

## That would be enough

This has been issue 263 of *To Win Just Once*, published 4th April 2026. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2026

## Deadlines

Orders for *Railway Rivals* to Mike by Friday 17th April 2026.

Orders for *LPBS* and By Popular Demand entries to Pevans by Monday 27th April 2026.

(Probable next deadlines: 22nd/29th May, 26th June/3rd July.)

## Waiting lists

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

*Railway Rivals* – It seems we have five for a new game, so Mike is deciding on a map. There's room for one more alongside Anthony Gilbert, Mark Cowper and Gerald Udowiczenko, Rob Pinkerton and Chris Rudram. (Working map and rules provided).

*Star Trader* – The list for the next game starts with Pevans, Mark Cowper and Anthony Gilbert. At least two more needed – and room for up to eight. (Rules provided)

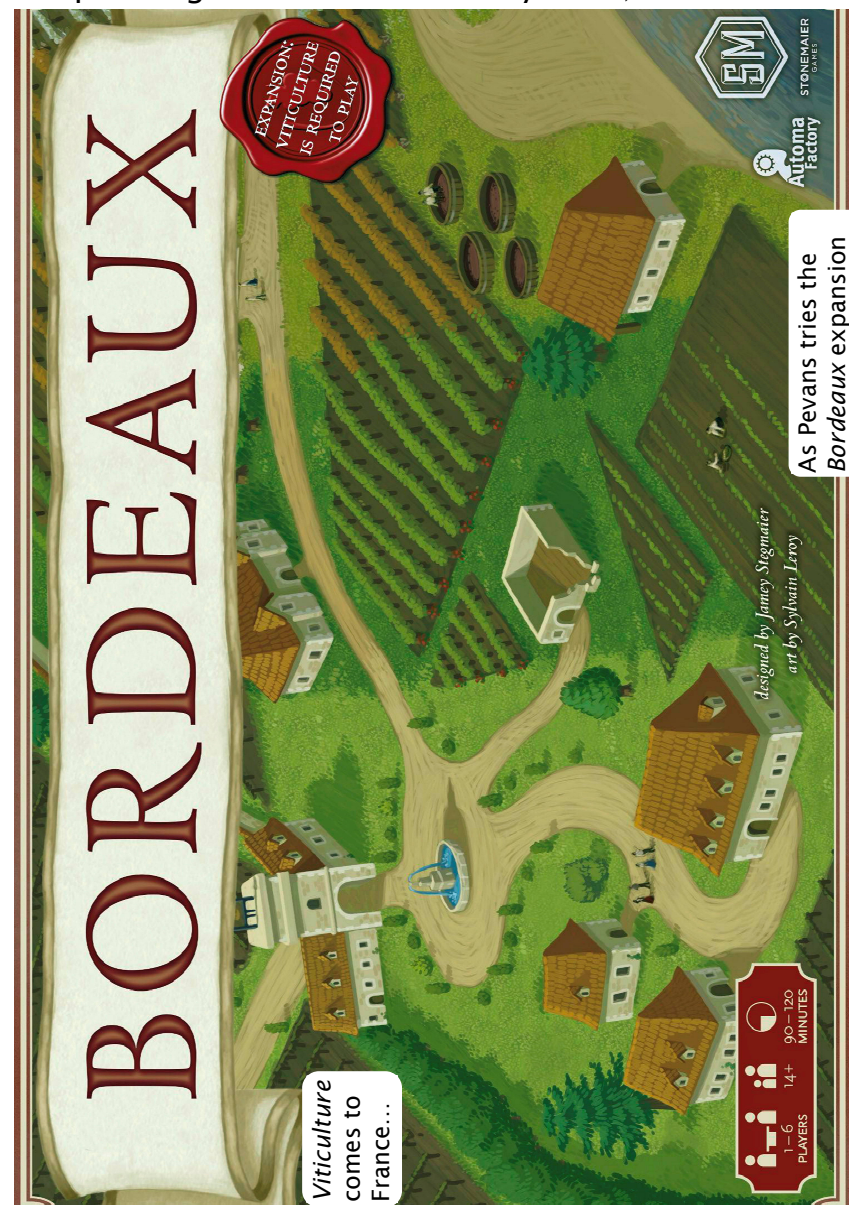
## Credits

*To Win Just Once* issue 263 was written and edited by Pevans with contributions from Mike Dommett. The *LPBS* masthead (page 17) is by Lee Brimmicombe-Wood, as are the drawings on pages 20 and 28. 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 263: April 2026

(LPBS 400-401: June-July 1677)

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ID	Name	SL	SPs	Cash	Rank,	Regiment/Appointment	MA	Last seen	Club	EC	Player
FdB	François de Blancheport	12	F	Comfy	B.	Bdr-General CPC/Hvy Brigadier	6		Both	4	Peter Farrell
AH	Arent Hayes	12	F	Poor	Lt.	Colonel CPC	6		Hunt	3	Mark Cowper
PPuf	Sir Percival Puffington	12	F	Comfy	B.	Lt-General/1 F Brigadier	8		Hunt	5	Tony Taylor
MD	Maurice Danseur	12	F	OK	Major	DG	6		Hunt	5	Andrew Whiteley
HS	Sir Hugo Serre	11	F	Wlthy	Major	KM	6		Hunt	3	Paul Murphy
CPL	Baron Charles PiedLuminaire	11	F	OK	Bdr-General/Drgn	Brigadier	9		F&P	3	Nick Tyrrell
AA	Sir Armand Alsace	10	F	OK	Bdr-General		13		Hunt	4	Sebastian Emde
CdF	Chemin de Fer	9	F	Comfy	Major	RM/1 F Brigade Maj.	5		F&P	3	Rod MacDonald
SBC	Sebastiane Blanc-Chevaux	8+	25	Poor			1	Di	F&P	2	Peter Card
JdG	Jean-Jules de Gant	7-	4	Poor			3		Hunter	Charest	
CE	Charles Etfeevor	7	F	OK	Colonel	13F	4		F&P	4	Andrew Kendall
VdF	Vaux de Fon	7	F	OK	Captain	CPC	1		F&P	4	John Cooke
BT	Beau Taux	7	F	Poor	Major	53F	4		F&P	4	Paul Robbins
SDS	Steve De Sade	7	F	OK	Major	GDMD	6			5	Jon Dean
BdV	Beaumes de Venise	5	F	Poor	Lt.Colonel	27M	6		RP	6	Jeremy Tullett
MdP	Maximilien de Piquemaire	5	F	Comfy	Major	GDMD/LtGen's Aide (Fntr	6		RP	2	Max Pieksma
DJA	Dee Jean Aise	5	F	Comfy	Colonel	PLLD/2nd Div Adjutant	5		RP	3	Jovan Bogdanovic
HDF	Henri De Flection	4	F	OK	Major	13F	8		RP	4	Peter Jenkins
IP	Ignace Pardaillon	3	F	Comfy	Subaltern	GDMD	5		RP	3	Grégory Meurant
PM	Papier Marche	2	F	OK	Subaltern	PM	1			2	Gerry Sutcliffe

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, Wlthy = 5000-10000, Rich = 10000-25000, Flthy = 25000+  
 Last seen is the lady the character was last seen with in public.  
 EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+

# The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
BeV	Count Ben e'Volence	24	F	Rich	General/2nd Army	Commdr	11		Flr	3	Ash Casey
GdB	Count Greg de Bécqueur	24	F	Withy	General/1st Army	Commdr	13		Flr	5	Anthony Gilbert
RS	Earl Rick Shaw	23	60	Withy	General/State Min.		3	Justine	Flr	6	Charles Burrows
CdP	Viscount Camille de Polignac	22	F	Withy	B.Bdr-General	RFG/War Minister	8		Flr	4	James McReynolds
TC	Count Terence Cuckpowder	22	F	Withy	B.Lt-General/Gds	Brigadier	9		Flr	6	Mike Dommett
ZUT	Marquis Zavier Ulric Turenne	20	27	Withy	Lt-General		4		Flr	1	Bob Blanchett
JIT	Count Justin Thyme	20	F	Rich	B.Bdr-General	QOC	19		Flr	2	Gerald Udowiczzenko
FXC	Viscount Frank X Change	20	F	Comfy	B.Bdr-General	CG/Min w/o Port	13		Flr	4	Nigel Monaghan
ZvT	Baron Zeold von Tu	19	F	Withy	Lt-General/1st Div	Commandr	8		Flr	3	Tim Macaire
CdN	Marquis Claude de Nord	18	F	Rich	B.Bdr-General	KM	5		Both	4	Andrew Larder
JH	Marquis Jacques Hatt	18	F	Comfy	General/3rd Army	Commdr	4		Flr	3	Joel Halpern
LR	Marquis Louis Renault	18	F	Withy	Lt-General/2nd Div	Commandr	4		Flr	4	Roy Bleasdale
JdG	Count Jacques de Gain	17+	78	F	Fld Marshal		24			6	Ben Brown
TTT	Baron Tiny Thierry Toothpick	16	F	Comfy	Colonel	DG	8		Hunt	1	Jason Fazackarley
NM	Baron Neville Moore	15	F	Rich	Major RFG/Capt.K's Esc		1		Hunt	2	Cameron Wood
BS	Viscount Balzac Slapdash	15	F	Rich	Bdr-General/HGds	Brigadier	23			5	Matthew Wale
MdG	Martin de Garnache	15	F	Withy	Lt.Colonel RFG/1st Div	Adjutant	3		Both	4	Bill Howell
CA	Earl Come Asiouar	15	F	Withy	Lt.Colonel CG/Justice	Min.	10		Both	4	Jacob Andersson
FS	Baron Felipe Savant	14	F	Rich	Captain	RFG	5		Both	4	Brick Amundsen
TCdS	Sir Thibault Chanson de Skye	14	F	Comfy	Lt-General/Fntr	Div Commandr	8		Both	5	Bill Hay
HJ	Earl Hugh Jeneaux	13	F	Rich	B.Bdr-General	ALC/Chancellor	11		Hunt	3	Bruno Giordan
HF	Sir Hugo Furst	13	F	Comfy	B.Lt-General/2 F	Brigadier	6		Both	2	Graeme Morris
MHD	Sir Marcel Hatch Dupree	13	F	Withy	Lt.Colonel	RM	8		Hunt	4	Graeme Wilson
HWB	Baron Hector William Boone	13	F	Rich	Major RFG/Gds	Brigade Maj.	9		Both	5	Paul Wilson
BLC	Botte Le Chimiste	13	F	Comfy	B.Bdr-General	GDMD/Cav Div	Adjt	2	Both	4	Tym Norris
EIF	Sir Eiroi le Flingue	13	F	Poor	Lt.Colonel	GDMD	7		Both	4	Daniel Racke
CS	Sir Con Strantinople	13	F	Withy	Lt.Colonel	QOC/HGds	Brigade Maj.	6	Hunt	1	Pam Udowiczzenko
ID	Sir Ian Dediette	13	F	Comfy	Major	QOC	4		Both	2	Nik Luker

## Chatter

It was an exciting time for me immediately after publishing the last issue: it was time for my latest colonoscopy! Those of a nervous disposition may wish to skip my account of this – that’s six paragraphs of too much information.

Almost exactly five years after the first – the one that discovered my tumour. The procedure itself isn’t too bad – I tick the box that says give me sedation – and I get a ringside seat for the video journey along my (very pink) insides.

No, the tough bit is the evening/night before. In order to carry out a colonoscopy, the colon must be empty. Completely empty. So 3 pm the day before was when I stopped eating and two hours later I started the very strong laxatives. Checking the pack, the main ingredients are salts, which have to be dissolved in 500 ml of water. This gloopy liquid is hard to get down, even with a further 500 ml of water alongside. Sip one, sip the other and take an hour over it.

Then there’s a second dose a few hours later, which has a few more “active ingredients”. It makes for an ... interesting evening. And night.

The Endoscopy suite at Hillingdon Hospital is in one of the new buildings (possibly the one under construction in the cover photo of *TWJO* 213), so it’s spacious and bright. The staff were competent, efficient and friendly – and very encouraging during the process. Plus I got some natty paper shorts to wear under my hospital gown. Shorts with the ‘fly’ at the rear!

I’m pleased to report that I got a clean bill of health. Watching the pictures (I have souvenir photos!) I couldn’t distinguish the site of my operation, even when the endoscopist pointed it out.

On balance, though, I don’t think I’d recommend it as a day out. However, it’s certainly a relief and, apart from a CT scan later in the year, marks the end of my five-year post-op follow-up. It’ll be a few years before they check again.

No sooner have I mentioned daffodils (last issue) than there’s blossom appearing everywhere. Magnolia initially, but now the cherry blossom is out as well – and there are a lot of cherry trees around here.

And Geraldine pointed that what I thought were other flowers alongside the single hyacinth are actually more hyacinths. Mutant hyacinths, though – the individual florets are wide apart instead of being closely grouped in a cylinder.

## Earworms

For the last month I’ve had an odd medley of the Saw Doctors’ “I Hope You’ll Meet Again” and the Eurythmics’ “There Must be an Angel (Playing with my Heart)”. No, I don’t know why either. The former is actually from the Saw Doctors’ very first album and has a flute solo (by Pearse Doherty) that gets me every time – sadly



## Frontier Regiments

	F1	F2	F3	F4	RNHB
Colonel	N3	N7	N5	N5	N7
Attached					AA
Also at the Front					

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

## Battle Results in July

- |  |   |
|--|---|
| <p>First Army: 3<br/>                 First Division: 3<br/>                 Guards Brigade: 1<br/>                 Royal Foot Guards: 2<br/>                 Cardinal's Guard: 2<br/>                 King's Musketeers: 2<br/>                 Dragoon Brigade: 3<br/>                 Grand Duke Max's Dragoons: 3<br/>                 Princess Louisa Lt Dragoons: 3<br/>                 Cavalry Division: 2<br/>                 Horse Guards Brigade: 3<br/>                 Dragoon Guards: 1<br/>                 Queen's Own Carabiniers: 2<br/>                 Heavy Brigade: 4<br/>                 Archduke Leopold Cuirassiers: 2<br/>                 Crown Prince Cuirassiers: 4<br/>                 Second Army: 3<br/>                 Frontier Division: 2<br/>                 Frontier regiment 1: 3<br/>                 Frontier regiment 2: 4<br/>                 Frontier regiment 3: 5<br/>                 Frontier regiment 4: 5</p> | <p>Third Army: 5<br/>                 Second Division: 3<br/>                 3rd Foot Brigade: 3<br/>                 27th Musketeers: 3<br/>                 4th Arquebusiers: 2<br/>                 4th Foot Brigade: 2<br/>                 69th Arquebusiers: 5<br/>                 The Gascon Regiment: 4<br/>                 RNHB regiment: 4<br/>                 Third Division: 4<br/>                 1st Foot Brigade: 3<br/>                 Royal Marines: 1<br/>                 Picardy Musketeers: 4<br/>                 2nd Foot Brigade: 3<br/>                 13th Fusiliers: 3<br/>                 53rd Fusiliers: 5</p> |
|--|---|

## Other Appointments

King's Escort: Ensign N	Captain NM
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal __
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General __
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety __	
Chancellor of the Exchequer HJ (until end August 1677)	
Minister of Justice CA (until end May 1678)	
Minister of War CdP (until end February 1678)	
Minister of State RS (until end February 1678)	

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

*The Fellowship of the Ring game looks quite fun. It may be about time for me to reread the books by now, although I don't reread them annually as I think Christopher Lee said he did.*

And it's been years since I re-read *The Lord of the Rings*.

*Congratulations on getting so far into Flavia Albia. (Um, perhaps that's not the right way of putting it.)*

*I bought the first Flavia Albia book but wasn't able to make much progress with it: it failed to grab me. I also seem to have gone off Falco by now, which is odd, because I followed his adventures faithfully for years. Something in me must have changed, but I don't know what.*

I don't think I should comment on that, so let's move on to Nick Kinzett.

*Fascinated by Fate of the Fellowship which (if I didn't know better) sounds like doing at proper board-game level what I and a couple of my playtesters have been trying at semi-roleplaying level in WILL THIS WIND' (the Leaving Shire game and its The Ring Goes South follow-up). Natch, I have anyway and for decades maintained that the only way to do a 'proper' TLoTR boardgame was as a cooperative exercise (because the opposition are at best Idiot Savants rather than thinking gamers). However, the old Knizia effort<sup>†</sup>, though a tour de force at the time, was and remains a far-too-linear and one-party affair – I did manage a modification where the Party can split into two mid-game, but it was mechanistically a bit clumsy. And of course Reiner's later competitive expansion merely ran into the Idiot Savant issue mentioned above.*

*Fate of the Fellowship looks a lot more like the real deal. Only reservation I have from your review is the possibility of the “eagles fly direct to Mount Doom” canard, which should be a no-no. The clear implication in the story is that this was and never would have been an option until the Ring was destroyed, making it moot except as a rescue mission. But I imagine that would be an easy modification to make. I may have to save up from my pension and buy my first boardgame since I retired!*

Yes, luckily that card is only one of the event cards and not all are used in a game, so it's straightforward to leave it out or mitigate its effects. And I agree with you on Reiner's game: the way it reproduces the book's main plot is brilliant, but it also constrains players to follow that plot.

\* Nick's latest 'zine – enquiries to nick.kinzett@gmail.com

† *The Lord of the Rings* co-operative board game designed by Reiner Knizia and originally published by Sophisticated Games back in 2000

## Claret wine

### Pevans reviews the *Bordeaux* expansion for *Viticulture*

The latest arrival in my games collection is the new expansion for *Viticulture*, *Bordeaux* – and I’ve already played it. My problem in writing about it is that I keep comparing it to the base game (and, to some extent, the other major expansion, *Tuscany*). And you, dear reader, may be all too familiar with *Viticulture* or may never have heard of it. So I’ll start with an introduction to *Viticulture* which those who know the game can happily skip.

As the name suggests, *Viticulture* is about making wine. It’s a worker placement game, so you have actions to: acquire vines, plant vines in the fields on your player board, harvest grapes from your fields, make wine from your grapes, gain orders for specific wines and fill those orders for victory points (and income). Other actions let you train more workers, raise cash and buy enhancements for your winery (in particular, expand your cellar to hold more valuable/older wines).

In addition, you can play ‘Visitor’ cards for bonuses, which can include gaining victory points. In fact, you can earn more points from Visitors than making wine! (Case in point: in my current online game I’ve scored 8 points and only two of these are from a wine order.) This reminds me of time I visited the “smallest distillery in Scotland”. It had a team of three to run the distillery. And 15 for the visitor centre!

The actions are spread across two seasons, summer and winter, but your workers can only be used once each year. At the start of each year is a clever mechanism – the wake-up table – that determines turn order. You can choose any (unoccupied) row on the table to gain a benefit at the start of each season. Except there is nothing for going first and the benefits get better the further down the table/turn order you’re prepared to go.

Another neat feature is that there are three spaces for workers on each action. However, all three are only available in 5-6 player games. If there are 3-4 playing, it’s a maximum of two workers on an action. This means the game scales nicely with the number of players. And the restriction is mitigated by each player having a ‘Grande’. This is a larger worker that can be placed on a fully-occupied action.

Designed by Jamey Stegmaier and Alan Stone, the original *Viticulture* was published (by Stonemaier Games) back in 2013 and was followed two years later by the “Essential Edition”, which is what I’m familiar with and what I’m talking about here. The *Tuscany* expansion (for the Essential Edition) appeared in 2016.

I learnt to play *Viticulture* with *Tuscany* included and I still prefer to play this way. *Tuscany* has a new board that distributes the actions across four seasons, while adding some new ones and tweaking a few things. Your workers can still

Eric Henderson gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 6; EC 4 (X5).

