

That would be enough

This has been issue 155 of *To Win Just Once*, published 5th June 2015. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2015

Deadlines

Orders for *Star Trader* and *Railway Rivals* to Mike by Friday, 19th June.

Orders for *LPBS*, Great White Hunter and any other contributions to Pevans by Friday, 26th June.

(Next deadlines: 24th/31st July, 28th Aug/4th Sept)

Waiting lists

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

Railway Rivals – the latest game has started and Pevans is already waiting for the next one. Who's joining him? Working map and rules provided.

Star Trader – Mateusz Ochman and Martin Jennings are waiting for the next game – anyone else? Rules provided.

Online games

See page 19 for more information about these.

Brass at brass.orderofthehammer.com

Concordia (at www.boiteajeux.net): Pevans

El Grande (at yucata.de): Pevans

Puerto Rico (at www.boardgamearena.com): Pevans, Brad Martin

Through the Ages at www.boardgaming-online.com or boardgamearena.com

Agricola (at www.boiteajeux.net): Pevans, Alex Everard

Nauticus (at yucata.de) Pevans, Brad Martin.

Roll Through the Ages and *Vinci* (at yucata.de) Pevans

Credits

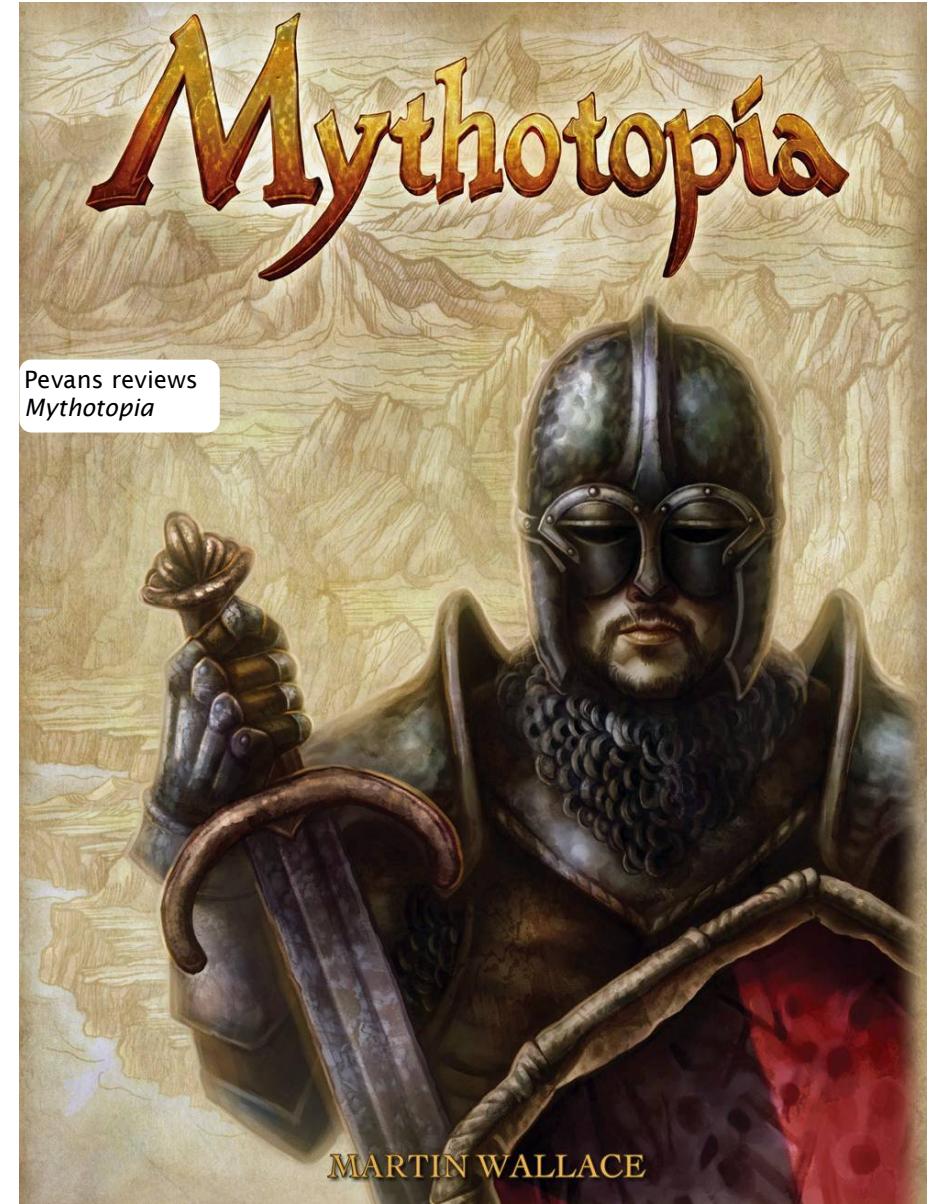
To Win Just Once issue 155 was written and edited by Pevans. The *LPBS* masthead (page 20) is by Lee Brimmicombe-Wood, as are the drawings on pages 12, 21 and 23. Those on pages 24 and 25 are by Tim Wiseman and Bryan Lea drew the one on page 26. Game and book artwork is courtesy of the publisher. Pevans took the photos (except where noted) and played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	ECPlayer
RdG	René de Gavison	12+	40	Comfy	Lt:Colonel	ALC	4		BG	5 David Williams
AS	Arnaud Surfinmaise	11+	38	Poor	Colonel	PM	6	Betty	Hunt	5 Nik Luker
RdM	Rob d'Masses	10+	35	Comfy	Lt:Colonel	QC/Cav Div	3		Hunt	5 Craig Pearson
SA2	Sebastian Adis II	9	27	OK	Bdr-General/4 F	Brigadier	5	Marie	BG	4 Mark Cowper
X12	9 RIP								Tim Skinner	
CDL	Coeur De Lion	8	18	Comfy	Major	PM/1 F	5	Ada	RP	3 Graeme Wilson
MED	Maurice Essai Deux	8+	28	Poor	Captain	KM	4		BG	3 Olaf Schmidt
GB	Grégoiry Bonnissel	8+	28	OK	Captain	GDMD/LtGen's Aide (1 Div)	2	Anna	BG	3 Mark Nightingale
DdE	Duncan d'Eauneurts	8+	26	Comfy	Subaltern	KM	4		BG	5 Paul Lydiate
AfD	Allan Fa-Dân	7-	4	OK	Captain	KM/KM Regt. Adj.	6		BG	4 Gerald Udowiczenko
X1		7-	2	Comfy			6		3 Chris Boote	
KdM	Kidder de Margaux	7	23	OK	Major	GDMD	4	Bess	F&P	6 Gary Phillips
CT	Claude Talon	7	19	OK	Major	GDMD/Drgn Brigade	4		F&P	4 Cameron Wood
PN	Pepé Nicole	7	18	Comfy	B.Bdr-General	69A	5		BG	3 Colin Cowper
PM	Percy Mystic	7	12	OK	Lt:Colonel	PLLD	5		F&P	3 Ray Vahey
NIN	Noggin le Nog	7	F	Comfy	Subaltern	RFG	1			4 Martin Adamson
JE	Jean Ettonique	7+	34	Comfy	Captain	GDMD/GDMD Regt. Adj.	6	Deb	F&P	5 Tony Hinton-West
BdLS	Bernard de Lur-Saluces	7+	27	Poor	Lt:Colonel	13F/3rd Div	5		F&P	2 Rob Pinkerton
LdH	Leonard de Hofstadt	7+	23	OK			4	Sue	F&P	5 Neil Packer
XFH	Xavier Four-Hollandaise	7+	22	Poor	Captain	13F/13F Regt. Adj.	4	Ava	F&P	2 Francesca Weal
CA	Charles Asnovoice	6-	6	Poor	Subaltern	KM	4			4 Gerry Surcliff
SdIC	Sebastian de la Creme	6+	45	Poor	Major	13F	4	Di	F&P	5 Alan Percival
CdC	Cyrano de Camembert	5	9	Poor	Captain	4A	6	Jenny	F&P	4 Dave Whiffin
CLD	Charles Louis Desapear	4+	16	Poor	Major	27M	1		RP	4 Martin Jennings
X3		2	RIP							Dean Talbot
X2		1	RIP							Chris Carter

An F under SPs means that the character was at the Front. RIP means that he died.

+ against SL means it went up this month, - means it went down.

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Whly = 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	ECPlayer
GdLi	Count Gar de Lieu	27	83	Comfy General/Min w/o Port	9 Maggie	Flr	4 Bill Hay		
EM2	Count Egon Mad 2	25	48	Rich Lt-General/1st Div Commandr	11	Flr	4 Tym Norris		
PC	Viscount Pierre Cardigan	25+ 75	Withy	Fld Marshal/Min w/o Port	9 Lois	Flr	4 Matt Shepherd		
JS	Count Jacques Shitacks	24	68	Flthy General/State Min.	3 Madelaine	Flr	4 David Oliver		
JdG	Count Jacques de Gain	23	56	Flthy Bdr-General/3rd Army QM Gen.	20	Flr	5 Ben Brown		
UXB	Count Uther Xavier-Beauregard	22	63	Comfy Bdr-General/War Minister	13 Henrietta	Flr	4 Pete Card		
EH	Count Euria Humble	21	53	Rich Major CPC/Justice Min.	18 Edna	Flr	5 Matthew Wale		
PIS	Marquis Pierre le Sang	21	49	Comfy General/1st Army Commandr	7 Guinevere	Flr	4 Bill Howell		
AV	Earl Ali Vouzon	20	41	Rich Bdr-General	8 Angelina	Flr	1 Graeme Morris		
EdSS	Count Eglise de Sant-Suplice	20	39	Comfy B.Lt-General/Min w/o Port	7	Flr	2 Jerry Spencer		
JIF	Baron Jacques le Franc	19	F	Rich B.Bdr-General RM/2nd Army Adj't	15	Both	6 Charles Burrows		
BdZ	Marquis Bill de Zmerchant	19	F	OK B.General/2nd Army Commandr	6	Flr	3 Tim Macaire		
VV	Sir Voulo Vault	18	52	OK Major RFG/Gds Brigade Maj.	2 Ophelia	Flr	2 Mark Booth		
RS	Marquis Richard Shapmes	18	42	Withy Lt-General/Prov. Mil.Gov	10 Ella	Flr	4 Charles Popp		
EB	Sir Etienne Brûle	16	40	Poor Colonel DG/1st Army Adjutnt	2 Belle	Both	4 James McReynolds		
GM	Sir Gáz Moutarde	16	F	Rich Lt:Colonel RM	3	Both	2 Mike Clibborn-Dyer		
ROS	Baron Rick O'Shea	15	41	Rich Bdr-General/2nd Army QM Gen.	5	Both	6 Paul Wilson		
TC	Terence Cuckpowder	15	35	Comfy Colonel QOC/3rd Army Adjutnt	3 Lucy	Both	4 Mike Dommett		
FdA	Frele d'Acier	15	31	Comfy Lt:Colonel DG	4 Freda	Both	3 Peter Farrell		
WP	Marquis Warren Peece	15	20	Withy Bdr-General	13	Both	2 Pam Udwowiczenko		
EdM	Earl Eric de Miabeille	15	F	Withy Bdr-General	14	Both	3 Pete Holland		
Ada	Marquis Amant d'Au	15	F	Withy B.Bdr-General RFG	7	Both	5 David Brister		
MC	Marquis Monty Carlo	14	34	Withy Lt-General	13 Charlotte	Hunt	4 Andrew Burgess		
CC	Sir Chopine Camus	14	23	Comfy B.Bdr-General GDMD	7 Sheila	Both	4 Stewart Macintyre		
J	Baron Jean Jeanie	14	F	Withy Lt:Colonel RFG	13	Both	3 Andrew Kendall		
JA	Jacques As	13	30	Comfy Lt:Colonel GDMD	1 Thomasina	Both	4 Joe Farrell		
MFB	Sir Maurice Fluff-Bunny	13+ 41	OK	B.Bdr-General 13F/CPS	6 Leia	Flr	5 Jason Fazackarley		
WNM	Sir Was Nae Me	12	38	Comfy Colonel KM	6 Vera	Hunt	3 Mark Farrell		
LL	Sir Lothario Lovelace	12	F	Comfy Colonel CG	8	Both	4 Geoff Bowers		
TM	Sir Tourtière Mangetout	12	RIP				Howard Bishop		

Chatter

I'm putting the finishing touches to *TWJO* after returning from this year's UK Games Expo. It was good fun, as always, with plenty of new games and old friends. My report will be in next issue, but next year should be fun as the Expo expands into Hall 1 of the NEC itself.

