That’s... that’s enough music for now,
Lads.”

Points Arising

Next deadline is 14th February

Oops! I'm so used to Ministers of State
sending **all** the Brigades on the
summer campaign, I completely failed
to notice that 4th Foot wasn't included
this year. My apologies if this misled
anyone (particularly Steven Malacek,
aka the unfortunate LT).

I have had a couple of comments that
players don't respond to emails about
the game. I realise this may be due to
messages being identified as spam,
but please do reply to other players'
emails, even if it's just to say no. (Last
resort is to email me and ask me to
pass on your message.)

And, when you send emails, I suggest
starting the subject line with “LPBS:”
so that people can easily identify game
correspondence.

I've held over Jon Dean's start (after
some confusion with email addresses)

– he's completely new to the game, so
do lend a hand, guys.

Welcome

Grégory Meurant is starting up his
own game (in Belgium) and joins us to
try out *LPBS* – good luck with both,
Grégory.

Absent friends

The following did not get orders to me
and suffered the consequences.

Cameron Wood's orders for Neville
Moore were well late, but didn't make
much difference as he was at the front.

Ray Vahey (X1) was floated at his
request.

As noted above, Jon Dean's character
(X6) has been held over to July.

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.

None

Duels

Results of June's duels

Maurice Danseur (gains 1 Exp) killed Cock à Trice.

Tiny Thierry Toothpick didn't turn up to fight Claude de Nord and lost SPs.

Claude de Nord (with FXC, gains 1 Exp) beat his enemy Zeold von Tu (with CA).

Grudges to settle next month

None!

"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. Orders conditional on a challenge being voted cause are acceptable.

Duels held over to September

Beau Reese Jean Seine versus Terence Cuckpowder.

Camille de Polignac versus Terence Cuckpowder.

New Characters

Peter Card gets the First son of a wealthy Knight: Init SL 7; Cash 550; MA 1; EC 3 (X2).

Graeme Wilson gets the Bastard son of an Impoverished Marquis: Init SL 7; Cash 36; MA 4; EC 4 (X3).

Manoj Nair gets the First son of a Peasant: Init SL 3; Cash 11; MA 6; EC 2 (X4).

Pam Udowiczenko gets the Bastard son of an Impoverished Earl: Init SL 8; Cash 36; MA 6; EC 1 (X5).

Jon Dean gets the Bastard son of a very wealthy Merchant: Init SL 2; Cash 450; MA 5; EC 5 (X6).

Tables

Army Organisation and 1676's Summer Deployment

| | |
|---------------------------------------|-------------|
| Field Army (Siege) | JdG/___/LSD |
| First Division (Siege) | GdB/N/___ |
| Guards Brigade (Siege) - RFG CG KM | |
| 1st Foot Brigade (Siege) - RM PM | |
| Second Division (Siege) | ZUT/N/___ |
| 2nd Foot Brigade (Siege) - 13F 53F | |
| 3rd Foot Brigade (Siege) - 27M 4A | |
| Cavalry Division (Siege) | BeV/___/N2 |
| Horse Guards Brigade (Siege) - DG QOC | |
| Heavy Brigade (Siege) - ALC CPC | |
| Frontier Division (Siege) | N2/TTT/___ |
| Frontier Regiments (Siege) | |
| Dragoon Brigade (Siege) - 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 | ZvT/N/MdG |
| Horse Guards Brigade | N5/N/N1 |
| Heavy Brigade | N6/N/___ |
| Dragoon Brigade | N5/N/BLC |
| First Foot Brigade | HDS/N/N5 |
| Second Foot Brigade | N3/___/___ |
| Third Foot Brigade | N4/N/N4 |
| Fourth Foot Brigade | N2/N/___ |

