

## That would be enough

This has been issue 264 of *To Win Just Once*, published 12th May 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 22nd May 2026.

Orders for *LPBS* and By Popular Demand entries to Pevans by 29th May 2026.

(Probable next deadlines: 26th June/3rd July, 31st July/7th August.)

## 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.engage.co.uk](http://www.engage.co.uk)

*Railway Rivals* – Room for one more in the new game or start a waiting list for the next. (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 264 was written and edited by Pevans with contributions from Mike Dommett. The *LPBS* masthead (page 22) is by Lee Brimmicombe-Wood. The drawing on page 23 is by Nik Luker, the one on page 25 by Bryan Lea and the one on page 34 by Tim Wiseman. 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 264: May 2026  
(LPBS 402: August 1677)

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ID	Name	SL	SPs	Cash	Rank,	Regiment/Appointment	MA	Last seen	Club	EC	Player
FdB	Sir François de Blanchefort	12	F	Comfy	B.	Bdr-General CPC	6		Both	4	Peter Farrell
AH	Arent Hayes	12	F	Poor	Lt.	Colonel CPC	6		Hunt	3	Mark Cowper
PPuf	Baron Percival Puffington	12	F	Comfy	B.	Lt-General	9		Hunt	5	Tony Taylor
MD	Maurice Danseur	12	F	OK	Major	DG	6		Hunt	5	Andrew Whiteley
HS	Sir Hugo Serre	11	F	Withy	Major	KM	7		Hunt	3	Paul Murphy
CPL	Baron Charles PiedLuminaire	11	F	OK	B.	Lt-General	9		F&P	3	Nick Tyrrell
AA	Sir Armand Alsace	10	F	OK	Bdr-	General	14		Hunt	4	Sebastian Emde
CdF	Chemin de Fer	9	F	Comfy	Major	RM	5		Hunt	3	Rod MacDonald
SBC	Sebastiane Blanc-Chevaux	8	F	Poor	Lt.	Colonel PM	2		F&P	2	Peter Card
X1		8	Ret								Rob Pinkerton
CE	Charles Etfeevor	7	F	OK	B.	Bdr-General 13F	4		F&P	4	Andrew Kendall
VdF	Vaux de Fon	7	F	OK	Captain	CPC	2		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
JdG	Jean-Jules de Gant	6-	6	Poor			3			2	Hunter Charest
LAL	Lance A Little	6	F	Poor	Major	PM	1			4	Manoj Nair
BdV	Beaumes de Venise	5	F	OK	Lt.	Colonel 27M	6		RP	6	Jeremy Tullett
MdP	Maximilien de Piquemaire	5	F	Withy	Major	GDMD	6		RP	2	Max Pleksma
JS	Jean Seneaux	5	RIP								Chris Schotmann
DJA	Dee Jean Aise	5	F	Comfy	B.	Bdr-General PLLD	5			3	Jovan Bogdanovic
HDF	Henri De Flection	4	RIP								Peter Jenkins
HdB	Henri de Boudeille	4	F	OK	Major	PLLD	6			4	Eric Henderson
X2		3	0	Poor			4			2	Dave Marsden
IP	Ignace Pardaillon	3	F	Comfy	Subaltern	GDMD	5		RP	3	Grégory Meurant
PM	Papier Marchee	2	RIP								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, Fthty = 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	Fld Marshal		11		Flr	3	Ash Casey
GdB	Count Greg de Bécqueur	24	F	Withy	General		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		10		Flr	6	Mike Dommert
CdP	Viscount Camille de Polignac	22	F	Withy	B.Bdr-General RFG/War Minister		8		Flr	4	James McReynolds
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 Udowiczenko
FXC	Viscount Frank X Change	20	F	Comfy	B.Bdr-General CG/Min w/o Port		14		Flr	4	Nigel Monaghan
ZvT	Baron Zeold von Tu	19	F	Withy	B.General		8		Flr	3	Tim Macaire
CdN	Marquis Claude de Nord	18	F	Rich	B.Bdr-General KM		5		Flr	3	Andrew Larder
JH	Marquis Jacques Hatt	18	F	Comfy	General		4		Flr	3	Joel Halpern
LR	Marquis Louis Renault	18	F	Withy	Lt-General		5		Flr	4	Roy Bleasdale
JdG	Count Jacques de Gain	18+76	F	Flthy	Fld Marshal		24			6	Ben Brown
TTT	Baron Tiny Thierry Toothpick	16	F	Withy	B.Bdr-General DG		9		Hunt	1	Jason Fazackarley
NM	Baron Neville Moore	15	F	Rich	Major RFG		1		Hunt	2	Cameron Wood
BS	Viscount Balzac Slapdash	15	F	Rich	B.Lt-General		24			5	Matthew Wale
MdG	Martin de Garnache	15	F	Withy	Lt.Colonel RFG		3		Both	4	Bill Howell
CA	Viscount 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	B.General		8		Both	5	Bill Hay
HJ	Earl Hugh Jeneaux	13	F	Rich	B.Bdr-General ALC		12		Hunt	3	Bruno Giordan
HF	Sir Hugo Furst	13	F	Comfy	B.Lt-General		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		9		Both	5	Paul Wilson
BLC	Sir Botte Le Chimiste	13	F	Comfy	B.Bdr-General GDMD		2		Both	4	Tym Norris
ELF	Sir Elroi le Flingue	13	F	OK	Lt.Colonel GDMD		8		Both	4	Daniel Racke
CS	Sir Con Strantinople	13	F	Withy	Lt.Colonel QOC		6		Hunt	1	Pam Udowiczenko
ID	Sir Ian Deditte	13	F	Comfy	Major QOC		4		Both	2	Nik Luker
FdB	Sir François de Blanchefort	12	F	Comfy	B.Bdr-General CPC		6		Both	4	Peter Farrell

## Chatter

I had a very pleasant six days in Niagara Falls last month – lots of old friends, new friends and interesting games to play. My report starts in this issue and will continue in next issue.



At the top of the American Falls - the spray in the background is from the Horseshoe Falls and the buildings are on the Canadian side.

One thing I immediately noticed on my return was how green everything was. Despite being on a latitude a few degrees south of London, Niagara is several weeks behind in terms of seasons. So it was bare trees, daffodils and magnolia over there – all of which have been and gone over here.

### Spiderwatch

Number of very active small spiders scampering around the bathroom (before being relocated to a more suitable environment): 1.

### Online stats

March's figures show 140 downloads for the PDFs of *TWJO* 262, making a total of 204 in just over a month. Issue 261 was downloaded 45 times in March, which is 401 in two months or so. And there were 54 more downloads of the PDFs for *TWJO* 260, taking it to 354 since publication.

Moving on, *TWJO* 263 hit the internet (and post) on 4th April and was downloaded 184 times in the month. There were a further 62 downloads for the PDFs of issue 262, so that's 266 in two months. *TWJO* 261 saw 60 downloads in April for a total of 461 since publication.



