

That would be enough

This has been issue 250 of *To Win Just Once*, published 23rd December 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 3rd January 2025.

Orders for *LPBS*, Fictionary Dictionary definitions and any other contributions to Pevans by 10th January 2025.

(Next deadlines: probably 7th/14th February 2025)

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 two more needed for a game of *Railway Rivals*!”. (Working map and rules provided).

Star Trader – The list for the next game starts with Mike Dyer. (Rules provided)

Credits

To Win Just Once issue 250 was written and edited by Pevans. The *LPBS* masthead (page 22) is by Lee Brimmicombe-Wood as is the drawing on page 15. The illustration on page 26 is by Tim Wiseman and the one on page 29 is Nik Luker's. Game and book artwork is courtesy of the publisher. Pevans took the photos, except where noted, and played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
TdLL	Sir Thomas de la Lune	12	RIP							Peter Card
YS	Yve Stanbul	12	RIP							Pam Udowiczenko
SE	Stephane Etrange	11	F	Comfy	B.Bdr-Gen CPC/Hvy Brigade Maj.	3		Hunt	4	Neil Packer
CA	Sir Come Asiouar	11	F	Comfy	Lt.Colonel QOC	6		Hunt	4	Jacob Andersson
JdA	Jean d'Aubergine	10	32	OK	Colonel 4A	3	Carole	Hunt	3	Paul Robbins
BLC	Botte Le Chimiste	10	30	Poor	Major GDMG/Drgn Brigade Maj.	2	Eve	Hunt	4	Tym Norris
HF	Hugo Furst	10	24	Poor	Lt.Colonel 13F	5	Violet	Hunt	2	Graeme Morris
EIF	Elroi le Flingue	10	F	OK	Major GDMG/GDMD Regt. Adjit.	7		BG	4	Daniel Racke
TB	Thierry Boule	10+	39	OK	Major CPC	4	Belle	Hunt	6	John Cooke
TPN	Thibault Pinot-Noir	9	17	Comfy	Major CPC	5		BG	3	Tim Rattray
FdB	Francois de Blanchefort	9+	38	OK	Captain CPC	3	Freda	BG	4	Peter Farrell
AH	Arent Hayes	8+	26	OK	Captain CPC	4		F&P	3	Mark Cowper
AA	Armand Alsace	7	14	Comfy	B.Bdr-General 53F	8		BG	4	Sebastian Emde
PPuf	Percival Puffington	7	F	OK	B.Bdr-General PM	4			5	Tony Taylor
ID	Ian Dediette	6	F	OK	Major QOC	3		RP	2	Nik Luker
GdA	Grenville d'Arkrite	6	F	OK	Captain GDMG	4			5	Gerry Sutcliffe
CPL	Charles PiedLuminaire	4	F	Comfy	Major PLLD	6		RP	3	Nick Tyrrell
MD	Maurice Danseur	4+	15	Poor		5		RP	5	Andrew Whiteley
MDP	Max De Pay	3	RIP							Manoj Nair
CdF	Chemin de Fer	3+	15	Poor		5			3	Rod MacDonald
LT	Louis Travers	2-	0	Poor		5			2	Steven Malecek
X1		2-	2	Poor		1			4	Ray Vahey
CaT	Cock a Trice	2	2	Poor		2			2	Richard Cronan

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, Wthy = 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
GdB	Count Greg de Bécqueur	24	57	Rich	B.Lt-General/1st Div Commandr	13	Bette	Flr	5	Anthony	Gilbert
BRJS	Count Beau Reese Jean Seine	24	41	Rich	B.Bdr-General RFG/State Min.	14	Justine	Flr	4	Bill	Hay
BeV	Count Ben e'Volence	24	F	Comfy	B.Lt-General/Cav Div Commandr	11		Flr	3	Ash	Casey
JJ	Count Jean Jeanie	23	62	Fthy	General	32	Jacky	Flr	4	Andrew	Kendall
CdP	Marquis Camille de Polignac	23	57	Poor	Lt.Colonel RFG/FMshl's Aide	4	Morgane	Flr	4	James	McReynolds
BdLS	Count Bernard de Lur-Saluces	22	59	Fthy	Lt-General	19		Flr	3	Rob	Pinkerton
TC	Count Terence Cuckpowder	22	49	Comfy	B.Lt-General/City Mil. Gov	7		Flr	6	Mike	Dommett
RS	Marquis Rick Shaw	22	F	Withy	General/Chancellor	2		Flr	6	Charles	Burrows
JdG	Count Jacques de Gain	21-	19	Fthy	General/Fld Army Commndr	24			6	Ben	Brown
HDS	Viscount Henri DuShite	21	F	Rich	B.Lt-General/1 F Brigadier	16		Flr	4	Dave	Marsden
ZUT	Baron Zavier Ulric Turenne	20	37	Comfy	Lt-General/2nd Div Commandr	4	Laura	Flr	1	Bob	Blanchett
JIT	Viscount Justin Thyme	19	44	Rich	B.Bdr-General QOC	16	Guinevere	Flr	2	Gerald	Udowiczenko
LR	Marquis Louis Renault	19	39	Withy	Lt-General/Min w/o Port	3	Maggie	Flr	4	Roy	Bleasdale
LSD	Sir Louis Severin Descartes	18	F	Withy	B.Bdr-Gen GDMD/Fld Army QMG	4		Both	1	Chris	Schotmann
CdN	Sir Claude de Nord	17	53	Withy	B.Bdr-General KM	4	Kathy	Both	4	Andrew	Larder
ZvT	Sir Zeold von Tu	16+	48	Comfy	B.Bdr-General CG/Gds Brigadier	7	Lucy	Both	3	Tim	Macaire
MdG	Martin de Garnache	15	44	OK	Major RFG/Gds Brigade Maj.	3	Chris	Both	4	Bill	Howell
NM	Sir Neville Moore	15	36	Withy	Captain RFG/C.Prnce Aide	1	Vera	Hunt	2	Cameron	Wood
JH	Sir Jacques Hatt	15	24	Comfy	B.General	4		Both	3	Joel	Halpern
AlCh	Marquis Alvin Charles	15	RIP							Graeme	Wilson
FXC	Baron Frank X Change	14	F	Comfy	Lt.Colonel KM	8		Both	4	Nigel	Monaghan
TTT	Tiny Thierry Toothpick	13	37	OK	Major CG/LtGen's Aide (Fnt	5	Madelaine	Both	1	Jason	Fazackarley
FS	Baron Felipe Savant	13	34	Comfy	Captain RFG	5	Fifi	Both	4	Brick	Amundsen
HWB	Hector William Boone	13	29	Withy	Major RFG	5		Both	5	Paul	Wilson
BS	Marquis Balzac Slapdash	13	16	Withy	Colonel DG	19			5	Matthew	Wale
HJ	Baron Hugh Jeneaux	13	F	Comfy	Colonel ALC/Gen's Aide	9		Hunt	3	Bruno	Giordan
BN	Sir Beau Nidle	13+	42	OK	Lt.Colonel CPC/CPC Regt. Adj.	2	Ella	Both	3	Paul	Murphy




Chatter

First off: a very merry Christmas to all my readers and best wishes for 2025.

All-reader game

I have given up (for the time being) the struggle to set up a new game of By Popular Demand (remind me never to offer to do a quiz) and decided to revert to a game we haven't had for a while: Fictionary Dictionary (also known under other names). It's very simple: you guys write in with made-up definitions for obscure words and everyone votes on the most plausible or entertaining. Details on page 14.



2024 'Zine Poll results

Alex Richardson has reported the results in brief with the full details to be published soon. He used three different methods of evaluating the votes (59 people voted this year) and combined the results of all three to give the final standings.

Top of the table (again) is Colin Bruce's *Fury of the Northmen*, a paper-only 'zine that I see (and am currently playing *Civilization* in). Colin does a careful job adjudicating his games and produces an entertaining little 'zine, so well-deserved congratulations to him.

Second place went to *In Off the Post*, which I assume is a football games 'zine, and third was *Variable Pig* in its last year of publication. (It's been sort-of continued in *The Celestial Dragon*, which placed 9th after just a few issues.)

To Win Just Once came in 11th, one place up from last year, and as far as I know is the only 'zine running an *En Garde!* game. Thanks to those of you who voted and the rest of you should vote next year!

Advent beer

This year's beer advent calendar comes from Beer52 (beer52.com), which is all about craft beers and runs a "Beer Discovery Club" with monthly deliveries of selected craft beers. I'm tempted...

Anyway, I'm over halfway through this year's selection and can report that "hazy" beers are the 'in' thing, particularly Hazy IPAs. Three of the first five beers fitted this description, but the frequency calmed down after this. Being contrary, I've particularly enjoyed the dark beers. Here are the highlights so far.



The "Start here" door in the middle hides a glass, which is definitely a good start.

4th December: Strawberry & Peach, a Modern Sour Beer (4.3% alcohol-by volume) from Vault City (vaultcity.co.uk). This was a pinkish, fizzy drink with no discernible beer. I got a strong taste of peach with a hint of strawberry and it was slightly sour (though not the mouth-puckering tartness I've had from some continental sour beers), effectively disguising the alcohol content. It was quite refreshing, but not something I'd describe as beer.



8th December: Sötma, a Robust Stout (5.5% abv) from Vanvåg Artisan Ales (no obvious website). It's dark brown, of course, with a bit of a head and an appealing roasted aroma. There was lots of this roasted coffee (?) in the taste with some sweetness, but a dry finish. Excellent.

Turquoise (10th in the "For the Love of Hops" series), a New England IPA (5.5%) from the Frontaal Brewing Company (frontaalbrewingcompany.com). It's not billed as hazy, but that's what it is: a hazy, pale yellow IPA. The taste wasn't as powerful – or as hoppy – as the earlier IPAs, but was all the more drinkable for that. I was getting definite "tropical fruits" in the taste, too. Very quaffable.



11th: Moorings, a Robust Stout (6.4%) from Attic Brew Co (atticbrew.com). Dark, as you'd expect, with no head. It had a fine nose of rich roastiness and tasted smoky with a lush aftertaste hinting of vanilla – probably the oats in the mix. A fine stout.

14th: Pecan Mud, a Stout (6%) from Omnipollo (omnipollo.com). A properly thick stout with almost no fizz. My first taste gave me a huge hit of chocolate with vanilla overtones. Then I started noticing the nuttiness. Gorgeous. Given the rich taste, I expected oats in the ingredients, but there's also Milk Sugar (whatever that is) and Pecan extract – feels like cheating to put actual nuts in it. Nevertheless, I really enjoyed it – and there's quite a kick from that 6% alcohol.



Femmes Fatales

No	Name	SL	Attr	Lover
66	Morgane Le Fay	24	B	CdP
67	Justine Caisse	22	I	BRJS
65	Therèse Le Vert	21	B/W	
7	Chris Pacquette	19		MdG
61	Bette Noire	19	I/W	GdB
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	CdN
54	Madeline de Proust	17		TTT
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	
48	Fifi	14	B/W	FS
62	Alison Wunderlandt	14		
11	Laura de Land	13		ZUT
26	Ella Fant	13	B	BN
27	Lucy Fur	13	B	ZvT
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		NM
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
23	Agnes Sorel	11	I/W	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		JdA
20	Emma Roides	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
6	Viv Ayschus	9		
59	May Banquot l'Idée	9		
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
47	Eve Ningalle	8	I/W	BLC
34	Freda de Ath	7	W	FdB
39	Thomasina Tancenjin	7	I	
5	Belle Epoque	6	B/I	TB
24	Violet Bott	6	I/W	HF
25	Lois de Lô	5	B	

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

Regiments

	RFC	CG	KM	DC	OOC	ALC	CPC	RM	CDMDPM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	BRJS	ZVT+	CdN	BS	JiT	HJ	SE+		LSD	PPuf	N1	AA	N7	JdA		
LCol	CdP	N6	FXC	N4	CA	N4*	BN		BLC+	HF		N6+	N3			
Maj 1	MdG+	TTT	N4	N6	N1+	N5	TPN	N5	ELF*			N3		N6		
Maj 2	HWB		N6*		ID		TB		N6			N5*		N4+		
Capt 1	NM	N1	N3	N5	N4	N5	N3	N6	N1	N2	N1	N5*	N5	N5	N5	N2
Capt 2	FS	N6	N5	N6	N5	N2	N1	N1	CdA	N4	N4	N2	N4	N3	N3	N4
Capt 3	N4	N1	N1	N4	N4	N2	FdB	N3	N2	N2*	N2	N1	N5	N6	N3	N5
Capt 4		N1*	N6		N4		AH	N1	N5	N4	N3	N5	N3*	N5*	N3*	N5*
Capt 5																
Capt 6																

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.

Brigade Positions

Guards Brigade	ZvT/___/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	___/___/SE	
Dragoon Brigade	N4/N/BLC	
First Foot Brigade	HDS/N/___	
Second Foot Brigade	N3/N/N6	
Third Foot Brigade	N3/N/N4	
Fourth Foot Brigade	N2/N/___	

Frontier Regiments

	F1	F2	F3	F4	RNHB
Colonel	N5	N4	N5	N4	N9
Attached					
Also at the Front					

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

Battle Results

Heavy Brigade: 3	Frontier regiment 1: 3
Archduke Leopold Cuirassiers: 1	Frontier regiment 2: 5
1st Foot Brigade: 1	Frontier regiment 3: 6
Royal Marines: 4	Frontier regiment 4: 3
Picardy Musketeers: 4	RNHB regiment: 4
Grand Duke Max’s Dragoons: 3	
Princess Louisa Lt Dragoons: 3	

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 N	of Infantry N
Commissioner of Public Safety __	
Chancellor of the Exchequer RS (until end August 1676)	
Minister of Justice __	
Minister of War __	
Minister of State BRJS (until end January 1677)	

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

Spiderwatch

Still quiet on the eight-legged front.

Online stats

TWJO 249 was published right at the end of November (30th) and the PDFs were downloaded 29 times on that day. The previous issue received 396 downloads across the month, making a total of 480 in 1½ months. There were 178 downloads for number 247, taking it to 366 since publication.

Letters

Tim Macaire notes:
Never mind when Mince pies go on sale, my branch of Waitrose is now selling hot cross buns. The only reason I don't denounce them as an attack on the very fabric of our civilization is that they actually taste rather good with lots of butter in front of a fire...

Anathema! Regardless of how good they taste. Andy Kendall remarks, in the middle of Storm Darragh:

Breezy, isn't it?

Well, I've only had to retrieve one bin from the bottom of the garden. Our garden fence did look touch and go for a while, but it survived and has now been strengthened. Mind you, we only had the edge of the storm and I've seen little evidence (the odd fallen branch) of damage on my walks.

Jonathan Palfrey continues last time's discussion.

You comment that Tolkien's wars may be less ugly than Zelazny's because "Tolkien is more clearly fantasy". No, I think the essential difference is that the War of the Ring is a war that's worth fighting. Sauron's victory would be terrible for everyone, so everyone fighting against him has a genuine personal reason to do so. Sauron's use of the orcs is ugly, but well, he's Sauron, he's supposed to be ugly.

Whereas Zelazny's wars (in Lord of Light and the "Amber" series) are merely selfish power struggles among the members of a small elite group. I don't know how they persuade hordes of mere mortals to fight for them, but it must be basically a deception, because whoever wins the war isn't going to make much difference to anyone except to the members of the elite group. That's what's ugly about it.

Agreed on the power struggles amongst the elite, Jonathan, but Sam's fight in *Lord of Light* is to remove the restrictions the 'Gods' enforce and thus allow humanity

to progress. A benefit to all, though how he persuades (non-elite) people to follow him remains a mystery. Jonathan continues with some suggested reading.

Recently I tried a new author, Garth Nix, and his novel The Left-Handed Booksellers of London (2020). It's what I disapprovingly call 'wild fantasy': it puts no limits on what magic can do, so the author is at liberty to invent any kind of magical effect at any time. I prefer fantasy to be more disciplined, to follow rules, to have limits. Also, it's semi-juvenile: the heroine is 18. Despite these drawbacks, it makes a readable enough story; I gave it 3 stars on first reading, and bought the sequel, because it's hard for me to find any new books that are worth even 3 stars to me.

Earlier in November, I tried another new author, Andy Weir, and his novel Project Hail Mary (2021), which is rather unusual these days in being science fiction that is genuinely fiction about science. It reminds me somewhat of Hal Clement's novels from the 1950s: the author is a science enthusiast who expects his readers to be the same, and the hero spends much of his time solving scientific puzzles. The scientific puzzles are a bit over my head, but I gave it 3 stars because there is a story to it, and it's a good enough story. Characterization is minimal: there are few significant characters, and their personalities aren't particularly interesting or important.

Praising with faint damns?