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

Frontier Regiments

| (On Campaign for June-Aug) | | | | | |
|----------------------------|----|----|----|----|----------|
| | F1 | F2 | F3 | F4 | RNHB |
| Colonel | N5 | N4 | N5 | N4 | N9 |
| Attached | | | | | RS JH |
| 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

| | |
|-----------------------|---------------------------------|
| Field Army: 1 | Cavalry Division: 1 |
| First Division: 3 | Horse Guards Brigade: 2 |
| Guards Brigade: 4 | Dragoon Guards: 1 |
| Royal Foot Guards: 3 | Queen's Own Carabiniers: 2 |
| Cardinal's Guard: 4 | Heavy Brigade: 1 |
| King's Musketeers: 4 | Archduke Leopold Cuirassiers: 2 |
| 1st Foot Brigade: 3 | Crown Prince Cuirassiers: 2 |
| Royal Marines: 5 | Frontier Division: 5 |
| Picardy Musketeers: 1 | Frontier regiment 1: 5 |
| Second Division: 2 | Frontier regiment 2: 5 |
| 2nd Foot Brigade: 2 | Frontier regiment 3: 3 |
| 13th Fusiliers: 3 | Frontier regiment 4: 5 |
| 53rd Fusiliers: 1 | RNHB regiment: 3 |
| 3rd Foot Brigade: 4 | Dragoon Brigade: 4 |
| 27th Musketeers: 4 | Grand Duke Max's Dragoons: 1 |
| 4th Arquebusiers: 3 | Princess Louisa Lt Dragoons: 6 |

Other Appointments

| | |
|--|----------------------|
| King's Escort: Ensign N | Captain N |
| Cardinal's Escort: Ensign N | Captain N |
| Aides: to Crown Prince NM | to Field Marshal CdP |
| Provincial Military Governors: N/N/N/N/N | |
| City Military Governor TC | Adjutant-General N |
| Inspectors-General: of Cavalry N | of Infantry N |
| Commissioner of Public Safety __ | |
| Chancellor of the Exchequer RS (until end August 1676) | |
| Minister of Justice FXC (until end May 1677) | |
| Minister of War JJ (until end May 1677) | |
| Minister of State BRJS (until end January 1677) | |

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 | |
| 65 | Therèse Le Vert | 21 | B/W | |
| 7 | Chris Pacquette | 19 | | |
| 61 | Bette Noire | 19 | I/W | |
| 64 | Edna Bucquette | 18 | W | |
| 3 | Kathy Pacific | 17 | B | |
| 54 | Madelaine de Proust | 17 | | |
| 35 | Katy Did | 16 | I | |
| 42 | Maggie Nifisent | 16 | B | LR |
| 55 | Jacky Tinne | 16 | | JJ |
| 52 | Guinevere d'Arthur | 15 | B/W | |
| 10 | Frances Forrin | 14 | B | |
| 48 | Fifi | 14 | B/W | |
| 62 | Alison Wunderlandt | 14 | | |
| 11 | Laura de Land | 13 | | |
| 26 | Ella Fant | 13 | B | |
| 27 | Lucy Fur | 13 | B | |
| 45 | Cath de Thousands | 13 | | |
| 8 | Lotte Bottle | 12 | B | |
| 17 | Henrietta Carrotte | 12 | I/W | |
| 28 | Vera Cruz | 12 | | |
| 31 | Bess Ottede | 12 | I/W | |
| 1 | Sue Briquet | 11 | B | |
| 4 | Anne Tique | 11 | W | |
| 23 | Agnes Sorel | 11 | I/W | |
| 40 | Sheila Kiwi | 11 | | |
| 63 | Carole Singeurs | 11 | | |
| 20 | Emma Roides | 10 | I | |
| 38 | Pet Ulante | 10 | W | |
| 43 | Di Lemmere | 10 | I | |
| 53 | Angelina de Griz | 10 | B | |
| 6 | Viv Ayschus | 9 | | |
| 59 | May Banquet l'Idée | 9 | | |
| 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 | |
| 5 | Belle Epoque | 6 | B/I | |
| 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.

| Col | Regiments | | | | | | | | | | | | | | | |
|--------|-----------|------|-----|----|-----|-----|-----|----|--------|-----|------|-----|-----|----|-----|------|
| | RFG | CG | KM | DG | OOC | AIC | CPC | RM | CDMDPM | 13F | PLLD | 53F | 27M | 4A | 69A | Gscn |
| CoI | BRJS | | | | | | | | | | | | | | | |
| LCoI | MdG+ | N6 | FXC | | | | | | | | | | | | | |
| Maj 1 | HwB | TTT+ | N4 | | | | | | | | | | | | | |
| Maj 2 | NM | N6 | N3 | | | | | | | | | | | | | |
| Capt 1 | FS | N1* | N5 | | | | | | | | | | | | | |
| Capt 2 | N4 | | N6 | | | | | | | | | | | | | |
| Capt 3 | | | N1 | | | | | | | | | | | | | |
| Capt 4 | | | | | | | | | | | | | | | | |
| Capt 5 | | | | | | | | | | | | | | | | |
| Capt 6 | | | | | | | | | | | | | | | | |

