

That would be enough

This has been issue 75 of *To Win Just Once*, published 24th May 2007. It incorporates *Les Petites Bêtes Soyeuses*, a postal game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2007

Deadlines

Orders for *Star Trader* and *Railway Rivals* to Mike Dommett by 1st June.

Orders for *Les Petites Bêtes Soyeuses*, *Great White Hunter* shots and any other contributions to Pevans by Friday 8th June 2007.

(Further deadlines for 2007 are, 6th/13th July, 10th/17th August, 14th/21st September, 19th/26th October, 23rd/30th November.)

Subscriptions

TWJO is published on paper and online (as a PDF) at www.pevans.co.uk/TWJO. How to buy or subscribe to the paper edition is detailed below. The PDF edition is free.

If you want to play in any (or all) of the games in TWJO, you have two options. You can subscribe to the paper edition, the cost of which includes playing the games. Or you can take the PDF edition and pay the "games only" subscription.

Here are the subscription rates for the paper edition, including postage (and VAT at 0% – for EU subscribers), depending on where you live. To subscribe, send a cheque or postal order (payable to Margam Evans Limited) in pounds sterling to TWJO, 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK.

Paper edition	UK	Europe	World
Single issue	£2.00	£2.50	£3.00
Subscription (11 issues)	£20.00	£25.00	£30.00

I also accept payment via PayPal: send your payment to TWJO@pevans.co.uk (this will be shown as Games from Pevans). Don't forget to include your address.

For the games only subscription (including VAT where necessary) send a UK cheque, a postal order or pay via Paypal, as above.

Games only	UK & Europe (VAT @ 17½%)	Rest of world (tax free)
Per game turn	£0.50	£0.50
11-turn subscription	£5.00	£5.00

Games played

If you are interested in playing any game, please let Pevans know.

En Garde! Pevans has room for more players in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: www.engarde.co.uk

Railway Rivals Time to start a new game: who's interested? We provide rules and a working copy of the map.

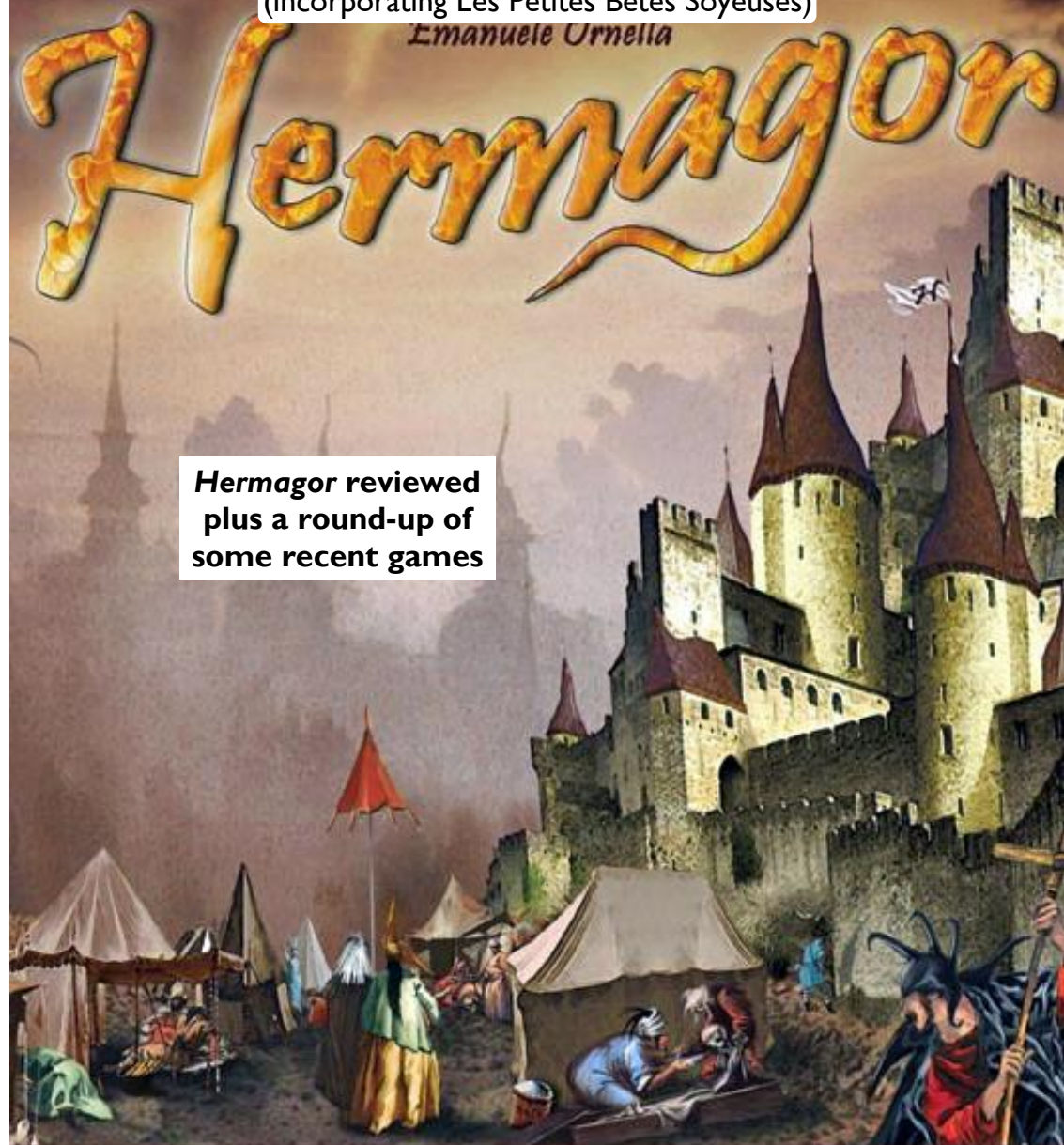
Star Trader Colin Parfitt, Thomas Frost, Mark S Robinson and Jerry Elsmore are waiting for the next game. Rules provided.