What was I talking about last issue? Oh yes, the General Election. It already seems so last month! Remind me never to pontificate about an election again – though the result seems to have taken everybody by surprise (apart from a few commentators who've crawled out of the woodwork since to tell us they told us so). There is, indeed, plenty of noise about introducing proportional representation. However, most of this comes from the losers, as usual. I doubt the Conservatives will do anything – they won quite happily without it (on 36% of the popular vote).

Geraldine and I dropped in on Mike Dommett a couple of weeks ago – visiting the sick of the parish, so to speak. I'm pleased to report that he is recovering after being laid up for several weeks. He was certainly back on his feet when we arrived, but will be off work for a while yet. The latest diagnosis is a slipped disc, among other things, but no surgical intervention is planned. Hopefully Mike will be back to normal soon.

Meanwhile the building work at the end of the road continues to intrigue me. The last time I mentioned it, actual construction had just started. The ground floor walls were quickly completed, but then everything stopped. At first I thought it was a break over Easter, but there's been no progress since: just breeze block walls with scaffolding poles sticking into the air.

However, the plot across the road from this has been cleared and levelled off and now work has started here. So far this has involved digging the occasional hole and making some large piles of earth. I'm intrigued by the blue lines (marking out some rectangles) that are visible on the clay at the bottom of the hole near the fence. Fascinating.

TWJO online

May's website figures show that the PDF edition of the last *TWJO* was downloaded 67 times over the month – clearly the subject matter is not as exciting as previous issues. There were 17 downloads of issue 153 in May, adding to the 91 in April to give it a total of 172 in just over two months. And there were 10 more for issue 152, a total of 333 downloads since it was published.

The oddest search term used to find my website was "Ouija board for sale". I have no idea how that happened – there's no mention of Ouija as far as I can remember. I thought it would be interesting to see whether anybody was looking at the website while mobile. The stats show that some 15% of my visitors (in May) were using Android or iPad devices.

Reading Matter

My latest bedtime reading has been *On the Steel Breeze* by Alastair Reynolds. This is a sequel to his *Blue Remembered Earth*, which I discussed in TWJO 152. It's set some decades later and its protagonists are the daughter/niece of the brother and sister characters in the earlier book. The odd grammar in the previous sentence is deliberate: Chiku Akinya (that's her name) has split herself into three people.

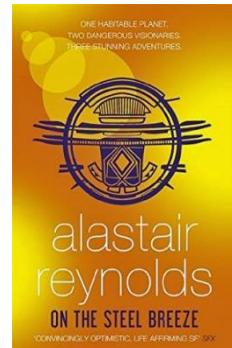
As is explained early on in the book, Chiku had copies of her consciousness transferred into two biological clones so that the three of them were indistinguishable. Technology would allow the three of them to share memories, so that all would experience what happened to each of them. They then drew lots: Chiku Green would join an interstellar expedition; Chiku Red would set off in pursuit of their great-grandmother's spaceship (essentially continuing the plot of the first novel); Chiku Yellow would remain on Earth.

It's an interesting idea. The reader can be presented with three different viewpoints, but essentially only one character. However, Reynolds immediately subverts this. We start with Chiku Yellow, now living in Lisbon, who has had no contact with her other selves for years. Despite being the same person, the three Chikus drifted apart and Chiku Yellow switched off the technology that kept her connected. Now, however, one of the others is trying to get in touch with her.

So it is that we get to learn what is happening with Chiku Green – as a first person narrative, just as Chiku Yellow experiences her memories. The interstellar expedition consists of a flotilla of hollowed-out asteroids ("holoships") that have been boosted to a fraction of light speed. They are generation ships, expected to take decades to arrive at their destination. Though, with the extended human lifespan and the option of suspended animation, many of those who set off expect to be there at the end.

This brings me to the bit I found unbelievable. The holoships have no way of stopping! They have been launched in the belief that, by the time they arrive, someone will have worked out a way to slow them down. Sorry, I can't swallow that one. I can believe that some of the people would accept travelling the galaxy forever, but what about all those who are expecting to colonise another world? However, what are the odds that a brilliant scientist will have solved the problem before the end of the book?

Anyway, Chiku Green has a more pressing issue. She has discovered a secret, built into her holoship (while helping repair damage caused by a brilliant, maverick scientist...). This has presumably been put there by the Akinya family, since it involves elephants (her uncle's obsession) and great-grandmother Eunice,



Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	GdLi
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derriere	13		VV
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	TC
30	Leia Orgasma	13	B	MFB
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		MC
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		WNM
31	Bess Ottede	12	I/W	KdM
1	Sue Briquet	11	B	LdH
4	Anne Tique	11	W	
9	Deb Onairre	11	I	JE
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10		
33	Anna Rexique	10		GB
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	SdIC
53	Angelina de Griz	10	B	AV
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	XFH
59	May Banquet l'Idee	9		
2	Betty Kant	8	I	AS
19	Jenny Russe	8	W	CdC
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	SA2
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	FdA
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	EB
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	CDL
25	Lois de Low	5	B	PC

This table shows the mistresses in Paris.
B=Beautiful, I=Influential, W=Wealthy;
Last=Last lover seen with this month

Regiments	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDDMD	PM	13F	PLLD	53F	27M	4A	69A	GScn
Col	AdA	LL	WNMEB	TC	N7				JIF	CC							PN
LCol	JJ	N3		FdA	RdM	RdG	N5	GM	JA								
Maj 1	VV+	N3	N5	N2+	N5+	N2	N5	N5	KdM	CDL+N4	N5	N6+	N4+	N7			
Maj 2	N1	N2	N2	N2	N2	N2	N2	N2	CT+	N6	SdIC			CLD			
Capt 1	N1	N6	N6	N1	N6	N2	N4	N5	N3	N3	N2	N4	N4	N3	N5		
Capt 2	N6	N6	N4	N1	N5	N6	N2	N2	N2	N2	N4	N3	N5	N5	N6		
Capt 3	N2	N2	N4	N1	N3	N5	N5	N5	N5	N5	N2	N3	N5	N5	N6		
Capt 4	N2	N3*	MED	N6*	N3	N5*	N4*	N6	N6	N6	N6*	N6*	N2*	N3*	N5*	N5*	
Capt 5			AFD*						XFH*					CdC			
Capt 6																	

This table shows the ten senior positions in the 17 regiments by rank. Entries are Character abbreviations, N (+M/A) for NPCs, blank for vacant. * shows the regiment adjutant; + shows ranks held by characters with a (senior) brevet rank or an appointment elsewhere.

Army Organisation and 1668's Summer Deployment

First Army (Field Ops)	PIS/N/EB/N
First Division (Field Ops)	EM2/GB/___
Guards Brigade (Field Ops) - RFG CG KM	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Cavalry Division (Field Ops)	N5/N/RdM
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Second Army (Siege)	BdZ/___/JIF/ROS
Frontier Division (Siege)	N1/N/N5
Frontier Regiments (Siege)	
Third Army (Defence)	--/___/TC/JdG
Second Division (Defence)	N6/N/N5
3rd Foot Brigade (Defence) - 27M 4A	
4th Foot Brigade (Defence) - 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	N2/N/BdLS
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	N4/N/VV
Horse Guards Brigade	N6/N/N2
Heavy Brigade	N5/N/N5
Dragoon Brigade	N2/N/CT

First Foot Brigade	N2/N/CDL
Second Foot Brigade	N3/N/N6
Third Foot Brigade	N6/N/N4
Fourth Foot Brigade	SA2/N/N3

Current CO/Aide/Brigade Major of each Brigade; entries as Army table

Frontier Regiments

	F1	F2	F3	F4	(Defence for Dec-Feb)
Colonel	N4	N1	N1	N6	RNHB
Attached					N5
Also at the Front					

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

founder of the family empire (and Chiku's mother's obsession). It seems the whole of humanity may be at risk and it's up to Chiku Yellow to investigate.

The first book took us to the Moon and Mars in this future; on this one we get to visit Venus. I wouldn't recommend it: the heat, the pressure, the unbreathable atmosphere. However Reynolds does a good job of showing how and why (scientific curiosity mainly) anyone would go there. This is where Chiku gets evidence that all is not well with "The Surveilled World".

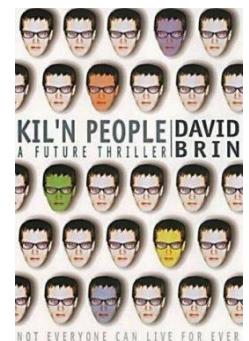
Even more than in *Blue Remembered Earth*, this is a society that depends on technology. Everybody is connected through the devices in their brains ("aug") and their every action is monitored by "The Mechanism", which can intervene if necessary. (The main exception is the "mer-people" – genetically modified humans, including Chiku's son, who have returned to the sea and eschew the 24-hour surveillance regime.) The idea that the Mechanism has been subverted or the threat that it could be switched off are catastrophic for this society.

This is what the incarnations of Chiku must deal with. Chiku Yellow was supposed to be safe on Earth, but is now the one most at risk. Chiku Green has to deal with the politics in and between the holoships and their eventual arrival at an alien planet – the action of the novel is spread across decades, not least because of the time it takes transmissions to travel between Earth and the holoship convoy. The final confrontation is bizarre and the novel ends with the news yet to arrive on Earth. I assume this means that the story will continue in another book.

While I enjoyed *Blue Remembered Earth*, I found *On the Steel Breeze* less satisfying. The future society Reynolds paints is fascinating and the people he draws are interesting. However, I found the whole thing faintly unbelievable – not something that usually bothers me about SF, particularly if it's set in the far future. So I suggest you read *Blue Remembered Earth* and then decide whether you want to see what happens next... (Apparently the third volume is *Poseidon's Wake* and has just been published in hardback.)

As well as wading through Alistair Reynolds' tome, I have been re-reading David Brin's *Kil'n People* (Orbit, 2002). This is even more bonkers, set in a world where people use energised 'clay' to produce duplicates of themselves that live for a day, imprinted with their original's 'soul'. The dittos, as they are called, come in different colours, depending on how sophisticated they are and how detailed the imprinting is. However, they are all disposable, created for specific chores (though creators can upload their dittos' memories at the end of the day).

This strange world of disposable dittos is integral to the plot. Our hero, Al Morris, is a private investigator – a



profession where a few dittos comes in very handy! Al is sucked into the machinations of the people at the top of Universal Kil'ns, the company that manufactures the clay and the machinery that produce dittos. The investigation plot, the multiple viewpoints of Al's dittos and the weird and wonderful events they encounter make this great fun. A proposed sequel, *Kil'n Time*, does not seem to have actually been published (even though it's listed at Amazon, with an ISBN). That's a shame, as I really enjoyed this book.