## Tables

### Army Organisation and 1677’s Summer Deployment

First Army (Field Ops)	GdB/N/N5/N
First Division (Field Ops)	ZvT/__/Mdg
Guards Brigade (Field Ops) - RFG CG KM	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Cavalry Division (Field Ops)	__/__/BLC
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Second Army (Siege)	BeV/N/__/N
Frontier Division (Siege)	TCdS/MdP/__
Frontier Regiments (Siege)	
Third Army (Defence)	JH/__/__/N
Second Division (Defence)	LR/__/DJA
3rd Foot Brigade (Defence) - 27M 4A	
4th Foot Brigade (Defence) - 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	N2/N/__
1st Foot Brigade (Defence) - RM PM	
2nd Foot Brigade (Defence) - 13F 53F	

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	TC/__/HWB
Horse Guards Brigade	BS/__/CS
Heavy Brigade	FdB/__/N3
Dragoon Brigade	CPL/N/__
First Foot Brigade	PPuf/__/CdF
Second Foot Brigade	HF/__/__
Third Foot Brigade	__/__/__
Fourth Foot Brigade	N3/__/N3

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

positions will be appointed by Minister of State Rick Shaw (at the start of September)

## Welcome

Joining us for the August turn is Eric Henderson, who's new to En Garde! but has read the rulebook and wants to give it a go. Welcome, Eric.

## Absent friends

FdB No orders from Peter Farrell - 1 turn missed.

IP Grégory Meurant asked to be floated until he's ready to return.

ZUT Bob Blanchett asked to be floated until he's ready to return.

## Duels

### Results of July's duels

There were none.

### Grudges to settle next month

Still none.

## New Characters

Rob Pinkerton gets the Second son of a very wealthy Marquis: Init SL 8; Cash 750; MA 1; EC 3 (X1).

Dave Marsden gets the Bastard son of an Impoverished Gentleman: Init SL 3; Cash 36; MA 4; EC 2 (X2).

Chris Schotmann gets the First son of an Impoverished Gentleman: Init SL 5; Cash 44; MA 5; EC 2 (X3).

Manoj Nair gets the Second son of a well-to-do Knight: Init SL 6; Cash 250; MA 1; EC 4 (X4).

## Notes

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

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

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

### Duels held over to September

Terence Cuckpowder challenges Tiny Thierry Toothpick.

Hugo Serre versus Sebastiane Blanc-Chevaux.

only be used once a year, though. Other new features can be used or not as players wish. These include additional structures, specialist workers that give a bonus when deployed to 'their' action and a map of Tuscan regions that provide in-game bonuses and area majority points at the end of the game (not too many, but enough to swing a tight game). Plus there's an expanded wake-up table.

So, on to *Bordeaux*. This expansion is essentially a new board with some rule changes to make use of what's on the board. Like *Tuscany*, this new board distributes actions across four seasons and has a revised wake-up table to match this. It's also noticeably easier to read. Printing the text in white makes it stand out from the background much more.

The board then has spaces alongside the Vine and Order decks for two face-up cards. This addresses one of the issues with *Viticulture*: that cards are drawn at random. It's all too easy to have vines that predominantly produce red wines and orders that mostly require white (or vice versa). Allowing players to draft cards mitigates this – and there's an action to replace the face-up cards.

You'll also see a grid on one corner of the board showing the various trades allowed. When a player takes the Trade action, they place a marker blocking that particular trade from being used again. Hence, if a player has a pile of cash, for example, they can't keep on trading it for points.

Beneath each action space there's a new section with a space for a cube – and each player starts with four wooden cubes in their colour. These are the 'Experts' and the 'Place an Expert' action lets you do just that – for a fee. Then, when you take an action where you have an Expert, you get an additional bonus. For example, allowing you to remove a Trade token before Trading.



Here is the *Bordeaux* board in play. As usual, my photo is upside down as I let my opponents see the board the right way up! Sandra (purple) has an initial lead on the score track at the top. I'm playing orange and have an Expert cube in play. I'm feeling the need for cash, so took some in Spring, allowing me to build in summer.



And this is my player board in year 3. I started with a Trellis (top left) that has allowed me to plant a couple of Vines in my one (one!) field. And I've just added a Cottage that gives me an extra Visitor card each year (good strategy in *Tuscany*, but what about *Bordeaux*?). And the grey worker is my summer bonus for taking the bottom row of the wake-up table.

The wake-up table has been revamped with the top row now generating benefits for **all** players each season. This is a nice touch and provides a little dis-incentive to go first. As in *Tuscany*, a player can only choose the top row of the table if they have the grapes token, which they can only get by choosing the bottom row.

Away from the board, set-up is a bit different. For a start, each player only has one field, not the three of the base game (and *Tuscany*). The other two can be bought, but as they're on the expensive end of things you can buy in *Viticulture*, players will need to find plenty of cash to do this.

A standard move early in the game is to sell a field to raise cash, an action that is of particular benefit to the first player. However, this is not possible now. Instead players start with more cash, actually have an income from the beginning and get a low-value grape and wine. My first impression is that this gives players a leg-up at the start.

There is also a change to the end of the game. As before, this is triggered at the end of a year when someone has reached a specific number of points. Now, however, players convert leftover grapes and wines to cash and get additional points for the money they have. Again, a useful addition that means having extra stuff on your board isn't a complete waste.

At the back of the rulebook, designer Jamey Stegmaier lays out his goals in designing this expansion. I think he's done a good job in meeting them. In

1 Marquis Louis Severin Descartes  
rides out in easy state,  
His infantry in steady files march  
firmly at his gait.  
Maastricht and its old walls appear  
like comrades from before,  
While drums of the 3rd Brigade beat  
brightly on to war.  
2 Though bred for horse and sabre,  
not the slow infantry pace,  
He smiles to serve with Jacques Hatt,  
that good old friendly face.

He dreams of Edna Bucquette, of silk,  
perfume, and light,  
And vows to come back safe to her  
with purse and name made bright.  
3 With luck, he'll leave the Lowlands  
crowned with purse and bright  
renown,  
Then race his finest chestnuts home  
and wager half of town.  
† Marquis Louis Severin Descartes

Oops!

† Le Roi

## Points Arising

Next deadline is 27th April

You'll notice that the next deadline is a Monday – I'm at the Gathering of Friends until 26th April, so don't expect the usual reminder of the deadline.

The Minister of State decided that all eight Brigades will be in action in next year's campaign. The Minister of War then opted for flexibility by organising them as a single Army on Field Ops.

### Field Army (Field Ops)

#### First Division

Guards Brigade – RFG CG KM  
RNHB Regiment

#### Second Division

1st Foot Brigade – RM PM  
2nd Foot Brigade – 13F 53F

#### Third Division

3rd Foot Brigade – 27M 4A  
4th Foot Brigade – 69A Gascons

#### Frontier Division

#### Frontier Regiments

#### Cavalry Division

Horse Guards Brigade – DG QOC  
Heavy Brigade – ALC CPC  
Dragoon Brigade – GDMD PLLD

**All military appointments lapse at the end of August** and the new posts (according to the new organisation above) will be filled at the beginning of September. **With your orders for August let me have your applications for posts** (to be resolved at the start of September) Your applications may be conditional on possible promotions in August. Remember: if you have a brevet rank, you can **only** get a military appointment at that rank (unless it expires at the end of August, when you can also apply for appointments at your permanent rank).

Appointments are resolved in reverse order of the Military Appointments Table in the rules (that is, from Army commander down to Trooper in the King's Escort) and then in order of unit (Guards to 4th Foot Brigades, for example) where appropriate.

There is also a vacancy for Commissioner of Public Safety and Chancellor of the Exchequer will be emptied at the end of August. They can be applied for too, though the

L Colonel Toothpick,  
Thank you for your letters and offer to continue serving as CPS. However, I feel Paris would benefit from a fresh approach.

The ladies of Paris still mutter about your treatment of the unfortunate Morgan le Fey and a number of gentlemen were extremely inconvenienced by their subsequent strike over her prosecution.

If you are looking for a new opportunity, I believe there is a Carthusian monastery in Gascony looking for a new prior.

Regards,

† Rick Shaw, MoS

Dear friends,

I hope you can join me in congratulating the King on the birth of his daughter, Françoise-Marie. Long may you, Sir, and your virile manhood reign!

Many have mentioned the orange menace, TTT. I feel he is slightly deranged and misunderstood. Therefore I will be trying to get him under control.

Anyone who has a grievance against him – and I am one of them – please let me know and I am sure he will apologise for his behaviour.

† CDN

Sammy Phipps looked up as Arent Hayes walked in.

“Were you followed?” he asked.

“Of course,” replied Arent, “but I shouted that Cuckpowder was robbing the Shylocks over there and the little orange pips all ploughed in – huge ruckus, in which I could quietly slip away.”

“Hmm, they are everywhere these days. Are we all set?”

“Yes – everything and everyone is in place and ready to go.”

“OK, let us see if we cannot flush out the DOMINION. Stay Frosty, Arent, my Old Friend – see you in 3 months.”

## Poetry Corner

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

Just returned from the Dutch frontier,  
Wondering why I returned back here.

It's back to the front for the summer campaign

And in three months' time we'll be back again.

At least while we're here I won't get bored,

I'll watch some duels when I second Claude. † FXC

1 Why would we wish to leave this place?

Paris! City of Light and grace.

Why should we march away to war:

To Mud and Blood and Wounds and Gore?

2 Because we serve our Noble King

And Honour makes us do this thing.

Our orders are both clear and blunt:

To War we go – we're Back to Front.

† Major Maurice Danseur DG

A sample “nursery rhyme” for

Toothpick's Tiny Terrors:

1 Twinky, stinky, rotten eggs,

How I wonder that your legs

Lift you off the world not high,

Just a tiny thing but sly.

2 Here's a frog, and here's a rat,

Keep them safely in your hat.

You might need a tasty snack to

Keep you fed till Toothpick's back.

particular, this version is definitely faster starting (that leg-up at the beginning) and gives players more control when drawing cards (drafting vine and order cards).

Another goal is “Making more actions relevant later in the game.” The issue here being that early in the game Spring/Summer actions are more useful, while the later game sees mainly Fall/Winter actions being taken (to the extent that players may pass the first two seasons). I think the change to only one field does this. Players can't get another field until they've got the cash to buy one, so the actions to take vines and plant fields are more likely to happen throughout the game.