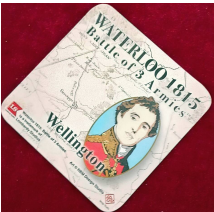
Waterloo at MidCon 2024

Where Pevans is Wellington

The Sunday of this year's **MidCon** was the scheduled day for a mammoth game of *Commands & Colors: Napoleonics*. Organised by Mark, this year's game was the battle of Waterloo using the Grand Battles rules. That is, a very wide board and four players per side (British + Allies under Wellington versus Napoleon's French): three Corps commanders, each in charge of two sections of the battlefield, and an overall commander-in-chief. Plus a ninth player, Mark in this case, joining the game to command the Prussians. When they arrive.

I was a little late (ahem) arriving and Mark slapped this down in front of me:

Ah. Where did I put my bicorne? This was actually the first time I'd taken on the role of CinC which meant trying to disengage my tactical brain and look at the overall strategy. As I was sitting at the Hougoumont end (British right flank) of the table, I'm afraid that I concentrated rather more on this. The other end had Mark keeping an eye on things and rolling the dice that would decide when the Prussians arrived. These could also mean that Napoleon



New Characters

Richard Cronan got the Bastard son of a Merchant: Init SL 2; Cash 135; MA 2; EC 2 (CaT Cock à Trice).

Rod MacDonald got the Second son of a Peasant: Init SL 2; Cash 10; MA 5; EC 3 (CdF Chemin de Fer).

Manoj Nair got the First son of a Peasant: Init SL 3; Cash 11; MA 1; EC 5 (MDP Max De Pay).

Andrew Whiteley got the Bastard son of an Impoverished Gentleman: Init SL 3; Cash 36; MA 5; EC 5 (MD Maurice Danseur).

Peter Card gets the First son of a wealthy Knight: Init SL 7; Cash 550; MA 1; EC 3 (X2).

Graeme Wilson gets the Bastard son of an Impoverished Marquis: Init SL 7; Cash 36; MA 4; EC 4 (X3).

Manoj Nair starts again with another First son of a Peasant: Init SL 3; Cash 11; MA 6; EC 2 (X4).

Pam Udowiczenko gets the Bastard son of an Impoverished Earl: Init SL 8; Cash 36; MA 6; EC 1 (X5).

Jon Dean gets the Bastard son of a very wealthy Merchant: Init SL 2; Cash 450; MA 5; EC 5 (X6).

Tables

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)	BeV/_/_/N2
Horse Guards Brigade (Siege) – DG QOC	
Heavy Brigade (Siege) – ALC CPC	
Frontier Division (Siege)	N1/ TTT /N3
Frontier Regiments (Siege)	
Dagoon 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

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 applies for Division Commander of Cavalry Division

Jean Jeanie applies for Minister of War

Rick Shaw applies for Minister of War

Duels

Results of May's duels

Claude de Nord (gains 1 Exp) beat his enemy Zeold von Tu.

Terence Cuckpowder (with ZUT, gains 1 Exp) killed Thomas de la Lune (with JdA).

Justin Thyme (with ZUT & RS, gains 1 Exp) beat his enemy Balzac Slapdash.

Balzac Slapdash declined to meet Yve Stanbul as he was under half Endurance.

Grudges to settle next month

Cock a Trice (Foil) and Maurice Danseur (Sabre, Seconds TTT, adv.) have mutual cause as neither stood down over Lois.

Claude de Nord (Sabre, Seconds FXC, adv.) and Tiny Thierry Toothpick (Dagger, Seconds CdN & MD, 4 rests) have mutual cause for being in enemy regiments.

Claude de Nord (Sabre, Seconds FXC, adv.) and Zeold von Tu (Rapier, Seconds CA, 4 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.

was taken ill, leaving command to Marshal Ney and his focus on the cavalry (special rules restrict what the player can do).

Mark (and Marianne) had done the work of setting up the evening before so, after some final set-up and introductions, the game got going at 10. The initiative is definitely with the French – they could do with getting ahead before the Prussians arrive – and initial action was on the flanks with just some artillery exchanges across the valley in the centre. (This provoked some head-scratching as we had three different versions of the effects of the sand quarry in the centre of the Allied line – a Rifle unit is stationed there initially. Mark did some searching online and made a definitive ruling. For this game.)

On the Allied left, my Corps commander inflicted heavy casualties on the French – despite the participation of the Young Guard and (my pet hate) Lancers – but was forced out of Papelotte village (worth victory banners to whoever holds it). On the right, Allied troops moved forward to reinforce the walled farm at Hougomont (also worth banners), pushing the French attackers back. In the centre, the French artillery proved surprisingly effective, so the infantry backed behind the ridge.

Which is roughly when the cover photo was taken. In the foreground, yellow (Spanish) blocks are being used for some of the Allied troops (Hanoverian and



Allied left: Papelotte is in the middle towards the left. Note the battered (only 1-2 blocks left) French units and Allied infantry in square (with the yellow marker on top).

Nassau, apparently) while British (red) Light infantry hold Hougomont. In the centre, much of the British infantry is behind the hills. At the top, you can see several French units reduced to minimum strength. The empty hexes beyond that extend the board even further to give a staging area for the Prussians and the single black marker shows their progress towards arriving. And the score is 3:0 to the Allies.

The terrain hexes, by the way, are models borrowed by Mark from his friend Alan. You don't get stuff like this in the game box! It really adds to the visual impact, so many thanks, Alan.

Fighting continued to be back and forth and concentrated on the flanks, both sides being gradually whittled down. By lunchtime (in the real world!), the board looked much the same, but with slightly fewer units and a lot of damaged ones. The Allies had retaken Papelotte (picture on the previous page) and the score was 7:6 to us.

The other thing I thought significant was that the French had shifted several cavalry units leftwards. This took them from where they had a relatively clear path in front to behind the infantry fighting for Hougomont. It'll take them a while to get into action now, I thought.



Allied right: Hougomont is in the middle (still held by the British Light infantry) and that French cavalry is at the top of the picture

Cardinal Richelieu is said to have
claimed
The pen to be mightier than the
sword.
I hold this phrase to be badly framed
And, should I fight, my will

Is: to me the blade, to you the quill
And I will write in blood, I think.
And leave you to write in Ink.
† Maurice Danseur

Points Arising

Next deadline is 10th January

My thanks to the players who've been spreading the word. This has brought in four new players trying out the game and a new subscriber.

A couple of characters ended up doing nothing for a week or two. Their orders for that week were to "do A if X has happened", but didn't say what to do if it hadn't. Oops!

June is the start of a new season. **All characters start the month in Paris and all duels must be fought before anyone goes to the front.** Any vacant appointments not taken by player characters will be filled by NPCs – unless a post is appointed by a player character, who may order that it is left vacant (if you have an appointment or rank that allows you to appoint any posts, don't forget to check this).

June is the start of the campaign season. **All units listed on the "Army Organisation" table will be in action** (any volunteers will serve with the Frontier regiments). Characters who are part of one of these units can only avoid active service by resigning from their regiment and/or appointment.

Next turn is the last month characters can make investments for this campaign. The return on investments will be paid at the start of September.

One third of characters are not in the military or new for June. Unlike recent years, this is a big enough proportion that I will run June and July separately. Hence, I just need your June orders for the next deadline.

Welcome

Joining us this turn are: Richard Cronan, Rod MacDonald, Manoj Nair and Andrew Whiteley (returning after a long absence). Welcome (back) to *LPBS*, gents.

And Jon Dean joins us for next turn. Welcome, Jon, and enjoy the game.

Absent friends

The following did not get orders to me and suffered the consequences.

JH Jacques Hatt (Joel Halpern) has NMR'd. Total now 1
TPN Thibault Pinot-Noir (Tim Rattray) has NMR'd. Total now 1
X1 (Ray Vahey) has NMR'd. Total now 1

Notes

The *En Garde!* rules are available to *LPBS* players at a reduced rate: see

Arent waved to his old mate Octo for the last time as the Saardaam* left Le Havre harbour on its way to Jamaica. Looks like Octo will be fine, having inherited a sugar plantation from a distant relative on his mother's side. "Bon Voyage, Mon ami". Despite his hangover from last night's send off, Arent did not delay – Paris was stirring as the Armies prepared for the Summer Campaign and he was on a mission that Sammy Phipps* had instructed him on and time was his enemy. Time to get busy...

* [OOC: Stuart Turton, The Devil and the Dark Water (a most excellent read).]

To: Maurice Danseur

Dear fellow, how glad I was to learn of your recent arrival in Paris and I'm sure that you'll do well here.