From Canada to Myth

Pevans reviews *Mythotopia*

Back in 2011, Martin Wallace and Treefrog Games published a very clever wargame, *A Few Acres of Snow*. This is a two-player game of British and French conflict in North America through the first half of the eighteenth century (and a game I still play, mainly online at yucata.de). The central mechanism was inspired by *Dominion* with players' actions driven – and limited – by the cards available to them. The immediate question was whether this could be extended to a multi-player game.

Three years later we have our answer in the form of Martin and Treefrog's latest, *Mythotopia*. This is a 2-4 player game of empire building across a fantasy land using the same core mechanisms as *A Few Acres of Snow*. In fact, the rules suggest that players familiar with *A Few Acres of Snow* may only need to read the two-page rules summary before playing. I have to say that I had to go through the full rules to feel comfortable that I knew what I was doing.

The basic mechanics of the game are straightforward: in turn, each player takes two actions, powered by their available cards. They then re-fill their hand with cards from their deck. When they run out of cards to draw, they shuffle their discards to make a new deck. Players score points for the provinces they control and for other specific actions (such as defeating a dragon!), taking the appropriate chips. This continues until enough chips have gone and one player declares themselves the winner. Yep, the only way the game finishes is when somebody explicitly claims the win at the start of their turn! This is a really clever idea. But I'd better start at the beginning.

The box contains a mounted board, playing pieces and, of course, lots of cards. The board is a map of the land of Mythotopia, divided into named provinces. Each shows a type of resource, its defence strength – if no player controls it – and whether it's "rugged" terrain. There are also hills and mountains between some of the provinces. In the standard game, players have nicely illustrated, thick cardboard playing pieces in their chosen colour. The limited edition has chunky wooden pieces, adding a tactile element to the game.

The cards are the heart of the game and can have multiple uses. Most cards have symbol/s in the top left corner and can be played to provide what's represented by

Challenges to be voted on

Maurice Fluff-Bunny challenges Claude Talon for saying that he had an absurd name and other insults.

All duels (including any to be voted on) must be fought next month unless held over due to one or other duellist being at the Front. Orders conditional on a challenge being voted cause are acceptable.

Trials

Claude Talon will be on trial at the beginning of next month – after duels, but before anything else. CPS Maurice Fluff-Bunny will prosecute on charges of "being a heathen and an enemy spy". The Minister of State, Jacques Shitacks, will sit in judgement. Influence cannot affect the result, but players are welcome to send testimony and other contributions (I recommend liaising with MFB and JS, though).

Influence can be used with the King to try to commute the sentence, should CT be found guilty. Any player may submit conditional orders to use favours and/or bribes for or against commuting the sentence.

New Characters

Howard Bishop gets the Second son of a very wealthy Gentleman: Init SL 5; Cash 750; MA 3; EC 4 (X2).

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal __
Provincial Military Governors: RS/N/N/N/N	
City Military Governor N	Adjutant-General __
Inspectors-General: of Cavalry __	of Infantry __
Commissioner of Public Safety MFB	
Chancellor of the Exchequer __	
Minister of War UXB	Minister of Justice EH Minister of State JS

Shows who holds appointments outside military units:
ID for Characters, N for NPC, __ for vacant, CPS for additional posts held by the CPS.

Battle Results

Royal Foot Guards: 4
Royal Marines: 1
Frontier regiment 1: 6
Frontier regiment 2: 2

Frontier regiment 3: 4
Frontier regiment 4: 6
RNHB regiment: 4

Jean Ettonique asks NPC Aide to Lt. General of Cavalry Division to resign

Jean Ettonique applies for Aide to Lt. General

Pierre le Sang asks NPC Aide to General of First Army to resign

Duels

Results of November's duels

Grégory Bonnissel (with JE, gains 1 Exp) beat Xavier Four-Hollandaise.

Arnaud Surfinmaise (gains 1 Exp) beat his enemy Cyrano de Camembert.

Allan Fa-Dân didn't turn up to fight Rob d'Masses and lost SPs.

Chopine Camus didn't turn up to fight René de Gavison and lost SPs.

Duncan d'Eauneurts (no Expertise) beat Frele d'Acier (with JA & EB).

Jacques As (with FdA, gains 1 Exp) beat Duncan d'Eauneurts.

Frele d'Acier declined to meet Maurice Fluff-Bunny as he was under half Endurance.

Frele d'Acier declined to meet Sebastian Adis II as he was under half Endurance.

Sebastian Adis II (gains 1 Exp) beat Jacques As (with FdA).

Claude Talon (with JE & GB, gains 1 Exp) beat Bill de Zmerchant (with MC) - voted cause 10:3.

Was Nae Me asks NPC Major 1 of King's Musketeers to resign

Was Nae Me asks NPC Major 2 of King's Musketeers to resign

Grudges to settle next month:

Eric de Miabeille (Sabre, Seconds EdSS & TC, adv.) has cause with Grégory Bonnissel (Sabre, Seconds JE, 3 rests) for pinching Anna.

Duncan d'Eauneurts (Sabre, Seconds WNM & MED, 4 rests) has cause with Frele d'Acier (Sabre, Seconds JA & EB, adv.) as he's not Noble but higher SL.

Duncan d'Eauneurts (Sabre, Seconds WNM & MED, 5 rests) has cause with Jacques As (Sabre, Seconds FdA, adv.) as he's not Noble but higher SL.

Etienne Brûlé (Sabre, Seconds FdA, 5 rests) and Terence Cuckpowder (Sabre, Seconds RdM, adv.) have mutual cause for being in enemy regiments.

Frele d'Acier (Sabre, Seconds JA & EB, 3 rests) and Terence Cuckpowder (Sabre, Seconds RdM, adv.) have mutual cause for being in enemy regiments.

Maurice Fluff-Bunny (Sabre, Seconds JE & BdLS) challenges Claude Talon (Dagger, Seconds JE & GB, adv.).

"adv." shows who (if anyone) has the advantage in Expertise: his first duelling sequence need only contain six actions.



Playing *Mythotopia* at MidCon last year

one type of symbol: resources (Food, Stone or Gold), Armies or Ships. Some cards have text, setting out what they do. For example, a "Build" card allows the player to construct a road, castle or city – though they'll also need the right cards (resources and location) to do so.

Players start with a standard set of cards (including a Build card), to which they add a random assortment of Provinces – there's a card for each province, showing the resource produced there, and players gain the cards as they conquer provinces. Provinces are also worth three victory points each, giving each player the same starting score. The initial cards are players' starting areas and they place town markers in the provinces. This is a deliberate feature of the game: players start with provinces scattered about the board. If you're lucky, you'll get a few provinces close together, providing a good base for expansion. The luck element is another feature of the game and ensures players have different challenges each time they play.

As well as their starting cards, a selection of "Improvement" cards is available for players to draft. These provide additional actions and resources. There are several types of card: "Action" cards require an action to use, while "Free Action" cards don't and "Benefit" cards are used with an action to boost it. "Reserve" cards have a permanent effect, but only once they've been added to a player's reserve. Any card can go into reserve, though the size of players' reserves is limited. From there they can be played in a subsequent turn in addition to or instead of cards from hand. This is a very useful way of, in effect, increasing the size of your hand, but it does cost an action to add the cards.

So, taking an Improvement card is an action and adding cards to your Reserve is an action. Invading a province is another, obvious action for players to take. However, this does not give the invader control of the province, it just starts a



My cards while playing *Mythotopia*: from left to right that's discard pile, draw deck, player aid, cities waiting to be deployed and indicating that I can have up to three cards in my reserve, one reserve card along with my available armies and ship.

war. Ending the war is a separate action – and must be the first action in a player's turn. Thus you invade on one turn and have to wait for your next turn to win – always assuming the defender hasn't added reinforcements. This can go on for several rounds if both players have the right pieces and cards to play.

The important thing to note is that players are constrained by the cards in their hand (and reserve). You may want to defend a province under attack, but there's nothing you can do if you don't have the right cards. Similarly, to invade in the first place you need the right cards: an adjacent province, a food resource (an army marches etc) and armies. You place as many armies as the army symbols – if you have enough army pieces. That's the other constraint: players start with a certain number of army and ship counters and can only gain more by taking the appropriate action and buying them with gold symbols.

The way to win at *Mythotopia* is to have the right cards at the right time. Or, to look at this the other way round, the cards in your hand (and reserve) determine the right actions to take each turn. This makes the game very tactical: what you can do each turn is dictated by what's available, not by any strategy. A strategic element is provided by managing your deck of cards so that you are more likely to have the right cards to do what you want. Thus there are actions to discard cards from your hand and to remove cards from your deck. Province cards are particularly annoying in this regard: they have just one resource symbol, so they're not very useful, and they clog up your deck. Strategically, what symbol a province provides is an important factor in deciding where to invade. And taking the right Improvement cards can be crucial. It also provides another strategic ingredient, giving players particular strengths.

and hadn't for their previous characters.

Note that some press items have been edited for length, but the full versions are on the website.

Notes

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

There's a Yahoo! group for *En Garde!* players that provides a forum for players of different games to swap stories and ideas. Sign up and get

Announcements

Amant d'Au applies for Brigadier of Guards Brigade

Ali Vouzon asks NPC Brigadier of Guards Brigade to resign

Ali Vouzon asks NPC Brigadier of Horse Guards Brigade to resign

Ali Vouzon asks NPC Brigadier of Heavy Brigade to resign

Ali Vouzon asks NPC Brigadier of Dragoon Brigade to resign

Ali Vouzon applies for Brigadier of 1st Foot Brigade

Ali Vouzon applies for Brigadier of 2nd Foot Brigade

Ali Vouzon applies for Brigadier of 3rd Foot Brigade

Ali Vouzon applies for Army Quarter Master Gen. of First Army

Duncan d'Eauneurts asks NPC Captain 3 of King's Musketeers to resign

Etienne Brule applies for Chancellor of Exchequer

Euria Humble asks NPC Lt.Colonel of Crown Prince Cuirassiers to resign

talking at: <http://games.groups.yahoo.com/group/EnGardePlayers/>

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

Orders (and press) should be e-mailed to lpbsorders@pevans.co.uk – you'll get an automated reply when your message arrives in my mailbox. Please give your name and your character's name and specify actions in full (since it's without your character sheet). If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk instead.

Le Roy – Je n'kinsee past his Honour
 Le Roy – Je n'kinsee past his Glory
 Le Roy – Je n'kinsee end o' his banner
 Le Roy – Je n'kinsee end o' his story
 † GdLi

We're all going on a Hokey Hunt,
 We're not scared, we'll give the
 scoundrel a punt.
 From the Porte St Denis to St
 Germain's walls,
 Our boots will find their mark on his
 balls!
 La Belle Estelle needs to stretch her
 arms,
 And send the Hokey sailing over
 Parisian farms.
 You mischievous miscreant, your
 time is near over,
 For soon Estelle will fling you from
 Paris to Dover.

† JE

Come one, come all, see the latest
 stunt:
 In Paris it's called the Hokey Hunt.
 Turn a blind eye to the huge erection,
 It's only there for your protection.
 Shame everything was organised by a
 c***.