### Frontier Regiments

	F1	F2	F3	F4	(Siege for Sept-Nov) RNHB
Colonel	N2	N5	N5	N5	N8
Attached					
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 August

- |   |  |
|---|--|
| First Army: 3<br>First Division: 4<br>Guards Brigade: 2<br>Royal Foot Guards: 3<br>Cardinal's Guard: 1<br>King's Musketeers: 5<br>Dragoon Brigade: 4<br>Grand Duke Max's Dragoons: 1<br>Princess Louisa Lt Dragoons: 5<br>Cavalry Division: 1<br>Horse Guards Brigade: 3<br>Dragoon Guards: 1<br>Queen's Own Carabiniers: 3<br>Heavy Brigade: 2<br>Archduke Leopold Cuirassiers: 1<br>Crown Prince Cuirassiers: 4<br>Second Army: 2<br>Frontier Division: 4<br>Frontier regiment 1: 4<br>Frontier regiment 2: 3 | Frontier regiment 3: 4<br>Frontier regiment 4: 5<br>Third Army: 4<br>Second Division: 2<br>3rd Foot Brigade: 1<br>27th Musketeers: 3<br>4th Arquebusiers: 1<br>4th Foot Brigade: 3<br>69th Arquebusiers: 5<br>The Gascon Regiment: 2<br>RNHB regiment: 4<br>Third Division: 5<br>1st Foot Brigade: 2<br>Royal Marines: 4<br>Picardy Musketeers: 5<br>2nd Foot Brigade: 5<br>13th Fusiliers: 6<br>53rd Fusiliers: 5 |
|---|--|

### Other Appointments

King's Escort: Ensign __	Captain __
Cardinal's Escort: Ensign __	Captain __
Aides: to Crown Prince __	to Field Marshal __
Provincial Military Governors: __/__/__/__/__	
City Military Governor __	Adjutant-General __
Inspectors-General: of Cavalry __	of Infantry __
Commissioner of Public Safety __	
Chancellor of the Exchequer __	
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

## Gathering of Friends 2026 report

### Pevans's annual trip to Niagara Falls

#### Day 1 - getting there

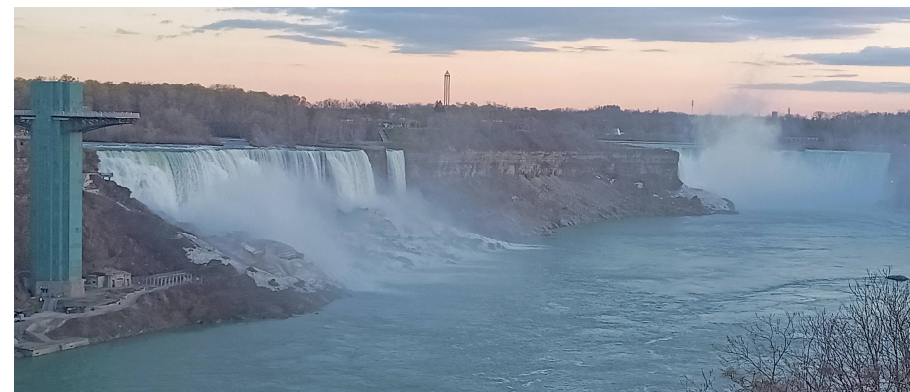
My route is the one I've followed for some years now: fly to Toronto, get the Niagara Airbus to Niagara Falls, Canada and walk across the Rainbow Bridge to the hotel in Niagara Falls, USA. The first entertainment was having to be checked in manually for my flight. This meant 20 minutes queuing for a human being to give me my boarding pass. Security didn't tell me to remove my belt, so that was another manual check. They were amused by my t- shirt (this one says “I am not a robot” in best Captcha style) and checked that I was not, in fact, a robot.

The flight was uneventful, Toronto Airport was uneventful, Niagara Airbus was uneventful. There was a biting cold wind, so I scurried across the bridge to a cheery welcome (no, really) from a Border Protection officer, who was also amused by my t-shirt. And charged me the \$30 fee to enter the US (it was \$6 last year). At least crossing the bridge still only costs \$1.25. And that's in Canadian dollars.

I checked in, dumped my luggage and went in search of my roommate, Peter Card. Along with him I found

#### A little background

The Gathering of Friends was started by Alan Moon over 30 years ago as a weekend get-together with games-playing friends, as the title suggests. Friends of friends were invited and, gradually, the event has grown to last nine days with a few hundred people attending. Given Alan's involvement in the games industry, a fair number of these are designers and publishers, but everybody is there to play games (though a fair bit of business goes on behind the scenes). The venue has moved several times over the years, but has been in Niagara Falls for over a decade now. Alan retired as organiser a few years ago and the Gathering is now run by Bobby West and Craig Massey.



Obligatory photo of the Falls - taken from the Rainbow Bridge as I started across.

our old friend Leo Tischer and we sat down to play a game together. After all, it was only 2 am by my body clock. The game was *Forest Shuffle Dartmoor* (designed by Kosch and published by Lookout Spiele – www.lookout-spiele.de). If you’ve played *Forest Shuffle*, this is *Forest Shuffle* with familiar British animals and a new feature.

If you haven’t, you spend cards from your hand to play cards into your tableau. Trees first as you can then add animals above, below, left and right of each tree. Each animal/tree/shrub has its own way of scoring, so you’re looking for the synergy between cards to maximise your score. For example, my bats scored for the number I had and the trees scored for having bats in them.

The new feature is ‘moor’ cards. These are played like trees, but in landscape orientation rather than portrait. You can then only add creatures above and below. Not a huge difference, then, but it was good to have familiar creatures. *Forest Shuffle* is a nice little game and so is *Forest Shuffle Dartmoor*, just with a different flavour. It’s a 7/10 on my highly subjective scale.



My *Forest Shuffle: Dartmoor* tableau at an early stage. I’ve got two Moors (Marshes?) in play and the Water Soldiers below my Ash tree let me have multiple Dragonflies.

That was enough for me and I headed for bed.

### Day 2 – Flora, outer space and Great Old Ones

Peter and I tried the Rainforest Café for breakfast (the hotel does not do catering, but there are concessions on the ground floor – notably Starbucks for coffee). This turned out to be a rather ordinary buffet.

## New Characters

Oscar Stanley gets the Bastard son of an Impoverished Gentleman: Init SL 3; Cash 36; MA 4; EC 3 (X6).

Peter Jenkins gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 6; EC 2 (X1).

Chris Schotmann gets the Bastard son of a wealthy Knight: Init SL 5; Cash 450; MA 5; EC 2 (X3).

Gerry Sutcliff gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 4; EC 1 (X4).

## Tables

### Army Organisation and 1678’s Summer Deployment

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

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

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

### Brigade Positions

Guards Brigade	--/--/--
Horse Guards Brigade	--/--/--
Heavy Brigade	--/--/--
Dragoon Brigade	--/--/--
First Foot Brigade	--/--/--
Second Foot Brigade	--/--/--
Third Foot Brigade	--/--/--
Fourth Foot Brigade	--/--/--

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

Third AH; HF; LR; PPuf; TC.  
 Cavalry AH; HF; LR; TC.  
 Frontier AH; HF; TC.  
 Provincial Military Governor: HF; PPuf.  
 Field Army Quartermaster-General: BLC; CdP; CPL; HJ.  
 Brigadier:  
 Guards CdP; **TC**.  
 Horse Guards CdP; TC.  
 Heavy CdP; **FdB**; HJ; TC.  
 Dragoon BLC; CdP; **CPL**; TC.  
 1st Foot AA; CdP; TC.  
 2nd Foot AA; CdP; TC.  
 3rd Foot AA; CdP; TC.  
 4th Foot AA; CdP; TC.

Field Army Adjutant: TTT.  
 Aide to Field Marshal: AH; MdG.  
 Division Adjutant:  
 First CS; **MdG**.  
 Second CS.  
 Third CS.  
 Cavalry CS; EIF.  
 Frontier CS.  
 Aide to General: CdF; MD.  
 Brigade Major:  
 Horse Guards MD.  
 1st Foot CdF.  
 Captain of the King's Escort: FS; NM.  
 Aide to Lt-General: **HdB**.

## Duels

### Results of August's duels

There were none.

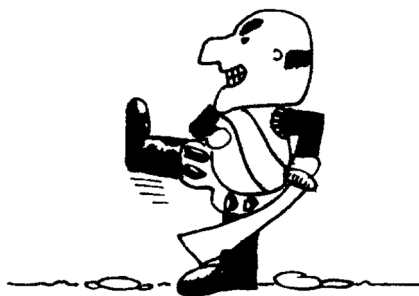
### Grudges to settle next month

Hugo Serre (Rapier, Seconds BeV) has cause with Sebastiane Blanc-Chevaux (Rapier, adv.) for pinching Sue.

Terence Cuckpowder (Sabre, Seconds ZUT, adv.) challenges Tiny Thierry Toothpick (Dagger, Seconds CdN & MD, 5 rests).

### Challenges to be voted on

Terence Cuckpowder challenges Tiny Thierry Toothpick for repeatedly ducking his duels.



We were then recruited by Ralph Anderson to have a go at the prototype of a new Mac Gerdts game, Leo joining us to make four. This has the working title of “Concordia America” (alternatives were suggested and I rather liked “ConcordiUS”). I can't say very much about this, but it does what it says in the tin: transplants *Concordia* to America. More specifically, the Eastern half of North America in the late 18th century. Cards have been renamed and no longer use Roman Gods as the scoring categories.

As a game it worked really well, playing a bit faster than the original game – though it probably helped that we were all familiar with *Concordia*. Interestingly, ships have a limited role in this game, being restricted to the Atlantic coast. Colonists also start on the coast, so it takes a while to work your way across the continent. And it seemed easier to generate cash.

All in all, we found this a clever development of *Concordia* that provided a different challenge from the original game. I look forward to seeing the finished article (expect it from PD Verlag – www.pd-verlag.de – in the near future).

After a break, I returned to join Leo and make a fourth for *Odin* (designed by Yohan Goh, Hope S Hwang and Gary Kim and published by Helvetiq – helvetiq.com/ch\_en). This is a(nother) card game where the goal is to get rid of the cards in your hand. At the end of a round you score penalty points for the cards you have left and the game ends when someone hits 15 or more. The cards come in six suits, each of numbers 1-9.



The first player in the round plays a single card. Play then goes round with each player having to beat the value last played or pass (but can still play later in this round). There are two twists to this. First, the cards anyone plays must be in the same suit or have the same number. Second, the value of the cards played is an n-digit number, where neither is the number of cards played. Thus a six and a six is not 12, nor is it a pair of sixes, it's 66. The number is always constructed from highest to lowest card. Hence, a one, a three and a nine make 931.

This is rather trickier than first appears. Working out what combinations to play – and when to pass to preserve cards for later – is not easy. I soared past the triggering 15 points on the third round (getting worse each time as I thought about what I was doing) and, predictably, the two who knew what they were doing easily beat Leo and me. *Odin* is an ingenious little game and gets a provisional 6/10 on my highly subjective scale.

Another break followed this as I attended the memorial for the late Bill Cleary. Bill was one of the convention's founding members and had attended every Gathering since, so I'd met him more than once. There were tributes (verbal and

visual) and reminiscences from those who knew him better than me. All in all, it was a great send-off.

After which I teamed up with Peter and Leo again to play Peter's copy of *Botany* (designed by Amy and Dusty Droz and published by Dux Somnium – duxsomnium.com). I noticed this game last year, but didn't get around to playing it, so was pleased to give it a go. The idea is that the players are Victorian gentleman/lady botanists traveling the world in search of specimens to add to their collection. The board immediately reminded me of *Pandemic* as it's a conventional map of the world marked with routes between places of interest.



*Botany* in play: note the Estate board (bottom right) with delivered specimens and income and the current expedition (bottom left). I'm particularly taken with the attractive designs on the backs of the cards.

Rather than visiting places to search for plants, as I expected, players start with a hand of plant cards and just have to visit the location given to 'collect' each plant. These go into their "wardian case" or "botanic press" in their expedition tableau. This starts with these two pieces of equipment, each player's character card (showing their special ability) and some cash. Players then have to move back to their 'estate' (in England, natch), ideally with a full wardian case, and deposit their cards to earn points ('Reputation') and money.

Given this introduction, I was quickly planning my route around the board to collect the plants in my hand – and deciding which were too inaccessible to bother with. However, you refill your hand with new cards at the end of each turn, so the route is subject to change. I was able to plan some efficient circular routes that

Neville Moore re-applies for Captain, King's Escort

Percival Puffington applies for Province Mil. Governor

Percival Puffington applies for Division Commander of Second and Third Divisions

Percival Puffington applies for City Military Governor

Percival Puffington applies for Inspector General Cavalry

Percival Puffington applies for Inspector General Infantry

Terence Cuckpowder re-applies for Brigadier of Guards Brigade and applies for Brigadier of Horse Guards, Heavy, Dragoon, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades

Terence Cuckpowder applies for Division Commander of First, Second, Third, Cavalry and Frontier Divisions

Terence Cuckpowder applies for Commissioner of Public Safety

Thibault Chanson de Skye applies for Army Commander of Field Army

Tiny Thierry Toothpick applies for Army Adjutant of Field Army

Tiny Thierry Toothpick applies for Commissioner of Public Safety

Tiny Thierry Toothpick applies for Chancellor of Exchequer

Tiny Thierry Toothpick applies for Minister without Portfolio

Zeold von Tu applies for Army Commander of Field Army

Zeold von Tu applies for Commissioner of Public Safety

Zeold von Tu applies for Chancellor of Exchequer

## Applications

Here are the applications again, this time in the order in which they will be resolved with the characters who are applying for each post. Characters in bold are re-applying for the appointment they held in August (and thus get +1 on their chances). Remember: if a player character becomes Field Army commander, for example, they will decide who (if anyone) is QMG and Army Adjutant.

Minister without Portfolio: JH; TTT.

Chancellor of the Exchequer: BeV; HF; HJ; TTT; ZvT.

Commissioner of Public Safety: BeV; CdN; HF; HJ; TC; TTT; ZvT.

Field Army commander: BeV; TCdS; ZvT.

Adjutant-General: HF.

Inspector-General of Infantry: HF; LR; PPuf.

Inspector-General of Cavalry: HF; LR; PPuf.

City Military Governor: HF; PPuf.

Division commander:

First AH; HF; LR; TC.

Second AH; HF; LR; PPuf; TC.

Camille de Polignac applies for Brigadier of Guards, Horse Guards, Heavy, Dragoon, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades

Camille de Polignac applies for Army Quarter Master Gen. of Field Army

Charles PiedLuminaire re-applies for Brigadier of Dragoon Brigade

Charles PiedLuminaire applies for Quarter Master Gen. of Field Army

Con Stantinople applies for Division Adjutant of First, Second, Third, Cavalry and Frontier Divisions

Elroi le Flingue applies for Division Adjutant of Cavalry Division

François de Blanchefort re-applies for Brigadier of Heavy Brigade

Felipe Savant applies for Captain, King's Escort

Greg de Bécqueur re-applies for commander of First Army and applies for commander of Second and Third Armies

Henri de Boudeille re-applies for Aide to Lt. General

Hugo Furst applies for Province Mil. Governor

Hugo Furst applies for Division Commander of First, Second, Third, Cavalry and Frontier Divisions

Hugo Furst applies for City Military Governor

Hugo Furst applies for Inspector General Cavalry

Hugo Furst applies for Inspector General Infantry

Hugo Furst applies for Adjutant General

Hugo Furst applies for Commissioner of Public Safety

Hugo Furst applies for Chancellor of Exchequer

Hugh Jeneaux applies for Brigadier of Heavy Brigade

Hugh Jeneaux applies for Army Quarter Master Gen. of Field Army

Hugh Jeneaux applies for Commissioner of Public Safety

Hugh Jeneaux re-applies for Chancellor of Exchequer

Hugo Serre asks NPC Lt.Colonel of King's Musketeers to resign

Jacques de Gain applies for Army Commander of Field Army

Jacques Hatt applies for Minister without Portfolio

Louis Renault applies for Division Commander of First, Second, Third and Cavalry Divisions

Louis Renault applies for Inspector General Cavalry

Louis Renault applies for Inspector General Infantry

Maurice Danseur applies for Brigade Major of Horse Guards Brigade

Maurice Danseur applies for Aide to General

Martin de Garnache re-applies for Division Adjutant of First Division

Martin de Garnache applies for Aide to Field Marshal

brought me back to my estate with a full set of plants each time and won by a comfortable margin.