In way of some sound advice, I would caution you in regard to any dealings with those two rogues Claude de Nord and Frank X Change. Both are reckless imbeciles and barely have an ounce of commonsense between them. It is rumoured that they may well be in the employ of the English and, as Deputy Commissioner of Public Safety, I am currently, along with my diligent Team of loyal underlings, investigating several leads with the aim, once I am formally appointed as full CPS, of arresting the pair of them. Do pop along to my Club for some refreshments and we can catch up on old times.

† Major Tiny Thierry Toothpick
Deputy Commissioner of Public
Safety

Poetry Corner

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

As summer comes, we serve our liege,
Travelling to the Front to besiege
Our enemies: they will not pass.
For the ladies of Paris we will yearn.
Until such time as we return
With memories, we'll raise a glass.
While at the Front we fight and sing,
Long Live France, Long Live The
King.

We fight for them come what may.
To those who come and fight with us,
But fall to sword or arquebus,
We remember. 'twas not their day.

† FXC

A wine merchant's boy, name of Cock,
Rode to Paris, all the way from Médoc.
Fame and fortune, too much,
He just hoped, as such,
To avoid being a complete laughing
stock.

† Cock à Trice

Toothpick resigned from the Royal
Foot Guard,
Which Regiment next for this known
retard?

He tried to join the Musketeers,
He was sent away with a flea in his
ear.

In De Nord's defence,
Toothpick's reference
Said, "Of this man stay wide,
'Twould be better if he was fighting
for the other side."

So to which Regiment
will his next application be sent?
Who will offer a haven,
To a man known so craven?



And then the Prussians arrived! Rather earlier than historically. They're the nasty-looking grey units at the side of the board, poised to take out those damaged French units.

A few turns and several eliminated units later and the score is 14:10 to the Allies.

Still the fighting is on the flanks. On their left, the Allies pushed the French well back from Papelotte and troops contested Plancenoit (originally behind the French lines) with what's left of the Young Guard.

On the right, the French cavalry finally arrived (once there weren't so many infantry units in the way) and Hougomont was cleared. And the French centre, led by the Old Guard, finally pushed forward towards La Haye Sainte.



The fight for Plancenoit is at the top, Papelotte is in the centre and there are more Prussians to get onto the battlefield

The French cavalry hacked its way through the Allied right and infantry took Hougoumont. This took the French into the lead. However, plucky resistance in their squares saw the Allied infantry hold off the worst until their cavalry arrived and took out the French horsemen.



Back on the right, Hougoumont is empty and the French cavalry incursion behind the Allied lines is almost over while Allied cavalry is working round the French left flank

On the Allied left the Prussians took Plancenoit and began rolling up the French right flank. It's almost over at 25:21, but could still go either way (as shown in the photo on the next page).

The last turns saw the French take La Haye Sainte in the centre, but Allied troops are round both their flanks and it's an Allied win 26:23. Phew! That was, as someone said, "the nearest run thing you ever saw in your life!" Finishing just before 5 pm, it was some seven hours of playing time (including lunch break) and I, for one, felt like I'd been concentrating for a long time.

I found it very different being CinC. For a start, there's a desire to micro-manage. To point out to each Corps commander what they should do with the card I've just given them. I think I managed to restrain this. Until the very end, when I couldn't resist directing the Allied cavalry on the right flank! The 'courier rack' mechanism (the CinC plays two cards each turn: one from hand, one from the rack that's available to both sides) makes for some tricky decisions on the combination of cards

Jerking and juddering along the pot-holed road, a cart passed by the cultivated fields of le Grange-Batelière farm outside the walls of the largest city in the world and continued on, forcing its way through the crowds on the Avenue de Ménilmontant.

As the cart finally reached the first inn in Paris a young man in good quality (but hopelessly unfashionable) clothes hopped down from the back and tossed a few coins to the driver. "Merci, Monsieur Coquin!" the young man called. "I shall seek you out if I have further need of your services."

"As long as your purse is as fat as your head," the driver replied with an avaricious grin, "I'm your homme!"

Cock à Trice (for it was none other than he) waved and turned to enter the inn. At last, time to rest for a moment or two and to enjoy some *vin*, some *pain*, and some *Saint-Marcellin*. And, since he has, at last, reached his destination, he treated himself to some *saucisson sec*.

An hour or so later, having recuperated and revitalised himself, he headed back out into the streets of south-west Paris and resumed his journey towards the centre of the great city.

"Paris!" he cried, "I have entered you! Next, I shall conquer you!" Although many of the locals turn to look at him, only one chose to respond: "Quel fou!"

Lord Percy Percy says, as ineffectual occupation of a post is fashionable, what a wonderfully fashionable Minister of State we have.

To the Most Honoured and Right Noble Lord, Count Greg de Bécqueur My Lord,

With all due reverence and humble duty, I take quill in hand to express my profound and boundless gratitude for the great favour Your Lordship hath shown unto me. The high influence which Your Lordship hath so generously employed on my behalf, persuading my superior officer to lay down his commission, hath brought to pass a most desired change in my circumstances, for which I am unworthy but eternally beholden.

The clemency and wisdom Your Lordship hath displayed in this affair do manifest those noble virtues for which you are renowned throughout the realm. I am emboldened to say that the fruits of your patronage shall not be found wanting, for I shall devote my service to proving myself deserving of such high beneficence and shall seek for further promotion of rank by virtue of martial service.

Praying that Heaven may long preserve Your Lordship in health and honour, I remain ever,

Your Lordship's most obedient and humble servant,

† Hugo Furst
Lt. Colonel in His Majesty's Service

Toothpick should surely be known as la visage grande?

Gentlemen, I am new to Paris and intend to stay here but for 1 month before I join a regiment and depart on Campaign. I trust that I shall have time to know you all better in the Autumn.

Your servant,

† Maurice Danseur

Press

Announcements

I seem to be without an aide. Anyone fancy the job?
† BeV

Last chance to Join France’s Premier Regiment before we depart for the front. Apply to RFG HQ.
† Beau Reese Jean Seine

**** 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

Matters of Honour

Apologies to my April duelling opponents. My message specifying the location appears to have got lost in transit. I waited, but eventually had to head off to the front. I’m sure we’ll have another chance soon.
† Baron Jenaux

Military Missives

Just a reminder to everyone, especially those in the Queen’s Own Carabiniers and the Crown Prince Cuirassiers, that we will be heading off to the Front next month (June 1676) to defeat the enemies of France. So please ensure that you say goodbye to your loved ones, as you may not be returning. For those in the Dragoon Guards, you may as well say goodbye

to your loved ones now, as your only use is as a meat shield.
† Viscount Thyme – Brevet Bdr-General, Queen’s Own Carabiniers

Social

Gentlemen of Paris,
During week 2, Miss Nifisent and I will again be dining at my club and be delighted to receive gentlemen and their ladies. Miss Nifisent will be discussing the new novel La Princesse de Clèves while I play the tables; refreshments at my expense. Unfortunately, this invitation does not include members of the Dragoon Guards as they continue to try and put holes in my aide, Captain Stanbul.
† Marquis Louis Renault

Personal

I hear the English are now setting fire to themselves and on 26th May 1676, 625 houses went up in flames, a shop that sold paint and oil being the source of the fire. Buildings were blown up to create a fire break and more souls perished in the Southwark fire than the Great Fire of London ten years earlier. Sacré Bleu!

Blast; Last month I wrote some orders but didn’t give them to the messenger.
† GdA

“The worse thing than being talked about, after all, is not being talked about.”
One of Oscar’s, I believe.
† Le Roi



The French have taken Hougomont (bottom – note the markers for infantry in square) and La Haye Sainte (centre), but the final action is taking place around Plancenoit (top)

to play for which sections of the battlefield. And whether to play a card just because it’s good for the other side. I did once make the error of playing both cards from hand, but was quickly corrected! And, as CinC, I did miss the cut and thrust of rolling the dice.

It was a terrific day's play and a battle that was a good fight all the way through. My team did a sterling job, we had worthy opponents and huge thanks to Mark for setting this up and doing the donkey work (we did all help pack up, you'll be pleased to hear).

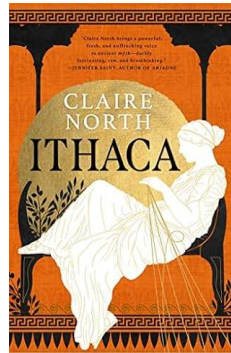
Mark organises games like this at several conventions and you can read his report of this game (with lots of better quality photos) on BoardGameGeek: boardgamegeek.com/blogpost/167327

And that concluded my **MidCon**. Thank yous and goodbyes said, it was an uneventful drive home, despite the satnav's best efforts. Keep an eye on the **MidCon** website for news of the 2025 event: midcon.org.uk

Reading Matter

I'm still catching up with Claire North's books and the latest I've read is *Ithaca*, which I found a real departure from her previous stuff. We are back in Ancient Greece for a female angle on the Odyssey. And this is firmly in Homer's world as the Gods and Goddesses are very real – made clear when we discover our narrator is Hera.

It is set in Odysseus's kingdom, Ithaca. It is years since the fall of Troy and most of the Greeks have returned to their homes. Apart from Odysseus and his men. So Penelope, his wife, is ruling in his stead and fending off the suitors who have arrived to woo her (and the throne) on the assumption that Odysseus is dead.



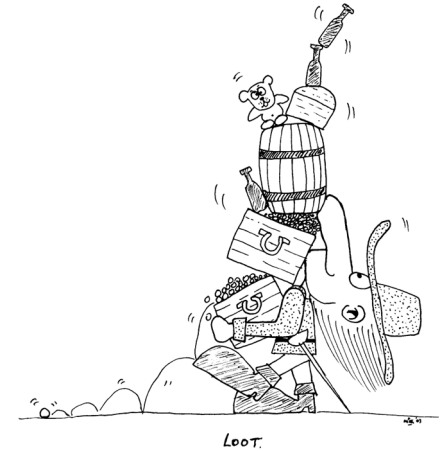
This much we know from the Odyssey, but what North gives us is her imagining of Penelope's story. She is in a precarious position as it's only the uncertainty of her husband's fate that allows her to remain in charge. And Ithaca is not a rich land, so she's being eaten out of house and home by the growing number of suitors, each with their entourage. She's under pressure to choose one of them, any of them, to resolve the uncertainty. However, she is well aware that this will provoke fighting – if not outright war – with the rejected men.

Aided by other womenfolk (remember, the men sailed off to the Trojan war and haven't come back!) and furtive interventions by Hera, Penelope has to find a way through the machinations of the scheming suitors. Without them realising they've been outwitted by a woman. In Homer, of course, Odysseus and Penelope's son, Telemachus, plays a big role in this. Here, he's a rash, inexperienced youth whom Penelope is trying to protect.

Ithaca is an interesting take on Greek legends, but I did feel it dragged on a bit. Possibly because I was waiting for what I assume will be the climax of the story: Odysseus's return. Looks like I'll have to read the rest of the trilogy! The other

promotion takes him to brevet Brigadier-General. Lt-Colonel Hugh Jeneaux, who commands the Archduke Leopold Cuirassiers, becomes Colonel of the regiment. The Cuirassiers overrun the supply train trying to relieve a Dutch fortress, which is why there's so much to plunder. Col Jeneaux gets even more than the Brigade officers.

The two Dragoon regiments are in action, too, but separately. There's a brief Mention in Despatches for Major Charles PiedLuminaire in Princess Louisa's ("Jolly good show").



Grand Duke Max's get into a serious fight with Spanish cavalry that leaves both sides badly battered. It's the Spaniards who retreat, leaving the French horsemen to scavenge the field. A Mention for regimental CO Louis Severin Descartes ("That looks like a win") goes with over fifteen hundred crowns worth of scavenging. Lt-Col Alvin Charles is not so lucky. A Spanish sabre evades his guard and severs an artery. RIP. Major Elroi le Flingue doesn't take risks and only picks up just over five hundred crowns in loot. Captain Grenville d'Arkrite survives when his horse is killed under him. This is worth a brief Mention ("Oops!") and he gathers well over a thousand crowns worth of booty (and a fresh horse). New subaltern Max De Pay is clearly out of his depth and is cut down in the initial exchanges. RIP.

First squadron of the QOCs is attached to Frontier regiment 1. They pitch in to back up the regiment's attack. There are a couple of MiDs for Lt-Colonel Come Asiouar ("That's shown 'em!"), who is Knighted as a result. He amasses nearly two thousand crowns worth of booty. Captain Yve Stanbul still doesn't understand what's happened or what he's doing there. Right up until he's hit by a Dutch musket ball. RIP.

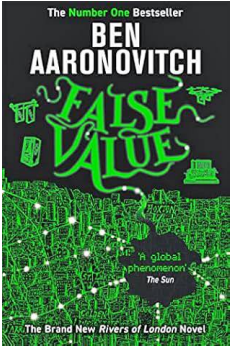
Frontier regiment 3 attacks, but is routed by ferocious Dutch defence. The attached first battalion of the King's Musketeers holds the line. Lt-Col Frank X Change is Mentioned in Despatches ("Way to do it!") and rewarded with the title of Baron. No booty for him, but there is a small gift from his CO. Second squadron of the QOC under (brevet) Major Ian Dediette is also attached and the horsemen stop the Dutch exploiting their advantage. Dediette's rank is made permanent along with a MiD ("That stopped 'em!").

Even the Royal North Highlanders have a rough month, but there's a Mention for General Rick Shaw who's volunteered to command a battalion ("Another moonlighting General"). ❖

Who was where – round and about				
Where	Week 1	Week 2	Week 3	Week 4
Bawdy houses	AH + FC: Mug 0 AA + FC: Mug 0		HWB + FC CaT + FC	MD + FC
FC = Female Company; Mug n = Mugged & amount lost; (G) = Gambled.				
Practising	ZUT - Rapier FdB - Sabre JJ - Rapier BS - Rapier FS - Rapier ZvT - Rapier BLC - Sabre JdG - Rapier BRJS - Rapier BdLS - Cutlass LR - Rapier	ZUT - Rapier NM - Rapier BN - Sabre BS - Rapier FS - Rapier BLC - Sabre JdG - Rapier BRJS - Rapier AA - Rapier BdLS - Cutlass	ZUT - Rapier FdB - Sabre NM - Rapier BN - Sabre BS - Rapier FS - Rapier JIT - Sabre BLC - Sabre JdG - Rapier JdA - Rapier BRJS - Rapier AA - Rapier BdLS - Cutlass LR - Rapier	NM - Rapier BS - Rapier JdG - Rapier AA - Rapier BdLS - Cutlass LR - Rapier
Regimental Duties	LT*	LT*		
Doing nothing	CdF		CdF	LT CdF
Parading around Paris		TTT		
'Exercising'		CaT		CaT
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. * Despite not being in a regiment				

thing that’s noticeable is that every female character was being or had been badly treated by men. Even the Goddesses are oppressed by the Gods – Hera has to operate surreptitiously so that she doesn’t attract Zeus’s wrath for acting independently. There is the odd decent male character, though, so they’re not all bad.

I have not neglected Ben Aaronovitch’s “Rivers of London” series, book 8, *False Value*, being my latest. I’ve mentioned before Aaronovitch’s predilection for geeky cultural references and this book goes deliciously over the top with them. That’s because our hero, Peter Grant, has left the Metropolitan Police (has our trainee wizard has caused too many unfortunate incidents?) and is working in security for the Serious Cybernetics Corp. Yes, it’s the fiefdom of an American technology billionaire (think Elon Musk et al) who has a thing about Douglas Adams’s *Hitchhiker’s Guide to the Galaxy*. Everything in the business is a reference to that radio/TV series/book/film (definitely think Elon Musk). Hence, Peter is a Vognon.



Of course, as we quickly discover, Peter’s actually working undercover as some serious magical shenanigans is suspected. Involving Ada Lovelace, fairground organs (that’s musical devices, not body parts), a computer called Deep Thought (natch) and loads of evil drones. On top of this, Peter’s other half, Beverley, is heavily pregnant, so he’s got plenty to worry about.

The story is a great romp with a fitting final showdown and I had trouble putting it down. One of the interesting developments in this book is that the Folly (HQ of the Met’s wizards; both of them) seems to be more closely integrated into the Metropolitan Police and its modern ways of working. And then there’s a mention of the board game *Battlestar Galactica*. Hands up all those who think Aaronovitch is definitely a gamer! And I’m hanging fire on the next book – I don’t want to run out too soon.

Games Events

The latest Raiders of the Game Cupboard games day in Burton-upon-Trent (at the Waterside Community Centre) is on4th January 2025. It’s described as “an event for people like us who just want to take a day off real life and have fun.” What more could you want? Details at: www.raidersofthegamecupboard.co.uk

Handycon 15 follows a couple of weeks later: 17th-19th January at the Delta Hotel in Milton Keynes. By all accounts a friendly, fun convention that’s mostly open gaming. There are some organised games, including demos from publishers and designers, a few exhibitors and a Bring ’n’ Buy. Details from: www.handycon.co.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. October 2025, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.spiel-messe.com/en

MidCon: early November 2025 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

Fictionary Dictionary

Past time for a new all-reader game and I’m returning to an old favourite.

This game is open to all readers and I guess most of you will have come across some variation of it. Each issue I will put up a couple of obscure (or not) words. Anybody who wants to participate writes in with a fictional definition for each word. (For example: “Geranium: a ceremonial dagger used by Aztec priests for human sacrifice.”) I publish the definitions, anonymously.

All readers (not just those who contributed) vote for their favourite definitions (any vote for yourself will be ignored). Players score points for the number of people who choose their definition. (In other versions of the game, the definitions include the correct one and players get points for spotting it. However, the internet makes this too easy, so I’ve left this bit out.)

We’ll run this for 10 rounds/issues. The winner will be the player with the most points at the end.

The first two words are: **Champertry** and **Imbricate**.

Send your made-up definitions to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or to TWJO@pevans.co.uk by 10th January 2025

Who was where – with the ladies				
Where	Week 1	Week 2	Week 3	Week 4
Elia	BN succeeds			Out
Guinevere	Out	Out TC fails		Out
Justine	BRJS succeeds			Out
Kathy	Out	Out	Out ZVT fails	Out
Lois				
Lois's doorstep	Cat MD	MD fails		
Morgane	Out	Out	Out TC fails	Out
Violet	Out	Out	Out LT fails	Out
What's 'er name	TC fails			
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.				

of funds after just four bets. In part, that's because he was already out of pocket from the previous week's gaming (two wins, two losses and a cut).

Beau Reese Jean Seine (with Justine) is host at the end of the month and attracts a rather larger crowd. This is noteworthy for continuing the spat between new Cardinal's man Thierry Toothpick and Musketeer Claude de Nord. This time, however, Thierry has the support of his CO, Zeold von Tu.

Another event of note is Hector William Booth standing around outside Bothwell's for half the month, apparently unaware that his expected host, Alvin Charles, is in action.



When it comes to courting, Maurice Danseur's persistence is an example to us all. Shame it doesn't pay off, despite the "book of sonnets of Élisabeth Sophie Chéron." Terence Cuckpowder flits from doorstep to doorstep and is completely confused one week when he can't remember the name of the woman he wants to visit. All in all, it's a catalogue of failures this month – unless your name is Beau. Clearly the "flowers and a caged songbird" worked for Lt-Col Nidle. And Seine is Minister of State.

For a week Paris resounds to the cries of "Tiny" Thierry Toothpick and his Tangerine entourage. They parade around the city carrying banners calling for Toothpick to be made Commissioner of Public Safety. They make several passes in front of the King's Musketeers' barracks where extra banners

decry Claude de Nord as a fool and an imbecile!

Ups and downs – and booty

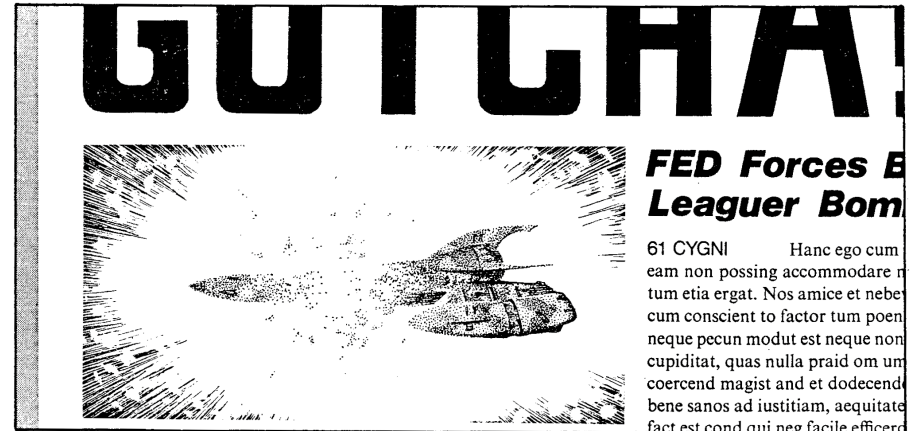
For the last month of Spring, the Frontier regiments keeping the Dutch busy are joined by lots of cavalry. And the First Foot Brigade. Neither regiment in the Brigade does well and Percival Puffington, leading the Picardies, survives handily. All kudos goes to Brigadier Henri DuShite. His personal bravery earns him a Mention in Despatches and he collects almost fifteen hundred crowns worth of loot.

In the half of the Heavy Brigade that's in action, there are promotions all round. Brigadier Ben e'Volence is brevetted to Lieutenant-General and takes over the vacant command of the Cavalry Division. He is Mentioned ("A fine display by the heavy horse") and takes the best part of two thousand crowns as his share of the booty. The same amount goes to his Brigade Major, Stephane Etrange, whose

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

Turn 8

The blockade by MADNESS & MAYHEM suddenly shifted to Mu Herculis where, despite its attempts to evade, Mariner was destroyed. Part of its cargo was salvaged, it is assumed, given planetary Defence Forces here have also been unable to contact the pirates.



Trading was dominated by ROCKET TRADERS this quarter again. Starting with their selling 5 Spice for 7 HTs each at Epsilon Eridani, where SOLAR SPICE & LIQUORS sold 12 Monopoles for 17 HTs apiece using agent Crip's abilities.

ROCKET TRADERS were presumably intending to trade at Mu Herculis, but COSTA NOSTRA COFFEE INC. left without competition, sold 6 Isotopes for 11 HTs each and became Dealers.

At Sigma Draconis ROCKET TRADERS overbid TREKBOER, buying 10 Alloys for 5 HTs each and gaining a Dealership, leaving the bid of 2 ignored. ROCKET TRADERS then bought 5 Isotopes on Contract and sold 10 Monopoles for 15 HTs apiece, to gain yet another market position. TREKBOER sold 5 Spice for 7 HTs each and can count themselves lucky to have done so.

At Beta Hydri ROCKET TRADERS sold 7 Isotopes for 6 HTs each and got a Dealership. COSTA NOSTRA COFFEE INC sold 11 Monopoles for 15 HTs apiece and took a Dealership for themselves. However, ROCKET TRADERS were not finished: they sold 11 Spice at 12 HTs each and gained a Contractorship.

TREKBOER landed a ship on Planet at Tau Ceti, taking OP 19 and buying a large quantity. ORCA was launched at Beta Hydri with A class crew and 6 Cargo Pods.

ROCKET TRADERS loaded Passengers for two spaceports and kept their feelings quiet.

COSTA NOSTRA COFFEE INC Launched their new ship, Chilli Coffee, with A class crew and 6 Cargo Pods.

MADNESS & MAYHEM may be taking comfort from Planetary Defence Forces not intercepting their ships in Mu Herculis System Space, though its luck can't last forever.

SOLAR SPICE & LIQUORS loaded passengers on one ship and launched their Piccolo hull, Sulawesi, while hiring Agent Dragon at Epsilon Eridani and buying 2 more Spice Factories at Sigma Draconis.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol			Init'v Bid	Turn order	Cash Rep		Player
A Costa Nostra Coffee	10	0	1	5	3rd	296	30	Mark Cowper
B Madness & Mayhem	7	5	0	15	1st	12	15	Anthony Gilbert
C Solar Spice & Liquors	5	3	4	0	5th	429	40	Paul Evans
D TrekBoer	2	7	2	8	2nd	35	30	Mike Dyer
E Rocket Traders	10	0	8	7	4th	361	40	Przemek Orwat
N under Initiative Bid means No move received, F indicates the Corp was floated								

News

OP 19 was taken (from Turn 10) by TREKBOER this turn.

Turn 10 B9, P3
Turn 11 B5

There are two new News chits this turn. The current list (new chits in bold) is:
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.)

GM Notes

IF you want to take an illegal news chit, such as Slaves, Weapons, or Tempus. you have to land ON PLANET. Being in the Spaceport or System Space doesn't cut it.

When building ships: turn 1 order and lay down a hull in a named shipyard. Turn 2 order and pay for pods and crew (if not done on turn one) and ship launches. You can load it at the end of the turn, but it will not jump until Turn 3.

Orders to Mike Dommnett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommnett@yahoo.co.uk
by 3rd January 2024

Who was where – at the other clubs				
Where	Week 1	Week 2	Week 3	Week 4
Bothwell's	TTT + Madelaine MdG + Chris CdN + Kathy	ZVT + Lucy MdG + Chris	TTT + Madelaine . MD MdG + Chris CdN + Kathy	
Outside Bothwell's				
Hunter's				
Frog & Peach				
Shows who was in or outside a club: . = Toadying to character above; (G) = Gambled; CP = Crown Prince; (id) = expected host.				
	HWB (AlCh)	HWB (AlCh)		
	NM + Vera HF + Violet TB + Belle JdA	HF + Violet	HF + Violet TB + Belle	
				AH

Louis SD isn't finished yet. Together with Zeold von Tu, he persuades the commander of Princess Louisa's Light Dragoons to make it both regiments of Dragoons going into action. "Wouldn't it be amazing if the whole Dragoon Brigade rides out... Together... Like in the old days," he sighs, nostalgically. PLLD Major Charles PiedLuminaire is less happy. And Louis still finds time to invest some cash in "Commerce" stocks while simultaneously appointing himself preferred Arms supplier to the Field Army. The benefit of being Army QMG.

First squadron of the QOCs heads to the war, too, courtesy of its CO, Major Ian Dediette. The reluctant man here is Captain Yve Stanbul.

With General Rick Shaw volunteering for the RNHB, over 25% of Parisian society is out of town this month.

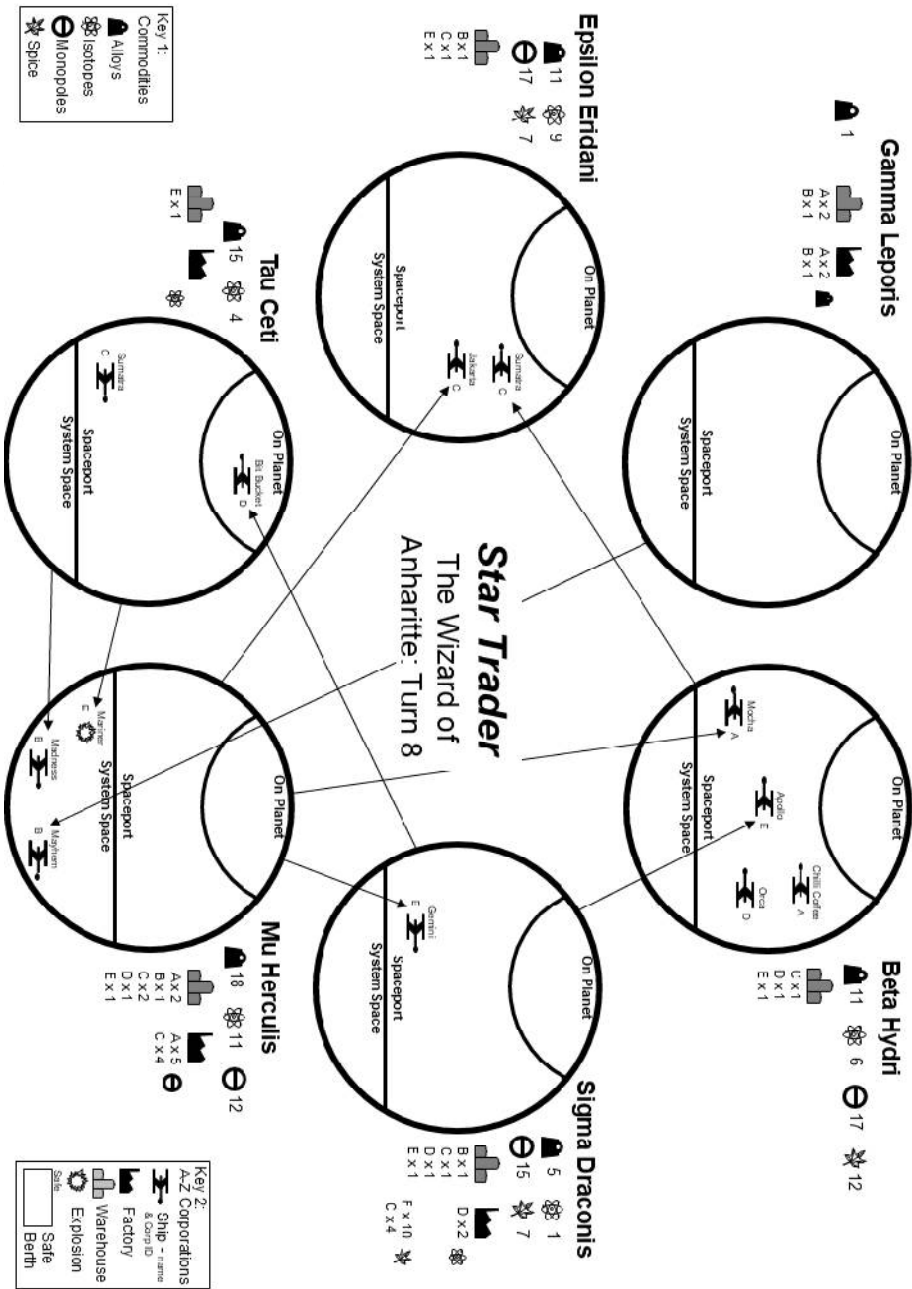
The dice can smell fear...

The depleted numbers mean smaller parties this month. Louis Renault and Maggie Nifisent host one of these (week two in the Fleur). Louis tries his luck at the tables: a win, a loss and a cut at 200 crowns a time leave him down a hundred crowns and a bit shamefaced. Camille de Polignac shows him how it's done with his 600-crown bets. He gets one win, but a string of losses sees him run out

Who was where – at the Fleur de Lys

Where	Week 1	Week 2	Week 3	Week 4
Fleur de Lys	JiT + Guinevere GdB + Bette CdP(G) + Morgane	JJ + Jacky CdP(G) + Morgane LR(G) + Maggie FdB + Freda JiT + Guinevere TB + Belle JdA + Carole CdF GdB + Bette CdN + Kathy	JJ + Jacky GdB + Bette CdP + Morgane	TC BRJS + Justine ZUT + Laura FdB + Freda BN + Ella JJ HF + Violet FS + Fifi JiT + Guinevere TB + Belle TTT + Madelaine ZvT(G) HWB AH BLC + Eve JdA + Carole MdG + Chris GdB + Bette CdN + Kathy CdP + Morgane

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



Games from Pevans

Hand picked board games since 2004



Caracas

The latest from Corné can Moorsel: following the lead of 18th century explorer Humboldt, players document the South American landscape and wildlife. By laying tiles. The trick is to match up terrain and provide the environment for the animals.

For 1-5 players, aged 9+, playing time 20-40 minutes: **£20.00**



Funkenschlag (Power Grid): Outpost

I'm fascinated: the central mechanisms of *Power Grid* merged with mechanisms and the setting from vintage space game *Outpost*. So you're building power plants for human colonies on a new planet. With knobs on.

For 2-6 players, aged 12+, playing time 90-120 minutes: **£47.00**



Keyflower

Not-a new game, but I am so pleased to have this absolute classic back in stock. This is the original from R&D and Huch!

For 2-6 players, aged 12+, playing time 90-120 mins: **£40.00**



Robo Rally 30th Anniversary Edition

Robots racing around a dangerous factory floor! Players program their robot and then watch it all fall apart. The 30th Anniversary edition has been blinged up and the player count increased to 8. It's still mayhem.

For 2-8 players, aged 12+, playing time 45-90 mins: **£100.00**



Sail or Die

A card game where players aim to shed their cards. However, this time they start with points and try not to lose them. Though I still don't understand the title.

For 2-5 players, aged 10+, playing time 20 minutes: **£16.00**



Online at www.pevans.co.uk/Games

Balzac Slapdash and Justin Thyme return us to the regimental quarrels: Dragoon Guard versus Queen's Own Carabinier. Balzac is the man with the rapier, Justin the one with the sabre. This time it's the rapier-wielder who is more skilled, but Justin has Rick Shaw and Xavier in support. The two men attack together, the rapier's lunge deflected by the sabre's slash. Justin is the quicker to follow up and his cut draws a surrender from the Dragoon Guard. After this, Balzac is too injured to meet the other QOC he was due to fight, Yve Stanbul.

Military shenanigans

The question is, is Beau Reese Jean Seine trying to tell Martin de Garnache something? He has requested that the senior Major in the Royal Foot Guards resign. And that's Martin. Who's also Guards Brigade Major. Maybe being absent from the regiment in Brigade HQ is the problem...

Having borrowed a bit of money, new boy Cock à Trice applies to the 27th Musketeers. He's turned down, which rather puts a damper on his month.

The 53rd Fusiliers receive an application from the fresh face of Louis Travers, but CO Armand Alsace rejects it. Despite this, Louis turns up at the barracks several times through the month, offering to sweep the yard, muck out the horses, join in fusil drill and generally work with the Privates.

Chemin de Fer is out of luck with his application as well. He goes for the Royal Marines, but they don't want him. His month is spent twiddling his thumbs.