† The Hokey Cokey

Ode for Madamoiselle Briquet
 While I defend France
 Seems you took a chance
 So I had me a think
 And maybe a drink
 But tell Len not to worry
 To your bed I'll not hurry
 The shit and the blood, the corpses
 and mud
 Makes your bedhopping
 Not even worth stopping
 Though I look like a fool
 You're not worth a duel
 And I'll take one for the team

Points Arising

Next deadline is 26th June 2015

Next month is the start of a new season. **All characters start the month in Paris and all duels must be fought.** Any vacant appointments not taken by player characters will be filled by NPCs. However, if a player character appoints the position, they may leave it vacant. (If you have an appointment or a rank that allows you to appoint other characters to posts, don't forget to do so).

Next month is December and mistresses' influence will be renewed at the end of the month. A good reason to court a new mistress next month and gain twice as much influence. ☺

I had no orders from the following and they suffered the consequences:

AFD Allan Fa-Dân (Gerald Udowiczenko) has NMR'd. Total now 1

EdM Eric de Miabeille (Pete Holland) has NMR'd. Total now 2 and is sent to a Frontier regiment

EdSS Eglise de Sant-Suplice (Jerry Spencer) has NMR'd. Total now 1

PM Percy Mistic (Ray Vahey) has NMR'd. Total now 1

WP Warren Peece (Pam Udowiczenko) has NMR'd. Total now 1

X1 (Chris Boote) has NMR'd. Total now 1

I removed the new characters for Chris Carter, Tim Skinner and Dean Talbot as they didn't send any orders

Returning to wars, these are won by having more strength than your opponent, counting armies, adjacent ships and castles (for the defender). Or just the defence strength if it's a neutral province. A successful invasion means the attacker takes over the province, placing their town counter, taking the province card and gaining points on the scoring track. If another player controlled the province, they lose the card and the points and take back their town. Both players take back the armies involved. Thus taking a province off another player is a big swing in the two players' relative scores.

This covers the meat of the game. Players must manage their cards and playing pieces, using them to take provinces and increase their score, while keeping in mind how this will affect their deck of cards. At the same time, they need to keep a careful eye on their opponents, making sure none of them is in a position to win on their next turn.

What I haven't mentioned yet are the sources of victory points, other than provinces. These are provided by another set of cards. At the start of the game seven of these victory point cards are laid out. Three of these are standard, appearing in every game. They give players points for building castles, cities and roads. Each of these constructions has an effect on game play too. Castles add to the defence of a province. Cities replace town markers and increase the size of a player's reserve. And roads connect two provinces, allowing players to use the card for either province in place of the other and to move armies between them.

The other four victory point cards are drawn at random and provide other goals for players – and another strategic element. For example, the "Dragons" card means that Dragon pieces are placed in random neutral provinces. They increase the defence strength of the province, but give players victory points if they succeed in invading. Alternatively, the "Lord of the Isles" card gives players points for controlling one of the islands on the board. However, the number of points from each card is limited. After drawing the cards, the appropriate number (and value) of victory point chips is placed on them. When players achieve a goal, they take a chip from the card. Once the chips have gone, there are no more points to be scored for that goal. Thus, there are five Dragon counters on the board, but only three two-point chips to be won.

The other significance of empty victory point cards is that nobody can win the game until all the chips have gone from at least four of the seven cards. Thus, a player cannot win the game simply by taking an early lead and claiming victory immediately. Mind you, it's up to the other players to make sure no one capitalises on an early lead to dominate the game.

From my experience, each game starts the same way: with players grabbing Improvement cards. After all, once they've gone, they've gone and it's clearly an advantage to get first choice of the cards. As I've already mentioned, the particular strengths of the Improvements you've got also give a strategic direction to your play. I've no doubt that analysis will show some of the cards to

be 'better' than others. So far the only thing that I can say is that, in three-player games where it's been available, the player with the "Reserve Army" card has won – though it's been a close call.

After this, it's a question of building up your position on the board and managing your deck (which is the bit I – still! – find tricky) to be in position to claim the win. While making sure that no-one else can do so. And here's the rub. Playing with analytical gamers who are intent on making sure that no-one else is in a position to win, I can see that the game could go on for a long time. It hasn't happened in the games I've played, but my group is still learning the game.

I am enjoying *Mythotopia*, but it does have the usual issues of a multi-player wargame: if one player is attacked by more than one opponent, they will lose. And the player who stays out of the fighting and picks up the pieces will win. This is, of course, more noticeable in a three-player game. (In particular, in a three-player game the "Reserve Army" card means the other two players can only attack each other.) When players are aware of this, it makes for a slow, cautious game where the winner will be whoever makes the fewest mistakes rather than having the best strategy.

In its defence, there are other ways of picking up victory points. However, controlling provinces is the main source of points, so nobody can afford to ignore this part of the game – and it is a wargame, after all. I'm also baffled by the odd infelicity in the game's design. For one thing, the scoring track runs from 12-68 along just two edges of the board. The other two have a decorative border, so why not a 0-100 scoring track around all four edges? Okay, players start with at least 18 points (depending on the number of players) and may not drop below 12, but why not use those other two edges? And avoid having to have a special rule telling players what to do if their score is below 12.



A selection of Improvement cards (courtesy of Treefrog Games)

Cavalry Divisional commander. However, First Army's Cavalry Div Aide's position is currently held by that grey man, N, about whom nobody in Paris knows much. Clearly for this post to be offered to myself, General N2 must be persuaded to accept me as his aide.

I am still too new to Paris and the Army to have much influence over these matters, which is where I come to you all for assistance. Firstly, Capt N must resign from the service to create the opportunity for me (I will suggest the matter personally to him). Secondly, General N2 Cav Div Comd needs to accept me as his new aide.

If any of you fine gentlemen can assist me with letters of recommendation or a quiet word in your clubs with one or the other issue, I would be most grateful. In this new appointment I hope that I may be of some small service in turn: you will all have seen by my public actions my dedication to France and my friends.

I remain,

Your friend and obedient servant,

† Jean Ettonique

Captain and Adjutant

Grand Duke Max's Dragoons

"Forward as one, and give 'em the point!"

Cher Jean

Apologies for my tardiness of response but being Aide to Count Mad finds me most busy. I would be happy to support you and have a word with the General N2 once his Aide has taken the sensible step and

withdrawn from his role – especially considering the CPS' interest in him. Should you require me to support his resignation, let me know. Must dash!

Yours,
† Gregory

Subaltern Duncan d'Eauneurts, 1st Company King's Musketeers, to Captain Nemo d'Eux, OC 3rd Company, King's Musketeers, Greetings!

Captain d'Eux,

Let me apologise once more for inadvertently barging into your quarters yesterday. As I pointed out at the time, I am a new recruit to the Musketeers and have yet to find my way around the barracks.

In order to ensure such a sorry (and embarrassing) state of affairs cannot occur in the future, I strongly suggest that you resign from the regiment forthwith.

Your Servant,

† d'Eauneurts

Poetry Corner

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

Whenever I see that Seb has penned a few words,

They are so dreary he must be very bored.

I fear for his mama who dutifully reads such T***s

You'd think the man would just fall on his sword!

† JE

Monsieur Duncan d'Eauneurts to His Excellency General Count Jacques Shitacks, His Majesty's Minister of State, Brigadier-General Count Jacques de Gain, Quartermaster-General, Third Army, Colonel le Baron Jacques le Franc, OC The Royal Marines, 2nd Army Adjutant Greetings, My Lords,

Allow me to thank you once again for your incredible generosity. Such kindness was completely unlooked-for but, thanks to your gifts, I now not only have the wherewithal to embark upon a military career but also to buy up a large proportion of the mortgages on the family estates. This means that my dear Maman and unfortunate sister need no longer endure the penury to which my profligate elder brother had consigned them. We all thank you from the bottom of our hearts.

Should ever the opportunity to perform some small service on by way of partial repayment present itself, please do not hesitate to call upon,

Your Most Devoted and Obedient Servant,

†Duncan d'Eauneurts

From JE to Lt Gen N5, Cav Div, First Army
Cher General N5,

Sir, I have written to your Aide, Capt N, regarding his recent excesses with foreign cuisine (particularly the influx of cheap Spanish reds to the Mess) and suggested to him that he should pursue another line of service to the Crown, as I consider his behaviour to reflect poorly on your station and the cavalry.

May I humbly offer my own services in his place as your aide. I have seen active service in North Africa, am well versed in the manoeuvres of cavalry according to the official manual, and have more recently become quite accustomed to the administration required to run a cavalry regiment in all its minutiae. I would be honoured to support you in your command of such a fine body of cavalry.

I remain, Sir, Your obedient Servant,

† Jean Ettonique
Captain and Adjutant,
Grand Duke Max's Dragoons

One just has to admire Monsieur Icke's dress. Those cuffs and straps and restraints – it was like something out of cinquante shades de gris – or the Cardinal's Guard's private club.

† Le ballon rogue

Cher Generals, Colonels and esteemed colleagues,
I write to you in humble supplication for your assistance in furthering my career and enabling me to serve the King in the best manner possible. You will all know of my modest intervention to assist my friend Captain Bonnissel to his appointment as Aide to Comte General Mad 2. I am most glad that the General was happy to accept my suggestion and I wish Gregory much success in his appointment.

Having learnt a great deal as the Adjutant for the GDMD, I would like to apply that experience in a wider capacity. A natural place for my talent would be as an aide to a

Quibbles aside, *Mythotopia* is an interesting game with some clever features that I have enjoyed playing, particularly with four players. However, I can only give it 7/10 on my highly subjective scale. Despite my aversion to two-player games, I have to say that, so far, I prefer *A Few Acres of Snow*.

Mythotopia was designed by Martin Wallace and published by Treefrog Games (www.treefroggames.com). It is a wargame for 2-4 players, aged 13+ and takes 1-2 hours to play.

This is a slightly revised version of the review originally published in the Gamers Alliance Report for Spring 2015 (www.gamersalliance.com).

Games Events

With the Expo out of the way, the next major board games event is Summer Stabcon: 3rd-5th July at the Britannia Hotel in Stockport. It's a few years since I've been, but it's always been a good, fun get-together. It's essentially an open gaming weekend with board games, role-playing, CCGs, miniatures and everything else getting a look-in. For more information, check the Yahoo! group at groups.yahoo.com/neo/groups/stabconinfo or email bookings@stabcon.org.uk.

Two weeks later is the big one: Manorcon is at the University of Leicester, 17th-20th July. More in the next *TWJO*, but see www.manorcon.org.uk for details.

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (a few minutes' walk from London Bridge station). For more info, see www.pevans.co.uk/Swiggers

Games Games Games Days: from noon(-ish) on the second Saturday of most months at the Allsop Arms (137 Gloucester Place, London NW1 5AL). The pub has an extensive menu as well as good beer and is convenient for Baker Street and Bond Street Tubes as well as Marylebone station.

UK Games Expo: 3rd-5th June 2016 at the NEC (Hall 1 and Hilton Metropole). This is a public event that showcases games of all sorts with traders, demos and participation games plus guests. For gamers there are lots of tournaments and open gaming. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 8th-11th October 2015, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: 13th-15th November 2015 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See www.midcon.org.uk.

For more extensive information on UK board games events, try the following.

The Labyrinth: <http://homepage.ntlworld.com/the-labyrinth/games/>

The Queen's Lane Advertiser: <http://www.boardgamers.org.uk/qla.php>

Close to Critical

Star Trader game 7 - Turn 13

"Damn, ship on screen!"

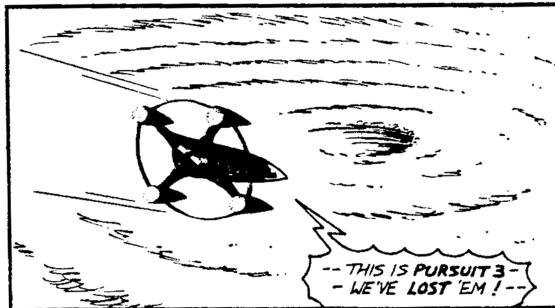
"Can we evade?"