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 |
|------|------------------------------|-----|-----|-------|--------------------|------------------------|----|-----------|------|----|---------------------|
| BRJS | Count Beau Reese Jean Seine | 24 | F | Rich | B.Bdr-General | RFG/State Min. | 15 | | Flr | 4 | Bill Hay |
| BeV | Count Ben e'Volence | 24 | F | Withy | Lt-General/Cav Div | Commandr | 11 | | Flr | 3 | Ash Casey |
| GdB | Count Greg de Bécqueur | 24 | F | Rich | Lt-General/1st Div | Commandr | 13 | | Flr | 5 | Anthony Gilbert |
| JJ | Count Jean Jeanie | 24+ | 76 | F | Withy | General/War Minister | 32 | Jacky | Flr | 4 | Andrew Kendall |
| CdP | Marquis Camille de Polignac | 23 | F | Poor | Lt.Colonel | RFG/FMshi's Aide | 4 | | Flr | 4 | James McReynolds |
| BdLS | Count Bernard de Lur-Saluces | 22 | 55 | F | Withy | Lt-General | 19 | | Flr | 3 | Rob Pinkerton |
| TC | Count Terence Cuckpowder | 22 | 51 | Comfy | B.Lt-General/City | Mil.Gov | 7 | | Flr | 6 | Mike Dommett |
| RS | Marquis Rick Shaw | 22 | F | Withy | General/Chancellor | | 2 | | Flr | 6 | Charles Burrows |
| HDS | Viscount Henri DuShite | 21 | F | Withy | B.Lt-General/1 | Brigadier | 16 | | Flr | 4 | Dave Marsden |
| JdG | Count Jacques de Gain | 21 | F | Withy | General/Fld Army | Commandr | 24 | | Flr | 1 | Bob Blanchett |
| ZUT | Marquis Zavier Ulric Turenne | 20 | F | Withy | B.General/2nd Div | Commandr | 4 | | Flr | 4 | Roy Bleasdale |
| LR | Marquis Louis Renault | 19 | 48 | Withy | Lt-General/Min | w/o Port | 3 | Maggie | Flr | 2 | Gerald Udowiczzenko |
| JiT | Viscount Justin Thyme | 19 | F | Rich | B.Bdr-General | QOC | 16 | | Flr | 1 | Chris Schotmann |
| LSD | Sir Louis Severin Descartes | 18 | F | Rich | B.Bdr-Gen | GDMD/Fld Army QMG | 5 | | Both | 4 | Andrew Larder |
| CdN | Baron Claude de Nord | 17 | F | Withy | B.Bdr-General | KM | 4 | | Both | 3 | Tim Macaire |
| ZVT | Sir Zeold von Tu | 16 | F | Withy | Bdr-General/Cds | Brigadier | 7 | | Hunt | 2 | Cameron Wood |
| NM | Sir Neville Moore | 15 | F | Withy | Captain | RFG/C.Prnce Aide | 1 | | Both | 4 | Bill Howell |
| MdG | Martin de Garnache | 15 | F | Comfy | Major | RFG/Gds Brigade Maj. | 3 | | Both | 3 | Joel Halpern |
| JH | Sir Jacques Hatt | 15 | F | Comfy | B.General | | 4 | | Both | 4 | Nigel Monaghan |
| FXC | Marquis Frank X Change | 14 | F | OK | Lt.Colonel | KM/Justice Min. | 9 | | Both | 4 | Paul Murphy |
| BN | Sir Beau Nidle | 13 | RIP | | | | | | | | |
| BS | Marquis Balzac Slapdash | 13 | F | Rich | Colonel | DG | 20 | | Hunt | 3 | Matthew Wale |
| HJ | Baron Hugh Jeneaux | 13 | F | Withy | Colonel | ALC/Gen's Aide | 9 | | Hunt | 3 | Bruno Giordan |
| FS | Baron Felipe Savant | 13 | F | Withy | Captain | RFG | 5 | | Both | 4 | Brick Amundsen |
| HWB | Hector William Boone | 13 | F | Withy | Major | RFG | 5 | | Both | 5 | Paul Wilson |
| TTTT | Sir Tiny Thierry Toothpick | 13 | F | Comfy | Major | CG/LtGen's Aide (Fntr) | 5 | | Both | 1 | Jason Fazackarley |
| SE | Stephane Etrange | 11 | F | Withy | B.Bdr-General | CPC | 3 | | Hunt | 4 | Neil Packer |
| CA | Sir Come Astouar | 11 | F | Comfy | Lt.Colonel | QOC | 7 | | Hunt | 4 | Jacob Andersson |