Printed and published by Margam Evans Limited, 180 Aylsham Drive, Uxbridge UB10 8UF
Tel: 05601 480486 E-mail: TWJO@pevans.co.uk Web: www.pevans.co.uk/TWJO

To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Emanuele Ornella



Contents

	Page
Contents.....	2
Chatter.....	3
Beer drinking.....	3
New games round-up.....	3
<i>Hermagor</i> reviewed.....	7
Science Fiction.....	10
Games Events.....	11
Credits.....	12
St Mary's.....	13
<i>Railway Rivals</i> game 4 – Turn 12.....	13
Notes.....	13
Ribblehead Viaduct.....	14
<i>Railway Rivals</i> game 5 – Turn 7.....	14
GM Notes.....	15
Mission of Gravity.....	16
<i>Star Trader</i> game 3 – Turn 18.....	16
Corporation Table.....	18
Press.....	18
News.....	18
GM Notes.....	19
Great White Hunter.....	20
Turn 8.....	20
Les Petites Bêtes Soyeuses 201.....	22
August 1660.....	22
Press.....	27
Despatches from the Front.....	27
Announcements.....	27
Social.....	28
Regimental Letters.....	29
Personal.....	29
Poetry Corner.....	30
Points Arising.....	31
Announcements.....	32
Applications.....	34
Duels.....	35
New Characters.....	35
Tables.....	35
Other Appointments.....	35
Battle Results.....	36
Army Organisation and Summer Deployment.....	36
Brigade Positions.....	36
Frontier Regiments.....	36
Regiments Organisation.....	37
Hell Hath no Furry.....	37
The Greasy Pole.....	38
That would be enough.....	40

Chatter

Those who get the paper copy of *TWJO* may have noticed a slightly different look to the cover of the last couple of issues. My venerable inkjet printer (well, technically a bubblejet, but who's counting?) finally gave up the ghost in February. So I now produce the cover (like the inside pages) on the colour laser printer. This has the advantage of giving a better colour match, but it can't print right to the edge of the paper. This was a useful feature (to me!) of the old printer (professionally produced magazines are printed on over-sized paper and trimmed to size). Now, however, there is a white strip around the edge of each cover. Of course, I could trim *TWJO* down to remove this strip, but this would make it even less than A5-size. Any comments/thoughts out there?

Meanwhile my website has been attracting people searching for the "Viking Fury" (over 800 visitors), "Puerto Rico" (400-odd) and "Feudo" (350) games (less than 70 were looking for "Paul Evans" or "Pevans"! in April. My Spiel '05 report also had lots of visitors (600), though it didn't include any of these games. More appositely, the PDF edition of *TWJO* 74 was downloaded 154 times in April. *TWJO* 73 was downloaded 92 times. And the *LPBS* rules 70 times! Who are all these people reading the rules?

As one *Railway Rivals* game ends, Mike Dommett is already thinking about the next one. "I have two maps I'd like to try:- Yorkshire and Severn Valley," he suggests. Those both sound interesting, so I suggest anyone who'd like to play lets me know (with any preference for the map).

This issue I'm catching up with some newer games and there's a full review of *Hermagor* – and the return of my SF column. But first...

Beer drinking

Well, not only did I miss the London Drinker Beer Festival earlier in the year, I was away for this year's Ealing Beer Festival! Well, at least I shall be around for this year's Great British Beer Festival (7th - 11th August at Earls Court). The afternoon of Thursday 9th sounds like a good bet to me. Who wants to join me?

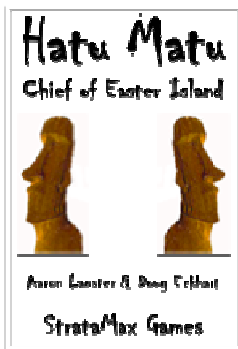
New games round-up

I thought I'd take this opportunity to give you some notes on the new games I've been playing in recent months – particularly those I played at this year's Gathering of Friends in April. These include some of the games from Spiel '06 that I hadn't played yet and some of this year's first releases.

I didn't really notice *Battlelore* at Spiel last year, but it's the big game from Days of Wonder. Designed by Richard Borg, it's essentially the latest development of the *Battle Cry*, *Memoir '44*, *Commands and Colors: Ancients* series of simple wargames. This deals with the problems I found with *Ancients* by simplifying the types of units and the differences between ranged and hand-to-hand fighting. The wargame side is essentially medieval: armoured knights, men at arms and archers. On top of this is a magic system. As well as cards for military manoeuvres, each player has a few magical spell cards. These need lore to be cast – the more powerful the spell, the more lore needed. Players get a choice of lore or spell cards each turn and can also generate lore when they roll the combat dice. I was pleasantly surprised to find all this plays rather well. The wargame part works fine on its own. The magic system provides variety and more options for players and is straightforward to play.

Formidable Foes from Rio Grande (*Fürchterliche Feinde* in its German incarnation from 2F) is Friedemann Friese's take on dungeon bashing. It turns out to be more of a race than anything else as the players build up their strength by beating the early, weak monsters. This lets you take on stronger and stronger opponents. As you'd expect, you get more points from more the bigger beasties. So the race is to get more powerful faster than everybody else. And to manoeuvre into the right positions to get the right monsters. However, the way to be successful in this game is to balance the acquisition of power chips for the next turns with gaining victory points. This is a clever game with tactical ploys that will reward repeated play.

StrataMax was at Spiel last year with several 'white box' games. These are a sort of pre-production version of a game. