

That would be enough

This has been issue 245 of *To Win Just Once*, published 28th June 2024. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2024

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by Friday 5th July 2024.

Orders for *LPBS*, Trophy Hunter entries and any other contributions to Pevans by 12th July 2024.

(Next deadlines: 9th/16th August, probably)

Waiting lists

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

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

Star Trader – There’s room for one more player in the current game and the list for the next one starts with Mike Dyer. (Rules provided)

Credits

To Win Just Once issue 245 was written and edited by Pevans. The *LPBS* masthead (page 27) is by Lee Brimmicombe-Wood as is the illustration on page 40. Tim Wiseman drew the one on page 30 and Graeme Morris provided the Santa picture on page 33. 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*)



Pevans concludes his report from the Gathering of Friends

Where he finally played *HEAT*

Issue 245: July 2024
(LPBS 382: Dec 1675)

£2.25 (where sold)

and online at www.pevans.co.uk/TWJO

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| ID | Name | SL | SPs | Cash | Rank, Regiment/Appointment | MA | Last seen | Club | EC | Player |
|------|-----------------------|-----|-----|------|---------------------------------|----|-----------|------|----|--------------------|
| TdLL | Thomas de la Lune | 11 | F | OK | Bdr-General | 5 | | Hunt | 5 | Peter Card |
| YS | Yve Stanbul | 11+ | 43 | OK | Captain QOC/LtGen's Aide (Cav | 5 | Sheila | BG | 4 | Pam Udowiczenko |
| SE | Stephane Etrange | 11+ | 38 | OK | Lt.Colonel CPC/Hvy Brigade Maj. | 3 | Thomasina | Hunt | 4 | Neil Packer |
| CA | Come Asiouar | 10+ | 34 | OK | Lt.Colonel QOC | 3 | | Hunt | 4 | Jacob Andersson |
| BN | Beau Nidle | 9+ | 30 | OK | Major CPC/CPC Regt. Adjit. | 2 | | BG | 3 | Paul Murphy |
| TPN | Thibault Pinot-Noir | 8+ | 36 | Poor | Major CPC | 5 | Angelina | F&P | 3 | Tim Rattray |
| JdA | Jean d'Aubergine | 8+ | 36 | OK | Colonel 4A | 3 | Freda | BG | 3 | Paul Robbins |
| BLC | Botte Le Chimiste | 7 | 17 | OK | Major GDMC/Drgn Brigade Maj. | 2 | | BG | 4 | Tym Norris |
| HF | Hugo Furst | 7+ | 42 | OK | Lt.Colonel 13F | 5 | | F&P | 2 | Graeme Morris |
| EIF | Elroi le Flingue | 7+ | 33 | OK | Major GDMC/GDMC Regt. Adjit. | 6 | | F&P | 4 | Daniel Racke |
| TB | Thierry Boule | 6 | 14 | OK | Captain CPC | 4 | Belle | F&P | 6 | John Cooke |
| AA | Armand Alsace | 6+ | 20 | OK | Colonel 53F | 8 | | F&P | 4 | Sebastian Emde |
| PPuf | Percival Puffington | 6+ | 18 | OK | Lt.Colonel PM | 4 | Viv | F&P | 5 | Tony Taylor |
| JPLM | Jean-Paul LeMon | 5- | 17 | OK | Captain DG | 4 | | F&P | 2 | Terry Crook |
| GdA | Grenville d'Arkrite | 5 | 6 | Poor | Captain GDMC | 4 | | | 5 | Gerry Sutcliffe |
| OLS | Octo Lucretius Souris | 5+ | 20 | Poor | Subaltern CPC | 5 | | RP | 5 | Olaf Schmidt |
| AH | Arent Hayes | 4+ | 17 | Poor | Private CPC | 4 | | | 3 | Mark Cowper |
| ID | Ian Dediette | 4+ | 15 | Poor | | 2 | | RP | 2 | Nik Luker |
| GdBm | Gaston de Boum | 3 | 7 | Poor | Captain Gscn | 3 | | RP | 5 | Ray Vahey |
| X1 | | 2 | 0 | OK | | 5 | | | 3 | Mike Clibborn-Dyer |
| JD | Jon Dicehateme | 2+ | 13 | Poor | Subaltern 4A/BdGen's Aide (LSD) | 6 | | | 1 | Steven Malecek |

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

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

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Wlthy = 5000-10000, Rich = 10000-25000, Flthy = 25000+

Last seen is the lady the character was last seen with in public.

EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+

The Greasy Pole

| ID | Name | SL | SPs | Cash | Rank | Regiment/Appointment | MA | Last seen | Club | EC | Player |
|------|------------------------------|--------|-------|--------------------------|-----------------------------|----------------------|----|-----------|------|----|--------------------|
| BRJS | Count Beau Reese Jean Seine | 25 | 25 | Fithy | B.Bdr-General | RFG/State Min. | 13 | Chris | Flr | 4 | Bill Hay |
| BeV | Count Ben e'Volence | 24 | 67 | Comfy | B.Bdr-General | CPC/War Minister | 11 | Lotte | Flr | 3 | Ash Casey |
| GdB | Count Greg de Bécqueur | 24 | 57 | Rich | B.Lt-General | /Div Commandr | 13 | Bette | Flr | 5 | Anthony Gilbert |
| JdG | Count Jacques de Gain | 24 | 29 | Fithy | General/Fld Army | Commandr | 24 | | | 6 | Ben Brown |
| CdP | Marquis Camille de Polignac | 23 | 70 | Withy | Lt.Colonel RFG/FMshl's Aide | | 4 | Morgane | Flr | 4 | James McReynolds |
| JJ | Count Jean Jeanie | 23 | 59 | Fithy | General | | 32 | Jacky | Flr | 4 | Andrew Kendall |
| BdLS | Count Bernard de Lur-Saluces | 22 | 50 | Fithy | Lt-General | | 19 | | Flr | 3 | Rob Pinkerton |
| TC | Count Terence Cuckpowder | 22 | 49 | Withy | B.Lt-General/City Mil.Gov | | 7 | Kathy | Flr | 6 | Mike Dommett |
| HDS | Earl Henri DuShite | 21 | 56 | Rich | B.Bdr-General | RM/1 F Brigadier | 15 | Justine | Flr | 4 | Dave Marsden |
| RS | Marquis Rick Shaw | 20 | 52 | Withy | General/Chancellor | | 2 | Therèse | Flr | 6 | Charles Burrows |
| ZUT | Baron Xavier Ulric Turenne | 20 | 38 | Comfy | Lt-General/2nd Div | Commandr | 4 | Laura | Flr | 1 | Bob Blanchett |
| JIT | Viscount Justin Thyme | 19 | 37 | Rich | B.Bdr-General | QOC | 16 | Guinevere | Flr | 2 | Gerald Udowiczenko |
| CdN | Sir Claude de Nord | 17 | 32 | Withy | B.Bdr-General | KM/CPS | 3 | | Flr | 4 | Andrew Larder |
| LR | Baron Louis Renault | 17 | 28 | Rich | Lt-General/Cav Div | Commandr | 3 | Maggie | Both | 4 | Roy Bleasdale |
| LSD | Sir Louis Severin Descartes | 16+ 57 | Rich | B.Bdr-Gen | GDMD/Fld Army | QMG | 4 | Edna | Both | 1 | Chris Schotmann |
| ZvT | Sir Zeold von Tu | 15 | 39 | Withy | B.Bdr-General | CG/Gds Brigadier | 7 | Lucy | Both | 3 | Tim Macaire |
| JH | Sir Jacques Hatt | 15 | 36 | Comfy | B.General | | 4 | Cath | Both | 3 | Joel Halpern |
| NM | Sir Neville Moore | 15 | 35 | Withy | Captain RFG/C.Prnce Aide | | 1 | Vera | Hunt | 2 | Cameron Wood |
| MdG | Martin de Garnache | 14 | 39 | Comfy | Major RFG/Gds Brigade | Maj. | 3 | Fifi | Both | 4 | Bill Howell |
| FS | Baron Felipe Savant | 13 | 30 | Comfy | Captain RFG | | 5 | Pet | Both | 4 | Brick Amundsen |
| AlCh | Baron Alvin Charles | 13 | 30 | Comfy | Lt.Colonel | GDMD | 11 | | F&P | 2 | Graeme Wilson |
| HWB | Hector William Boone | 13 | 28 | Comfy | Major RFG | | 5 | | Hunt | 5 | Paul Wilson |
| BS | Marquis Balzac Slapdash | 13+ 53 | Withy | Major DG | | | 19 | Alison | Hunt | 5 | Matthew Wale |
| FXC | Frank X Change | 13+ 40 | Comfy | Lt.Colonel | KM | | 6 | Frances | Both | 4 | Nigel Monaghan |
| TTT | Tiny Thierry Toothpick | 12+ 40 | Comfy | Captain RFG/LtGen's Aide | (Fnt | | 5 | Sue | Hunt | 1 | Jason Fazackarley |
| HJ | Hugh Jeneaux | 12+ 38 | OK | Major ALC | | | 6 | Lois | Hunt | 3 | Bruno Giordan |
| LJR | Louis Joseph Reignaunx | 11 | RIP | | | | | | | | Peter Farrell |

Chatter

As Spring becomes Summer, the grass is growing well on Ickenham Marshes. Cows expected soon



However, HS2 is up to something with the River (!) Pinn. It looks like they’ve used makeshift dams to drain part of the riverbed while large plastic pipes carry the water past. Could be entertaining if we get heavy rain.



Talking of HS2, the array of curved concrete tunnel sections parked outside the tunnel entrance was recently reduced to just a few. Apparently, the railway siding used to deliver them had failed and the boring machines had to slow down to avoid running out completely. However, it’s back to normal now.



Spiderwatch

Number of small spiders seen risking everything by exploring the bathroom before retreating to safer parts of the house: 1. Number of medium-sized spiders discombobulated when I turned on the fan in the office, but eventually escaping up their own spider silk: 1.

Online stats

To Win Just Once 244 didn't arrive until 1st June, so doesn't trouble the website logs in May. However, the PDFs of issue 243 were downloaded 122 times, making 250 in seven weeks. The previous issue, 242, attracted a further 54 downloads in May, taking it to 269 since publication.

My older reviews continue to get hits. In May it was my takes on *On the Underground* and *Hansa Teutonica* that topped the list of PDF downloads, while my *Puerto Rico* review was the most popular in HTML format.

Letters

Jonathan Palfrey chips in with his recent reading.

Thanks for TWJO; glad to hear you had a good time in Niagara. When I read the subject line "Pevans goes to Niagara", I vaguely thought of you going over the falls in a bucket, or something. But it was just a passing thought.

Passing very quickly, I hope!

In fiction, I've been experimenting with some authors that seem to be popular with others, although I haven't struck gold yet. Since I last wrote to you, I've read among other things Kings of the Wyld (Nicholas Eames), The Final Empire (Brandon Sanderson), and Assassin's Apprentice (Robin Hobb). These are all fantasies, and quite readable, not bad books, but in different ways they didn't suit me, and I don't plan to read more by the same authors.

The Nicholas Eames book vaguely resembles a Dungeons and Dragons game run by a rather childish dungeon master, who throws in hordes of frightful monsters but never lets them kill anyone. It's what I call wild fantasy, operating without any known rules or limitations. And it's too long.

Brandon Sanderson seems remarkably popular, but neither his scenario nor his characters appealed to me much, and some of his characters have the habit of knocking back little vials of liquid to refuel their special powers, which reminded me of Popeye (unintentionally, I think). It is at least a relatively disciplined fantasy: the special powers work in particular ways within their own limits.

Are you sure the characters drinking potions weren't indomitable Gauls?

Femmes Fatales

| No | Name | SL | Attr | Lover |
|----|---------------------|----|------|-------|
| 66 | Morgane Le Fay | 24 | B | CdP |
| 67 | Justine Caisse | 22 | I | HDS |
| 65 | Thérèse Le Vert | 21 | B/W | RS |
| 7 | Chris Pacquette | 19 | | BRJS |
| 61 | Bette Noire | 19 | I/W | GdB |
| 64 | Edna Bucquette | 18 | W | LSD |
| 3 | Kathy Pacific | 17 | B | TC |
| 54 | Madelaine de Proust | 17 | | |
| 35 | Katy Did | 16 | I | |
| 42 | Maggie Nifisent | 16 | B | LR |
| 55 | Jacky Tinne | 16 | | JJ |
| 52 | Guinevere d'Arthur | 15 | B/W | JiT |
| 10 | Frances Forrin | 14 | B | FXC |
| 48 | Fifi | 14 | B/W | MdG |
| 62 | Alison Wunderlandt | 14 | | BS |
| 11 | Laura de Land | 13 | | ZUT |
| 26 | Ella Fant | 13 | B | |
| 27 | Lucy Fur | 13 | B | ZvT |
| 45 | Cath de Thousands | 13 | | JH |
| 8 | Lotte Bottle | 12 | B | BeV |
| 17 | Henrietta Carrotte | 12 | I/W | |
| 28 | Vera Cruz | 12 | | NM |
| 31 | Bess Ottede | 12 | I/W | |
| 1 | Sue Briquet | 11 | B | TTT |
| 4 | Anne Tique | 11 | W | |
| 23 | Agnes Sorel | 11 | I/W | |
| 40 | Sheila Kiwi | 11 | | YS |
| 63 | Carole Singeurs | 11 | | |
| 20 | Emma Roides | 10 | I | |
| 38 | Pet Ulante | 10 | W | FS |
| 43 | Di Lemmere | 10 | I | |
| 53 | Angelina de Griz | 10 | B | TPN |
| 6 | Viv Ayschus | 9 | | PPuf |
| 59 | May Banquot l'Idée | 9 | | |
| 19 | Jenny Russe | 8 | W | |
| 32 | Sal Munella | 8 | W | |
| 47 | Eve Ningalle | 8 | I/W | |
| 34 | Freda de Ath | 7 | W | JdA |
| 39 | Thomasina Tancenjin | 7 | I | SE |
| 5 | Belle Epoque | 6 | B/I | TB |
| 24 | Violet Bott | 6 | I/W | |
| 25 | Lois de Lô | 5 | B | HJ |

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

Regiments

| | RFC | CG | KM | DG | OO | ALC | CPC | RM | CDMDPM | 13F | PLLD | 53F | 27M | 4A | 69A | Gscn |
|--------|------|------|-----|------|-----|-----|-----|------|--------|-----|------|-----|-----|-----|-----|------|
| Col | BRJS | ZVT+ | CdN | | JiT | CA | BeV | HDS+ | LSD | N6 | | AA | N7 | JdA | | |
| LCol | CdP | N6 | FXC | N6 | N1+ | N3 | SE+ | ALCh | PPuf | HF | N1 | N5 | N3 | N6 | | |
| Maj 1 | MdG+ | N4 | | BS | | HJ | BN | BLC+ | N1+ | | | N6+ | | N4+ | | |
| Maj 2 | HWB | | | | | | TPN | | EIF | | | | | | | |
| Capt 1 | NM | | N4 | N5 | N4 | N5 | N3 | N2 | N5 | N6 | N2 | N3 | N5 | N5 | N5 | |
| Capt 2 | FS | | N3 | N6 | YS | N4 | TB | N2 | CdA | N4 | N3 | N1 | N4 | N3 | N3 | |
| Capt 3 | TTT | | N2 | N4 | N3* | N4 | N1 | N3 | N4* | N2* | N1 | N1 | N5 | N6 | N3 | |
| Capt 4 | N2 | | N3* | N6* | | | | N3* | | N4 | N6* | N5* | N3* | N5* | N3* | |
| Capt 5 | | | | JPLM | | | | | | | | | | | | |
| Capt 6 | | | | | | | | | | | | | | | | GdBm |

This table shows the ten senior positions in the 17 regiments by rank. Entries are Character abbreviations, N (+MA) for NPCs, blank for vacant. * shows the regiment adjutant; + indicates the reserve position of a character assigned elsewhere due to their appointment or brevet rank.

Frontier Regiments

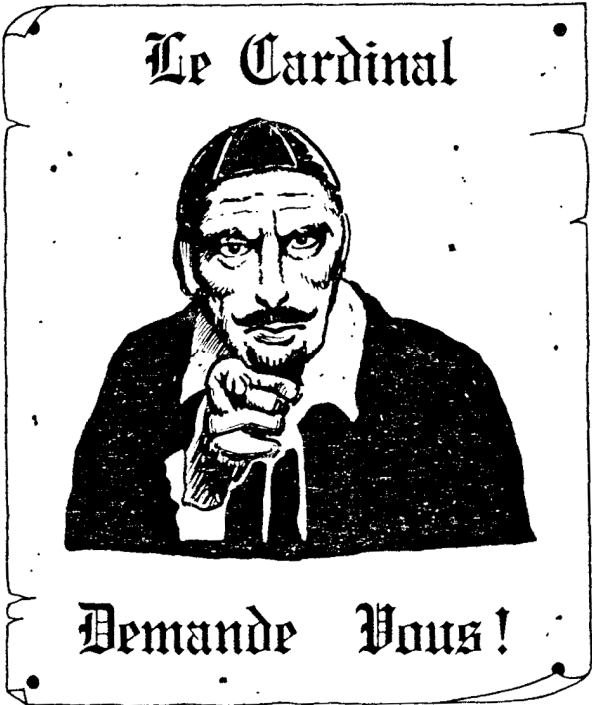
| | F1 | F2 | F3 | (Defence for Dec-Feb) | |
|-------------------|----|------------------|----|-----------------------|------------|
| Colonel | N3 | N6 | N1 | F4 N6 | RNHB N5 |
| Attached | | | | | TdIL |
| Also at the Front | | Cardinal's Guard | | | |

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

Battle Results

Cardinal's Guard: 5

Frontier regiment 1: 2
Frontier regiment 2: 3
Frontier regiment 3: 4
Frontier regiment 4: 3
RNHB regiment: 5



Robin Hobb writes well and can describe all the details of her world convincingly; I admire her work in principle, but I find it depressing in practice. Her protagonist is a royal bastard, surrounded by hostile people, routinely in peril, and he lives in a kingdom that is also in peril, but seems incapable of defending itself effectively. When I look at the synopses of the sequels, things don’t seem to improve much. It seems a pretty realistic treatment of mediæval life, apart from the touches of magic; but I don’t want to read books that depress me, I want to come out of a book with more positive feelings.

To be genuinely realistic, the poor bastard should have got killed partway through the first volume; she preserved his life rather improbably through successive volumes, but allowed his health to suffer.

None of those mean anything to me. Whereas...