| ID | Name | SL | SPs | Cash | Rank | Regiment/Appointment | MA | Last seen | Club | EC | Player |
|------|-------------------------|----|-----|-------|---------------|------------------------|----|-----------|------|-----------------|------------------|
| HF | Hugo Furst | 10 | F | Poor | Lt.Colonel | 13F | 5 | | Hunt | 2 | Graeme Morris |
| TB | Thierry Boule | 10 | F | OK | Major | CPC | 4 | | Hunt | 6 | John Cooke |
| BLC | Botte Le Chimiste | 10 | F | Poor | Lt.Col | GDMD/Drgn Brigade Maj. | 2 | | Hunt | 4 | Tym Norris |
| JdA | Jean d'Aubergine | 10 | F | OK | Colonel | 4A | 4 | | Hunt | 3 | Paul Robbins |
| EIF | Elroi le Flingue | 10 | F | Comfy | Major | GDMD/GDMD Regt. Adjnt. | 7 | | BG | 4 | Daniel Racke |
| FdB | François de Blanchefort | 9 | F | OK | Major | CPC | 3 | | BG | 4 | Peter Farrell |
| TPN | Thibault Pinot-Noir | 9 | F | Comfy | Lt.Colonel | CPC | 5 | | BG | 3 | Tim Rattray |
| AH | Arent Hayes | 8 | F | OK | Captain | CPC | 4 | | F&P | 3 | Mark Cowper |
| CS | Con Stantinople | 8 | F | Comfy | Captain | QOC | 6 | | | 1 | Pam Udowiczzenko |
| JDB | Jeanne Dammme-Beavoir | 7 | RIP | | | | | | | | Peter Card |
| MHD | Marcel Hatch Dupree | 7 | F | Poor | Major | RM | 5 | | 4 | Graeme Wilson | |
| PPuf | Percival Puffington | 7 | F | Comfy | B.Bdr-General | PM | 5 | | 5 | Tony Taylor | |
| AA | Armand Alsace | 7 | F | Comfy | B.Bdr-General | 53F | 9 | | BG | 4 | Sebastian Emde |
| ID | Ian Deditte | 6 | F | OK | Major | QOC | 3 | | RP | 2 | Nik Luker |
| GdA | Grenville d'Arkrite | 6 | F | Comfy | Captain | GDMD | 4 | | 5 | Gerry Sutcliffe | |
| MD | Maurice Danseur | 4 | F | OK | Captain | GDMD | 5 | | RP | 5 | Andrew Whiteley |
| CPL | Charles PiedLuminaire | 4 | F | OK | Major | PLLD | 7 | | RP | 3 | Nick Tyrrell |
| PDT | Pierre De Terre | 3 | F | Poor | B.Captain | GDMD | 6 | | 2 | Manoj Nair | |
| CdF | Chemin de Fer | 3 | F | OK | B.Captain | RM | 5 | | 3 | Rod MacDonald | |
| X1 | | 2 | 0 | OK | | | 1 | | 4 | Ray Vahey | |
| LT | Louis Travers | 2 | RIP | | | | | | | | Steven Malecek |
| CaT | Cock à Trice | 2 | RIP | | | | | | | | Richard Cronan |
| X6 | | 2 | 0 | OK | | | 5 | | | | Jon Dean |

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+