There are a few details I haven't mentioned. Event cards are (usually) drawn on each player's turn and have some impact on play (such as stopping players visiting certain locations). Players get income each turn, but this accumulates at their estate and can't be used until they return there. Which brings me to expedition finances. Each expedition has only the funds it starts with and has to pay one each turn (expenses and whatnot). Expedition funds can also be used to buy cards (equipment – I bought a second wardian case – crew and pets) that help. However, you have to manage this carefully so that you're not stuck in the wilds and have to sell stuff to get home.

I found *Botany* a pleasant, undemanding game that would make a good introduction to modern games for non-gamers. It's a provisional 6/10 on my highly subjective scale.

Time for me to get to my appointment with *Leaving Earth*. Joshua Acosta had organised this and I was looking forward to playing this hard-to-find game (it's effectively self-published by the designer, Joseph Fatula, as The Lumenaris Group, Inc. – [www.lumenaris.com](http://www.lumenaris.com)).

The theme is the space race, with each player representing a national space agency and trying to fulfil the game's goals before the others. The first thing that struck me was that, although players get income each turn (year in game terms), it's always the same amount. This is their agency's 'budget' and they don't get to keep what they don't spend! You spend your budget on technologies and equipment. Thus, having got the technology for, say, a Saturn rocket, you then have to build it. Or rather, them, as they get used up.



My *Leaving Earth* tableau: my Soyuz Rockets and Rendezvous technology are now reliable and I have a stockpile of Probes – from spending cash I'd otherwise lose!

Second interesting thing is that, when you get a technology, you place ‘Outcome’ cards on it. Each time you use the actual kit you draw one of these to see whether it works or blows up on the launchpad. Once the cards have gone, you have a reliable technology. But will still have to buy new devices as you keep using them up. Hence why players make test launches (or whatever) – these give them reliable kit. You can go for the NASA method – test everything until it’s reliable and build up your program in careful steps – or trust to luck and wing it. It is a race after all. I started with the latter approach and was first to get a satellite into orbit. Then I got cold feet and started testing like the other two.



Here’s the Solar system as portrayed in *Leaving Mars*. It’s 1962 and Chris (yellow) has missions just waiting (shown by the hourglass marker) in Mars and Venus orbits.

anything went wrong, but he was first to three of our goals to take the win.

That was great fun and I found the game’s mechanisms pretty straightforward – as I thought when I read the rules. The tricky bit is how to play the game – and beat your opponents! That’s a provisional 8/10 on my highly subjective scale and I shall look for more opportunities to play *Leaving Earth*.

After this I ran into some more old friends and there followed the standard conversation of what games we wanted to play next. Dan was surprised that neither Nick nor I had ever played *Cthulhu Wars* (designed by the one and only Sandy Petersen – with Lincoln Petersen – and published by Petersen Games –

Joshua started by investing in the Saturn rocket, which would carry a bigger payload than Chris and my Soyuz launchers (he later said this would have been a better strategy in a longer game). We then built ion thrusters, practised docking (“Rendezvous”) and launched our exploration vehicles in separate parts that we then combined in orbit. While Joshua’s kept blowing up on the launchpad. However, Chris was a step ahead and had probes heading for the Moon, Mars and Venus (our set of goals). Joshua and I chased him in case

## Welcome

Joining us for a trial run from this month is Oscar Stanley. Oscar is new to *En Garde!*, so play nicely, people. Welcome to the game, Oscar.

## Absent friends

IP Gregory Meurant continues to be floated due to ill-health.

JJdG No orders from Hunter Charest - 1 turn missed.

MdP No orders from Max Pieksma - 1 turn missed.

X2 Dave Marsden got the benefit of the doubt and was floated.

ZUT Bob Blanchett continues to be floated due to ill-health.

## Farewell

Rob Pinkerton has decided to take a few months off, so I’ve retired his new character. Hope to see you soon, Rob.

## Announcements

Armand Alsace applies for Brigadier of 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades

Arent Hayes applies for Division Adjutant of First, Second, Third, Cavalry and Frontier Divisions

Arent Hayes applies for Aide to Field Marshal

Ben e’Volence applies for Army Commander of Field Army

Ben e’Volence applies for Commissioner of Public Safety

## 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.

Ben e’Volence applies for Chancellor of Exchequer

Botte Le Chimiste applies for Brigadier of Dragoon Brigade

Botte Le Chimiste applies for Army Quarter Master Gen. of Field Army

Chemin de Fer re-applies for Brigade Major of 1st Foot Brigade

Chemin de Fer applies for Aide to General

Claude de Nord applies for Commissioner of Public Safety

## Poetry Corner

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

Could I survive this bloody campaign  
And come back home a wealthy man?  
No riches on this German plain!  
I need to try a different plan.  
My early hopes have proved ethereal,  
I need to catch a Mint Imperial!  
‡ Maurice Danseur, Muddy, Bloody,  
still not rich, and basically fed up.

It seems to me that overnight  
We've seen too many men depart:  
Bernard de Lur-Saluces, Henri du  
Shite,  
Pierre de Terre and Louis Severin  
Descartes.  
When we return, we'll think of them  
When we all down a drink or ten.

## Points Arising

Next deadline is 29th May

Next turn is the start of a new season.  
**All characters start the month in Paris and all duels must be fought.**

The new Military Appointments and empty Government Appointments will be filled at the start of September.

Players whose characters can make appointments should do so in their orders. They may appoint a specific character (who meets the requirements in the rules and house rules) or an NPC or may leave an appointment vacant. So, if you have applied for an appointment – or hold a rank – that allows you to make other appointments, don't forget to do so.

Ah, the front in all its simplicity  
Is a haven for dysentery,  
I muse as I select from the  
Pamphlettery  
On the lowly state of Papier Marchee.

### Ode to a fallen friend

My friend is dead.  
It has to be said  
That war is tough.  
There's never enough  
Time to spend  
Before the end.  
You lose the spark,  
On comes the dark,  
No more time  
To finish this rhyme...

Any appointment that's not filled or specifically left vacant will be taken by an NPC.

As shown on character sheets, returns on investments will be paid out at the start of September. If there's a shortfall, it must be made good at once or the investment will be lost.

Where the announcements list shows a character is re-applying rather than applying, this means they held that appointment in August and will get the consequent +1 modifier for success. These applications are shown in bold on the Applications list.

petersengames.com), so we collected the several large boxes that constitute his copy and started setting it up. At which point Peter materialised (I think he can scent this game from several miles away) to make a fourth. It is, Dan kept telling us, a simple area control game that wouldn't take much more than an hour to play... (It was rather longer.)

Area control is certainly part of it as players earn 'power' by controlling areas that have a 'gate' (there's a catch-up mechanism that a player's minimum power is half the most earned this round). They then spend that power to do things like summoning their monsters (through a gate), moving and fighting – to get control of more areas. Controlling gates is also how players score points each round. However, it's not enough to have points, to win you have to have completed your 'spellbook'. This is a set of things players must accomplish and is different for each 'faction' – as are the abilities of their monsters. Spells provide advantages and extra actions as well, so completing these is a big part of the game.



An overhead shot of *Cthulhu Wars* doesn't show the models to best effect, but they are certainly bright. As you can see there are very few of my red pieces in play and I only control one gate (just right of centre).

The asymmetry of the factions mean that players are doing different things even as they all fight over territory and gates. It was no surprise that the experienced players did better than the newbies, Peter running out the winner. My faction, Black Goat (but red playing pieces), needed to expand as much as possible, but was firmly sat on by the others.

I suspect much of the appeal of this game is in the large models, but I would happily do without these garish grotesques. As a game, I'll give *Cthulhu Wars* a provisional 6/10 on my highly subjective scale.

Pizza was taken during *Cthulhu Wars* after which I headed for my bed.

### Day 3 – Scands, Civ and Rus

While we are adapting to the time difference, Peter and I are up quite early in the morning so the main room is pretty quiet when we arrive. Today we found Toni Niittymäki of Lautapelit (everyone's favourite Finnish games publisher – www.lautapelit.fi) setting up a new game they're working on. Waiting to play was Steph Hodge (of the "All the Meeples of the Rainbow" blog – boardgamegeek.com/blog/3802), so Peter and I plonked ourselves down. Our fourth player was Jonathan, a new friend! The game has the working title of "Scands" as Lautapelit search for a variation on "Vikings" that nobody's used yet...

Players are actually peaceful Scandinavians, quietly developing their village. Shame about the neighbours – players' top priority is defending themselves against raiders! Their actions each turn depend on the dice they roll. These are assigned to the characters in their village or generally available to produce resources. These include basic stuff like food, wood, goats and more advanced things: stockades and warriors to protect their village, ships for long-distance trading, shells to adjust die-rolls. Players can also use dice to recruit characters to their village for subsequent rounds.

The threat of the raiders really focuses your attention each round, though you can survive a few hits from them. Once you get past that, there are a lot of things you can do. So deciding on your strategy/tactics is crucial. It's then a question of getting the resources you need for these actions. Or possibly tailoring your tactics to the resources you can get! Some planning required.



Kaupang is my Scandinavian village. I have my standard starting villagers, a few resources and some warriors, but haven't built any stockades yet. To the side I have a ship, one shell and a couple of gold.

Earl Rick Shaw,  
You, sir, are a very wise man for not allowing TTT to continue in his role. I must say that he is a challenging individual and in recent times has been displaying signs of being 'tired and emotional.'

I would like to officially throw my hat into the ring for the post of CPS.

† CDN

Mon Cher Thibault Chanson de Skye  
Thank you for your letter. If the offer still exists, I would be delighted to accept the post of Adjutant for the Frontier Division. I am at your service.

Yours etc

† CS

Dear Mjr Chemin de Fer, RM.

Many thanks for your application to be my Aide. While sitting at my desk, not too far away from the Front, I have just penned a missive for you to fill that position.

I look forward to meeting you shortly and good luck with sorting out my in-trunk – it was once just a box, but is now so much bigger.

† Bdr-General Count Thyme

Dear Count e'Volence

Congratulations on your appointment as Field Marshal. I wish to apply for the role of your Aide. I am diligent, hard-working and have increased my Military Ability in the field by learning from experience. I am at the stage of my career where working with a legend such as yourself is a once in a lifetime opportunity to advance myself.

† Lt Colonel Arent Hayes, CPC

Lord Percy Percy says, as fashion is tending towards the incompetent, Jean-Jules le Gant is very fashionable.

Toothpick's absences from the field of honour stem from obvious reasons. No understanding of honour.

To: Earl Rick Shaw, Minister of State Shaw, you swine, don't you realise who you're dealing with here! I'm no simpering lickspittle of the type that you normally surround yourself with. I'm Baron (should at least be a Count) Thierry Toothpick, His Majesty's proper Commissioner of Public Safety and France's salvation. How dare you seek to dismiss my invaluable service to the Country by ridiculous recommendations of a monastic career. I'll have you, Shaw, mark my words. As soon as I get His Majesty to see sense by kicking you out of office and appointing me as joint MoS & CPS I'm coming for you, along with Cuckpowder and a whole host of other traitors (male & female) whose names I have on my 'Special List'.

You'll soon rue the day you sought to mock Baron (should be at least a Count) Toothpick. My Tangerine agents will be watching you, wherever you go and whatever you do: there's nowhere to hide, Shaw, the clock is ticking for you...

† Baron (should be at least a Count)

Tiny Thierry Toothpick  
True & Proper Commissioner of  
Public Safety  
France's Salvation

The biggest and most winners as CPS, TTT.

M de Gant

Be aware that the Cardinal's Guard are only considering admissions from those who have already served with distinction in another Regiment first, ideally in a position of command.

Even so, I personally vet each application from those who have so served to ensure they are equipped to uphold the honour of the Regiment both at the Front and upon the duelling fields.

I would suggest that you contact a Regimental Colonel if you are considering applying to his command. I wish you success in finding a Regiment who you will suit and in progressing your career.

† Viscount Frank X Change, CG MoJ

To the Most Industrious and Most Martial Earl Rick Shaw, General and Minister of State

My Lord,

It is with a heart swollen to near-bursting (and a tailor already despairing of the consequences) that I have accepted your most generous confidence in appointing me to the office of Minister of Justice.

That a man of my ... economical beginnings (being, as whispers still delight in recalling, a bastard son of an impoverished gentleman) should now be entrusted with the scales of justice is surely proof that, in France, merit may yet outrun ancestry, provided it runs fast enough and salutes frequently.

I thank you, my Lord, not only for your confidence, but for your courage. For it

cannot be a small thing to place the law of the realm into the hands of a man whose early acquaintance with justice was primarily from the defendant's side of the table.

Be assured, however, that I shall discharge my duties with all the gravity, dignity, and stern expression that I can convincingly muster. I have already begun practicing a disapproving look in the mirror and can now sustain it for nearly a full minute.

Let it be known throughout France that I expect every servant of the state (be he clerk, captain, or courtier) to apply himself to his duties with diligence, integrity, and only the most discreet forms of corruption. We shall have order, we shall have fairness, and we shall, if at all possible, have paperwork properly filed.

Those who serve well shall find me a firm ally. Those who serve poorly shall find me... also firm, but in a rather less agreeable fashion.

In conclusion, my Lord, I remain your grateful appointee, your loyal colleague, and, should matters of justice grow particularly tangled, your most enthusiastic deferrer of difficult decisions.

With all due respect, and a newly acquired sense of importance,

† Earl Come Asiouar

Lt Colonel of the Cardinal's Guard

Minister of Justice

P.S. Should you hear any rumours that I intend to reform the entire legal system, I beg you to dismiss them.

Hang on, they can't both be Minister of Justice!

† Le Roi

Among the things players collect is gold and this is what wins the game – along with any runestones they've collected. Jonathan and I tied in second place, just behind Steph – who was a pleasure to play with. I really enjoyed 'Scands' and look forward to the finished game, whatever its final title.



The main board in 'Scands' with players' dice on tiles to activate them and above to hire them. The markings on the bottom of tiles show which dice values are needed.

Peter had a date elsewhere, but I ran into Nick again. He was setting up *Millennia* (designed by Mike Georgiou and Orestis Leontaritis and published by Karma – [www.karma-games.com](http://www.karma-games.com)) with his other half, Maryl, and their friend Stephen and I cannot resist a civilisation development game. This one is played over eight 'ages' with seven tracks representing aspects of players' civilisations. Each age starts with the players drafting that age's 'Technology' cards to use later on. In this game technologies are only available in certain ages, usually starting in the one they appear in, so you need to get the most out of them before they become obsolete. This is a clever feature. Which rows players draft from also determines their income for the age. This cash is then spent buying 'Wonders' (lots of points at the end of the game) and 'Buildings' (bonuses and advantages during the game or points at the end). Again, buildings only last for certain ages.

The heart of the game is then using the icons on your technologies and buildings to advance on those seven tracks. Every space on these gives you something and may tie in to your scoring at the end. Or rather, point you towards scoring options you should go for. In addition, you can take special actions and spend 'research' to gain points (mostly). I did this quite a lot in our game. Both because I had Research to spend and because it complemented my progress along the military track.

I thoroughly enjoyed *Millennia*. It's nicely complex, makes you choose between improving your position and scoring points and rewards planning (a bit of luck



*Millennia's* main board – I (grey) am behind on every track except Military (red) – Technologies for drafting on the left and Wonders (top 4) and Buildings on the right.

doesn't hurt). I took the lead early on, only for everyone to zoom past me when we got to the final scoring. And the moral is: don't ignore ways to score points at the end. (In my defence, I did have a card that scored highly for sets of the different types of buildings only to discover that there weren't any yellow ones in the last few ages!) *Millennia* gets a provisional 8/10 on my highly subjective scale.

Needing some fresh air, I took my annual walk to the American Falls (the photo's on page 3) before rendezvousing with Peter to eat at Craft, the craft beer bar a few blocks up the road from the hotel. We hit their signature IPA and some substantial bar food while sitting at the bar. Where we got into conversation with a couple of locals as we were finishing up. Debating the state of the world with locals in a bar... What could possibly go wrong? Luckily, they were in awe of our accents (the younger did ask if either of us had a sister his age).