I also reread my way through the five Hitchhiker’s Guide to the Galaxy books, finding that the first, second, and fourth are OK and worth re-reading occasionally, the third is uninspired and not really worth reading, and the fifth is a failure and definitely not worth reading. The first and second books were written for radio and are not really novels, but they’re iconic: they’ve become part of popular culture. The fourth book is rather different, less iconic but quite charming. I prefer his Dirk Gently books, which were written as novels, although the first is better than the second.

I agree with you that the first two are better. Remembering that the books, the original radio series and the TV series (I don’t know about the film version) all differ from each other in some details. As for Dirk Gently, I didn’t know there was a second book!

Still in Niagara

Pevans completes this year’s Gathering

I’m picking up where I cut things short last time. However, I can’t write about most of my Thursday. That’s because I spent the bulk of the day playing Martin Wallace’s prototypes with him – and others. As these are still subject to negotiation with potential publishers, the first rule of playing prototypes applies. What I will say is that both have their roots in earlier games. And I can see one of them going down really well, while the other might be more Marmite (love it or hate it).

Catching up with Peter, we went to dinner at one of our favourite eateries in Niagara Falls. Wine on Third is a few blocks along Third Street from the hotel and is a wine bar/restaurant. We sampled a rather tasty bottle of Californian Zinfandel with our food. So tasty, we were into our second bottle before we’d finished eating!



Playing *HEAT* on the Japan board (though it's not the Suzuka F1 circuit) and my orange car is at the back. Lots of slipstreaming opportunities then.

Strolling carefully back into the hotel, we were recruited by old friends Ken and Joe to make up the numbers for *HEAT: Pedal to the Metal* – with a couple of others we were six in total. Another game I’ve heard a lot about, but not played. It’s a motor racing game and has some of the usual mechanisms, such as speed limits on corners to make players slow down. Go too fast round a corner and you have to pay ‘Heat’ cards. And you have a limited number of these. End up needing Heat when you haven’t got any and you spin off, starting again in first gear. Just like me.

However, this is a card-driven game, so the used Heat cards get recycled via your discard pile. The twist is that you can’t play them from hand. You must ‘Cooldown’ first to take Heat out of your hand onto your ‘Engine’ space, whence they are available to use again. This is a neat mechanism, but somewhat luck dependent when it comes to getting Heat cards back into play at the right moment. It’s also a bit at odds with the theme: are the drivers repairing their cars while they hurtle round the track?

A player’s turn consists of selecting their gear (up or down one is without cost), then playing (face-down) as many cards as the gear they’re in. Once everybody’s

Tables

Other Appointments

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

Shows who holds appointments outside military units (except Aides): ID for Characters, “N” for NPC, __ for vacant, “CPS” for extra posts held by the CPS

Army Organisation and 1676’s Summer Deployment

| | |
|---------------------------------------|-------------|
| Field Army (Siege) | JdG/_/_/LSD |
| First Division (Siege) | GdB/N/N1 |
| Guards Brigade (Siege) – RFG CG KM | |
| 1st Foot Brigade (Siege) – RM PM | |
| Second Division (Siege) | ZUT/N/N5 |
| 2nd Foot Brigade (Siege) – 13F 53F | |
| 3rd Foot Brigade (Siege) – 27M 4A | |
| Cavalry Division (Siege) | LR/YS/N2 |
| Horse Guards Brigade (Siege) – DG QOC | |
| Heavy Brigade (Siege) – ALC CPC | |
| Frontier Division (Siege) | N1/TTT/N3 |
| Frontier Regiments (Siege) | |
| Dragoon Brigade (Siege) – GDMD PLLD | |

Organisation and Deployment for the Campaign Season
with Army and Division posts (Commander/Aide/Adjutant/QMG)
Entries are ID for player characters, “N” (+ MA if needed) for NPC, __ for vacant

Brigade Positions

| | | |
|----------------------|-------------|--|
| Guards Brigade | ZvT/BeV/MdG | Current CO/Aide/Brigade Major of each Brigade; entries are ID for player characters, “N” (+ MA if needed) for NPC, __ for vacant |
| Horse Guards Brigade | N4/N/N1 | |
| Heavy Brigade | N6/N/SE | |
| Dragoon Brigade | N4/N/BLC | |
| First Foot Brigade | HDS/N/N1 | |
| Second Foot Brigade | N3/N/N6 | |
| Third Foot Brigade | N3/N/N4 | |
| Fourth Foot Brigade | N2/N/_ | |

TB & BN, adv.) have mutual cause for being in enemy regiments.

Elroi le Flingue (Sabre, Seconds AlCh & LSD, adv.) and Hugh Jeneaux (Sabre, Seconds TB & BN) have mutual cause for being in enemy regiments.

Hugh Jeneaux (Sabre, Seconds TB & BN, adv.) and Louis Severin Descartes (Sabre, Seconds JH & Elf) have mutual cause for being in enemy regiments.

Beau Reese Jean Seine (Rapier, Seconds JJ, adv.) has cause with Martin de Garnache (Rapier, Seconds BRJS, 3 rests) as he tried to court Chris.

Armand Alsace (Rapier, adv.) and Arent Hayes (Sabre, 2 rests) have mutual cause for being in enemy regiments.

Armand Alsace (Rapier, adv.) and Octo Lucretius Souris (Sabre, 3 rests) have mutual cause for being in enemy regiments.

Armand Alsace (Rapier, adv.) and Thibault Pinot-Noir (Sabre, 3 rests) have mutual cause for being in enemy regiments.

Frank X Change (Rapier, Seconds CdN & LSD, adv.) and Zeold von Tu (Rapier, Seconds CA, 3 rests) have mutual cause for being in enemy regiments.

“adv.” shows who (if anyone) has the advantage of higher Expertise: his first duelling sequence need only contain six actions.

All duels listed above (including any to be voted on) must be fought next month unless held over (below). Orders conditional on a challenge being voted cause are acceptable.

Duels held over until June

Jean-Paul LeMon versus Thomas de la Lune.

New Characters

Peter Farrell gets the First son of a wealthy Gentleman: Init SL 5; Cash 550; MA 3; EC 4 (X2).

Nick Tyrrell gets the Bastard son of a small Merchant: Init SL 2; Cash 23; MA 5; EC 3 (X3).

selected their cards, they are revealed and cars move, starting with whoever’s in the lead. There are a few wrinkles to this. Playing a ‘Stress’ card means you move a random amount; end your turn behind another car and you can slipstream; if you’re in first or second gear, you cool down a bit. First to complete the requisite number of laps wins the race.

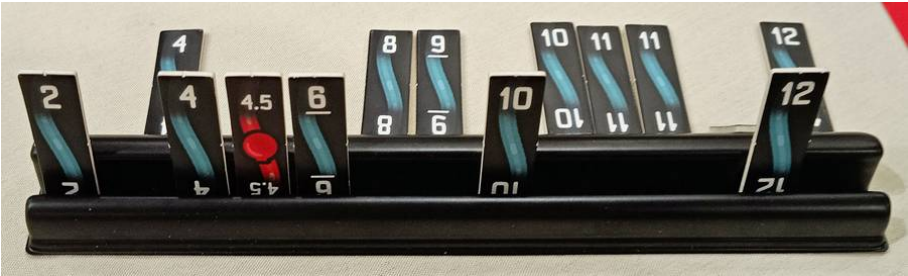
It’s all pretty straightforward, but we mixed it up a bit by adding an expansion with some extra cards that you can draft into your hand at the start. These do different things, like add extra cooldown or allowing you to slipstream further – effectively customising your car. The tricky bit is still trying to ensure your Heat cards recycle at the right time – ideally when you’re in a low gear so that you can cool down.

HEAT plays much like other motor racing games I know. I aim to be in the highest possible gear when I exit a corner so that I can change up and hurtle along the following straight. However, this will depend on what cards I have in hand. And this is one thing I find odd about the game: you can play a ‘4’ in first gear or four ‘1’s in fourth gear and move the same distance.

I enjoyed *HEAT* and will certainly play it again – as I’m currently doing on BGA (BoardGameArena.com). However, it doesn’t depose *Formule Dé* as my favourite motor racing game. So that’s another provisional 7/10 on my highly subjective scale.

(HEAT: Pedal to the Metal was designed by Asger Harding Granerud and Daniel Skjold Pedersen and is published by Days of Wonder – www.daysofwonder.com. It’s a motor racing board/card game for 1-6 players, aged 10+, and takes 30-60 minutes to play – our game took closer to 2 hours, but it did include several beginners and some rules debate!)

After this group broke up, Peter and I took a look round the room only to be inveigled into joining the Matthias and Max team to try a pre-production copy of *Bomb Busters*. This is a co-operative deduction game that reminded me of *Hanabi*. Except it’s the other way round – you have tiles facing you and are trying to get the other players to choose the right number to call.



At least I know where the red wire is... Now, how to tell the others?

Here the theme is defusing a bomb and there are lots of wires to cut. There are four narrow tiles for each ordinary wire, distributed at random to the players and placed so that only the owner can see their value. Players guess the number of someone else's tile, revealing their matching tile if they get it right. If they're wrong, the timer advances towards boom.

Of course, there are ways of hinting at what numbers are where and you can, hopefully, read a lot into what the others ask and where the revealed numbers are. The kicker is that the deadly red wire is always between two of the ordinary wires, disrupting the calculations of which concealed tiles are which.

I always feel that what makes this kind of game enjoyable is the discussion/banter between the players and we certainly had some fun with it. I can't say I'd go out of my way to play it again, but it's ingenious and entertaining. That's a provisional 6/10 on my highly subjective scale.