Overall, I'm impressed by the changes, but have yet to work out whether this version of *Viticulture* is better than *Tuscany* or just different. I've only played *Bordeaux* once so far, so the jury's out until I've played it some more.

I should note a couple of features that I haven't mentioned yet. The reverse of the *Bordeaux* board reproduces the base game's board (adding the spaces for drafting cards, so that this rule can be used with the base game). This means you can recycle the original board and the box is big enough to hold all the expansions and base game components. Secondly, *Bordeaux* includes 'Automa' rules and cards (designed by Morten Monrad Pederson) for solitaire play on the *Bordeaux* board.

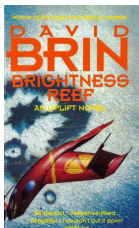
*Viticulture: Bordeaux was designed by Jamey Stegmaier and is published by Stonemaier Games (stonemaiergames.com). It is an expansion for the wine-making board game Viticulture and, with that base game, is for 1-6 players, aged 14+, and takes 90-120 minutes to play (officially – my lot need over two hours for a four-player game). It gets a provisional 8/10 on my highly subjective scale. (Viticulture and Tuscany are both 9s.)*

## Reading Matter

I've been re-reading David Brin's second “Uplift” trilogy after I enjoyed the first one a few years ago (see issues 223 and 227). The background is that humanity has reached the stars to find a flourishing galactic civilisation. However, every alien race is there because their species was bred, genetically engineered and/or augmented for intelligence by a sponsor species – the uplift that gives the series its name. This is an unbroken chain back the mythical Progenitors.

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

In the second book, Earthclan (humans, neo-chimps and neo-fins) is attacked by other species. The first dolphin-crewed starship, Streaker, has found ancient (and this is in galactic terms) spaceships and remains. Something that's potentially of huge significance to this whole civilisation and lots of species want control of it.



The first book in the second trilogy is *Brightness Reef* and takes us to a very different place. It's set on Jijo, a large planet that is "lying fallow". That is, it's been returned to nature by the intelligent species that lived there millennia ago so that new pre-sentients can evolve. As such, it's out of bounds to current galactic civilisation. Except, half a dozen species (most recently humans) have set up clandestine colonies in a particular area of the planet. By the time the novel starts they have worked out a way of living with each other (there have been wars, but that's all behind them).

Brin does a terrific job of showing us this diverse society where the ability to get along and work together is in vivid contrast to the divided, quarrelling civilisation these refugees left behind. In particular, the wheeled (no, really) G'keks have been exterminated in the rest of the five galaxies by their arch-enemies, the Jophur (stacks of 'rings' that make up a collective consciousness). While on Jijo, G'keks and Traeki (Jophur without the arrogance and belligerence) get along fine.

The plot is driven by the arrival of a spaceship, whose crew (another species, claiming to be humanity's lost sponsors) are probably up to no good. Technology on Jijo has declined to the medieval, so the locals are at a massive disadvantage. We follow the reactions of Jijoan society through a disparate group of viewpoint characters, notably three human siblings. This allows us to explore some fascinating areas of the planet – Brin's imagination is on overdrive throughout.

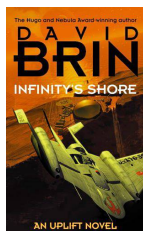
Then it becomes clear that *Brightness Reef* is the opening of a three-volume novel, rather than the first of a trilogy. Brin explains that this was not his intention, the story just grew and grew as he was writing it.

Hence, volume two, *Infinity's Shore*, just picks up the story. Hiding away in Jijo's ocean is Streaker, its (mostly) dolphin crew amazed to see mutually hostile species working together. The story of the Jijoans continues as the dolphins gradually integrate into it. And then Streaker makes a run for it. Accompanied by some Jijoans while adding dolphins to Jijo, the crew try to outwit their pursuers.

In volume 3, *Heaven's Reach*, Brin goes full space opera. Streaker's flight sees it getting mixed up in the great unknown of this universe: where do species go when they 'transcend'? Not that we get an answer to this question, but we do discover the mechanics of how this happens – it's not pretty!

Alongside this we're introduced to another great character: Harry Harms, the only neo-chimp operative of the highly prestigious and important Navigation Institute. The Institute maintains travel through the galaxies, routing traffic away from problems and guarding forbidden routes.

Harry's particular skill is monitoring E space, the level of hyperspace where memes live. This environment is so weird that sentient brains interpret it as



Injured at the Front? Make sure you have sufficient bandages. Le Chimiste's Pre-loved Hygienic Cloth Bindings™ are only 5 Cr per roll.

## Despatches from the Front

Here I am, without much military talent of my own, currently without an Aide, under the command of a General who, in common with his staff, is as talentless as he is faceless and nameless. Condemned to defend we have no choice but dig in and pray. "Anyone got a shovel?"

Greg de Bécueur's reading list at the front.

June:

Week 1 Thirty Years Of Hurt by François de Créquy.

Week 2 Success or Successor? by Claude de Villars.

Week 3 A Nice Cup Of Tea And A Sit-Down by Louis de Bourbon.

Week 4 A Tall Order by François-Henri de Montmorency.

July:

Week 1 Lunettes, Latrines, And Other Inconveniences by François de Créquy.

Week 2 Besiege Me Not by François-Henri de Montmorency.

Week 3 Condé, Cavalry, and Coffee by Louis de Bourbon.

Week 4 My memoir: a humble, insecure reminiscence: Remember Me? Equestrian Statue or Bust.

Re: July, week 1 – Surely a latrine is a convenience? † Le Roi

The last battle went poorly; I have applied for command of the regiment, and will redeem their and my name.

† CE, 13F

...off to war in order to recover from wounds! Anon

La guerre. La guerre ne change jamais. † Major Chemin de Fer, RM

Try to find nice firm ground for the lads to charge. Trouble is, it's the Low Countries: full of Mud, Ditches, Mud, Ponds, Rivers and Mud. My batman is going to be very busy cleaning all of the mud off.

Anon 2

## Personal

My fellow Parisians,  
I wish all His Majesty's soldiers success at the front during the summer campaign season. I must also turn my attention to matters of state. After a turbulent period I feel Paris needs to regain its joie de vivre and have therefore decided to keep the position of CPS open until after the summer campaign. Attention is focussed on military duties at this time and in September I can consider candidates who may have acquitted themselves in His Majesty's service. I thank L Colonel Toothpick for his service, but feel his mental health may benefit from a rest from the duties of CPS.

Your humble servant,  
† Earl Rick Shaw, MoS

## Everybody expects the Spanish

Off to the west(ish), Third Army puts up a solid defence against Spanish attacks. General Jacques Hatt receives two Mentions (“Solid defence”) and a Barony.

Louis Renault, commanding Second Division, again refuses promotion and can only find a hundred crowns’ worth of loot. His Adjutant, Dee Jean Aise does a little better as far as cash goes. And a lot better otherwise: he is promoted to full Colonel and Mentioned (“He’s definitely a Colonel”).

In the 27th Musketeers, Major Beaumes de Venise is promoted to Lt-Colonel and will thus be in command of the regiment next month.

The RNHB are not on form this season, but Bdr-Gen Armand Alsace finds a couple of hundred crowns’ worth of booty and a Mention (“Where did that come from?”).

The Royal Marines are the stars of Third Division with Marcel Hatch Dupree earning well over a thousand crowns from his looting. First Foot Brigadier Percival Puffington appropriates a couple of hundred for himself. There’s a bit of a Mention for Brigade Major Chemin de Fer. And Subaltern Papier Marchee survives his first month on campaign in the Picardy Musketeers.

Second Foot Brigadier Hugo Furst’s bravery brings him a Mention in Despatches, but he can’t even manage a hundred crowns from his looting efforts. Colonel Charles Etfeevor and Major Henri De Flection survive another month in the 13th Fusiliers while Major Beau Taux in the 53rd gets Mentioned, despite the regiment’s poor performance.

### It’s, oh, so still...

Nothing much happens in Paris this month. Except Sebastiane Blanc-Chevaux goes courting and pinches Sue Briquet from Hugo Serre. When Hugo’s fighting for King and country, too.

And Jean-Jules de Gantès has done nothing about his finances, meaning his social standing falls even further. ❖

## Press

### Announcements

#### \*\* Aide Required \*\*

I am looking for a competent aide.

Please contact me with your credentials.

† (Brevet) Bdr-General Count Thyme

#### \*\* 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.

† Count Thyme

metaphors. Thus, when Harry’s station encounters a slippery surface, he sees them as banana skins. This is another brilliant invention from Brin. As is Harry, who goes on to be integral in introducing some of the Jijoan refugees to galactic civilisation.

*Heaven’s Reach* takes the setting and the story in unexpected directions, revealing much more about the universe Brin has created and winding up to a satisfactory conclusion. However, it does leave loose ends that could be turned into more stories.



The trilogy is a brilliant read that gripped me from the start. Recommended, but start with *Sundiver* – though it’s rather different from the other books.

## Games Events

April means Baycon and the 38th Baycon is 8th-12th April (yep, five days) at the Exeter Court Hotel in Kennford (on the A38 a few miles south of Exeter in Devon). It’s a well-attended, well-run open gaming event with a substantial games library. For details you’ll have to go to Facebook: [www.facebook.com/groups/baycon](http://www.facebook.com/groups/baycon)

That weekend should also be Tringcon, but the 11th April event has been cancelled due to low numbers – probably because of the clash with Baycon (and HandyCon the following weekend). For more, see [www.fwtwr.com/tringcon](http://www.fwtwr.com/tringcon)

Yes, the following weekend (17th-19th April) is the latest HandyCon at the Delta Hotel in Milton Keynes. As the organisers put it, “HandyCon offers open gaming, events and tournaments, demos, and the chance to meet designers”. And it, too, has a substantial games library. Visit [www.handycon.co.uk](http://www.handycon.co.uk) to find out more.