When I returned to the hotel Maryl, Nick and Steven roped me in as fourth player in *Rurik* (designed by Stan Kordonskiy and published by Piecekeeper – [www.piecekeepergames.com](http://www.piecekeepergames.com)). The story here is that the players are the heirs of Rurik (each character has a particular ability, of course) fighting to dominate the Rus – according to the map, they occupy much of present-day Ukraine and Belarus. Players' aim, over four rounds, is to increase their scores on tracks for the number of regions they control, what areas they've built in and how much they've traded (placing goods on the boat board). Plus being ahead on the warfare track (by attacking your opponents).

## Press

### Announcements

Having been recently promoted, I find myself in need of an aide.

Applicants should apply in person.

† Brevet Bdr-General Le Chimiste

**\*\* 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

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

I am looking for a competent aide.

Please contact me with your credentials.

† (Brevet) Bdr-General Count Thyme

### Social

A heartfelt salute to the courageous men of the Third Army: splendid work, gentlemen. Join me at my club for a jubilant gathering as we toast our safe return and honour the memory of those who we left behind.

Everyone is invited, along with their ladies, to lift a glass with me in the week 2 of September. The drinks are at host's expense.

† Marquis Louis Renault and Miss Nifisent

### Despatches from the Front

The DG Officer's Mess is getting a bit thin, what with only having a Col, 2 Majors and 2 Captains left (plus a few Subalterns). On the other hand, that means more plundered wine and spirits for the rest of us! I think we will need a recruitment drive in the Autumn.

### Personal

To Lt Gen Sir Hugo Furst  
Sir,

With reference to your generous acceptance of my application as 2nd Brigade Major in June. I have just been informed that my acceptance of the position has been lost by the Ministry of War and therefore not actioned.

On further enquiries it has come to light that the incompetent minion responsible for the appropriate paperwork had been seen the night before in a Chablis drinking competition and, despite only managing 4 bottles before passing out (can't people hold their drink in Paris any more?), failed to complete the appropriate form 205b – father's inside leg measurement – and then promptly forgot about the whole matter. I shall therefore resubmit my application in triplicate yet again and hope for a more diligent clerk at the Ministry.

† HdF

**Who was where – in (or outside) the clubs**

	Week 1	Week 2	Week 3	Week 4
Where Fleur de Lys	RS + Justine			
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 Justine	Out			
Shows who was with a mistress or on a doorstep: Out = Mistress with current lover; l = Indiscreet (+ mistress name); ex-ID = Pinched from former lover; st.down = stood down to rivals.				
<b>Who was where – round and about</b>				
Where Practising	JdG - Rapier	JdG - Rapier RS - Sabre	JdG - Rapier RS - Sabre	JdG - Rapier RS - Sabre
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.				

This leaves Second Army to account for and these troops get some hassle from Spanish forces, but nothing they can't handle. There's a Mention ("Our new Field Marshal") for General Ben e'Volence, commanding, who drafts nearly a thousand crowns into his coffers. Frontier Division commander Thibault Chanson de Skye is brevetted to General and appropriates a couple of hundred crowns for himself. Con Stantynople is Adjutant of the Division and his reward is a Mention, but there's nothing for Thibault's Aide, Maximilien de Pique-maire.

**Tumbleweed**

Yes, it's really quiet in Paris as the August sunshine beats down. Some desultory sword practice is all that happens. ❖

So the actions available to players are to recruit troops, move them, attack, build buildings, acquire goods and trade them, all of which affect the relative positions on the board. The clever bit is how, in what order and to what effect, players get to do them. This is effectively a bidding mechanism. There's a track for each action where players place markers, the higher numbers pushing lower ones down (until the track's full). Lower positions mean players do less with their action – move 1 unit rather than 4, for example. However, the lower value markers are actioned first. I make that at least three things to think about when deciding what to bid – and that's before taking into account what the other players are up to, whether you want to go before them or want to be stronger than them...



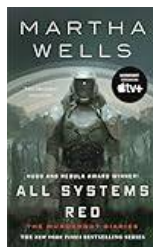
The final status in *Rurik* and I defy you to find a brown piece on the board! (No, that's a building.) You can see the things we score for top left and the board below that is where to place your bids.

I just could not get to grips with this – constantly outbid by other players and reduced to taking actions I didn't want to. And that's when I could work out what was a good action to take. Unsurprisingly, the others romped away with it. Ouch! I feel I ought to try this again, just to have another go at this bidding system, but the game as a whole didn't grab me. So that's a provisional 5/10 on my highly subjective scale.

And that was Wednesday. Coming up in the rest of my report: I play the two games top of my list to try (*Galactic Cruise* and *SETI*) and spend 6 hours in a *Speakeasy*.

## Reading Matter

I have now read the first two stories (novellas – I got both in one book) in Martha Wells’s “Murderbot” series. For some reason I hadn’t expected the science fiction setting. But, in the first story (*All Systems Red*), the self-identified Murderbot is assigned as protection to a team of scientists surveying an alien planet. Things go wrong, very wrong, and it’s up to Murderbot’s ingenuity, with the scientists’ input, to save the day.



Murderbot is a part-organic, part mechanical humanoid (it can pass for human, just about) programmed as a civilian security unit. However, it is self-aware (my reading is that all the ‘droids’ are, but maybe it’s only some of them) and has subverted its own programming so that it can ignore commands and make its own decisions. It’s also addicted to a soap opera set in space!

The stories are great fun, part of which is Murderbot trying to interact with humans. It has no emotions, of course, and must work out for itself how to respond to social situations. (Geraldine spotted that the stories are recommended for neurodiverse youngsters and I can see why.) Recommended.

## Games Events

The end of May is, of course, the UK Games Expo: 29th-31st May at the National Exhibition Centre (NEC) where it now takes up Halls 1-5 as well as using the Hilton Metropole Hotel for some events. It’s been a few years since I went, but it’s living up to its intention to be the British equivalent of the Spiel games fair. Three halls are trade space with the rest for demos, tournaments, open gaming and the huge Bring ‘n’ Buy. Worth a visit if you haven’t been – if you have, you’ll know whether you want to go again. See [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk) for the details.

**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:** see above.

**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)

Second Foot Brigade, are overwhelmed, but there are still Mentions in Despatches for Brigadier Hugo Furst (“That did not go well” “And he’s off to lead the Division!”). Yes, the erstwhile Brigadier takes command of Third Division – until September, anyway. His new Brigade Major, Henri De Flection is not so lucky. Hurlled from the town wall as he carries orders to the regiments, he does not survive impact with the cobbles below. RIP.

Colonel Charles Etfeevor of the 13th Fusiliers is brevetted to Bdr-General and takes command of the Brigade just in time to organise the retreat. There’s nothing for 53rd Fusilier Major Beau Taux.

A few miles down the road, First Foot Brigade is only slightly happier. The Picardy Musketeers take a mauling from the Spanish assault. In the aftermath Major Sebastiane Blanc-Chevaux takes command of the regiment after being promoted to Lt-Colonel. He is Mentioned in Despatches (“He got promoted”). As the junior Major, new boy Lance A Lot misses out on promotion, but still gets Mentioned (“He didn’t”). This is all academic to Subaltern Papier Marchee after a fusillade sweeps him and his men off the ramparts. RIP.

The Royal Marines just about hold firm, but there’s no reward for Lt-Col Marcel Hatch Dupree. Conversely, First Foot Brigadier Percival Puffington gains a MiD (“Fighting a losing battle”), a Barony and several hundred crowns’ worth of loot. Brigade Major Chemin de Fer just gets booty: over two hundred crowns’ worth.

Second Division has an easier time of it once the Dutch troops get the news. Brigadier-General Sir Armand Alsace, leading a battalion of the Royal North Highlanders, is Mentioned in Despatches for reining in his men as hostilities cease. It’s all nicely peaceful for Lt-Col Beaumes de Venise in the 27th Musketeers.