(Bomb Busters was designed by Hisashi Hayashi and will be launched at Gen Con in the US and Spiel in Europe by Cocktail Games – www.cocktailgames.com. It's a co-operative deduction board/card game for 2-5 players, aged 12+, and should take about 30 minutes to play – our game was a good hour.)

As a change from Starbucks fare, my breakfast on Friday morning was leftover pizza – mmm! And then I took myself out for a walk over to Goat Island. This is the lump of rock that splits the Niagara River into the American Falls and the Horseshoe Falls. It's a great vantage point for seeing the top of the Falls close up. (If you want to get close to the bottom, you need to take a ride on the Maid of the Mist boats. And wear waterproofs.)



Looking back across the American Falls from Goat Island. That's Canada on the left and the US observation tower in the centre with the Rainbow Bridge behind.

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

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

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

Announcements

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

Ben e'Volence asks NPC Brigadier of Heavy Brigade to resign

Hugh Jeneaux applies for Aide to General

Hugh Jeneaux applies for Army Adjutant of Field Army

Duels

Results of December's duels

Gaston de Boum (gains 1 Exp) beat Hugh Jeneaux (with TB & BN).

Gaston de Boum (gains 1 Exp) beat Ian Dediette.

Hugo Furst (gains 1 Exp) beat Beau Nidle (with SE).

Hugo Furst (gains 1 Exp) beat Ian Dediette.

Jon Dicehateme didn't turn up to fight Hugo Furst and lost SPs.

Ian Dediette declined to meet Jon Dicehateme as he was under half Endurance.

Thomas de la Lune's challenge to Louis Renault was voted down 8:10.

Grudges to settle next month

Come Asiouar (Sabre, Seconds ZvT, adv.) and Jean-Paul LeMon (Sabre, 3 rests) have mutual cause for being in enemy regiments.

Justin Thyme (Sabre, Seconds ZUT & RS, adv.) and Jean-Paul LeMon (Sabre, 3 rests) have mutual cause for being in enemy regiments.

Jean-Paul LeMon (Sabre) and Yve Stanbul (Sabre, Seconds LR, adv.) have mutual cause for being in enemy regiments.

Armand Alsace (Rapier, adv.) and Ian Dediette (Rapier, 2 rests) have mutual cause as neither stood down over Lois.

Alvin Charles (Sabre, Seconds HWB) and Hugh Jeneaux (Sabre, Seconds

Poetry Corner

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

An Ode to Chevalier-Cavalier:-
It was the best of times, now the
worst of times, as we will no longer
duel.
Good night, good night! Duelling is
such sweet sorrow.

† Justin Thyme

Points Arising

Next deadline is 12th July

Well, the only comment I had on the new layout was that it took a while to understand. Hmm, should I take that as positive feedback? Anyone else want to chip in?

After getting last issue out, it occurred to me that this is how we used to run the games at conventions. Print off those reports (in good old Courier font, of course) and post them on the noticeboards for players to pick the bones out of – along with their character sheets.

Beau Reese Jean Seine's tenure as Minister of State finishes at the end of January. Anyone who wants to apply for the appointment should do so with their January orders (to take effect at the start of February, when players will be able to use influence for or against the applicants).

In case you haven't spotted it, JD's name has been adjusted to: Jon Dicehateme. At least I get it now.

Welcome

Joining us for the January 1676 turn is Nick Tyrrell, an experienced player who admits to having "played in *Dangerous Liaisons* PBM game several years ago". Which, if I recall correctly, had female characters. Welcome to LPBS, Nick.

Absent friends

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

CdN Claude de Nord (Andrew Larder)
has NMR'd. Total now 1
JPLM Jean-Paul LeMon (Terry Crook)
has NMR'd. Total now 1

Mike Clibborn-Dyer got the benefit of the doubt and X1 was floated.

Notes

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



The White Castle all set up and ready to go.

All of which meant it was a late start on the games. *The White Castle* is a game I fancied trying and old friend Ken offered to teach this to Peter and me – Robin made a fourth player. The castle in question is Himeji, seat of the Sakai clan and depicted on the box as part of a snowscape.

Players' actions are powered by dice. Each turn they take a die and place it one of the areas on the main board to take the action/s shown there. After three turns each, players refresh the actions shown, re-roll the dice and go again. After three of these rounds, it's game over. My first thought was, nine turns, that's not very long!

Hence the trick is to get several actions out of one turn. In particular, you can place a die to let you place a worker, which triggers more actions. What's more, as the game goes along, you will develop your personal board to get more from the actions shown there (mostly producing stuff).

It took a while to get into the game – working out what actions to take and why, seeing what should be developed to get more out of those actions and understanding how to win. The game did speed up as we went and certainly did not outstay its welcome. *The White Castle* gets a provisional 8/10 on my highly subjective scale and I may just have to invest in my own copy...

(The *White Castle* was designed by Israel Cendrero and Sheila Santos – aka *Llama Dice* – and is published by Devir – devirgames.com. It's a dice and worker placement board game for 1-4 players, aged 12+, and takes 80 minutes to play – our game ran over two hours.)

Continuing the Japanese setting, Peter and I then introduced Ken and Robin to *Let's Go! To Japan*. This went very smoothly and I was quietly confident I knew what I was doing on my third play. Oh dear. The cards I drew just didn't fit with what I'd already played – I had to use a couple of Walks – and I ended up needing more trains than I hoped. My toughest game of the three, but I still managed second place!

There was just time for *Flotsam Fight* before dinner. This is one of Oink's clever little card games. The aim is to get rid of your cards (your 'treasures') by adding them to one of the rows ('lifeboats') that start on the table. The tricky bit is that the card you play must be higher than the top card in the lifeboat and can only go into specific lifeboats. And the number of lifeboats in play is limited – once that many have been played on, none of the others can be used.

It feels like a relative of *6 nimmt!*, but with more control when deciding where to play your cards. A couple of rounds made a decent filler before heading out to eat.

(*Flotsam Fight* was designed by Jun Sasaki and is published by Oink Games – oinkgms.com. It is a card game for 2-6 players, aged 8+, and takes 30 minutes to play.)

This evening Peter and I had booked a table at the Culinary Institute (a table for two is all we could get – it's popular). A block or so behind the hotel, this is part of SUNY (the State University of New York) and the restaurant, Savors, is both a showcase for the Institute and an opportunity for the students to practice what they've been taught. Not just the cooking, but also service skills and restaurant management.

The food was good, but nothing out of the ordinary: Sautéed shrimp (that is, prawns) on spaghetti Alfredo, for example. Though Peter's Deconstructed Lemon Meringue Pie looked fun – it was spread out along a narrow plate – while my cheesecake was just huge.

Returning to the games, I joined two Kens and others to try *Free Ride USA* under the tutelage of designer Friedemann Friese. This will be (one of?) 2F Spiele's new game at Spiel later in the year and is a development of *Free Ride* from a couple of



It's the 3, 4, 5 and 7 boats in use this time.

Happy New Year!
Having digested the first few weeks of the year and slept off the New Year's hangover, let's get together in week 4 in Bothwell's to celebrate the coming of the Year of the Lord 1676. May it bring peace and prosperity, but not that much peace that our Arms Investments stop paying dividends. All are invited, except of course the wretched cretins of the ALC.
† Sir Louis Severin Descartes
Br Brigadier-General GDMD and
Quartermaster General

Gentlemen of Paris, once again to dispel the tedium of the long winter evenings, I have engaged the services of a renowned string quartet to entertain us at my club. Accordingly, please bring your ladies and join Maggie Nifisent and me during January week two for dinner and music. Refreshments at my expense for all gentlemen and their ladies.
† Baron Louis Renault

***** Party January Week 4 *****
Gentlemen of Paris,
Please bring your ladies and join me for a party at my club in January Week 4. Only those of Social Level 7 and above will be admitted.
Yours etc, † YS

Personal

Baron ZUT,
Congratulations on your win at the Prix. Would you like my horse next time to give others a chance next year?
† JJ

Lettre to Count Ben e'Volence:
Sir,
Please accept my deepest thanks for your support during my first month in the prestigious Crown Prince Cuirassiers.
If you ever need my assistance, please call and I will be there.
Yours in Service,
† Octo Lucretious Souris

"You know nothing, Jon Dichateme!"

Arent Hayes slipped off the Saardam as it unloaded the spice shipped by the Van der Berg Line via Amsterdam. His shaven head gleamed in the moonlight as he made for Montmartre; a few months at sea had whetted his appetites for a night out on the town. After that, a trip to the recruitment booths, conscious that his funds were limited after some unlucky dice at the hands of that crooked dwarf Isaak Larme. "A city of opportunities," as Sammy Phipps, his half-blind friend and mentor, reminded him before he set sail.

Lettre to Count Terence Cuckpowder
Sir,
Please accept my humble thanks for the unexpected gift of entry to the horse race. I am a little peeved that I could not show you a better result for your invest[ment]. I am working on it.
Yours,
† Octo Lucretious Souris.

