

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)

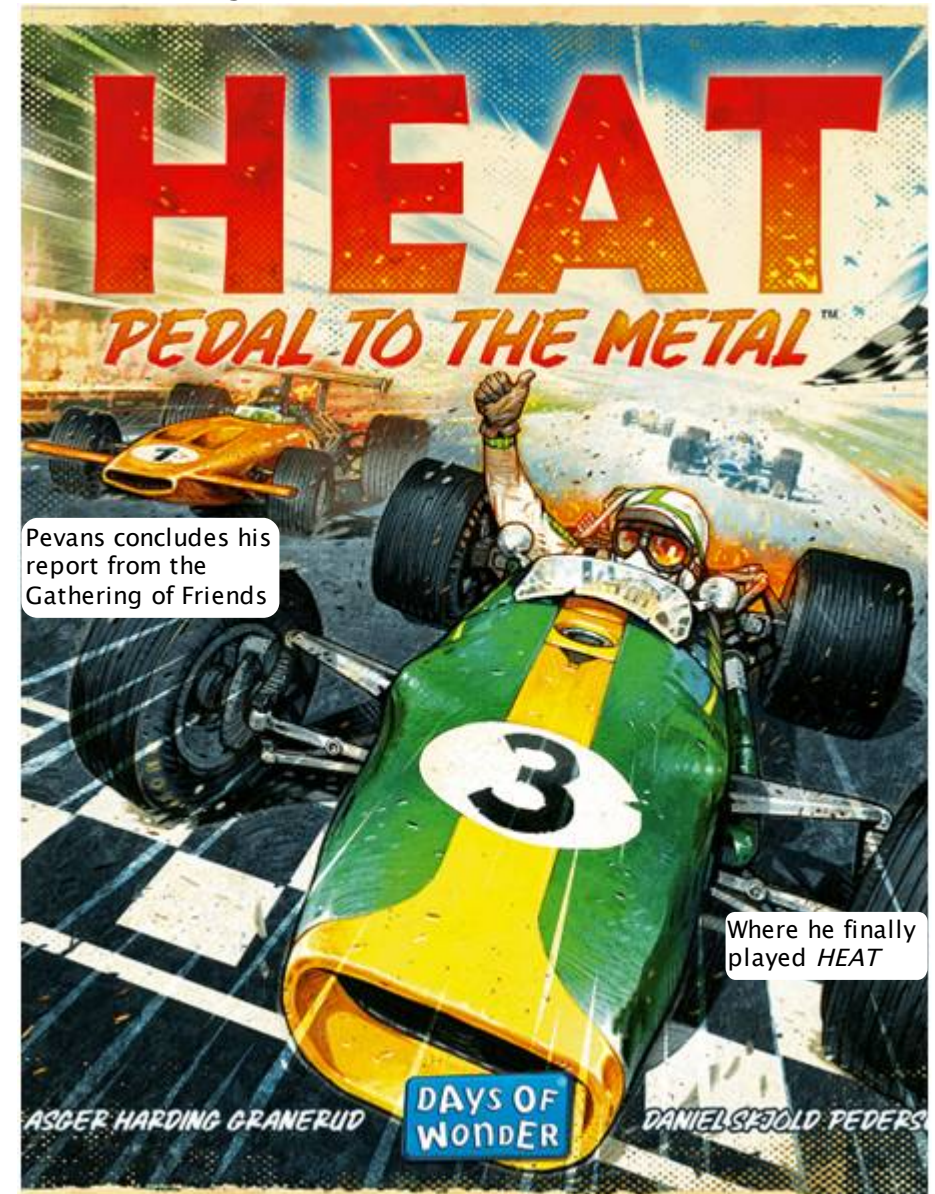
Credits

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*)



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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?

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

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.

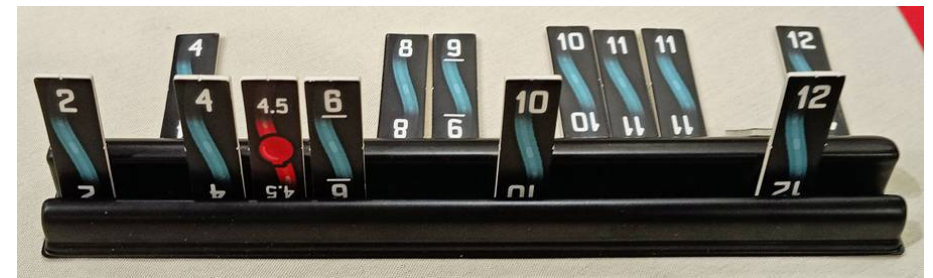
It's all pretty straightforward, but we mixed it up a bit by adding an expansion with some extra cards that you can draft into your hand at the start. These do different things, like add extra cooldown or allowing you to slipstream further – effectively customising your car. The tricky bit is still trying 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.