"No."

"Punching in emergency hyperjump."

"Too lateeeeeeee..."

The mysterious ship in Mu Herculis System Space has struck at last. Having hung there for two quarters, some ships jumped for the system, and the interceptor struck. SAILCAT was the only target and, while the Gloria avoided interception, the Clara did not. Attempting an Emergency Hyperjump proved fruitless and the disoriented ship surrendered, along with its cargo of Isotopes, to COSTA NOSTRA PIZZA.



each and became Market Manager, with all the advantages that provides.

AVERY & SONS and SAILCAT both sold Alloys on Contract at Tau Ceti, though SAILCAT only had one to sell. SAILCAT also sold 5 of their Isotope stockpile at the current low price on Contract.

SAILCAT gained a Contractorship at Mu Herculis when selling 12 Alloys for 4 HTs each. They then sold 5 Isotopes for 8 HTs apiece, leaving THE 7 CORPORATION to benefit from selling the same number at the Contract price of 12. AVERY & SON bought 5 Monopoles on Contract, though the news of the production breakthrough may not bring them much cheer.

Sigma Draconis saw THE 7 CORPORATION buying 5 Isotopes on Contract and SWISS MERCENARY FLEET selling 11 Monopoles for 17 HTs each to gain a Dealership. AVERY & SONS bought Spice on Contract, but COSTA NOSTRA PIZZA bid 9, bought 10 Spice at that price and gained a Dealership.

Finally, at Beta Hydri, AVERY & SON sold 11 Isotopes for 4 HTs each and took a Contractorship. THE 7 CORPORATION sold 5 Monopoles on Contract and

Trading started at Gamma Leporis where AVERY & SONS bought 5 Alloys on Contract.

At Epsilon Eridani MARATHON MANIACS sold 4 Isotopes at 5 HTs each and SAILCAT then sold 3 at 4 HTs apiece. MARATHON MANIACS also sold 10 Spice for 8 HTs

To Colonel D'Au

Colonel D'Au – Sir,

Thank you for your kind gift – It will be put to good use as soon as we are back in Paris.

I also have these spiffing new epaulettes to show Mama – even if it just a temporary rank.

I have also managed to find some Egyptian Yen and Tunisian Zloty's to increase my coin collection whilst searching in the local Souks – I'm sure they are genuine.

Yours † Subaltern le Nog

The Fusilier and the Sailor

To Brigadier General Adis,

What has happened to society in Paris? A private conversation between cavalrymen, in which nothing more than an honest admiration for the beauty, wit and charm of a lady were discussed, should become the excuse for such vitriol from a poor Brigadier? If I had been talking to you, Sir, or in the presence of you and Miss Marie, perhaps things would be different, but perhaps your skin is too delicate and I shall consider being more circumspect in my thoughts in the future.

I had no idea the 4F were so pressed for company that you have had to resort to cruising the docks in le Havre for a boon companion ... your letter appears to be a very public admission of your personal and intimate knowledge of the proclivities of those too down on their luck to even join the infantry and who thus spend most of their miserable lives confined to leaky tubs at sea with other rough "men". What is the world

coming to? Men of your station are supposed to inspire respect and admiration, not ridicule. You should have words with your Adjutant, he is there to help you with your correspondence in the future.

Anyway, I'm sure you will breathe a sigh of relief when I tell you that I have no interest in Marie these days for my heart is taken with another lady whose very appearance, style and station are entirely more in keeping with my aspirations in life. So take heart, the knee-weakening charms of my cavalry whiskers are turned elsewhere!

† Captain Ettonique
Grand Duke Max's Dragoons

To the Enlightened of Paris,
Sir Maurice Fluff-Bunny has expressed his affiliation for the unlamented Islamic Extremist and usurper of Christianity SYAA. A man who almost murdered our king "God save the king". Sir Maurice Fluff-Bunny is a man whose nocturnal activities in North Africa are an affront to Christianity and now in Paris contradicts the teachings of Holy Mother Church with tales of creatures from the stars backed up by a known SYAA acolyte called Count Eglise de Sant-Suplice. I fear for their eternal souls and, as such, I have petitioned my master, Francesco Barbereini, in Rome to set up an inquiry under the auspices of the Holy See. My master holds Paris and France close to his heart. Gentlemen of Paris the inquisition is coming.

† The Hokey Cokey

"Always two there are, a master and an apprentice..."

† Yoda

From JE to Capt N, Aide to Lt Gen N5, Cav Div, First Army
Cher Captain N,
The cavalry deserve better: a man who is too replete with pudding to sit a horse has no place in a cavalry charge. For your King, for France, for the very reputation of the cavalry, stand down and take up the harpsichord or something more suited to your gross form.

Yours, † Jean Ettonique
Captain and Adjutant,
Grand Duke Max's Dragoons

To Lady Isla d'Eauneurts
Chateau d'Eauneurts
Eauneurts-sous-Montreuil
Pas-de-Calais
Picardy
Chère Maman,

Excellent news! Thanks to the generosity of certain gentlemen, I now have sufficient funds at my disposal not only to launch a military career but also to buy up fully half the mortgages on the d'Eauneurts estate! I have instructed my notary, M. Claude Itbaque, accordingly. This means that in future only half the estate revenues will be required to service the loans taken out by Xavier. The remainder should be sufficient to allow Madelein and yourself to practice needlework as a diversion rather than a necessity and keep you in reasonable style.

The unveiling of 'La Belle Estelle' was most impressive – though it would have been more impressive still with a real traitor to utilise rather than the mannequins substituted. Perhaps this will be possible when the 'Hokey Cokey', a treacherous subversive

whose identity is not currently known, is finally caught. I'll be aiding the Commissioner in his efforts towards this end shortly.

The steeplechase met expectations where meeting members of polite society is concerned and I did much better in the race than expected, coming fourth in a field of eight despite my burly frame.

Despite my recent successes, I regret that I don't yet have the funds to buy up the remaining mortgages, which would allow you to become 'well-to-do' once more, but you can be assured that securing them will remain the primary aim of

Your Loving Son, † Duncan

To the very much respected CPS
I note that you have started using poetry. Mimicry is the highest form of flattery.

† The Hokey Cokey

Monsieur Duncan d'Eauneurts to Lt.General Count Egon Mad, OC 1st Division, Greetings!

Count Mad,
Let me thank you once again for your generosity in extending me the loan I requested last month. Happy to relate, some unexpected gifts have now made the loan unnecessary and I intend to repay the 750 crowns in full this month.

Thank you once again for your kindness,

Your Most Obedient Servant,
† Duncan d'Eauneurts

The last thing we need in Paris is a crazed loon as a Brigadier.

AVERY & SONS sold 12 Spice for 12 HTs each, gaining a second Contractorship in the same system.

SAILCAT sold ships: Norma at Gamma Leporis and Gloria at Mu Herculis. They also sold a warehouse at Epsilon Eridani and intended to sell the lost ship, Clara. The result, despite both ships realising at least 100% of their cost, left SAILCAT agonisingly short of 2,000 HT and with its ambitions now obvious to all.

COSTA NOSTRA PIZZA paid to improve their Reputation, selling their piracy as an attempt to slow down SAILCAT's increasing market dominance and suggesting it had been achieved by SAILCAT's dubious processes. The effect was slightly spoiled by obviously false leaks suggesting that the sabotage on THE 7 CORPORATION had intended to be blamed on SAILCAT, even if they did raise their Political Connections.

SWISS MERCENARY FLEET opted to go last in turn order, sold the Naginta when it arrived at Mu Herculis at a profit, launched Naginta II at Tau Ceti, and immediately laid down a third Piccolo Hull, Naginta III at Tau Ceti Shipyards. Is there a pattern developing here, or is the Grand Fromage merely setting a trap?

AVERY & SONS put their ship into safe berth at Beta Hydri and bought and sold a pod or two behind the security. They also spent money improving their Political Connections.

MARATHON MANIACS and THE 7 CORPORATION were relatively quiet this Quarter.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep'n	Player
A Marathon Maniacs	10 0 0	0	4th	732 34	Andrew Burgess
B Costa Nostra Pizza	6 5 2	0	2nd	128 14	Mark Cowper
C Sailcat	10 0 7	0	5th	1986 40	Mike Dyer
D The 7 Corporation	9 4 5	0	3rd	850 40	Paul Evans
E Swiss Mercenary Fleet	8 7 2	0	6th	449 40	Martin Jennings
F Avery & Sons	10 8 2	5	1st	376 40	Prezemek Orwat

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

GM Notes

SAILCAT failed to reach the 2,000 HTs cash in hand this turn, but I can see next turn he must, so I expect next turn to be the last in this game. (I could be wrong, but it would have to be an unlikely event.) In the event

of two or more Corporations passing 2,000 HTs, the one with the most cash in hand will be the winner.

Please look at your player sheets. Without hard copies to print off,

mistakes are possible. Please raise any discrepancies ASAP.

I will try and produce a spreadsheet of player turn values by next issue which I will send direct to players. If the game ends next turn, please start

News

EV 7 took place this turn – a breakthrough in Monopole production.

There were three new News chits this turn. The current chits (new ones in **bold**) are as follows.

Turn 14: P3

Turn 15: P5, C4

thinking about how the GM or other Corporations ruined your chances for glory in your Game End Statements (GES) for the issue following.

Turn 16: **B5**

Turn 17: **P3**

(Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 19th June 2015

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Gen. Sebastian Adis,

Sir, I should like to attend your Halloween Bake Off. Although I confess I did not learn the fine culinary arts in my youth in the Pays d'en haut of New France, I can add a rustic feel with Indian corn bannock topped with cranberry compote, as well as maple syrup that I brought with me to remind me of my sylvan homeland. I am confident you will find its flavour intriguing.

Yours truly,

† Major Jean-Claude Talon/Gitchi-Biizhew, GDMD

Regimental Letters

Brothers,

I have spoken with Higher authorities, and I am free to whisper in CDC's ear if the current Cpt. N steps down. By the by, as it seems that the upcoming month is rather dull, socially speaking, I extend an existing invite to my seconds to all members of GDMD and friendly regiments to join me at the Frog & Peach to carouse as my guests the first week of the month. Ladies are of course also invited. Predicated on me not being bisected by de Zmerchant's two-hander beforehand. We shall see if my uncle's hatchet will prevail against his (compensatory?) sword!

† CT

To: Count Sant-Sulpice

I wish to express my outrage that, as a member of Government, I was denied entry to your recent masked ball.

As one of your fellow government colleagues, I have no idea as to why you should leave instructions to prevent my attendance and I can only assume that this was an ‘administrative error’?

Should there be another reason I would seek your immediate explanation.

† Bdr General Sir Maurice Fluff-Bunny

Commissioner of Public Safety
Commanding Officer, “The Glorious Fighting Thirteenth”
The Crimson Knight

From screams in one of the Parisian brothels where Fluffy-bunnykins was taking his ‘pleasures’. It appears he was “putting his left leg in”.

† Okey Dokey

To Bdr General Sir Maurice Fluff-Bunny, Commissioner for Public Safety

RE: The ‘Hokey Hunt’

Sir, I have amongst my other creations a clockwork bloodhound which has proved most efficacious in tracking people. Should you think it worthwhile, I would be happy to use it in aiding your hunt for the dastardly ‘Hokey Cokey’.

I hope to discuss this matter with you at further length during the first hunt.