Press

Announcements

**** Join the QOC ****
Gentleman of Paris, if you are new to the city or are looking for a new Regiment, then you can do no better than join the Queen's Own Carabiniers.
Please contact me for more details, and some financial help is available.
† Viscount Thyme

**** Aide Required ****
I am looking for a competent aide. Please contact me with your credentials.
† (Brevet) Bdr-General Viscount Thyme

Despatches from the Front

Paris has grown dull, and those fancy horse soldiers clearly need an infantryman's help with the Cloggies.
† TdIL

Matters of Honour

Mon Ami Le Chemiste,
It will be my honour to stand at your side as second.
† BBG Descartes

Social

Gentlemen of Paris,
As Beau Reese Jean Seine has decided to open his party invitation to all, Maggie and I plan to now join the festivities at Fleur after attending

Mass to commemorate the Feast Day of Saint Nicholas of Myra.
Maggie and I will now host a party at my club during week two, where we will be delighted to receive visitors and their ladies to share in a delectable array of traditional dishes and drinks to celebrate. As usual I will be responsible for settling the bill. Unfortunately, this invitation still does not include members of the Dragoon Guards, who insist on trying to put holes in my aide, Captain Stanbul.
Regards,
† Baron Louis Renault

Viscount Rick Shaw invites all of SL 15+ and their mistresses to a New Year masked ball in the fourth week of January at his club. Carousing costs will be paid for and there will be a prize for the best mask. Food will include the recently arrived delicacy *haggis de l'ecosse*.

Gentlemen of Paris, if you are able To join Hunter's or Blue Gables, Bring your Lady and Party in January.
I'll pay your costs: Bothwell's in week three.
† Frank X Change

I trust that all honourable gentlemen of Paris (SL 9+ but of course no KMs) will join me and Lucy in week 2 of January for an Epiphany Mass at Notre Dame followed by reviving toddlers at Bothwell's.
† ZvT



Here's *Free Ride USA*. Blue's train (top left) shows Oklahoma City is their destination. The blue loco is in Denver and blue is building track towards Oklahoma City.

years ago. The first change is that the game is played across the USA instead of Europe. The second is that there are bonus coins for making east-west connections rather than being the first to each city.

I'd been wary of *Free Ride* as I'd read that it was tricky to play. With Friedemann explaining, it seemed very simple – shame he's not in every box. Your turn is either laying track (along pre-printed routes between cities) or moving your locomotive along completed tracks. You can also use your turn to pick up new track pieces. Or just pay a coin to get some as part of your turn – how valuable is it not to miss a turn picking up pieces?

It's essentially a pick-up-and-deliver game as you move your locomotive to the starting point of a route (two city cards) to claim it and then to the destination to add the cards to your score pile. You have to pay to use other players' track, but their ownership marker comes off and that link is then free to everybody. One tactical move is thus to build track that others will need to use.

There's a clever twist to the routes, too. They are laid out as sets of three cards. The route is either first card to second or second card to third. Which means your competition to pick up a route may be someone who's after a different start point. Take Omaha-San Diego-Fargo, for example. I may be close to Omaha and fancy a trip to San Diego only for someone to pop into San Diego and grab the route to Fargo. It also means a third of the cards are discarded rather than used. This can be useful as you score fewer points for duplicate city cards at the end.

After working through three decks (each with a card for every city on the board), players can continue their journeys or pass. Those who've passed collect a coin every time their turn comes round again until everybody's passed. And then they score up their cards (lots of points) and coins (some points) and see who's won.

To my mind it's lighter than some of Friedemann's games, but not without challenges and tricky decisions. There are ingenious touches and I found it very enjoyable. That's a provisional 8/10 on my highly subjective scale.

(Free Ride and Free Ride USA were designed by Friedemann Friese and are published by 2F Spiele. They are pick-up-and-deliver railway board games for 1-5 players, aged 10+, and take about 90 minutes to play.)



This one's *Ra* and it's early in the second era. At least I've got the '16' sun stone...

With one of the Kens disappearing for a scheduled *Tichu* game, we were four for *Ra*, one of Reiner Knizia's venerable auction games, until Matt Leacock made it five. (Yes, sorry about the name dropping, but the Gathering's like that.) I've come to the conclusion that every game of *Ra* is unique and this one didn't disappoint. The first era dragged on (I pushed my luck right to the end), but the second and third zipped past (I was left with unused bidding tokens at the end and wasn't the only one).

Great fun, as always, but I was hampered by the graphics in this over-the-top production from 25th Century Games (25thcenturygames.com). They're just not what I'm used to. At least, that's my excuse. Matt headed off, but the rest of us wound up the evening with an even older Knizia auction game, *Medici*. Played on the 1995 Amigo edition that I remember. It's just a fiendish combination of careful calculation and blind luck.

And that was Friday. Saturday starts with the flea market. This is something of a nostalgia fest as I wander round spotting old favourites and familiar boxes. I did succumb to temptation and picked up a copy of Tim Puls' *The Colonists*, a game that I really enjoy but didn't own. And now I do.

Another tradition (for me, anyway) is the Saturday morning *Memoir '44* Overlord game hosted by James and Sheila. Overlord involves putting together two *Memoir '44* boards and playing in teams of four: three field generals, each commanding two sections of the map, plus a commander-in-chief dishing out cards (and suggestions) to their subordinates. In this case, we used a pre-printed map to re-fight the climactic battle over Stalingrad.



Armand Alsace is the man in this position the following week in Bothwell's. As Colonel of the 53rd Fusiliers, he is picked on by Arent Hayes, Octo Lucretius Souris and Thibault Pinot-Noir, all of the Crown Prince's Cuirassiers. For some reason Octo has brought "boots and socks" to the party. While "Tiny" Thierry is dressed as an elf. Interestingly, he does not have his usual orange-painted entourage – apparently he's given them the month off as "I'm a nice employer!" Justin Thyme, head of the Queen's Own, takes the opportunity to propose a toast the late Michael Chevalier-Cavalier, despite being in his enemy regiment. "He will be missed by my blade," avers Thyme. "As I enjoyed our duelling times."

Frank X Change's presence in Bothwell's means he's swapping challenges with Zeold von Tu through most of the month. Yes,

despite the Cardinal's Guard being in action, Musketeer Frank runs into the only member left in Paris (as Zeold is Guards Brigadier).

Camille de Polignac continues his habit of gambling his month away. First as Beau Reese Jean Seine's guest and then in the Fleur as a member. His first wager prompts a cut, but he then wins two and loses two to end that first week a few hundred crowns out of pocket. The next two weeks he wins three out of five, covering that loss four times over. His final week repeats the first: two wins, two losses and a cut. But he's still in profit across the month. And his social status is doing well, thank you.

Balzac Slapdash succeeds at his first attempt at courting. It seems Alison Wunderlandt was bowled over by his rendition of arias from Italian opera.

Close and too close

The Cardinal's Guard arrives to bolster the Frontier regiments securing France's new possessions in the Low Countries. Unfortunately, they are attacked by Dutch cavalry before they can dig in and routed. Lieutenant-Colonel Louis Joseph Reignaux is one of those who falls beneath the horsemen's hooves. RIP.

In contrast, Brigadier-General Thomas de la Lune survives a close encounter with enemy musketballs while commanding part of the RNHB. This brings him a double Mention in Despatches ("That was close", "But he survived"). ❖

Who was where - round & about

| Where | Week 1 | Week 2 | Week 3 | Week 4 |
|-----------------|--|--|---|--|
| Bawdy houses | AH + FC JD | BN + FC GdBm + FC: Mug 0 BLC + FC | HF + FC AA + FC CA + FC | HNB + FC OLS + FC AlCh + FC ELF + FC ID + FC GdA + FC |
| Practising | FS - Rapier JdG - Rapier BdLS - Dagger | NM - Rapier TC - Sabre JdG - Rapier RS - Sabre BeV - Sabre GdA - Sabre BdLS - Dagger | ZUT - Rapier NM - Rapier BN - Sabre JJ - Rapier HJ - Sabre TC - Sabre JiT - Sabre OLS - Sabre GdBm (No cash!) | ZUT - Rapier NM - Rapier BN - Sabre HJ - Sabre TC - Sabre GdBm (No cash!) |
| Duties | OLS (Reg't) | | AH (Reg't) JD (Reg't) | AH (Reg't) JD (Reg't) |
| Riding practice | | | TPN | TPN |
| At the Louvre | | | BRJS | |

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



A few turns in and the German attack on the left is making ground, while Terry and I scrap over the central hills. The brown Russian pieces have been supplemented with yellow British troops – still wearing shorts, which must be chilly in the Russian winter.

The Axis team consisted of Mario, Terry and Rob with Rob's brother Scott in overall command. I had the centre of the Allied side with Brent on my left, James on my right and the inimitable Frank in charge (though his Russian accent was variable). All old hands at Memoir '44, this match-up and the Gathering in general.



The Axis generals couldn't agree on a team colour, except it should be bright!



Final positions and both sides have been battered. However, the Russians are still holding on and I've just re-taken the hills.

of the geographical objectives for the Axis are on their left (the Russian right), but the hilly area in the centre, between Terry and me, is also one.

As expected, the German armour made inroads on both flanks, but Brent and James were able to fight back and keep them out of their objectives. Terry and I had a terrific ding-dong in the centre, with the hills changing hands several times. Both sides took heavy losses (15 Russian units and 14 German), but it was the geographical medals that won it for the Russians 17:15. Great fun.

Having packed all this away, James and I took the opportunity to join Arun, Kevin and JB to try *John Company: Second Edition*. I've played the original game several times (my review is in TWJO 193) and was intrigued to see how it had changed. And the answer is only cosmetically, I think.