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.

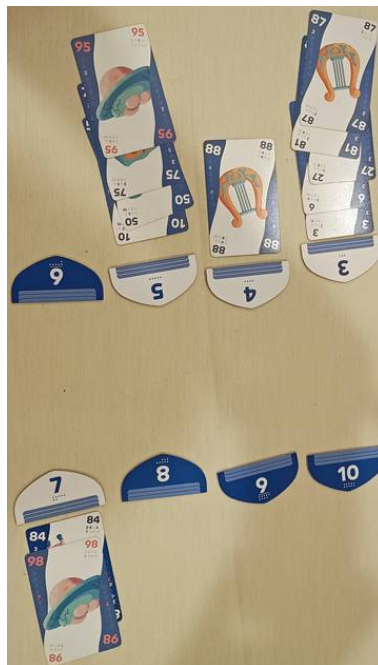
It feels like a relative of *6 nimmt!*, but with more control when deciding where to play your cards. A couple of rounds made a decent filler before heading out to eat.

(*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.



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.



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 Germans have numbers, particularly on the flanks, but the Russians are in good defensive positions. Most



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

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 Bystroň, Petr Čáslava and Pavel Jarosch and is published by Czech Games Edition –



A final view of the Falls from the Rainbow Bridge.

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		e			x				e			x	x					X	e	X
10		e			x				e		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	e	e		x				↓			X					g				
16			X	e	X			↓												
17			x	A				↓				m						e		
18					x					X					g			e		
19					e	e														
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.

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 pot-shots 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

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 jiggyry! 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.)

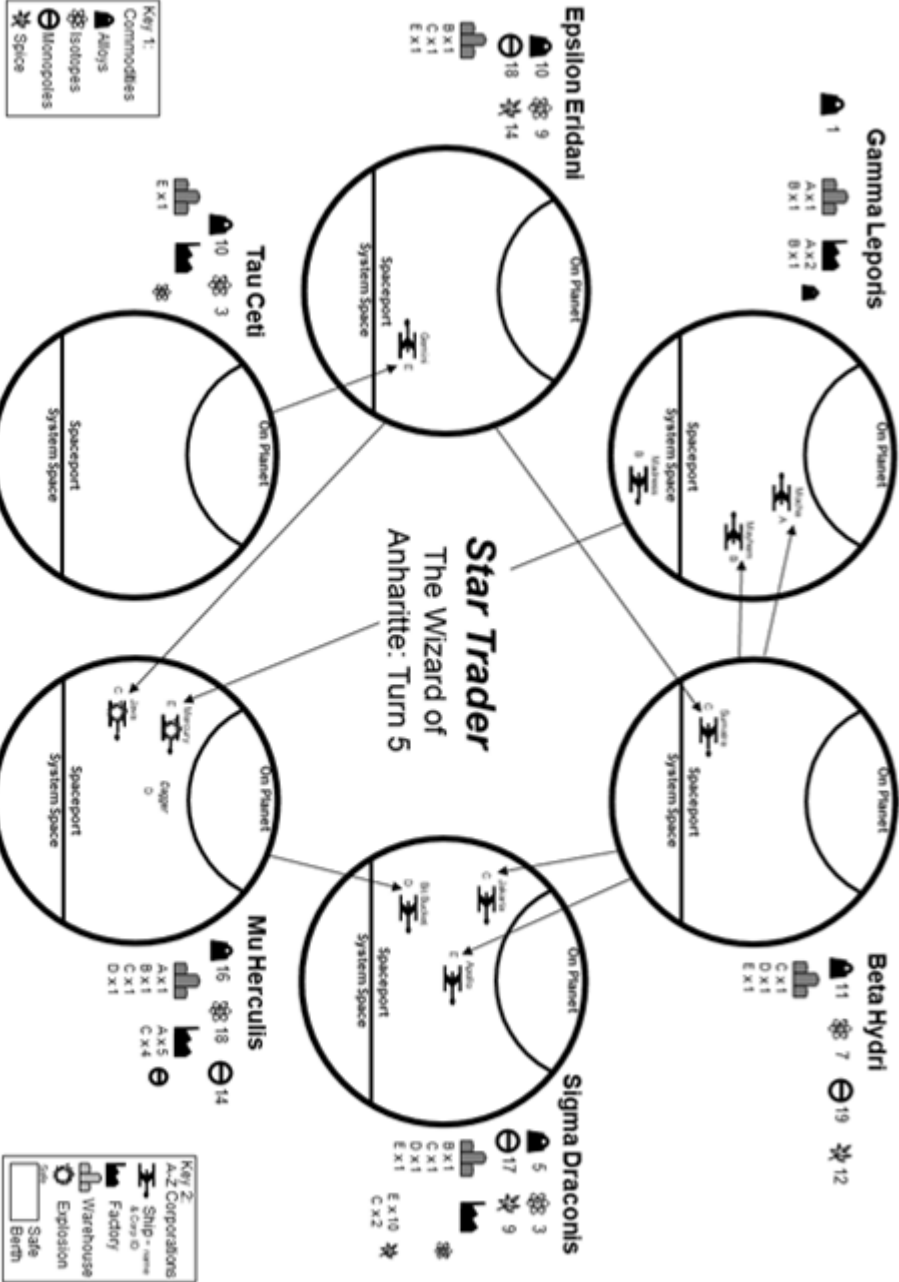
Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol			Init'v Turn Bid 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 Dommiett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by 5th July 2024