Your friend,

† Count Madd

Christmas Ettonique!
Gentlemen of Paris,
With our varied successes in Africa now behind us, and the future before us, I would like to invite you all to join me at the Frog & Peach in week 2 of December 1667. All carousing costs will be met for you and your mistress, and in the spirit of Christmas I open this invitation to all in Paris above SL 1, save for those poor souls who serve with the ALC. I will understand if those above a certain station feel that the venue and event is below their place in society, but I offer spiced wine to warm you as you come in from the cold, a variety of delightful dishes for your delectation, lively music and dancing into the small hours!

As a Christmas party, fancy dress is greatly desired and I will provide a small purse of 200 Crowns for the gentleman or couple with the best costume. All those wishing to attend and be considered for this prize are requested to send me a brief description of their outfit with their card so that I may make appropriate arrangements at the door.

Yours faithfully, † Jean Ettonique
Captain and Adjutant
Grand Duke Max's Dragoons

Brothers! The good father of the orphanage has asked my help this Christmas season.

Brothers! Remember to pity the poor children of Paris during the month of the White Christ's birth!

Brothers! I beseech thee to remember that a warrior is generous as well as brave.

Brothers! I pledge 100 crowns to the orphanage to celebrate Christmas and urge all gentlemen of Paris to give as they are able the first mass of the month, setting aside petty differences.

Brothers! I thank thee for thy generosity.
All who make a donation of any size are welcome to join me at the Frog & Peach the first week of the month. In the spirit of the season, I will pick up the tab for members of Arch-Duke Leopold's regiment at the Blue Gables.

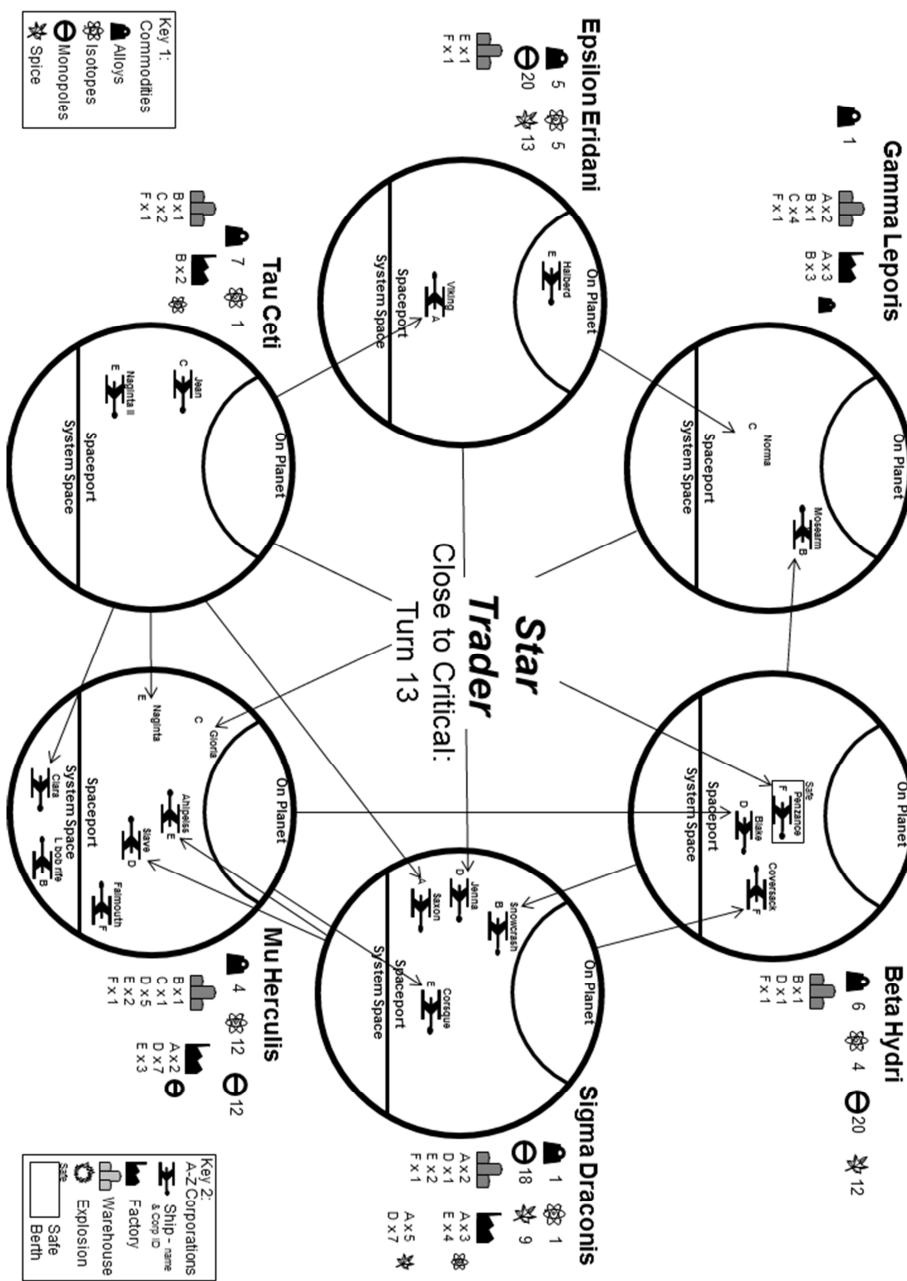
† Jean-Claude Talon/Gitchi-Biizhew

“Festive Fun at the Fleur”
To see out the old year and to welcome in the new, to raise many a toast to those who are no longer with us and to simply just party the month away, I shall be hosting a month long festive spectacular at my club, The Fleur, throughout December.

All, no exceptions (including RMs and 27M's), are welcome to attend. Feel free to bring along your mistresses and I shall cover all carousal costs.

If my agents have not already secured the apprehension of the traitor calling himself 'The Hokey Cokey' by this time, then the pre-arranged 'Hokey Hunt' will take place in Week 4 with all back to the Fleur again afterwards.

† Bdr General Sir Maurice Fluff-Bunny
Commanding Officer, “The Glorious Fighting Thirteenth”
Commissioner of Public Safety
The Crimson Knight



Great White Hunter

Turn 2

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
1																				
2		x	S																	
3	x										x									
4	x			x	L										x					
5		x			L	x	X													
6	x		x	X	†	X	X													
7					X												x			
8			x	X													x			
9						X														
10										x										
11																				
12				m	x															
13					X				S				G							
14																				
15																				
16		x								x										
17												x			x					
18				X		B	X													
19					X										x					
20																				

What's this about?

This game is essentially a variation of *Battleships* and is open to all readers of *TWJO*. Set in the late 19th century, a 20 x 20 grid represents an area of the African bush, while the players are all hunters looking to bag trophies.

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

The first hit on each animal scores points in proportion to its size. For example, a Lion is three squares and worth 15 points, so the first hit scores $15/3 = 5$ points.

I am sure you will have a greater staying power than me.

With regards to using a sabre, I would have no exceptions to you using this weapon – it will suit your size. I would also suggest you apply to join a cavalry regiment where you can train with the sabre for free. The Dragoon Guards are always on the lookout for new recruits.

Kind regards,

† Lt Colonel Frele D'Acier,
Dragoon Guards

Cher d'Acier, I am sorry that wounds prevented our crossing blades, yet I hope for your return to health in the future.

Long life to you, and his Majesty!
† T Cuckpowder

Monsieur Duncan d'Eauneurts to Captains Allan Fa-Dân and Maurice Essai Deux, King's Musketeers
Greetings Gentlemen,

Having discussed the matter with Colonel Me last month I hope to purchase a subaltern's commission in the King's Musketeers this month. Since this will make us regimental brothers-in-arms I wondered if I might prevail upon you to serve as my seconds in my forthcoming meetings with Lt. Colonels As and d'Acier?

Your Servant,
† Duncan d'Eauneurts

To Mssr. Bill de Zmerchant,
Sir, you seem to have taken offense over a statement I made when none was intended. Indeed I did inquire about the Ms. Mary Huana, as I understood her previous paramour

had died while on campaign. At the time I was unaware of your interest in the good lady. I did not intend to step upon your toe in the matter, and would call the matter settled, should you wish. Still, if you feel you must need to challenge me, I will not disappoint you.

Miigwetch/Thank you.

Yours, † Claude Talon

Dear Major,

Had you been a little more careful in your inquiries, you would have found that Mary's paramour not only survived the campaign, but was seen with her last month in the uniform of an Army Commander. Even if you had been correct that the lady is single, attempting to reduce the number of suitors to increase your own (low) chance of winning her hand is a tactic no gentleman would stoop to. Still, I should have expected no better from a Grand Duck.

En Garde!

† Marquis Bill de Zmerchant,
still very much alive.

Social

Gentlemen of the Paris
Paris has grown boring this season with the exception of the Volo Vault's much beloved 'Académie de Danse'.

To this end Freda & I are throwing a Christmas party at my club in week 2 of December for all SL 9+. All costs will be paid for those of SL 12 or higher and any Dragoon Guards (Obviously no QOC).

Kind regards,

† Lt Colonel Frele D'Acier,
Dragoon Guards

cover your commission costs and junior ranks will be excused from menial duties as I have plenty of prisoners from the Bastille to do that for us.

Apply today!

† Bdr Gen Sir Maurice Fluff-Bunny
Commanding Officer, "The Glorious
Fighting Thirteenth"
Commissioner of Public Safety
The Crimson Knight

Matters of Honour

Monsieur Duncan d'Eauneurts to Lt. Colonel Frele d'Acier, OC 1st Squadron, His Majesty's Dragoon Guards, and Lt. Colonel Jacques As, OC 1st Squadron, Grand Duke Max's Dragoons, Greetings!

Gentlemen,

Allow me to apologise once again for the initial confusion last month. During the race I was under the misapprehension that you were stable boys who had entered in order to exercise the mounts of your betters. It was only later, at the Fleur, that I realised you are actually serving officers in His Majesty's cavalry.

As you will know, it is an unwritten law amongst sons of the nobility that commoners such as yourselves, who have the temerity to outshine your betters socially, needs must be taught a lesson. Although in my case such lessons are unlikely to be bestowed in fact – the services of a fencing master was one of the many luxuries I had to forego thanks to my profligate elder brother taking such poor care of the d'Eauneurts family fortune – you will appreciate that the correct forms must be observed nonetheless.

Being a newcomer to Paris I leave it to you gentlemen to choose a suitable location for our meeting. I will take it upon myself to provide the services of a doctor (primarily for the benefit of myself) and picnic hamper stuffed with suitable refreshments for a repast before we return to the city (primarily for the benefit of you gentlemen, I expect). Since it seems that we are fated to have many such meetings, despite no personal acrimony being present, establishing an air of cordiality is merely good manners, surely?

So as not to risk putting either of you gentlemen to the inconvenience of a wasted journey, I intend to call a halt as soon as honour has been satisfied. Having learned of your service records I must confess to some surprise that His Majesty has not yet seen fit to bestow you with knighthoods? That such an oversight will be rectified following your next service at the front is the dearest wish of

Your Servant,

† Duncan d'Eauneurts

P.S. Since both you gentlemen will be using sabres at our meeting, would you have any objections to my adopting the same weapon?

Duncan d'Eauneurts

Firstly, welcome to Paris: you must be new to Paris when you did not recognise me – I am regularly placed in the horse races.

Do not worry about your lack of fencing ability, your build will be hugely beneficial to your duelling. I have just recovered from my wounds and will be able to attend our duel, so

Key

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

Other symbols

X Missed shot

Upper case = this turn, lower case = last turn,
Strikeout = dead animal

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

Animals only touch (if at all) at corners and only Snakes will go next to a Bush.

After 12 turns or when the board is clear (except for any snakes), the player with the most points wins.