Division commander Louis Renault refuses further promotion as he’s busy looting. The sudden peacefulness means he can only grab a couple of hundred crowns’ worth. Adjutant Dee Jean Aise, glad to be away from the PLLD, is brevetted to Bdr-Gen and Mentioned (“Good work standing everybody down”), which means a pat on the back. He somehow pockets over three hundred crowns. Renault’s new

Aide, Henri de Boudeille, is another refugee from the PLLD and is promoted to Major. He’s acquired more than twice the funds he needs to buy two extra horses for his new rank.

General Jacques Hatt’s personal bravery is almost fatal as, checking on the situation at Mons, he has to beat off a Spanish pikeman. Luckily the fellow doesn’t seem to have sharpened his weapon and Hatt gallops nonchalantly away. This brings him two Mentions in Despatches (“What was he doing there?” “Such nonchalance!”) and a few hundred crowns from admirers.



It's an indifferent month for the Royal Foot Guards and their habitual looting activities are curtailed. Boss man Camille de Polignac manages a bit of looting, but his takings are well under 500 crowns. Major Neville Moore plunders slightly less and Captain Felipe Savant gets nothing.

The bulk of the loot is swept up by Guards Brigadier Terence Cuckpowder – over a thousand crowns' worth – and he is Mentioned in Despatches (“That’s a win!”). Another MiD comes to Brigade Major Hector William Boone (“Excellent paperwork”).

Zeold von Tu leads First Division and is promoted to (brevet) General. A few crowns slip into his possession as well. A few more go to Divisional Adjutant Martin de Garnache.

Horse Guards Brigadier Balzac Slapdash is in acting command of the Cavalry Division where his leadership brings him promotion to (brevet) Lt-General, making him the actual Division commander. For as long as it takes to march back to Paris. There’s a MiD for him as well (“Fine leadership”), along with a few hundred crowns' worth of loot. His Adjutant, Botte Le Chimiste collects a little more booty and a Mention (“Fine administration”) brings him a Knighthood.

The acting Horse Guards Brigadier is Justin Thyme of the Queen’s Own Carabiniers, who also finds his new command made permanent at the end of the month. In the meantime he’s earned a Mention in Despatches (“Stepped up well”) and close to five hundred crowns' worth of loot. In his absence, Major Ian Dediette leads the QOCs and is also Mentioned (“Him too”).

The Dragoon Guards are the Horse Guards’ success story. Colonel “Tiny” Thierry Toothpick survives a close encounter with an enemy sabre to earn a Mention in Dispatches (“It went right over his head”) and promotion to (brevet) Brigadier-General. Almost five hundred crowns come his way too. There’s a few hundred crowns for Major Maurice Danseur. However, new trooper Jean Seneaux can’t control his horse and finds himself swept into the middle of the melee where half a dozen swords end his life. RIP.

In Heavy Brigade, the Crown Prince’s Cuirassiers have a difficult time as the enemy seems to know where they’re going and blocks their advance, but Lt-Col Arent Hayes and Captain Vaux de Fon survive handily. No such problem for Archduke Leo’s men and commander Hugh Jeneaux secures a Mention and over five hundred crowns' worth of loot. Brigadier François de Blanchefort cashes in, plundering the best part of a thousand crowns, while the Brigade’s success brings a Knighthood.

### Peace in the Polders?

The signing of a peace treaty between France and the Dutch Republic brings some peace for Third Army defending France’s new northern border. However, this doesn’t apply to the Spanish who press their attack on Mons. The town’s defenders,

## By Popular Demand

### Turn 3 answers

There were a couple of entries this turn that clearly had not got the message about the letter B. I was amused. I still am.

Our topic was science fiction and there are plenty of British SF authors to choose from. However, maybe not so many whose name starts with a B. Iain M Banks was my vote – I never got to grips with Ballard, though some here clearly did. (Dare I say these are the older participants? Though I’m one of these...) And note the strays.

American author	
Alfred Bester	2
David Brin	4
Edgar Rice Burroughs	1
Frank Herbert	1
Greg Bear	1
Isaac Asimov	1
James Blish	1
Lois McMaster Bujold	1
Ray Bradbury	9

And then there are rather more American authors. I thought Brin might get plenty of votes since I mentioned him last issue (as Eddy Richards noted), but I went for Bradbury, a favourite of my teenage years. Jonathan Palfrey was one of those going for Alfred Bester as his “second favourite after Bujold”, who he didn’t think anyone else would pick.

I was torn between *Blake’s 7* (my ringtone is the theme tune) and *Babylon 5* for TV series, but plumped for the latter (which I’ve just started re-watching again). And I never watched *Battlestar Galactica*. Andy Kendall did go for *Blake’s 7*, but thought it “might lose out to *BSG*”. Jonathan Palfrey chose the show “in which my sister appeared once.” That’s *Blake’s 7* again.

Film	
Blade Runner	14
Star Wars	1
Battlefield Earth	1
Barbarella	3
Back to the Future	2

The film selection was almost a clean sweep for *Blade Runner*. It is brilliant, but I’m always struck by the contrast between the overcrowded world in the film and the desolate one of *Do Androids Dream of Electric Sheep?*. Peter Jenkins confessed to “hot Jane Fonda memories” prompting his vote for *Barbarella*. Would the other two like to own up as well? And just the one stray this time.

I wasn’t sure there were many Hugo-winning novels starting with B, so broadened this category. I should have remembered *Blue Mars* as nobody else knows *Bug Jack Barron* (a nominee) it seems. (Mainly for the ending where Jack, faced with becoming President of the US, has his Black buddy as running mate and intends to resign as soon as he’s in office.) Roy Bleasdale gives

British author	
Arthur C Clarke	1
Brian Aldiss	1
Iain M Banks	10
JG Ballard	5
John Wyndham	1
Stephen Baxter	3

TV series	
Babylon 5	6
Battlestar Galactica	5
Blake's 7	7
Space: 1999	1
Star Trek	1
The Boys	1

us *A Canticle for Leibowitz* and notes, “Just started reading the sequel, *Saint Leibowitz and the Wild Horse Woman*”. There’s a sequel?!

Star Trek character	
Benjamin Sisko	2
Beverley Crusher	1
Bones	8
Borg Queen	2
Julian Bashir	4
Michael Burnham	2
Spock	2

And, finally, *Star Trek* characters. If aliens are threatening Earth, I want Kirk and Spock defending me, not Picard, Riker, Data and Wesley Crusher! So my vote was, of course, “Bones” McCoy. It seems I’m not alone. It would have been more had Jonathan Palfrey not decided “I don’t suppose

Hugo novel	
A Canticle for Leibowitz	1
Babel-17	2
Black Genesis	1
Black Sun	3
Blackout	1
Blood Music	2
Blue Mars	8
Boneshaker	1
Bug Jack Barron	1
Harry Potter and ...	1

Bones would be valid, it’s a nickname.” What makes you think it needs to be valid, Jonathan? And I’m not pointing the finger at Nigel Monaghan and Mike Pollard for choosing the Borg Queen. And no votes for poor old Reg Barclay.

**The scores**

Lower scores this round as there was a wider selection to choose from in each category. Not to mention personal taste playing a part.

And there’s a three-way tie for top scorer – including me (that’s just wrong!). One of these, Richard Salmon, takes the lead by a few points.