**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](http://www.pevans.co.uk/Swiggers) or the BGG Guild at [boardgamegeek.com/guild/1672](http://boardgamegeek.com/guild/1672)

**UK Games Expo:** 29th-31st May 2026 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 space. For details see [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk)

**Spiel:** *the* board games event of the year. 22nd-25th October 2026, at the Messe (Exhibition Centre) in Essen, Germany. Publishers from around the world show off their latest games and, importantly, let people play them. And buy them. See [www.spiel-essen.de/en](http://www.spiel-essen.de/en)

**MidCon:** 6th-8th November 2026 at a new venue: the Holiday Inn in Kenilworth (Warwickshire). **MidCon** is a friendly board games convention. 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](http://midcon.org.uk)

## Brat's Hill (Railway Rivals game 19 - RR2559LD)

### Turn 9

Welsh Interstate Train Service drops behind Seaside Railways. Locomotive Observation Steam Train Company entered lots of races and doubled its score pretty much as Cart and Barrow had a poor choice of races.

#### Race results

Race	From	To	WITS	SR	LOST	CAB
15	12 Carlisle	43 Coniston		+2	20-2	
16	16 Silloth	S6 The South		10-3+2	20-4+3	+2
17	23 Cockermouth	64 Lancaster	+2	+4	10-6+3	20-7+2
18	24 Workington	S2 The East	0+6	10-7	20-3+4	
19	54 Tebay	36 Millom	Held over			
20	55 Kirkby Stephen	45 Windermere		20		
21	S4 Any Port	52 Appleby	20	10		
<b>TOTAL</b>			<b>28</b>	<b>48</b>	<b>65</b>	<b>17</b>

JR = Joint Run; ERP = Exchange of Running Powers

#### Builds and Points

**WELSH INTERSTATE TRAIN SERVICE** (WITS), Mark Cowper - Red

**Starts:** Whitehaven

**Builds:**

(G20) - Coniston

**Points:** 176 -8 +28 = 196

**SEASIDE RAILWAYS** (SR), Rob

Pinkerton - Blue

**Starts:** Carlisle

**Builds:**

(Ingleton) - I71 - J71 - Settle

**Points:** 176 -7 +48 = 217

#### Next turn's races

Race	From	To
19	54 Tebay	36 Millom
22	S3 Any Port	23 Keswick

**LOCOMOTIVE OBSERVATION STEAM TRAIN COMPANY** (LOST), Gerald Udowiczenko - Black

**Starts:** Port Carlisle

**Builds:**

None

**Points:** 70 +65 = 135

**CART AND BARROW RAIL** (CAB), Chris Rudram - Green

**Starts:** Barrow in Furness

**Builds:**

None

**Points:** 140 +17 = 157

### Who was where - in (or outside) the clubs

Where	Week 1	Week 2	Week 3	Week 4
Fleur de Lys	RS + Justine			
Frog & Peach	SBC + Di			

Shows who was in or outside a club: . = Toadying to character above; (G) = Gambled; CP = Crown Prince; (id) = expected host; **bold** = first visit to new club; underline = first time mistress seen in public with this beau.

### Who was where - with the ladies

Where	Week 1	Week 2	Week 3	Week 4
Di	Out			
Justine	Out			

Sue SBC succeeds ex-HS

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; st:down = stood down to rivals.

### Who was where - round and about

Where	Week 1	Week 2	Week 3	Week 4
Practising	JdG (No cash) JdG - Rapier	JdG (No cash) JdG - Rapier RS - Sabre	JdG (no reg't) SBC - Rapier JdG - Rapier RS - Sabre	SBC - Rapier JdG - Rapier RS - Sabre

Busy doing nothing

Shows everybody else: FC = Female Companionship; Mug n = Mugged & amount lost; (G) = Gambled; Weapon = Weapon practised with; For those doing nothing: -club = not a member of a club; -Cash = insufficient funds; -SL = insufficient Social Level; ??? = Toadying to unknown host.

JdG -cash (Bawdy)

The Cavalry Division chases the retreating Imperials who deploy their own cavalry to stop them outside Offenburg. The battle is inconclusive, but the Imperials continue to retreat, now cut off from their supply routes.

Horse Guards Brigadier Balzac Slapdash is acting Division commander and gains a promotion (to full Brigadier-General) and a Mention that brings the title of Viscount. Trophies from the Imperial horsemen earn him almost a thousand crowns. Divisional Adjutant Botte Le Chimiste supports his new boss and gets an equal amount of loot, along with promotion (to brevet Bdr-Gen).

Justin Thyme of the Queen’s Own is acting Horse Guards Brigadier, which is worth a Mention in Despatches (“He’s acting up”) and a little booty. His Lt-Col, Con Stantinople, is Brigade Major and also Mentioned (“Another Carabinier”). The final MiD (“More acting up”) is for Major Ian Dediette, who’s leading the QOCs.

Slapdash’s promotion opens up the way for “Tiny” Thierry Toothpick to become Colonel of the Dragoon Guards. This is worth a Mention in the Despatches (“He may not be CPS any more, but at least he’s Colonel”). Thierry pockets close to five hundred crowns’ worth of loot. Major Maurice Danseur can only manage a couple of hundred crowns’ worth.

Archduke Leopold’s boys lead the way in the Heavy Brigade with their commander, Hugh Jeneaux, being Mentioned (“Fine work”) and becoming an Earl. He turns down the opportunity to become Brigadier – well, he is Chancellor of the Exchequer – and grabs the classic five hundred crowns’ worth of loot. Hence François de Blanchefort, commander of the Crown Prince’s, gets the Brigadier job, despite his regiment not doing as well (it’s as if the enemy can spot them coming). He is in the Despatches (“Second choice as Brigadier”) and collects a couple of hundred crowns’ worth of booty. There’s a token MiD for Lt-Col Arent Hayes (“Hayes was there”) and a few hundred crowns for Captain Vaux de Fon.

Ben e’Volence gets the result he hoped for as commander of Second Army, despite the army’s low-key deployment: promotion to Field Marshal for next year. This is



Mentioned in Despatches and he plunders over five hundred crowns’ worth of goodies. Frontier Division CO Thibault Chanson de Skye does very nicely, thank you. He picks up fifteen hundred crowns’ worth from the Frontier regiments’ looting. His Aide, Major Maximilien de Piquemaire, is only a few hundred behind.

23	52	Appleby	62	Morecambe
24	32	Ullock	45	Windermere
25	42	Ulverston	64	Lancaster
26	<b>56</b>	The South	15	Aspatria
27	53	Kendal	24	Workington
28	11	Carlisle	33	Egremont

**GM Notes**

Players can enter up to five races each round – plus any held over from a previous turn (shown in italics above). Make it clear if you’re using Joint Running, or Exchange of Running Powers in your orders.

You may spend up to 6 points building after the races (including payments to other companies – so you could pay a lot more if building parallel).

Remember it costs three points to build into a mountain, three to build out and five to build mountain to mountain.

You cannot build over bodies of water, only rivers.

PE: Apologies that last turn’s builds were all the same colour on the map – I clicked in the wrong place in Photoshop. I have corrected them for the latest map.

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk)  
by 17th April 2026**

**Barringer Crater (Railway Rivals game 20)**

**Pre-start**

We have five players signed up – Mark Cowper, Anthony Gilbert, Rob Pinkerton, Chris Rudram and Gerald Udowiczenko – and room for one more.

This game will be on Map C, Western USA. Players should have links to a working copy of the map and the rules in the email announcing this issue.

To start the game, please confirm you’re playing and let me have: Your company name, preferences for starting position (Milwaukee, Chicago, Memphis or New Orleans) and preferences for colour (Black/Blue/Green/Red/Orange).

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk)  
by 17th April 2026**

## By Popular Demand

### Turn 2 answers

“I’d be surprised if there was much variation between all the players’ answers,” comments Mike Pollard and he’s not wrong. I could probably have come up with a better set of topics – or maybe just used a different letter. Anyway, let’s see what we’ve got.

For a battle/siege from the Punic Wars, 20 of 22 respondents went for Hannibal’s great victory at Cannae. The other two plumped for Carthage.

The English Civil War provided more variety of answers. Cropredy was my choice here, though I know it from its other claim to fame – it’s a good place to stop overnight when you’re cruising the (southern) Oxford canal. Graeme Morris reckons his choice, the battle of Colchester, “wouldn’t even be possible these days as there’s nowhere to park!” While Eddy Richards tells us, “I used to live in Cheriton Road”, hence his choice.

Peninsular War	
Cadiz	2
Cervera	6
Ciudad Rodrigo	4
Corunna	10

Graeme Morris insists the Siege of Cadiz is “otherwise known ‘Beard Singeing II’”. Umm, it was the French besieging Cadiz, Graeme, with the Portuguese and British (not to mention Richard Sharpe) supporting the defenders.

I picked wrong this time – so much for my familiarity with the ACW from my wargaming days. Graeme Morris comments on Chancellorsville: “Union 0:1 Confederacy. What can you expect from a General called Hooker?”. Anthony Gilbert characterises Cold Harbor as “Murder, not war”.

World War One	
Cambrai	19
Canal du Nord	1
Charleroi	2

The last two topics again had overwhelming favourite answers. Graeme’s note on the battle of the Coral Sea is that it’s “a pretty name for yet another bloody mess”.

English Civil War	
Camp Hill	2
Chalgrove Field	2
Chawton	1
Cheriton	7
Chester	2
Colchester	2
Corfe Castle	1
Cropredy Bridge	5

American Civil War	
Cedar Creek	2
Chancellorsville	16
Chickamauga	2
Cold Harbor	2

WW2 in the Pacific	
Cape Esperance	1
Christmas Island	1
Coral Sea	19
Corregidor	1

### The scores

Top scorer this turn is Jonathan Palfrey with the maximum available. There are plenty of others just a few points away from him, though. While Anthony Gilbert and Bill Hay went their own (but different) way this time.

## July 1677 (401)

Amongst the few socialites still in Paris, Jean-Jules de Gantès re-applies to the regiments that turned him down last month: RFG, CG, KM and RM. Once again Camille de Polignac, Frank X Change, Claude de Nord and Marcel Hatch Dupree turn him down.

Papier Marchee, on the other hand, is accepted when he applies to join the Picardy Musketeers again. He then discovers that the highest rank his social standing will permit (regardless of finances) is Subaltern. Hey ho, he packs his nice new uniform and sets off to join the regiment.