New arrival Max De Pay is better organised: he borrows some cash and is signed up for Grand Duke Max's Dragoons by Louis Severin Descartes. He buys the rank of Subaltern, along with the obligatory horse.

Zeold von Tu commands the Cardinal's Guard and, in this role, allows "Tiny" Thierry Toothpick to join their august ranks. Despite the bailiffs forcibly recovering his debts to the moneylenders (with double interest), the little man is able to buy his way to Major in his new regiment. He refuses Maurice Danseur's request for a loan, instead giving him several hundred crowns. And remembers to pay his Tangerine entourage.

M Danseur is new to Paris and doesn't bother joining a regiment, despite that funding from Thierry. This is a shame as Louis Severin Descartes offers to make him his Aide, apparently assuming that Maurice is joining the GDMD as well.

Maurice's reluctance may be because he knows Louis is about to volunteer the regiment for active service in advance of the summer campaign. This certainly takes his officers (Lieutenant-Colonel Alvin Charles, Major Elroi le Flingue, Captain Grenville d'Arkrite and Subaltern Max De Pay) by surprise – they all had other plans for the month.

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 21). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

Orders for June 1676 to Pevans at
180 Aylsham Drive, UXBRIDGE
UB10 8UF, UK or
lpbsorders@pevans.co.uk
by 10th January 2024



May 1676 (387)

May is the last month before the soldiers leave Paris for the summer campaign. Time, then, for a last visit to their favourite drinking establishments and ladies. Or to make it four months in a row fighting the Dutch and their allies. How many would choose the latter option? We shall see.

First, there are some matters of honour to be settled before Parisians don their uniforms and get down to the serious business of fighting the country's enemies. We start with Claude de Nord, commander of the King's Musketeers, taking on Zeold von Tu, commander of the Cardinal's Guard. Claude has his inappropriate sabre and the greater expertise. Zeold has his expected rapier. First blood goes to Zeold as he lunges past Claude's block. Claude comes back with a slash to even things up. However, Zeold's blow was the start of a furious lunge and his cut is the next hit. A second slash evens things up again and Claude's relative experience lets him strike again with a cut of his own. That's enough for Zeold: he surrenders, conceding the field.

Terence Cuckpowder and Thomas de la Lune have a disagreement to settle with their swords. In Terence's case, this is a sabre, while Thomas has a rapier. Terence also has greater skill. And massive biceps. Not to mention Xavier Ulric Turenne as his second – Jean d'Aubergine backs up Thomas. Thomas watches as Terence goes through several defensive manoeuvres and then hits him with a lunge. Terence replies with a slash and takes a slash from Thomas. Terence's second slash hits hard and is followed by a cut as Thomas recovers his guard. And that's quite a cut! There's a look of surprise on Thomas's face as his lifeless body falls to the ground. It's generally felt that Terence won that one.

Troodos (Railway Rivals game 18 – RR2528CY)

Turn 9

Race results

Race	From		To		MT	CR	AGTM	III
13	62	Famagusta	21	Polis	10-3	10JR		10JR+3
14	54	Kythrea	12	Paphos	20			
15	33	Lefkara	46	Nicosia	20-1	+1		
16	14	Episkopi	31	Paleokhoro	5-4	20-3	5+7	
17	55	Akanthou	26	Troodos		10		20
18	64	Trikomo	42	Morphou		20		10
TOTAL					47	48	12	43

JR = Joint Run; ERP = Exchange of Running Powers

MEDITRAINEAN seem to have kept their lead, though it is narrowing. ALL GREEK TO ME had one of those turns when nothing was useful for him. CANTERBURY RAILWAYS scored best this round by a single point margin and IRONHORSE INTERNATIONAL are chasing the leader.

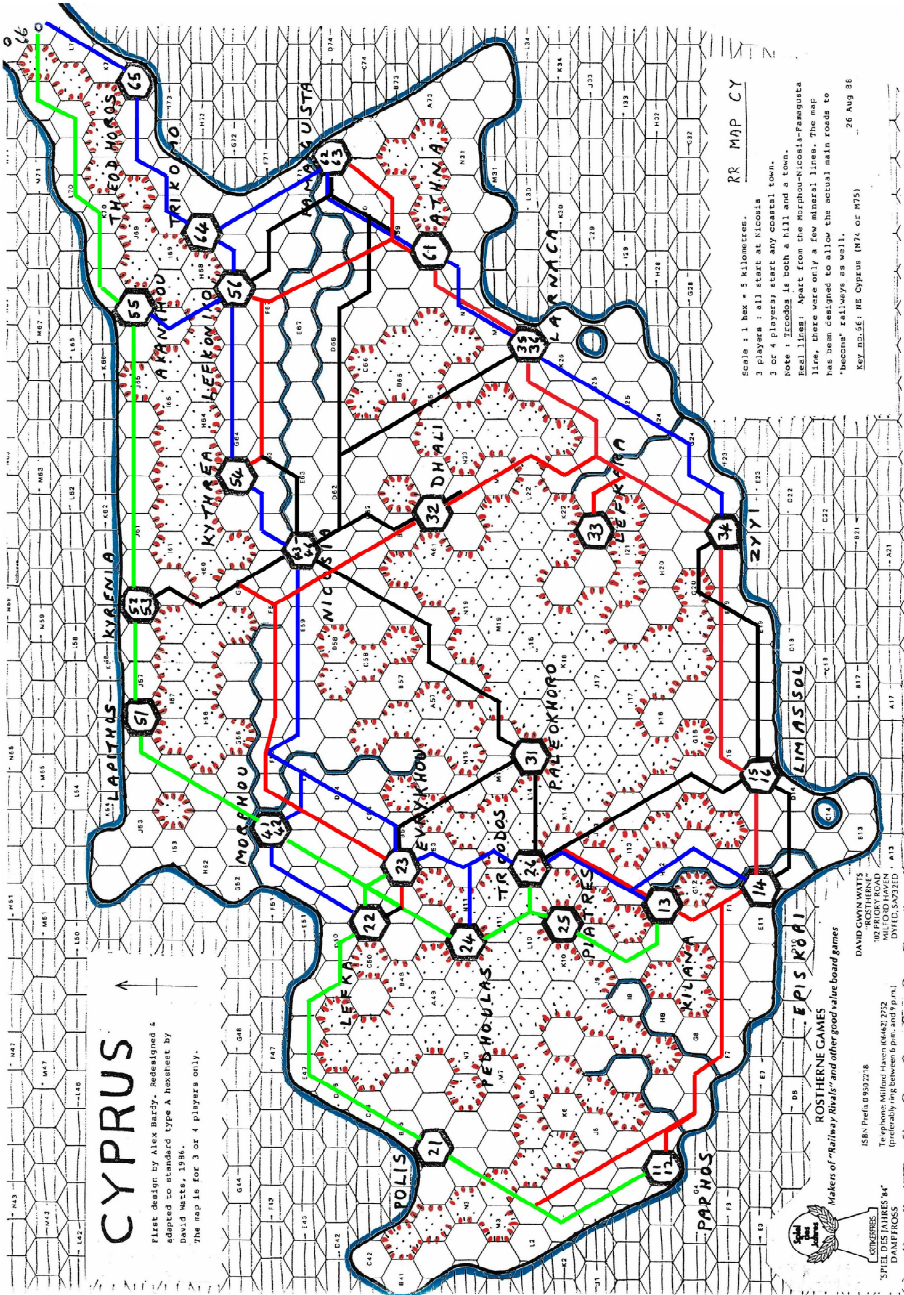
Builds and Points

MediTrainean (MT), Anthony
Gilbert – Red
Starts: Larnaca
Builds:
(B51) – Lefka
(F63) – E63 – Nicosia
Points: 147 -6 +47 = 188

Canterbury Railways (CR), Rob
Pinkerton – Blue
Starts: Famagusta
Builds:
None
Points: 102 +48 = 150

All Greek To Me (AGTM), Mike Dyer
– Black
Starts: Kyrenia
Builds:
(F19) – G20 – G21 – Zyyp
Points: 79 -7 +12 = 84

Inland Ironhorse International
(III), Chris Rudram – Green
Starts: Lapithos
Builds:
None
Points: 134 +43 = 177



Next turn’s races

Race	From		To	
19	13	Kilana	42	Morphou
20	25	Piatres	34	Zyyi
21	36	Larnaca	63	Famagusta
22	54	Kythrea	14	Episkopi
23	53	Kyrenia	22	Lefka
24	61	Athna	41	Morphou

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 6 from your points (**including payments to others**) to build track.

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

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by 3rd January 2024

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