**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

The scores	1	2	3	Total
Roy Bleasdale	78	85	20	183
Colin Bruce	51	83	45	179
Charles Burrows	69	64	7	140
Mark Cowper	67	87	46	200
Mike Dommett	63	87	19	169
Paul Evans	70	75	48	193
Anthony Gilbert	74	33	39	146
William Hay	56	33	47	136
Peter Jenkins	79	77	31	187
Andrew Kendall	71	75	43	189
Andrew Larder	57	49	25	131
Nik Luker	52	82	23	157
Tim Macaire	59	68	34	161
Brad Martin	36	89	38	163
Nigel Monaghan	37	80	43	160
Graeme Morris	67	78	44	189
Jonathan Palfrey	52	91	25	168
Mike Pollard	66	85	48	199
Eddy Richards	74	87	37	198
Richard Salmon	78	80	48	206
Pam Udowiczenko	45	73	-	118
John Watson	57	89	42	188

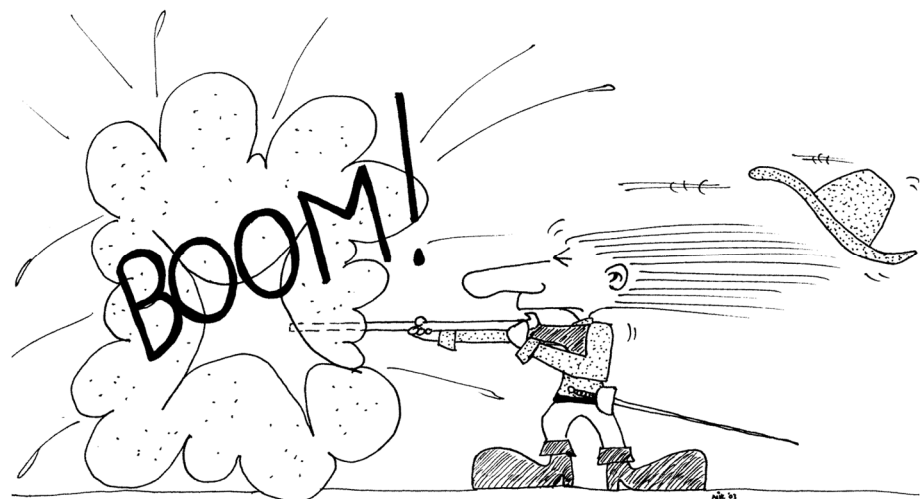
**It’s not Holy, it’s not Roman and it’s not an Empire**

First Army carries on its operations against the Imperial forces, pushing them further away from the Rhine, their main supply route. There’s a Mention in Despatches for General Greg de Bécqueur, who adds a couple of hundred crowns to his personal wealth.

First Division (comprising the Guards and Dragoons) finds things a bit tricky this month. Princess Louisa’s Light Dragoons are caught in the crossfire of a couple of Brandenburg regiments and retire with casualties. Alerted by the gunfire, Grand Duke Max’s Dragoons swing round to hit one of these regiments in the rear. Lieutenant-Colonel Elroi le Flingue is in command and is rewarded with a MiD. Collecting the muskets thrown away by the fleeing enemy nets him over 500 crowns when re-sold (“one careless owner”). There’s a just a Mention for Major Steve De Sade (“Should’ve collected the ammunition pouches”). Brigadier Charles PiedLuminaire is brevetted to Lieutenant-General and takes 10% of Elroi’s proceeds.

In the Guards Brigade, the King’s Musketeers suffer without cavalry support. CO Claude de Nord is Mentioned (“Shouldn’t have left the cavalry behind”) and collects a couple of hundred crowns’ worth of loot. Major Hugo Serre is also in the Despatches, briefly (“Major Hugo Serre”).

The Cardinal’s Guard doesn’t need cavalry support, superior shooting seeing off Imperial infantry. That’s just over 200 crowns for commander Frank X Change, who’s overshadowed by his number two, Lt-Col Come Asiouar. A Mention in Despatches (“overshadowing his CO really”) brings him the title of Viscount and Come finds time to amass over five hundred crowns’ worth of booty.



## 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 19). 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 29th May 2026**



## August 1677 (402)

As the summer campaign rolls on, potential recruits arrive in Paris. Henri de Boudeille signs up with Princess Louisa's Light Dragoons, courtesy of CO Dee Jean Aise. Henri buys a Captaincy, courtesy of a substantial gift from Louis Renault and accepts appointment as Louis's Aide. This means he joins Second Division HQ in the field, rather than his regiment.

Come Asiouar calls in a favour to make sure Lance A Little makes it into the Picardy Musketeers. Sebastiane Blanc-Chevaux decides it's time to re-join the military and also enlists with the Picardies. The two both buy the rank of Major, Lance borrowing heavily to enable this, while Sebastiane has cash on hand. Each with a string of horses, they trot off to join their new regiment.

Jean Seneaux is taken on for the Dragoon Guards by its commander, "Tiny" Thierry Toothpick. Having taken out a fresh loan, Thierry stumps up for Jean's signing fees. These amount to buying him a horse as Jean is just a trooper. However, Jean is noticeably better off thanks to cash he's borrowed and what he receives from Terence Cuckpowder. Looks like the two enemies are now competing in sponsoring arrivals in Paris. Hitting the road for the Low Countries, Jean ponders the truth of the stories he's heard about his commanding officer.

Henri De Flection and Hugo Furst finally get their acts together with Hugo appointing Henri as Brigade Major of Second Foot Brigade.

And Thibault Chanson de Skye makes Con Stantinople Adjutant of the Frontier Division, depriving the Horse Guards Brigade of its Brigade Major. Con shifts his bivouac from First to Second Army to link up with his new unit.

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.

## Turn 4 categories

This turn's topic is "In the Kitchen". I enjoy cooking – I find it relaxing and Geraldine keeps finding new recipes for me to have a go at... So, let me have

- 1 A spice or herb
- 2 Some seafood
- 3 A cut of meat
- 4 A vegetable
- 5 A cooking utensil (not cutlery)
- 6 A piece of crockery

All beginning with S please.

My answers have already been recorded.

**Send your list to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or  
to [TWJO@pevans.co.uk](mailto:TWJO@pevans.co.uk) by 29th May 2026.**

## Subscribing to TWJO

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

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10-issue (1 year) subscription	£40.00	£57.00	£5.00

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

### Turn 10

Welsh Interstate Train Service drops further behind Seaside Railways and is nearly caught by Locomotive Observation Steam Train Company, whose central line starts to pay off. But in enough time? Cart and Barrow had a poor choice of races again and is last.

#### Race results

Race	From		To		WITS	SR	LOST	CAB
19	54	<i>Tebay</i>	36	<i>Millom</i>		10JR		10JR
22	<b>S3</b>	Any Port	23	Keswick	20		10	
23	52	Appleby	62	Morecambe		20		
24	32	Ullock	45	Windermere		10	20	
25	42	Ulverston	64	Lancaster		+2		20-2
26	<b>S6</b>	The South	15	Aspatria		10+2	20-4	+2
27	53	Kendal	24	Workington	+3	+4	20-7	
28	11	Carlisle	33	Egremont	10		20	
<b>TOTAL</b>					<b>33</b>	<b>58</b>	<b>79</b>	<b>30</b>

JR = Joint Run; ERP = Exchange of Running Powers

#### Builds and Points

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

**Starts:** Whitehaven

**Builds:**

None

**Points:** 196 +33 = **229**

**SEASIDE RAILWAYS** (SR), Rob Pinkerton – Blue

**Starts:** Carlisle

**Builds:**

None

**Points:** 217 +58 = **275**

**LOCOMOTIVE OBSERVATION STEAM TRAIN COMPANY** (LOST), Gerald Udowiczzenko – Black

**Starts:** Port Carlisle

**Builds:**

(M6) – N6

**Points:** 135 +79 -1 = **213**

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

**Starts:** Barrow in Furness

**Builds:**

None

**Points:** 157 +39 = **196**

### Next turn's races

Race	From		To	
29	<b>S2</b>	The East	61	Carnforth
30	35	Boot	25	Harrington
31	66	Settle	54	Tebay
32	56	Hawes	36	Millom
33	<b>S4</b>	Any Port	43	Coniston
34	26	Whitehaven	13	Port Carlisle
35	16	Silloth	44	Lakeside

#### 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 4 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.

**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 22nd May 2026**

## Barringer Crater (*Railway Rivals* game 20 – RR2584C)

### Start-up pending

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

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

I'm waiting for two of the five to confirm they're playing and let me have: 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 22nd May 2026**