### Holy Romans!

While negotiations continue with the Dutch and English in Nijmegen, First Army continues to press the Imperials in Alsace while Third defends the fortresses in the Spanish Netherlands. Under General Greg de Bécqueur, First Army pushes the enemy force away from the Rhine, which they rely on for supply. As Army commander Greg is preoccupied with the big picture, but has time to add a few hundred crowns to his loot.

Lieutenant-General Zeold von Tu, leading First Division, has his rank made permanent and picks up a few goodies. There’s twice as much booty for Divisional Adjutant Martin de Garnache.

Already brevetted to Lt-General, Guards Brigadier Terence Cuckpowder is Mentioned in Despatches for the Brigade’s sterling work (“Sterling work”). His looting brings in a few hundred crowns. The same amount is collected by Brigade Major Hector William Boone, who is also Mentioned (“Sterling admin”).

All three Guards regiments get in on the action with Royal Foot Guards commander Camille de Polignac gaining two MiDs and exactly 500 crowns’ worth of plunder. Plus the title of Viscount. Captain Felipe Savant loots the same amount. But Major Neville Moore gets a hundred less.

Frank X Change leads the Cardinal’s Guard and finds easy pickings as they seize bridges across the Rhine: a thousand crowns’ worth. There’s a Mention in Despatches to go with that (“Plenty of cash there”). Lt-Colonel Come Asiouar gets slightly less – in both departments.

The King’s Musketeers follow up, but there’s not much for CO Claude de Nord: less than 500 crowns. While Major Hugo Serre gets close to a thousand for his efforts.

The Dragoons support the advancing infantry and their Brigadier, Charles PiedLuminaire, survives happily. Lt-Colonel Elroi le Flingue is acting commander of Grand Duke Max’s and survives too. There’s a Mention in Despatches for Major Steve De Sade while Subaltern Ignace Pardailon’s close encounter with a musketball wins the regiment’s “near-death” sweepstake – a few hundred crowns.

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	ECPlayer
EIF	Sir Elroi le Flingue	13	F	Poor	Lt.Colonel GDMD	7		Both	4 Daniel Racke
CS	Sir Con Stantinople	13	F	Withy	Lt.Colonel QOC/HGds Brigade Maj.	6		Hunt	1 Pam Udowiczenko
ID	Sir Ian Dediette	13	F	Comfy	Major QOC	3		Both	2 Nik Luker
MD	Maurice Danseur	12	F	Poor	Major DG	6		Hunt	5 Andrew Whiteley
FdB	François de Blanchefort	12	F	Comfy	B.Bdr-General CPC	6		Both	4 Peter Farrell
AH	Arent Hayes	12	F	Poor	Lt.Colonel CPC	5		Hunt	3 Mark Cowper
PPuf	Sir Percival Puffington	12	F	Comfy	B.Lt-General/1 F Brigadier	7		Hunt	5 Tony Taylor
HS	Sir Hugo Serre	11	F	Comfy	Major KM	6		Hunt	3 Paul Murphy
CPL	Baron Charles PiedLuminaire	11+	F	OK	Bdr-General/Drgn Brigadier	9		F&P	3 Nick Tyrrell
AA	Sir Armand Alsace	10+	F	OK	Bdr-General	12		Hunt	4 Sebastian Ernde
PDT	Pierre De Terre	9	RIP						Manoj Nair
CdF	Chemin de Fer	9	F	Comfy	Major RM/1 F Brigade Maj.	5		3	Rod MacDonald
JdG	Jean-Jules de Gant	8-	2	Poor		3		BG	2 Hunter Charest
CE	Charles Etfeevor	7	F	OK	Colonel 13F	4		F&P	4 Andrew Kendall
VdF	Vaux de Fon	7	F	Poor	Captain CPC	1		F&P	4 John Cooke
BT	Beau Taux	7	F	Poor	Major 53F	4		F&P	4 Paul Robbins
SDS	Steve De Sade	7	F	OK	Major GDMD	6		5	Jon Dean
SBC	Sebastiane Blanc-Chevaux	7+	21	Poor		1	Di	F&P	2 Peter Card
BdV	Beaumes de Venise	5	F	Poor	Major 27M	6		RP	6 Jeremy Tullett
MdP	Maximilien de Piquemaire	5	F	Comfy	Major GDMD/LtGen's Aide (Fnt)	6		RP	2 Max Pleksma
DJA	Dee Jean Aise	5	F	Comfy	B.Colonel PLLD/2nd Div Adjutant	5		3	Jovan Bogdanovic
HDF	Henri De Flection	4	F	OK	Major 13F	8		RP	4 Peter Jenkins
IP	Ignace Pardailion	3	F	OK	Subaltern GDMD	5		RP	3 Grégory Meurant
PM	Papier Marchee	2-	2	OK		1		2	Gerry Sutcliffe

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+

The scores	1	2	Total
Roy Bleasdale	78	85	163
Colin Bruce	51	83	134
Charles Burrows	69	64	133
Mark Cowper	67	87	154
Mike Dommett	63	87	150
Paul Evans	70	75	145
Anthony Gilbert	74	33	107
William Hay	56	33	89
Peter Jenkins	79	77	156
Andrew Kendall	71	75	146
Andrew Larder	57	49	106
Nik Luker	52	82	134
Tim Macaire	59	68	127
Brad Martin	36	89	125
Nigel Monaghan	37	80	117
Graeme Morris	67	78	145
Jonathan Palfrey	52	91	143
Mike Pollard	66	85	151
Eddy Richards	74	87	161
Richard Salmon	78	80	158
Pam Udowiczenko	45	73	118
John Watson	57	89	146

### Turn 3 categories

Yes, I'm already struggling to find topics, so I'm going to re-visit another one I used last time. And at least a topic I know something about: science fiction. And let's go for the letter B this time.

- 1 A British SF author
- 2 An American SF author
- 3 A science fiction TV series/serial
- 4 A science fiction film
- 5 A novel shortlisted for the Hugo award
- 6 A regular/recurring *Star Trek* character

Roy Bleasdale has a small lead overall. However, the way players are scoring, this isn't really significant.

### What's this about?

Time for a return to this all-reader game. I have cribbed the rules from the *Variable Pig* website. You can find the originals (with lots of variants) at: [variablepig.org/rules/bypop.html](http://variablepig.org/rules/bypop.html)

Each turn the GM lists six categories and a letter. For each category, players name something that fits it and begins with the initial letter. They score points equal to the number of people who give the same answer. Most points at the end wins.

Example: The initial letter is A and the category is cities in Holland. 13 people give Amsterdam as their answer and score 13 points each, 6 people suggest Alkmaar and score 6 points each, 3 suggest Arnhem and score 3 points each.

I suspect I've got the hardest job: deciding on the categories! So I'll cheat and use some of the same ones as last time. We'll run for 10 turns and see what happens.

My answers have already been recorded.

Send your list to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or to TWJO@pevans.co.uk by 27th April 2026.

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

The table shows the subscription rates for the paper edition, including postage, and the games only sub.

	UK	Rest of World	Games only
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## Games from Pevans

Mail order board and card games in the UK



### Ace of Aces: Powerhouse series

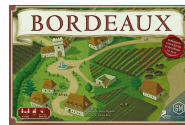
The terrific two-player WW1 dogfighting game returns in a sumptuous new edition, featuring two late-war planes. The aim is to out-manoeuvre your opponent, get them in your sights, shout “dakka, dakka, dakka!” and watch them go down in flames. Very satisfying.



For 2 players, age unspecified, playing time 20 minutes: **£60.00**

### Viticulture: Bordeaux

A new board for *Viticulture* that, like *Tuscany*, expands the game to four seasons and adds some new mechanisms. The idea is to provide a faster-starting, streamlined game where players have more agency. I think it succeeds.



For 1-6 players (with base game), aged 14+, playing time 90-120 minutes: **£18.00**

Online at [www.pevans.co.uk/Games](http://www.pevans.co.uk/Games)

## The Greasy Pole June 1677

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
HDS	Count Henri DuShite	24	F	RIP						Dave Marsden
BeV	Count Ben e'Volence	24	F	Rich	General/2nd Army Commdr	11		Flr		3 Ash Casey
GdB	Count Greg de Bécqueur	24	F	Withy	General/1st Army Commdr	13		Flr		5 Anthony Gilbert
RS	Earl Rick Shaw	23	60	Withy	General/State Min.	3	Justine	Flr		6 Charles Burrows
TC	Count Terence Cuckpowder	22	F	Withy	B.Lt-General/Gds Brigadier	8		Flr		6 Mike Dommitt
CdP	Earl Camille de Polignac	22	F	Withy	B.Bdr-General RFG/War Minister	8		Flr		4 James McReynolds
BdLS	Count Bernard de Lur-Saluces	22	RIP							Rob Pinkerton
LSD	Marq. Louis Severin Descartes	21	RIP							Chris Schotmann
ZUT	Marquis Xavier Ulric Turenne	20	28	Withy	B.General	4		Flr		1 Bob Blanchett
JiT	Count Justin Thyme	20	F	Rich	B.Bdr-General QOC	19		Flr		2 Gerald Udowiczenko
FXC	Viscount Frank X Change	20	F	Comfy	B.Bdr-General CG/Min w/o Port	13		Flr		4 Nigel Monaghan
ZvT	Baron Zeold von Tu	19	F	Withy	B.Lt-General/1st Div Commandr	8		Flr		3 Tim Macaire
CdN	Marquis Claude de Nord	18	F	Rich	B.Bdr-General KM	5		Both		4 Andrew Larder
JH	Sir Jacques Hatt	18	F	Comfy	General/3rd Army Commdr	4		Flr		3 Joel Halpern
LR	Marquis Louis Renault	18	F	Withy	Lt-General/2nd Div Commandr	3		Flr		4 Roy Bleasdale
TTT	Baron Tiny Thierry Toothpick	16	F	Comfy	Lt.Colonel DG	7		Flr		1 Jason Fazackarley
JdG	Count Jacques de Gain	16+81	F	Filty	Fid Marshal	24				6 Ben Brown
NM	Baron Neville Moore	15	F	Rich	Major RFG/Capt.K's Esc	1		Hunt		2 Cameron Wood
BS	Earl Balzac Slapdash	15	F	Rich	B.Bdr-General DG/HGds Brigadier	22				5 Matthew Wale
MdG	Martin de Garnache	15	F	Withy	Lt.Colonel RFG/1st Div Adjutant	3		Both		4 Bill Howell
CA	Earl Come Asiouar	15	F	Withy	Lt.Colonel CG/Justice Min.	10		Both		4 Jacob Andersson
FS	Baron Felipe Savant	14	F	Rich	Captain RFG	5		Both		4 Brick Amundsen
TCdS	Sir Thibault Chanson de Skye	14	F	Comfy	Lt-General/Fntr Div Commandr	7		Both		5 Bill Hay
HJ	Marquis Hugh Jeneaux	13	F	Rich	B.Bdr-General ALC/Chancellor	10		Hunt		3 Bruno Giordan
HF	Sir Hugo Furst	13	F	Comfy	B.Lt-General/2 F Brigadier	5		Both		2 Graeme Morris
MHD	Sir Marcel Hatch Dupree	13	F	Withy	Lt.Colonel RM	7		Hunt		4 Graeme Wilson
HWB	Baron Hector William Boone	13	F	Rich	Major RFG/Gds Brigade Maj.	9		Both		5 Paul Wilson
BLC	Botte Le Chimiste	13	F	OK	Colonel GDMD/Cav Div Adjutant	2		Both		4 Tym Norris