The board is larger and clearer and the components are better, but gameplay seems to be pretty much the same. You still need the luck to have your people retire at the right moment – that is, when you are able to finance their retirement to score lots of victory points. And the players still need to co-operate for the first 4-5 rounds if the company is not to crash and burn. As happened here when JB took the opportunity to bankrupt the company when he was in the lead. I gave the game 7/10 back in 2019 and I'm tempted to put it down to 6/10 after this experience.



Another regular event is the Saturday evening Ice Cream Social – an opportunity to meet and chat while scoffing ice cream. What's not to like? Though I may have gone overboard with my selection...

Alongside the ice cream, I was playing *Dorfromantik* with James, Sheila, the one

and only Heli (another old friend I hadn't seen for five years) and Richard. This is a co-operative tile-laying game where the aim is to get the tiles down to score maximum points. There are, of course, various restrictions as to tile placement and how they score, so you're trying to optimise this while only knowing about the tiles you've drawn so far. A bit of counting as the game goes on gives you an idea of what tiles are left.



Dorfromantik gets under way

A two-week Christmas party

This month's social whirl consists of Toadying to the Minister of State to begin with, then hitting Bothwell's for either Louis Renault's postponed party (though Louis and Maggie still start the month by attending mass for the Feast Day of Saint Nicholas of Myra) or Jacques Hatt's rather smaller bash. After which, the only game in town is Louis Severin Descartes celebrating Christmas in Bothwell's with lashings of mulled wine and gingerbread. (He's also dispensing largesse – that is, cash – to several Parisians.) For two weeks. As the largest man attending, Hector William Boone is 'appointed' Père Noël and costumed in red, despite his protestations. Entertainingly, several people don't get Baron Renault's message and turn up early for his do – as do another couple for Sir Louis's gathering.

As Colonel of the Archduke Leopold Cuirassiers, Hugh Jeneaux feels persecuted on his visit to the Fleur. He has to exchange challenges with three members of Grand Duke Max's boys: Alvin Charles, Elroi le Flingue and Louis Severin Descartes.

Shows who was with a mistress or on a doorstep: Out = Mistress with current lover; I = Indiscreet (+ mistress name); EX-id = Pinched from former lover.

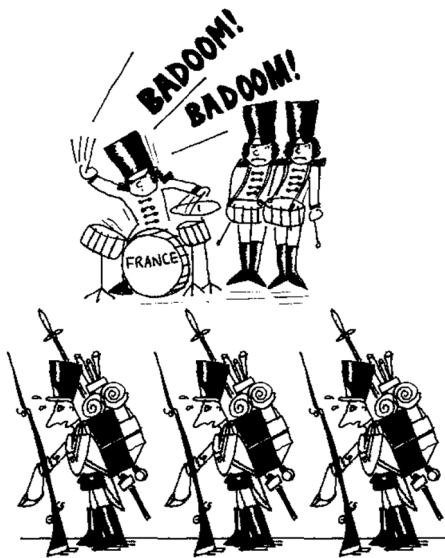
| Who was where - with the ladies | | | |
|---------------------------------|-----------------|-----------------------------------|---------------------------|
| Where | Week 1 | Week 2 | Week 3 |
| Chris | Out | BRJS at home Mdg fails, I-Fifi | BRJS at home Mdg fails |
| May | | | |
| Lois | Out AA ID | Out | HF succeeds |
| Lucy | ZvT at home | Out | |
| May | | | ELF succeeds |
| Alison | BS succeeds | Out CA fails | Out |

Meanwhile, Gaston de Boum has moved on to his second meeting. His opponent is Hugh Jeneaux, but they have to wait for Beau and Thierry to arrive as Hugh's seconds. Hugh isn't nearly as well-built as Gaston and is carrying an old injury. Hence, he opts for surprise, applying his boot to Gaston's beefy frame. What catches him out, though, is that his leg meets Gaston's blade coming the other way. The sword is mightier than the boot and Hugh is quick to concede the fight.

That's all for this month as Jean-Paul LeMon's absence means his duels are postponed. And Paris votes down Thomas de la Lune's challenge to Louis Renault 8:10 ("Prize sow' sounds like a compliment," observes Greg de Bécqueur), Thomas's status suffers as a result.

Into action

Hugh Jeneaux has suggested that his superior officer in the Archduke Leopold Cuirassiers should quit, thus opening up an opportunity for promotion. Hugh uses what influence he has to make this happen, aided by Zeold von Tu who calls in a favour. However, Louis Severin Descartes is determined that this should not happen (as Quartermaster-General, he feels "this would be a waste of training and equipment already invested in the man") and adds his weight on the side of the Lieutenant-Colonel. So does "Tiny" Thierry Toothpick. Emboldened by their support, the incumbent stays on. However, Louis then proposes that he volunteer the regiment for active service. No pressure is exerted this time and the Lt-Col rejects the idea out of hand.



Whereas Louis Joseph Reignaoux quite fancies spending the season in action. Or, rather, his bank balance does. While he may only be Lt-Colonel, his boss, Zeold von Tu, is currently serving as Guards Brigadier, so Louis mobilises the whole of the Cardinal's Guard.

Brigadier-General Thomas de la Lune commands no-one but himself, so gets fitted for a kilt and takes command of a battalion of the Royal North Highlanders.

The Dragoon Guards gain a new Major as new recruit Balzac Slapdash buys his way in. For the Crown Prince Cuirassiers there's just a new trooper after CO Ben e'Volence signs up a new face in Paris, Arent Hayes.

I found the game tediously trivial, but the experience was saved by the company, who were a delight to play with. It gets 4/10 on my highly subjective scale.

(Dorfromantik was designed by Michael Palm and Lukas Zach and is published by Pegasus – Pegasus.de. It's a tile-laying co-operative game for 1-6 players, aged 8+, and takes 30-60 minutes to play.)

Dinner on Saturday was Mexican – Maryl shuttling a bunch of us to a well-respected local restaurant where several other groups from the Gathering were in evidence. And another fine meal it was, in brightly-coloured surroundings with a boisterous family atmosphere.

Final game of the evening was *Kutna Hora: The City of Silver*, all about mining silver and expanding the eponymous central European city. It is a wonderfully complex game, with several central boards, a board for each player and tiles to make up St Barbara's cathedral. However, my favourite components are the two stands that show the current prices for the resource in the game. Each stand holds a small deck of cards with a grid of numbers on. The current price of a commodity is shown through the hole in a cardboard slide.

Slides are moved back and forth to change the current prices. And cards are replaced to change the whole pricing set. (It reminds me of the cardboard apparatus in SPI's *Ambush!* that provides the responses of the player's enemy and



The main board at the end of the game – mines on the right, town on the left – with St Barbara's almost complete (two purple bits left to turn over) left of the board.

varies according to what’s happened in the game – nowadays it would be an ‘AI’ and there is an app for the *Kutna Hora* mechanism, but the cardboard works fine.) The effect is to alter prices in line with supply and demand. Dig out more ore and the price goes down (though population may increase as more people are attracted to the mines – there’s silver in them thar holes!). As the population goes up, so does demand and thus prices.

Another neat part of the game is the set of cards you have – play one to take an action (you have five actions across your three turns a round and 5-6 rounds in a game – that’s not many). However, each card is double ended, so you have a choice of action each time you play a card. The flipside of this (the opportunity cost, as economists would say) is that there’s now an action you can’t take. Okay, there are two of most actions, but you need to plan so that you don’t use both cards for an action if you’ll need it later that round. Sounds obvious, but it can get tricky.

The actions let you mine ore (more income, but the price goes down), add buildings (this takes three actions: you have to buy a permit – tile – for the building, buy a plot of land – mark a square on the board – and then build – place tile on square), take income (production at current prices) or build part of St Barbara’s. There’s also a joker that lets you take any other action – at a cost.

On top of all this, you’re looking for the opportunities to score points. The placement of ‘Patricians’ can trigger scoring at the end of the last three rounds, but most points are scored at the end of the game. These come from your buildings and mines, your final ‘Reputation’ level, income and some leftover bits. Despite not having a clear idea of the rules when we started, I had a whale of a time with *Kutna Hora*. It ties with *Dune: Imperium* as my favourite game of the Gathering. And gets a provisional 9/10 on my highly subjective scale.

(Kutná Hora: The City of Silver was designed by Ondřej Bystronř, Petr řaslava and Pavel Jarosch and is published by Czech Games Edition –



A final view of the Falls from the Rainbow Bridge.

| Where | Week 1 | Week 2 | Week 3 | Week 4 |
|--------------|----------------------------------|--|---|---|
| Bothwell's | | FXC + Frances JH + Cath • FS + Pet • ZvT + Lucy • LSD + Edna LR + Maggie • ZUT + Laura • TPN + Angelina • JJ + Jacky • HJ + Lois • HF • JiT + Guinevere • TTT + Sue • YS + Sheila • OLS • AH • HDS + Justine • JdA • AA • JD • GdB + Bette • ID | FXC + Frances LSD + Edna • FS + Pet • ZvT • YS + Sheila • HWB • AlCh • LR + Maggie | FXC + Frances LSD + Edna • FS + Pet • JiT + Guinevere • ZvT • YS + Sheila • CA • LR + Maggie |
| Outside | TB (LR) GdBm (LR) GdA (LR) | HWB (LSD) AlCh (LSD) | | |
| Hunter's | NM + Vera | BS + Alison SE + Thomasina | BS + Alison TTT + Sue SE + Thomasina | BS + Alison TTT + Sue SE + Thomasina |
| Red Phillips | | ID | | |

Shows who was in or outside a club: . = Toadying to character above;
(G) = Gambled; CP = Crown Prince; (id) = expected host.