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

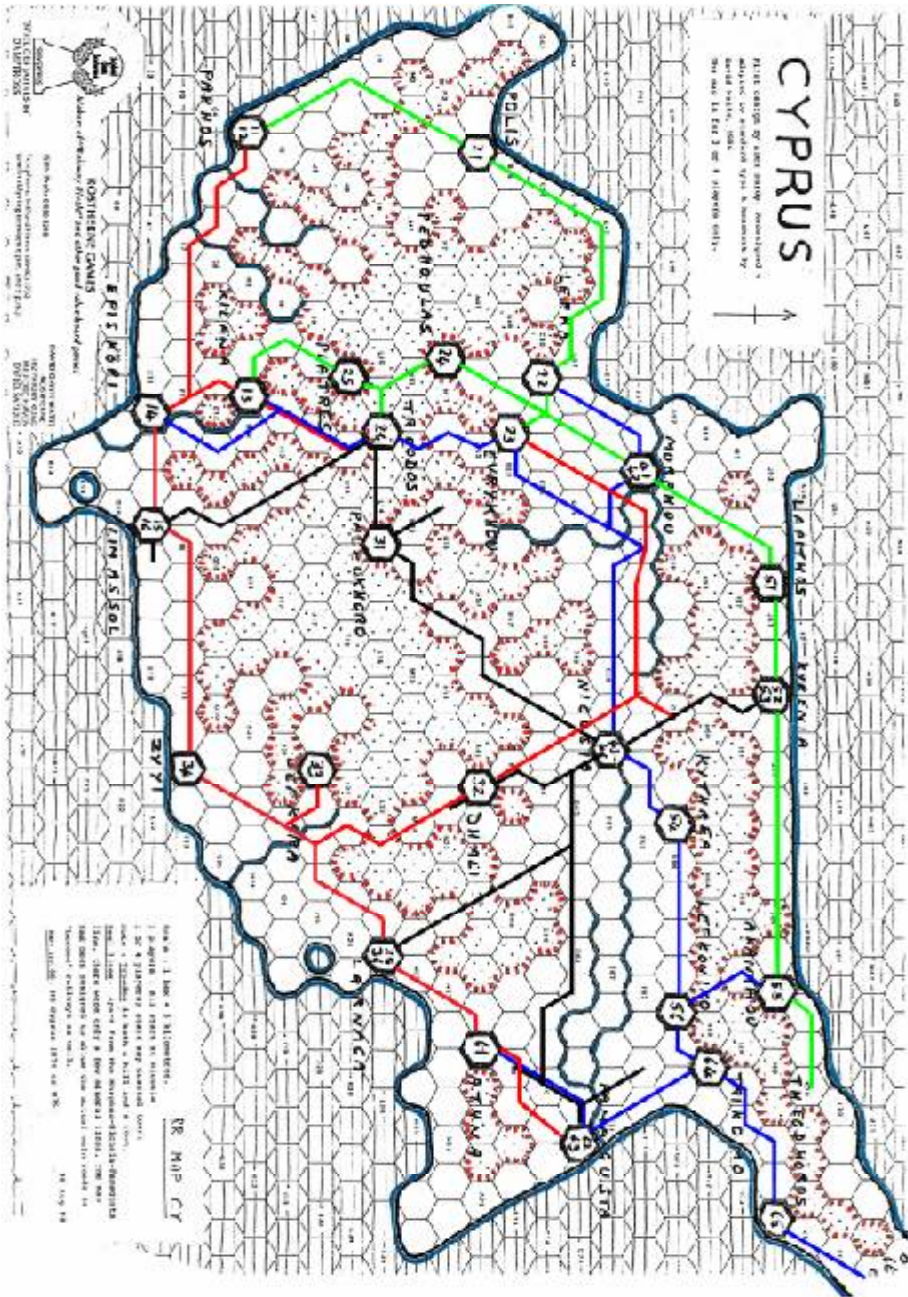
MediTrainean (MT), Anthony Gilbert – Red	All Greek To Me (AGTM), Mike Dyer – Black
Starts: Larnaca	Starts: Kyrenia
Builds:	Builds:
a)(F59) – F56	a)(B64) – A65;
b)(F56) – F54 (1 to CR);	(F14) – Limassol – E16
(C71) – Famagusta	b)(A65) – N25
c) (F54) – Evrykhou (1 to CR)	c) (N25) – Larnaca;
Points: 56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