## Duels

### Results of June's duels

Henri De Flection didn't turn up to fight Charles PiedLuminaire and lost SPs.

Claude de Nord (with FXC & HS, gains 1 Exp) beat Justin Thyme (with RS) - voted cause 15:2.

Tiny Thierry Toothpick didn't turn up to fight Terence Cuckpowder and lost SPs - voted cause 16:1.

Camille de Pognac (with BdLS, gains 1 Exp) beat Henri DuShite.

Ian Dediette declined to meet Balzac Slapdash as he was under half Endurance.

Justin Thyme declined to meet Balzac Slapdash as he was under half Endurance.

Maurice Danseur (with LSD, gains 1 Exp) beat his enemy Ian Dediette (with GdB & BT).

Justin Thyme declined to meet Maurice Danseur as he was under half Endurance.

### Duels held over to September

Terence Cuckpowder challenges Tiny Thierry Toothpick.

## Battle Results in June

### First Army: 3

#### First Division: 3

##### Guards Brigade: 2

Royal Foot Guards: 1

Cardinal's Guard: 1

King's Musketeers: 2

##### Dragoon Brigade: 1

Grand Duke Max's Dragoons: 4

Princess Louisa Lt Dragoons: 3

#### Cavalry Division: 3

##### Horse Guards Brigade: 4

Dragoon Guards: 1

Queen's Own Carabiniers: 2

##### Heavy Brigade: 5

Archduke Leopold Cuirassiers: 3

Crown Prince Cuirassiers: 4

### Second Army: 3

#### Frontier Division: 2

Frontier regiment 1: 5

Frontier regiment 2: 3

Frontier regiment 3: 2

Frontier regiment 4: 3

### Third Army: 5

#### Second Division: 5

##### 3rd Foot Brigade: 5

27th Musketeers: 4

4th Arquebusiers: 6

##### 4th Foot Brigade: 6

69th Arquebusiers: 5

The Gascon Regiment: 6

##### RNHB regiment: 5

#### Third Division: 4

##### 1st Foot Brigade: 2

Royal Marines: 3

Picardy Musketeers: 6

##### 2nd Foot Brigade: 5

13th Fusiliers: 4

53rd Fusiliers: 4

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

**Orders for August 1677 to Pevans at  
180 Aylsham Drive, UXBRIDGE  
UB10 8UF, UK or  
[lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk)  
by 27th April 2026**



## June 1677 (400)

Equipment is being assembled, wagons are being loaded, packs are being filled and the soldiers are preparing to leave Paris for the summer campaign. There's just time to settle a few niggling complications. By fighting duels. And first up should be Charles PiedLuminaire versus Henri De Flection. However, of M Flection, there is no sign.

Instead, Claude de Nord and Justin Thyme kick things off with their postponed meeting. Both men wield sabres, but Claude is by far the bigger of the two and uninjured – unlike Justin. He also has both Frank X Change and Hugo Serre to second him. Rick Shaw supports Justin (as should Zavier Ulric Turenne, but he's indisposed). There's no subtlety to this fight: both men launch into a furious slash, striking home at the same time. Justin surrenders. And now has an excuse to refuse his meetings with Balzac Slapdash and Maurice Danseur.

Instead, Maurice (a big bloke) squares up to pipsqueak Ian Dediette in another sabre fight. "Having witnessed the disgraceful behaviour of certain tangerine clad louts last month" Maurice has brought some "sturdy chaps" from his regiment to patrol the site of the duel. Louis Severin Descartes is Maurice's only second (Pierre De Terre being a no-show), while Beau Taux and Greg de Bécqueur back up Ian. Ian's lack of skill catches up with him very quickly as Maurice simply hits him with the start of a furious slash while he's still preparing for action. Another quick surrender from the little guy in the fight. And his injuries mean Ian doesn't have to face Balzac, who thus gets no duels this month. However, Ian does get fed, along with both men's seconds. "My Varlet, Jacques Itin, [has brought] a hamper

containing Chilled Chablis and cold Roast Chicken, fresh baguettes and soft cheese,” Maurice explains by way of an invitation.

Predictably, “Tiny” Thierry Toothpick is a no-show for his meeting with Terence Cuckpowder. It’s just self-preservation. Terence roars out a challenge to the expiring CPS.

This leaves Camille de Polignac and Henri DuShite to finish off June’s encounters. Backed by Bernard de Lur-Saluces, Camille brings his rapier and a lack of expertise to take on Henri’s massive cutlass. Camille blocks solidly, expecting a slash from his opponent’s heavy blade. However, Henri has laid his weapon on the ground and, arms wide, awaits a lunge... “What?” queries Camille. “Oh, just get on with it!” calls Henri. Camille isn’t sure. Expecting a ruse he continues to block, but Henri doesn’t budge. Eventually Camille runs him through and Henri surrenders.

**Insider dealing?**

Minister of State Rick Shaw invests heavily in Arms stocks as he prepares to decide how many Brigades to deploy next year. He seems to have signalled his intentions as a slew of Parisians follow suit. Botte Le Chimiste hits up the moneylenders and puts that cash into Arms. Charles PiedLuminaire does the same, though the amount he invests is much higher than his borrowings. Dee Jean Aise actually repays his loan and then buys stock. Elroi le Flingue puts in the minimum and then diverts to “Give Lucy a kiss” before saddling up. Frank X Change cashes in his stock in Commerce to put twice as much (plus his gift from Claude de Nord) into Arms. Jacques Hatt, Louis Severin Descartes, and Maurice Danseur are more investors – Maurice adding his latest loan to his stake – as is Steve De Sade. Maurice has one more diversion before marshalling his squadron and that’s to “head back to Belle’s house, to kiss her goodbye.”

The moneylenders are always grateful to soldiers, like Dee, who repay their debts before heading into action. Thibault Chanson de Skye falls into this category too. Conversely, despite being due, the debts of Terence Cuckpowder are not repaid. Instead, the bailiffs pay a call and extract his repayment – with double interest. Their next call is on Terence’s archenemy, “Tiny” Thierry Toothpick, to collect on his liabilities. Thierry’s just had an unexpected gift from Claude de Nord that helps cover their demands. And the double interest.

The news in Government circles is that the vacancy for a Minister of Justice is finally filled. Minister of State Shaw appoints Come Asiouar to the post, thus depriving Field Marshal Jacques de Gain of his Aide. Finally, no vacancies in Government – though “Tiny” Thierry will no longer be CPS after the end of June.

There’s just time for some movement in the upper echelons of the military as well. The two Louis (Renault and Severin Descartes) combine to elbow the Dragoon Brigadier out of his post, as requested by Charles PiedLuminaire. Marquis Renault then uses more of his influence to ensure Charles gets the job – just in time to lead

<b>Who was where – in (or outside) the clubs</b>				
Where	Week 1	Week 2	Week 3	Week 4
Fleur de Lys	RS + Justine			
Frog & Peach	SBC + Di	SBC + Di		
Shows who was in or outside a club: . = Toadying to character above; (G) = Gambled; CP = Crown Prince; (id) = expected host; <b>bold</b> = first visit to new club; <u>underline</u> = first time mistress seen in public with this beau.				
<b>Who was where – with the ladies</b>				
Where	Week 1	Week 2	Week 3	Week 4
Di	Out	Out		
Justine	Out			
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; st.down = stood down to rivals.				
<b>Who was where – round and about</b>				
Where	Week 1	Week 2	Week 3	Week 4
Bawdy houses	JdG + FC PM + FC			
Practising	JdG - Rapier	JdG (No cash) JdG - Rapier PM - Rapier RS - Sabre	JdG (no reg'ti) SBC - Rapier JdG - Rapier PM - Rapier RS - Sabre	SBC - Rapier JdG - Rapier PM - Rapier RS - Sabre
Busy doing nothing				JdG -cash (Bawdy)
Shows everybody else: FC = Female Companionship; Mug n = Mugged & amount lost; (G) = Gambled; Weapon = Weapon practised with; For those doing nothing: -club = not a member of a club; -Cash = insufficient funds; -SL = insufficient Social Level; ??? = Toadying to unknown host.				

The enemy cavalry proves a hard nut for the Heavy Brigade, but both regiments fight bravely. Commanding Archduke Leopold's, Hugh Jeneaux is Mentioned ("A brave fight") and collects over five hundred crowns' worth of horse furniture from the enemy. François de Blanchefort leads the Crown Prince's and is likewise Mentioned in Despatches ("Ditto"), but only manages to collect one hundred crowns' worth of goodies. Still, he is brevetted to Brigadier-General. Lt-Colonel Arent Hayes tries to stay out of the limelight but is still Mentioned ("Spotted you!"). And there's a MiD for Captain Vaux de Fon as well.