Who was where - in the clubs

| Where | Week 1 | Week 2 | Week 3 | Week 4 |
|--------------|--------------------|---------------------------------|--------------------------|--------------------------|
| Fleur de Lys | TC + Kathy | CdP(G) + Morgane | HDS + Justine | JJ + Jacky |
| | BRJS + Chris | | GdB + Bette | HDS + Justine |
| | • ZUT + Laura | | CdP(G) + Morgane | GdB + Bette |
| | • TPN + Angelina | | | CdP(G) + Morgane |
| | • BN | | | |
| | • JJ + Jacky | | | |
| | • HJ + Lois | | | |
| | • HF | | | |
| | • Jit + Guinevere | | | |
| | • TTT + Sue | | | |
| | • YS + Sheila | | | |
| | • HWB | | | |
| | • FXC + Frances | | | |
| | • SE + Thomasina | | | |
| | • HDS + Justine | | | |
| | • AlCh | | | |
| | • JdA + Freda | | | |
| | • Elf | | | |
| | • MdG + Fifi | | | |
| | • RS + Ther se | | | |
| | • LSD + Edna | | | |
| | • GdB + Bette | | | |
| | • CA | | | |
| | • CdP(G) + Morgane | | | |
| | • JH + Cath | | | |
| | • LR + Maggie | | | |
| | • BeV + Lotte | | | |
| | | | | |
| | | | | |
| | | | | |
| Blue Gables | BLC | | | JdA + Freda |
| Frog & Peach | PPuf + Viv | TB + Belle PPuf + Viv Elf | TB + Belle PPuf + Viv | TB + Belle PPuf + Viv |

www.czechgames.com. It's a board game of silver mining and city building for 2–4 players, aged 13+, and take 1–2 hours to play – at least.)

Sunday was officially the last day of the Gathering, but people started leaving on Saturday. After a final Starbucks breakfast, Peter and I checked out, made our farewells and took a last stroll across the Rainbow Bridge to pick up our shuttle bus to Toronto airport. This got us there in plenty of time, so we spent a couple of hours chatting in an airport bar before boarding our plane for an uneventful flight (that’s the way I like ’em!) back to the UK.

All done for another year. Though it did take me a few days to get over the jet lag on my return and then I came down with a stinking cold that wiped me out for a few days more. The perils of international travel...

Games Events

ManorCon is a long-running board games event held at Leicester University. This year’s event is the fortieth and takes place from the 18th to the 22nd July. The venue has moved to the University’s Freeman’s Common Campus, which is a more central location in the city. It’s many years since I attended, but it remains largely open gaming with a few tournaments and arranged games. Plus “the Treasure Hunt and the Music Quiz”, a trade stand and a “second-hand games sale”. There is accommodation on site or in local B&Bs. For full details and booking, see the website: manorcon.org.uk

Swiggers: games club that meets on Wednesday evenings (co-ordinated on WhatsApp) upstairs at The Shipwright’s Arms, 88 Tooley Street, London SE1 2TF (next to London Bridge station) – though without me these days. For more info, see www.pevans.co.uk/Swiggers or the BGG Guild at boardgamegeek.com/guild/1672

UK Games Expo: 30th May – 1st June 2025 at the NEC. This is a public event that showcases games of all sorts with a huge trade hall plus demonstration and participation games and guests. For gamers there are lots of tournaments and open gaming. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 3rd-6th October 2024, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.spiel-messe.com/en

MidCon: 1st-3rd November 2024 at the Derby Mickleover Hotel in Mickleover (two miles from Derby city centre). **MidCon** is a friendly board games convention, now in a comfortable modern hotel. It’s largely open gaming, but the new website allows games to be scheduled in advance – useful if you want lots of players for something. There’s also a Bring ’n’ Buy and a quiz on Saturday night. See midcon.org.uk

Trophy Hunter

Turn 8

This turn’s shots

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

“At least a positive score,” says Charles Burrows. While Brad Martin goes for “the Lion Killer!”

Andrew Kendall expects “at least part of an antelope.” While Anthony Gilbert aims low, “I shall take the safe fraction of a point”.

As expected, the Lion and Antelopes go down under a hail of bullets with Bill Hay making his score positive.

Les Petites Bêtes Soyeuses

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

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

Orders for January 1676 to Pevans
at 180 Aylsham Drive, UXBRIDGE
UB10 8UF, UK or
lpbsorders@pevans.co.uk
by 12th July 2024



December 1675 (382)

As the year draws to a close, there are still matters of honour that demand satisfaction. This is why Hugo Furst and Ian Dediette meet at dawn with freshly sharpened blades. In Hugo’s case this is a chunky sabre (despite being a Fusilier), while Ian relies on his trusty rapier. Both men are slim and neither has a second, so it’s all down to the difference in weaponry. Hugo slashes with his sabre, Ian lunges with his rapier – all very predictable. However, first blood is enough for Ian and he concedes.

This may be because he already has Gaston de Boum waiting to take him on. This is clearly an uneven fight as Gaston is a big fellow and Ian is already wounded. Again Ian faces a sabre wielded by an infantryman. And a man who is more skilled than he. The sabre slashes, the rapier lunges and Ian surrenders when he’s hit.

The two injuries are enough that Ian declines to attend his third engagement, even though this is with the diminutive Jon Dicehateme. It would have been rapier versus rapier, too. Jon should have been fighting Hugo as well, but just sends a note apologising for the misunderstanding. Not something that improves his status.

Instead, Hugo Furst takes on Beau Nidle who, as a cavalryman, carries a sabre. He’s also bigger than Hugo, has much greater expertise and turns up with two seconds, his regimental comrades Stephane Etrange and Thierry Boule. It all looks stacked in Beau’s favour. But then he lunges with his sabre. This has the advantage of surprise, but the blunt tip of his sword does little damage. Hugo responds with a slash and Beau surrenders – another man who thinks he’s duelling to first blood!

Next turn’s races

| Race | From | | To | |
|------|------|-----------|----|----------|
| 1 | 11 | Paphos | 32 | Dhali |
| 2 | 25 | Piatres | 43 | Nicosia |
| 3 | 52 | Kyrenia | 61 | Athna |
| 4 | 63 | Famagusta | 35 | Larnaca |
| 5 | 45 | Nicosia | 15 | Limassol |
| 6 | 51 | Lapithos | 22 | Lefka |

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

Subscribing to TWJO

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

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

To subscribe, send your name, address and payment to *To Win Just Once*, 180 Aylsham Drive, Uxbridge UB10 8UF, UK or TWJO@pevans.co.uk. You can pay by bank transfer (contact me for the account details), by UK cheque (payable to Margam Evans Ltd) or by PayPal to Games@pevans.co.uk. Or subscribe online at www.pevans.co.uk/TWJO, where you can pay by credit card or PayPal.

Scores

| Player | Shots | This turn | Total |
|-----------------|----------|-----------|-------|
| Alex Bardy | T9, S10 | 2 | 13 |
| Colin Bruce | L12 | 0.71 | 8.5 |
| Charles Burrows | J13 | 1.33 | 5.17 |
| Mark Cowper | D17 | 1.33 | 13.87 |
| Mike Dommett | B3, J18 | 0 | 5 |
| Anthony Gilbert | L12 | 0.71 | 9.43 |
| William Hay | K15, L12 | 0.71 | 0.04 |
| Andrew Kendall | E16, D17 | 1.33 | 9.33 |
| Andrew Larder | O12, P12 | 0 | 0 |
| Nik Luker | E16, L12 | 0.71 | 14.71 |
| Tim Macaire | C16, J13 | 1.33 | 5.33 |
| Brad Martin | L12 | 0.71 | 12.05 |
| Graeme Morris | L13, R9 | 0 | 3.5 |
| Rob Pinkerton | L12 | 0.71 | 10.43 |
| Mike Pollard | B6, B8 | 0 | 8.79 |
| Eddy Richards | L20, J18 | 0 | 10.5 |
| Chris Rudram | | | -3.5 |
| Pam Udowiczenko | K6, P8 | 0 | 12.5 |
| Ray Vahey | | | 5 |
| Matthew Wale | T9, J13 | 1.33 | 13.08 |
| John Watson | L12 | 0.71 | 4.92 |
| Graeme Wilson | D17 | 1.33 | 3.3 |
| Paul Wilson | K12, S10 | 2 | 7 |

There are a few misses as well and most of the speculative shots go wild.
Though Eddy Richards sees off a Bush lurking at the bottom.
Two turns to go and plenty of people are in with a chance.

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 | 4 | -12 |
| Lion | L | 3 | 4 | 15 |
| Elephant | E | 4 | 3 | 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.

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 new squares hit (no more points for the first square/s). So if players A and B hit the second square of that lion and C gets the third, C gets 5 points, A and B 2½.

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

After 10 turns or when the board is clear (except for any snakes), the player with the most points wins.