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 Dommatt, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommatt@yahoo.co.uk
by 5th July 2024

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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!

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	TB + Belle	TB + Belle
		PPuf + Viv	PPuf + Viv	PPuf + Viv
		Elf		

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

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 Reignaux 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.

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.

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			HF succeeds
Lois	Out AA ID	Out	
Lucy	ZvT at home	Out	
May		ELF succeeds	
Alison	BS succeeds	Out CA fails	Out

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

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	HMB + 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.



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 horse'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"). ❖

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.
† TdlL

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

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.

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.

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

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

Elroi le Flingue (Sabre, Seconds AICH & 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).

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
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/_

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

Frontier Regiments

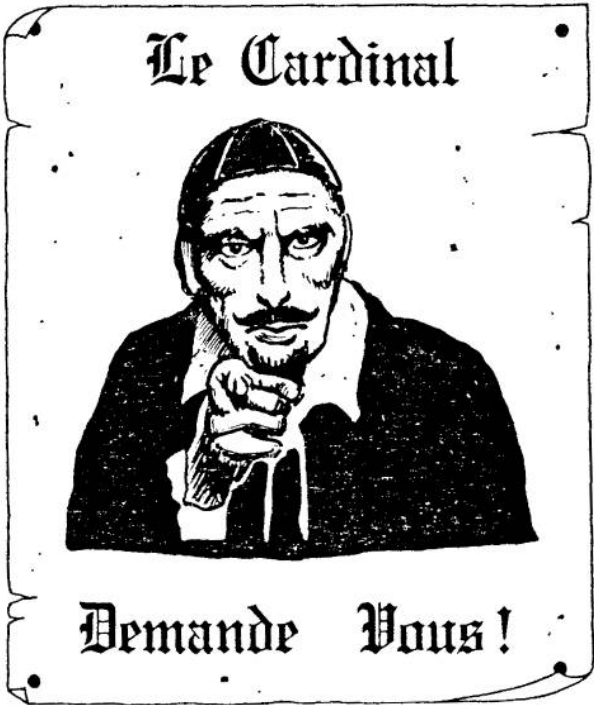
				(Defence for Dec-Feb)	
Colonel	F1 N3	F2 N6	F3 N1	F4 N6	RNHB N5
Attached					TdIL
Also at the Front		Cardinal's Guard			

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



Femmes Fatales

No	Name	SL	Attr	Lover
66	Morgane Le Fay	24	B	CdP
67	Justine Caisse	22	I	HDS
65	Therèse 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	OOC	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	MdG+	N6	FXC	N6	N1+	N3	SE+	BN	ALCh	PPuf	HF	N1	N5	N6		
Maj 1	NM	N4	N4	BS	N4	N5	TPN	N2	ELF	N1+		N6+	N5	N4+		
Maj 2	NM	N4	N4	N5	N4	N5	N3	N2	CdA	N2	N6	N2	N3	N5	N5	
Capt 1	FS	N3	N3	N6	YS	N5	N1	N3	N4*	N6	N4	N1	N4	N3	N3	
Capt 2	TTT	N2	N2	N4	N3*	N4	N6	N2*	N4*	N2	N1	N5	N5	N6	N3	
Capt 3	N2	N3*	N3*	N6*	N4	N5	N6	N4	N4*	N6*	N1	N5	N3*	N5*	N3*	
Capt 4																
Capt 5																
Capt 6				JPLM												GdBm

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
BRJS	Count Beau Reese Jean Seine	25	25	Fthly	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	Fthly	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	Fthly	General		32	Jacky	Flr	4	Andrew Kendall
BdLS	Count Bernard de Lur-Saluces	22	50	Fthly	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 Dommert
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 Reignaux	11	RIP								Peter Farrell

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. Adj.	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	GDMD/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	GDMD/GDMD Regt. Adj.	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	GDMD	4		F&P	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		RP	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
ID	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, Withy = 5000-10000, Rich = 10000-25000, Flthy = 25000+

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

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