The Horse Guards do rather better with Justin Thyme leading the Queen's Own to harvest over five hundred crowns' worth of trophies. Major Ian Dediette is just under the 500 mark.

The Dragoon Guards have a field day mopping up the fleeing infantry. A Mention for CO Balzac Slapdash comes alongside just under five hundred crowns' worth of loot and he takes over command of Horse Guards Brigade when it suddenly becomes vacant. There are two MiDs ("Not CPS for much longer") for "Tiny" Thierry Toothpick and these grant him a Barony. Plundering a couple of hundred crowns may help his finances, but not by much. Major Maurice Danseur's finances are helped even less by his share of the loot.

Brigade Major Con Stantinople sees his boss bite the dust, despite his best efforts to resuscitate him – worth a Mention ("Should he be kissing him like that?") – and is Knighted in time to greet his new Brigadier.

Second Army is just the Frontier regiments, but they do a decent job of guarding the supply lines. Except for the disgraced Bernard de Lur-Saluces who's serving with regiment 3. Used to having staff as a general officer, he waits for someone to come and get him and is still sitting in his tent after the action. As a lowly Private in a Frontier regiment, he is promptly executed. RIP. A sad end to his career, but a salutary lesson *pour encourager les autres*.

Thibault Chanson de Skye leads the Frontier Division and earns the full set: promotion (to full Lt-Gen), a Mention in Despatches, over a thousand crowns' worth of loot and a Knighthood. Captain Maximilien de Piquemaire is his Aide and outdoes his boss in loot, easily affording the horses his promotion requires.

There's a promotion, too, for (brevet) General Ben e'Volence at the head of Second Army, along with a Mention in Despatches ("He's a full General now") and 500 crowns' worth of loot.

### It's, oh, so quiet...

Yes, Paris is almost a ghost town for the summer. Amusement is caused by new face Jean-Jules de Gantès running out of cash. Having failed to get into the military, trying to practise his regimental weapon doesn't work either. This does his social standing no good whatsoever. The other newcomer, Papier Marchee, suffers the same fate, though at least he is still in funds. ❖

the Brigade into action. Dee Jean Aise chips in to help, but he's not influential enough to have any effect.

The trio of Con Stantinople, Thibault Chanson de Skye and Thierry Toothpick leans on the commander of Frontier Division and the man is out of there as fast as he can manage. Flying solo, Thierry tries the same on the Cavalry Division CO, but is ignored [insert rant here]. Frank X Change calls in a favour to persuade the Third Division commander to go and is likewise rebuffed. This means the only possible opening for Lieutenant-General Thibault to lead a Division is Frontier and he sails into the position, leaving command of Fourth Foot Brigade vacant.

There's some confusion between Lt-General Hugo Furst and Major Henri De Flection. Henri expects Hugo to appoint him as Aide. Hugo is willing to appoint anyone who would be an advantage as an Aide. There are two problems, though. The position calls for someone with the rank of Captain, unlike Henri, and... it's already taken. Instead, Hugo offers Henri the position of Second Foot Brigade Major, for which he is qualified and which is vacant. However, Henri is not expecting this and does not respond.

Guards Brigadier Terence Cuckpowder seems happy without a Brigade Major, but the bureaucracy kicks in and selects RFG Major Hector William Boone for the position (it was either him, Neville Moore or some fellow in the Cardinal's Guard).

In the lower echelons of the military, the new arrivals in Paris look to sign up for the campaign. Jean-Jules de Gantès sets his sights high and goes for the Royal Foot Guards. He is turned down by CO Camille de Polignac. Nothing daunted, Jean-Jules pops in to see Frank X Change at the Cardinal's Guard barracks. No dice. Next on his list are the King's Musketeers, but Claude de Nord won't take him on either. Jean-Jules' last resort is the Royal Marines. But three rejections count against him and he doesn't even get into the Marines.

The other new boy, Papier Marchee, applies to the Picardy Musketeers, appropriately. They don't want him.

Conversely, Major Sebastiane Blanc-Chevaux of the 13th Fusiliers resigns his commission, turns in his uniform and rejoins the civilian population of Paris. Where he can now stay for the summer.

### The English are coming!

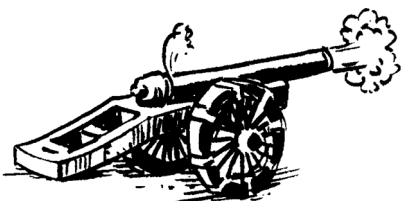
And so the soldiers depart Paris, marching north to take on the Dutch, Spanish and Imperials in the Low Countries. Brigadier-Generals Armand Alsace and Henri DuShite don't want to be left out and join the Royal North Highlanders for the duration. Less eager are Beaumes de Venise and Dee Jean Aise, but both are escorted to their units by the provosts.

Following William of Orange's marriage to Mary Stuart (the English king's niece) last November and the consequent Anglo-Dutch alliance, English troops have

finally arrived to support the Dutch. Third Army's job is thus to defend the *ceinture de fer* (iron belt) of fortresses that protect France's gains in the low countries against the Dutch, English and Spanish. First army, meanwhile, attacks the Imperial forces threatening Alsace with Second army covering the supply lines.

The attacks against Third army are quite ferocious, so it's no surprise that it takes casualties. First Foot Brigade does okay, though the Picardy Musketeers get a pummelling from English guns. The Royal Marines hold firm, but there's no reward for Lt-Colonel Marcel Hatch Dupree. Brigadier Percival Puffington is brevetted to Lt-General and picks up a little loot, courtesy of Brigade Major Chemin de Fer whose own reward is worth just over five hundred crowns.

In Second Foot, both Fusilier regiments present a solid defence. Major Beau Taux of the 53rd is quite safe and takes over command of the regiment after the Lt-Col bites a bullet. Charles Etfeevor leads the 13th well now he's Colonel of the regiment, but gains nothing that would redeem his ongoing disgrace. Unlike Major Henri De Flection whose collection of Spanish helmets (from enemy soldiers daring enough to stick their heads over the defensive parapet) brings in a little cash. Brigadier Hugo Furst finds himself Mentioned in Despatches for this action.



Moving on to Second Division, in Third Foot the 4th Arquebusiers are on the wrong end of Dutch artillery, but the 27th Musketeers are solid. A few hundred crowns' worth of booty comes the way of Beaumes de Venise – now a Major, thanks to some finance from Frank X Change. Brigadier Louis Severin Descartes makes

the mistake of inspecting the Arquebusiers just as the Dutch guns open up (did they spot him?) and takes a cannonball in the chest. RIP. His Brigade Major, Steve De Sade, keeps out of the way of the ordnance and is Mentioned (“Good dodging”).

The Royal North Highlanders are in Second Division and sally forth, as is their wont. This works well for Brigadier-General Armand Alsace, not so well for fellow Bdr-Gen Henri DuShite as both lead battalions into the fray. Armand's name goes into the Despatches (“A bold move that paid off”) and he is Knighted as a result. Henri falls under a hail of musketry. RIP.

The mixed results bring a Mention in Despatches (“Staying in charge”) for Division commander Louis Renault, who declines the offered promotion. Adjutant Dee Jean Aise accepts his promotion to (brevet) Colonel, meaning he has a regiment to lead if he's had enough of the paperwork. A small Mention (“Isn't he a cavalryman?”) brings a pat on the back‡. Unfortunately Louis's Aide, Pierre De Terre is taking orders to Brigadier Descartes and is another casualty of that cannonade. RIP.

‡ “Pats on the back have no effect on the game.”

As commander of Third Army, General Jacques Hatt could stand back from the fray, but he gets stuck in, earning himself a (small) Mention in Despatches (“Brave, but not too brave”) and promotion to full General.

### Bothering the Empire

First army is led by (brevet) General Greg de Bécqueur, who can be found encouraging both Divisions and every Brigade of his command at different times of the month. His courage is rewarded with promotion to full General, a Mention in Despatches (“He's everywhere”) and almost 500 crowns' worth of loot.

First Division is made up the Guards Brigade, supported by the Dragoons, and they give a good account of themselves against the hotch-potch Imperial troops. Except for the Dragoons. Grand Duke Max's just about hold their own, but there's no reward for Lieutenant-Colonel Elroi le Flingue who's leading the regiment. Subaltern Ignace Pardaillon picks up a few hundred crowns' worth of loot, however. The new Brigadier, Charles PiedLuminaire, gains promotion (to full Brigadier-General – thus opening the Colonel's slot in Princess Louisa's for Dee's promotion), becomes a Baron and profits to the tune of several hundred crowns.

Leading the Guards, Terence Cuckpowder is Mentioned twice (“Very successful” “and brave”) and pockets well over five hundred crowns' worth of booty. Brigade Major Hector William Boone sticks to the cash, netting the same amount.

The King's Musketeers actually do worst of the three Guards regiments, despite giving their opponents a thrashing. There's a Mention in Despatches for CO Claude de Nord, bringing him elevation to Marquis. His share of the plunder comes to five hundred crowns exactly. A similar MiD (“Didn't they do well?!”) for the recently-purchased Major, Hugo Serre, brings him a Knighthood.

The Cardinal's Guard and Royal Foot Guards drive the Imperials from the field. CG commander Frank X Change earns a double mention (“Way to go – and there goes the enemy!”), the title of Viscount and the obligatory 500 crowns. There's a footnote in Despatches for Lt-Col Come Asiour (“Isn't he the Minister of Justice?”) and just a couple of hundred crowns.

Camille de Polignac gets a substantial Mention for leading the Royal Foot Guards (“He's leading the Royal Foot Guards”) and doesn't quite manage the 500 crowns. Major Neville Moore gets less booty and Captain Felipe Savant less again.

Trying to get in on the action earns First Division commander Zeold von Tu several hundred crowns, while his Adjutant, Martin de Garnache, gets close to the 500.

The Cavalry Division has fun tackling the Imperial horsemen and chasing down routed infantrymen. Divisional Adjutant Botte Le Chimiste keeps track of things from HQ even when his boss is killed.