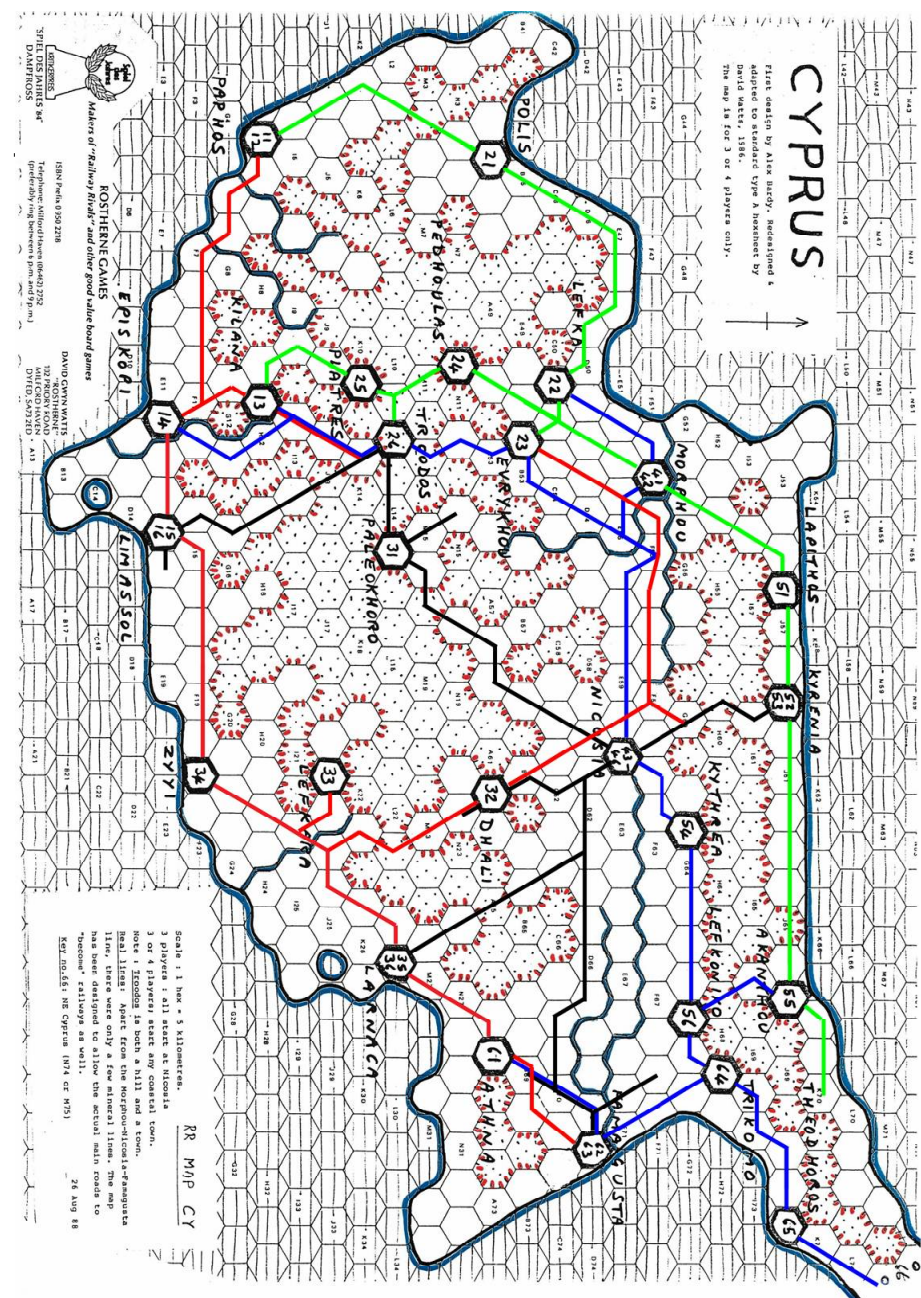
**Send your shots to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or
TWJO@pevans.co.uk by 12th July 2024.**

What's this all about?

This game is essentially a *Battleships* variant and is open to all readers of *TWJO*. The 20 x 20 grid represents a safari park that needs to cull some of its animals (except the gorillas). The players are hunters who've paid to bag trophies.

All you have to do each turn is nominate two squares to take potshots at: F9 and M17, say (the second is only used if the first misses). Letters (A-T) run across the top of the grid and numbers (1-20) down the side (A1 is thus 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. If several players hit the same square at the same time, they share the points; if several players hit different squares of the same size, they each score the same number of points for the square they hit.



Troodos (*Railway Rivals* game 18 – RR2528CY)

Turn 6

MEDITRAINEAN built some track in the central valley. ALL GREEK TO ME built through mountains to the east, has a second connection to the south coast and started towards the North-East. CANTERBURY RAILWAYS connected to the south coast and added a branch. IRONHORSE INTERNATIONAL built along the north coast of Cyprus and into Paphos from the North West.

Builds and Points

| | |
|--|--|
| MediTrainean (MT), Anthony Gilbert – Red Starts: Larnaca Builds: a)(F59) – F56 b)(F56) – F54 (1 to CR); (C71) – Famagusta c)(F54) – Evrykhrou (1 to CR) Points: 56 -2 +2 = 56 | All Greek To Me (AGTM), Mike Dyer – Black Starts: Kyrenia Builds: a)(B64) – A65; (F14) – Limassol – E16 b)(A65) – N25 c)(N25) – Larnaca; (D70) – E70 – F69 Points: 34 = 34 |
| Canterbury Railways (CR), Rob Pinkerton – Blue Starts: Famagusta Builds: a)(I12) – G13 – F12; (I12) – Kilana (2 to MT); (Morphou) – F52 b)(F12) – Episkopi c)(F52) – E52 – D51 – Lefka Points: 54 -2 +2 = 54 | Inland Ironhorse International (III), Chris Rudram – Green Starts: Lapithos Builds: a)(J66) – Akanthou – K68; (N4) – M4 b)(M4) – L3 c)(L3) – K3 – Paphos; (K68) – K70 Points: 64 = 64 |

GM Notes

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

After the races, you may spend up to 12 from your points (**including payments to others**) to build track.

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

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

Turn 4

There was a real bang to proceedings this Quarter with two sabotage attacks at Mu Herculis. The first blew SOLAR SPICE & LIQUORS' Piccolo hulled Java into little pieces and was by persons unknown. While ROCKET TRADERS' Corco Gamma Hull Mercury was also destroyed, though the blame was down to TREKBOER. Agent Dwarf may also have been involved.

Elsewhere, the blockade by MADNESS & MAYHEM at Gamma Leporis was circumvented by a ship avoiding interception, though the orbiting ship was again missed by Planetary Defence Forces.

Trading started at Gamma Leporis s as MADNESS & MAYHEM bought 7 Alloys for 1 HT each and gained a Contractor's position.

ROCKET TRADERS bought 5 Isotopes for 90 HTs at Epsilon Eridani, while SOLAR SPICE & LIQUORS sold 8 Spice for 14 HTs each and gained a Dealership.

ROCKET TRADERS bought 5 Isotopes at Tau Ceti on Contract.

Mu Herculis saw COSTA NOSTRA COFFEE selling 5 Monopoles for 14 HTs each.

SOLAR SPICE & LIQUORS bought 10 Spice at 9 HTs apiece and took a Contractorship at Sigma Draconis. ROCKET TRADERS bought 6 Isotopes for 3 HTs each and got a Contractor's position, after TREKBOER had purchased 2 at 4 HTs apiece.

At Beta Hydri ROCKET TRADERS sold 2 Isotopes for 7 HTs each and 2 Spice at 11 HTs and TREKBOER sold 2 Monopoles at 17 HTs.

TREKBOER sold the Dagger hull, Dagger, at Mu Herculis and gained 130% of its list value. They promptly paid off their loan and paid to increase their Reputation.

ROCKET TRADERS loaded Passengers for two spaceports and sold two Spice Factories to meet their loan which came due this Quarter. No sooner clear of debt, than they took on a new 405 HT loan, which went on a Warehouse at Epsilon Eridani, two replacement Spice Factories and then two more, and a new Phoenix Hull and cargo pods laid down at the Tau Ceti Shipyards.

COSTA NOSTRA COFFEE INC bought a Warehouse and a Spice Factory at Sigma Draconis, took OP 9 at Gamma Leporis, and increased their Political Reputation.

MADNESS & MAYHEM took comfort from Planetary Defence Forces not intercepting their ship in Gamma Leporis System Space.

SOLAR SPICE & LIQUORS loaded passengers and went out to hire an Agent: Willy has entered their service at Sigma Draconis. They decided on buying two Spice Factories as well.

Press

Hot damn, such pokery and jiggyery! By St Dismas, someone will pay for this!
Pevans van Rijn

News

There are three new News chits. The current list (new chits in **bold**) is:
Turn 6 P7, B6
Turn 7 C3, **P3**
Turn 8 P4
Turn 9 **C4, B10**
(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.)

Corporation Table

| Corporation letter and name | Connections Bus/Crim/Pol | | | Init'v Bid | Turn order | Cash Rep | Player |
|---|-----------------------------|---|---|---------------|---------------|----------|-----------------|
| A Costa Nostra Coffee | 8 | 0 | 1 | 5 | 1st | 95 20 | Mark Cowper |
| B Madness & Mayhem | 6 | 5 | 0 | 0 | 3rd | 15 26 | Anthony Gilbert |
| C Solar Spice & Liquors | 5 | 3 | 4 | 0 | 5th | 83 40 | Paul Evans |
| D TrekBoer | 2 | 7 | 2 | 0 | 4th | 282 31 | Mike Dyer |
| E Rocket Traders | 8 | 0 | 8 | 4 | 2nd | 41 40 | Przemek Orwat |
| N under Initiative Bid means No move received, F indicates the Corp was floated | | | | | | | |

GM Notes

You cannot jump ship A to planet X, transfer its load to ship B to jump to planet Y in the same turn.
Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by 5th July 2024