Shots and scores

As expected, the lion that was hit last time is finished off this time. It takes a bit of doing, mind you. First off all, shots pepper the ground around the wounded creature until Rob Pinkerton finds its middle. Mike Dyer and Graeme Morris complete the job.

Other people eschew the easy (?) target of the lion and blast away at other bits of the bush. Andrew Burgess gets a snake that wasn't there moments before. So does Nik Luker, showing that moving around doesn't necessarily help.

Mike Dommett finds a gorilla – well away from what's left of the lion. However, the best Andy Kendall can do is shake the leaves off a bush.

Scores

Player	Shots	This turn	Total
Andrew Burgess	C2	5	5
Charles Burrows	D6,E7	0	0

If several players hit the same square at the same time, they share the points; if several players hit different squares of the same animal at the same time, they get the points for the square they hit.

Once an animal has been identified, subsequent shots share the points of the square they hit (there are no points left for the square(s) hit initially) with a minimum of 1 point. So if A and B hit the second square of that lion and C gets the third, C gets 5 points, A and B 2½ each.

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

Player	Shots	This turn	Total
Mike Dommett	F18,O13	4	4
Mike Clibborn-Dyer	E4	2.5	2.5
Alex Everard	G6,G5	0	4
Andy Kendall	H18,I18	0	0
Nik Luker	J13	5	5
Tim Macaire	E8,G9	0	0
Graeme Morris	E4	2.5	2.5
Rob Pinkerton	E5	5	10
Gerald Udowiczenko	C16,R7	-	0
Pam Udowiczenko	L3	-	0
Matt Wale	E7,F6	0	0
Graeme Wilson	G19,N4	0	0
Paul Wilson	F13,P17	0	0

Send your next shots to Pevans at
 180 Aylsham Drive, UXBRIDGE UB10 8UF or
 to TWJO@pevans.co.uk by Friday, 26th June 2015.

Banwen

Railway Rivals game 11 – game start

We have four players for this game, which is on the classic “South Wales Coalfield (East)” map – Map A in the Rostherne Games canon.

Mike Clibborn-Dyer: **Arriba Arriba Arndale** (AAA), Blue
 Starting from Cardiff

Martin Jennings: **Steam Machines & Funiculars** (SMF), Red
 Starting from Newport

Jonathan Palfrey: **Transport Hopefully Rails** (THOR), Green
 Starting from Penarth

Gerald Udowiczenko: **Black Sheep Railways** (BSR), Black
 Starting from Barry

Good luck all – any queries to Mike.

First Turn's builds: 6, 4, 5

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD
 or by e-mail to mike_dommett@yahoo.co.uk by 19th June 2015

Cardinal's Guard Colonel Lothario Lovelace is attached to Frontier regiment 3 on his tod. Seeing that the troops don't have much to do, Lovelace retires to his tent. Thus he misses the roll call and is disciplined for his dishonourable conduct. General Bill de Zmerchant, serving with Frontier regiment 2, participates in a successful counter-attack against the Dutch. This brings him a Mention in Despatches (“Still don't know what the General's doing here”) and he takes 450 crowns worth of loot as the Dutch scarper back to their own territory. ♦

Press

Announcements

Official Ministerial Announcement No.8

The Public Safety Ministry wishes to record its official thanks to all those good gentlemen who have kindly made their donations to the 'True Patriots Fund'. The names of all donors have been noted for future inclusion upon the 'True Patriots' commemorative plaque which is to be unveiled in early 1668.

The Ministry would like to remind those individuals who have yet to donate that our offices remain open to receive funds. The suggested amount of 50 crowns can, of course, be exceeded.

† Bdr General Sir Maurice Fluff-Bunny
 Commissioner of Public Safety
 Commanding Officer, "The Glorious Fighting Thirteenth"
 The Crimson Knight

Men of Paris,
 This Hokey needs to be brought to justice for his slander and infamy. The mere fact that he refuses to show himself is proof of his base and uncouth nature. I myself am adding 500 to the reward for bringing him to justice.

† Marquis Richard Sharpness

Gentlemen of the 1st Squadron Dragoon Guards

I intend to take the Squadron to the front in January after the Noel festivities I am giving you 2 months' notice to put your affairs in order, and give any in Paris a chance to join the Dragoon Guards and join us at the front. Who knows you might even find some loot to buy that special someone a nice Valentine's gift.

Kind regards,

† Lt Colonel Frele D'Acier
 Dragoon Guards

To: All Prospective Army recruits
 Looking for action? Craving glory?
 Want to join the toughest regiment in the French Army? If your answers to all three of these questions are 'yes' then the "Glorious Fighting Thirteenth" is the regiment for you!

Forget the skirt wearing Scots of the RNHB, the dandied fops of the RFG or the poltroon traitors of the RMs, as alongside your brothers in arms of the "Glorious Fighting Thirteenth" you will soon rise up the ranks, gain a pile of booty and impress the ladies of Paris! What's more, in addition to all that you will have the chance to join me at my club, The Fleur de Lys, once a month for free drinks and nibbles while we discuss future military tactics and stratagems, plus I will

(rapier) and Rick O’Shea (cutlass). Plenty of others pop in for the odd week. Just as Charles Asnovoise, Charles Louis Desapear, Duncan d’Eauneurts, Egon Mad 2, Maurice Essai Deux (unlucky in love – or at least his attempt at courting), Pepé Nicole and Rick O’Shea all pop along to the Bawdyhouses once. The footpads try to roll Egon, but run away when they find what he has in his pockets! While Charles Asnovoise is a charming lad and elects not to bother the nice ladies with his base urges.

Rob d’Masses doesn’t get to do anything about his base urges, but it’s not for lack of trying. All month he’s at a certain young lady’s door, offering her his charms, such as they are. Eventually she gets fed up and shops him to his current squeeze, Viv Ayschus. Next time he goes round there, he’ll find his boots outside the door. Not that he does, continuing to pester his intended in spite of all. Meanwhile Charles Louis Desapear’s wooing is successful, but he keeps it quiet.

Action on smuggling

As is usual in the last month of a season, additional volunteers join the troops in action on the frontiers. This Autumn it is the Royal Marines who go into action, linking up with the Royal Foot Guards in North Africa. The Marines score a signal victory when a nighttime operation intercepts local smugglers. This can only be described as *lucrative* a success. Colonel Jacques le Franc, commanding the Marines, confiscates 600 crowns worth of contraband. The victory brings him promotion to (brevet) Brigadier-General as well. Major Gaz Moutarde gets a promotion, too, taking over the vacant Lieutenant-Colonel’s position in the regiment. He impounds a further 600 crowns worth of goods.

The Marines leave only flotsam and jetsam to be washed ashore, but the Royal Foot Guards are there to collect it. Brevet Subaltern Noggin le Nog scoops up 100 crowns worth and his rank is made permanent. Lieutenant-Colonel Jean Jeanie rounds up the smugglers, earning himself two Mentions in Despatches and the title of Baron. However, this stops him adding more than 50 crowns to his coffers. Bdr-General Amant d’Au conducts a final sweep of the beach and finds 300 crowns worth for himself.

Scattered around France’s mainland borders, the frontier regiments do their thing. In the case of Frontier regiment 1, this means running away from a determined Dutch probe at the French positions. Bdr-General Eric de Miabeille, serving with the frontier troops, rallies enough of the troops to gain a Mention in Despatches. Well, it’s more of a footnote. It’s enough, however, to bring him an Earldom. Bdr-General Tourtière Mangetout tries to pull the same stunt when Frontier regiment 4 breaks. This is somewhat less successful, as he is ridden down by the attacking Spanish cavalry. RIP.



Online Games

TWJO readers are playing online versions of board games – and any reader is welcome to join in. Look for games named “TWJO” something – they have the password “pevans56” – or email me for an invitation. And let me know what other games you’d like to play.

A Few Acres of Snow

Martin Wallace’s brilliant card-based wargame is online at yucata.de and I’m enjoying playing it there. Sign up and take me on...

Agricola

Online at www.boiteajeux.net – I’m Pevans56 here and looking for others to join me and Alex Everard for a game.

Brass

Online at brass.orderofthehammer.com. Game 23 is nearing a conclusion, so I’ll set up a new game this weekend.

Concordia

The latest arrival at Boîte à Jeux is this cracking Mac Gerdts-designed game. I’m still getting to grips with this and would welcome more players.

El Grande

Another classic. I haven’t played for years, so who’d like to put me in my place at yucata.de?

Nauticus

Online at yucata.de – a recent addition to the site and a game I commented on in TWJO 145. So far I have Brad Martin and me – anyone else want to join us?

Puerto Rico

Just one of the games at www.boardgamearena.com: there’s no password system, so sign up and let me have your ID so that I can invite you to a game.

Roll Through the Ages

Online at yucata.de – a game I enjoy, despite being (mostly) rubbish at it. Who’d like a turn at drubbing me?

Through the Ages

Online at boardgaming-online.com – where I’m Paul “Pevans” Evans – and at www.boardgamearena.com. Let me know if you’d like to play at either site.

Vinci

Online at yucata.de – another classic, in a version adapted for online play. It’s great fun and a game I’ve actually had some success at.

Les Petites Bêtes Soyeuses

Being a postal 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 the back page). You will also need a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

Orders for December 1667 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 26th June 2015



November 1667 (285)

Damp weather keeps Paris mild even as winter approaches. It also makes the cobblestones treacherous, so many of those about in the early hours of the morning carry metal 'poles' to brace themselves against a slip. Just why these implements have to have such sharp edges is another matter...

Our first duel this month concerns Grégory Bonnissel of the Grand Duke Max's and Xavier Four-Hollandaise of the 13th Fusiliers. As you'd expect, the cavalryman has a sabre, the infantryman a rapier. Hollandaise's other disadvantage is that he's smaller and alone. Jean Ettonique, another GDMD officer, accompanies Bonnissel to this tryst.

Bonnissel shows no subtlety in his approach to the fight. He has a sabre, so it's furious slash time. Hollandaise sees him coming: he blocks the slash and dodges the cut. Then he attacks, his lunge striking home and drawing first blood. Bonnissel comes back at him with a slash. Hollandaise lunges again. Bonnissel slashes again. Hollandaise surrenders.

Next is a rapier duel as Picardy Musketeer Arnaud Surfinmaise takes on Arquebusier Cyrano de Camembert. Camembert's partly healed injuries give Surfinmaise an edge, as does his lack of expertise. Camembert expects a lunge and parries. However, Surfinmaise has waited and only lunges after the parry: first blood to the Musketeer. Camembert comes back with a lunge and the two continue trading blows. Surfinmaise's superior skill means he gets in three blows to his opponent's two and it is no surprise that Camembert concedes the duel.

The fourth week gets off to a rambunctious start as CPS Fluff-Bunny in his bright red armour leads the hunt for the 'Hokey Cokey'. Commission agents, the 13th Fusiliers and socialites alike scour the city for any evidence that will reveal the identity of the CPS's persecutor. They find several illicit stills, unearth a couple of dubious printing presses and disturb a lot of amorous couples. Finally, they retire to the Fleur – the socialites at least – where Maurice and Leia are hosts. Arnaud Surfinmaise leads the way, followed by Chopine Camus and Sheila. Euria Humble brings Edna, of course. Egon Mad 2 is on his own. Grégory Bonnissel escorts Anna. Jean Ettonique is unaccompanied, as is Kidder de Margaux, surprisingly – luckily for him, the other person chasing Bess picked the wrong week to try to court her. Leonard de Hofstadt brings Sue and a fire iron – his "hokey poker". Richard Shapmes comes stag. Sebastian de la Creme has Di on his arm. Last man, alphabetically, is Xavier Four-Hollandaise and his perseverance has paid off as he is escorting Ava Crisp. This is a good-natured gathering, treating the whole "Hokey Hunt" as a good laugh. Apart from Maurice glowering in the corner.

The regulars are in the Fleur too: Ali and Angelina; Gar and Maggie; Jacques (Shitacks) and Madelaine; Pierre and Guinevere. The other Jacques (As) is back in Bothwell's with Thomasina. Blue Gables is the venue for Sebastian Adis II's second "Bake-Off". He and Marie have as their guests Charles Louis Desapear and Claude Talon. Claude makes a passable fist of producing crepes stuffed with cranberry compote and drizzled with maple syrup. "Breakfast" he calls it. Finally, Coeur and Ada are in Red Phillips again.

Jacques de Gain is Paris's iron man once more, spending the whole month in the gym with his rapier. When he's not dancing, Voulo Vault is practising his rapier technique, too. Other dancers putting in plenty of practice are Etienne Brule (once he's got directions to the regiment's gym), Frele d'Acier and Terence Cuckpowder – all with sabre (a weapon with which cavalryman Etienne is almost completely unfamiliar). René de Gavison's three weeks of sabre practice come after a fraught visit to the red light district. The ladies were delightful, but other locals were not so agreeable, knocking René over the head and pinching the couple of dozen crowns he had on his person. Uther Xavier-Beauregard and Pierre Cardigan are the last of the three-weekers working with their sabres. Monty Carlo has a much larger weapon: three weeks practice with a two-handed sword must be tiring!

Visiting the gyms twice this month are Bernard de Lur-Saluces (rapier and another victim of the footpads – but he'd spent his money), Charles Asnovoice (rapier), Chopine Camus (sabre), Cyrano de Camembert (rapier), Pepé Nicole



Dancing queens

The third week of the month has become traditional as the *Académie de Danse* at the Fleur de Lys, hosted by the twinkling toes of Voulo Vault and Ophelia Derriere. This month they have some competition as Maurice Fluff-Bunny and Leia Orgasma have some guests. On top of this, several members are in the Fleur under their own steam. Ali and Angelina, Jacques and Madelaine, Gar and Maggie all visit again and this week sees the return of Pierre and Guinevere.

Maurice and Leia's guests are mainly associated with Maurice's regiment, the 13th Fusiliers. Lieutenant-Colonel Bernard de Lur-Saluces is one. The other is the new Major, Sebastian de la Creme, accompanied by Di Lemmere. Duncan d'Eauneurts isn't a Fusilier, he's a Subaltern in the King's Musketeers.



For the dancing couples, November is the month of the *passepied*, a court dance described by Voulo as "originating as a kind of Breton branle." Not that anyone in the Fleur would admit to Breton roots. First (alphabetically, anyway) to join Voulo and Ophelia on the dance floor are Chopine Camus and Sheila Kiwi. Etienne Brule brings Belle Epoque. Euria Humble is, as always, accompanied by Edna Bucquette. Frele d'Acier escorts Freda de Ath as they show off a *contredanse* from New France. Jacques As has Thomasina Tancenjin on his arm, but seems to have got the wrong end of the stick: he has brought a supply of pies "for the pass the pie dance". Richard Shapmes brings Ella Fant – they have been practising, to good effect. Terence Cuckpowder has Lucy Fur as his dancing partner. As the only people to demonstrate a dance of their own, Frele and Freda get the prize offered by Voulo.

The arrival of Terence causes rather a ruction. As is well known, he is commander of the Queen's Own, dedicated rivals of the Dragoon Guards. Representing the DGs are Etienne and Frele. There is a loud discourse on the relative merits of the two regiments, and challenges are exchanged once more. The hubbub attracts the attention of Maurice's guests. Duncan realises that both Frele and Jacques are nominally his social superiors, yet not of the nobility. He stomps across to challenge both of them.

Further down the social scale, Hunter's has the same visitors as the previous week. Arnaud on his own; Was and Vera hosting Jean and Deb. It's Sebastian and Marie in Blue Gables again. Leonard and Sue are in the Frog & Peach once more when Kidder de Margaux appears. He brings Bess Ottede with him, having won her affections earlier in the month. And Red Phillips is patronised by Coeur and Ada.

Rob d'Masses is expecting to fight Allan Fa-Dân, but there is no sign of him. Nor has anyone seen Chopine Camus, whose appearance at their duel is awaited by René de Gaviscon.

Duncan d'Eauneurts decides to cross swords with Frele d'Acier first. This could be entertaining as Eauneurts has a foil in one hand and a swordsmanship manual in the other. However, his opponent is both smaller and injured, disadvantages that his sabre may not be enough to overcome. He is propped up by two seconds: Jacques As and Etienne Brule. As the duellists square up to each other, Eauneurts' manual slips from his hand – he juggles with it briefly, only for it to fall into the mud. He shrugs his shoulders, closes in and applies his boot to Acier's groin. While this means he's also run onto Acier's slash, it is the smaller man who surrenders.

Acier hangs around, though, to second As, who takes on Eauneurts in his turn. This time Eauneurts has an opponent closer to his own build wielding the sabre – and even more expertly, too. Following his textbook, Eauneurts lunges forward, takes a pace back and recovers his guard. Then he does the same again. In the meantime, As hits him with a slash, a cut and a second slash, despite receiving the two lunges. The third blow does the trick: Eauneurts surrenders this time.

The injured Acier declines his meetings with Maurice Fluff-Bunny and Sebastian Adis II on grounds of ill-health (it's never that healthy to be crossing swords with the CPS). Thus Jacques As gets to duel Adis next. Having already taken two foil thrusts, As looks to be the underdog this time. In his favour are Adis's lack of skill and his heavy blade (it's sabre versus rapier). Acier is again his second as As starts this duel the same way: with a furious slash. The slash has the added bonus of deflecting Adis's coinciding lunge. The cut inflicts a serious wound on Adis, but he continues. His second, full-blooded lunge is too much for As, who throws in the towel. He and Acier lean on each other as they leave to seek medical help.

This brings us to Bill de Zmerchant's challenge to Claude Talon, overwhelmingly voted cause by Paris. Zmerchant brings Monty Carlo with him as he measures up his two-handed sword against Talon's little throwing axes. Grégory Bonnissel and Jean Ettonique second Talon and it seems he has the measure of his opponent. Zmerchant swings his heavy blade in a furious slash.



Talon dodges the slash. Then he dodges the cut, steadies himself and hurls his tomahawk. Momentum having carried him round, Zmerchant takes the axe in the back. It knocks him sprawling and he surrenders from a prone position as Carlo steps in to staunch the bleeding. The untouched Talon accepts his opponent's defeat with good grace. That is, he dances around, whooping.

I wanna be Brigadier!

Earl Ali Vouzon would really like to get an appointment. He holds the rank of Brigadier-General, so he could command a Brigade or serve as Quartermaster-General in an Army. As all these posts are occupied, he has invited the incumbents to resign in his favour. However, no-one in Paris deigns to use any influence in his support, the holders retain their positions and Vouzon gets nothing. Never mind, he'll try again next month...

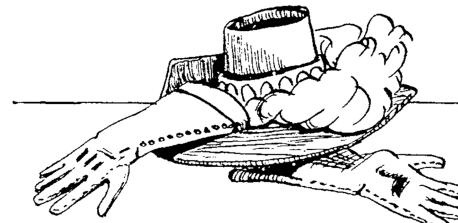
Duncan d'Eauneurts and Sebastian de la Creme decide that a career in the military is what they need. Eauneurts joins the King's Musketeers, courtesy of Colonel Was Nae Me. He is still comfortably well off, despite having spent a large amount redeeming some of the mortgages on his family's estate, but settles for the rank of Subaltern. The new Subaltern's request to be relieved of his regimental duties is addressed to the wrong officer, settling his commitments for the last week of the month.

The commander of the 13th Fusiliers, Brigadier-General Fluff-Bunny, admits Creme to his regiment. Creme borrows a bit of cash, gets a pile more from his new CO and buys his way to Major as there's an opening at this rank.

Jacques le Franc, Colonel of the Royal Marines, decides that action on the frontier is healthier than remaining in Paris. He volunteers the whole regiment, Major Gaz Moutarde packing his bags with some alacrity.

Wot, no party?

As no social events have been promoted for the first half of November, Paris's clubs are relatively quiet with just members in place. In the Fleur de Lys the exception is Pierre le Sang. He and Guinevere d'Arthur act as hosts to Sebastian de la Creme and Di Lemmere. Apart from this, the members are keeping themselves to themselves. Ali Vouzon brings Angelina di Griz for a quiet drink. Euria Humble escorts Edna Bucquette protectively. Jacques Shitacks shows up with Madelaine de Proust on his arm. Maurice Fluff-Bunny struts about in his freshly painted scarlet armour, demanding the staff call him "The Crimson Knight", while Leia Orgasma stays at their table. Pierre Cardigan accompanies Lois de Lowe. Henrietta Carrotte accompanies Uther Xavier-Beauregard.



Down the road at Bothwell's, Rick O'Shea is in situ. Jacques As is the second member to arrive, bringing Thomasina Tancenjin with him. Hunter's sees Arnaud Surfinmaise showing off Betty Kant and Monty Carlo parading Charlotte de Gaulle. There is also a small gathering of King's Musketeers. Colonel Was Nae Me is host and has Vera Cruz on his arm. Toadying to him are Subaltern Duncan d'Eauneurts and Captain Maurice Essai Deux. Only Coeur De Lion and Ada Andabettor attend Red Phillips.

Sebastian Adis II chooses to take Marie Antoinette to Blue Gables. Pepé Nicole is also in the club. The Frog & Peach is busier. Cyrano de Camembert is accompanied by Jenny Russe. Claude Talon is alone. Jean Ettonique brings Deb Estarround and acknowledges his regimental colleague, Claude. However, his attention is mainly on the gaming tables. Leonard de Hofstadt escorts Sue Briquet to the club in time to see Jean lay a full nine wagers, whooping every time the house rolls the dice. He cuts two of the bets – when the house rolls '5' – but only wins two of the remaining seven. The bottom line is that he's lost a few hundred crowns. Claude's mistake is to commiserate with him. "Not to worry," responds Jean, "I've got a little something for you here." He hands Claude an arrest warrant and the hapless colonial is dragged off to the Bastille.



Week 2 sees attendance in the clubs thin out even more. Four members – and their mistresses – return to the Fleur: Ali and Angelina; Euria and Edna; Jacques and Madelaine; Maurice and Leia. A further member, Gar de Lieu, arrives, bringing Maggie Nifisent with him. Gar has again been entertaining His Majesty with tales of derring-do and noble warriors from his time with the Highlanders. However, he is getting the impression that the King might prefer him to spend more time with the RNHB... Also in the Louvre is Egon Mad 2, kicking his heels and rehearsing his speech as he waits to be called into the royal presence. However, His Majesty appears to have forgotten that he invited Egon to the palace and carefully manages not to make eye contact.

Jacques and Thomasina are in Bothwell's again. Arnaud returns to Hunter's, but doesn't bring Betty with him this time. The King's Musketeers' gathering is reduced to Was (with Vera) and Maurice. Sebastian is still showing Marie a good time in Blue Gables. Here they see Grégory Bonnissel arrive, proudly parading Anna Rexique, his conquest of the previous week. Eric de Miabeille will not be happy. The Frog & Peach is quieter, with just Leonard (and Sue) and Cyrano (and Jenny) in residence. Coeur and Ada return to Red Phillips.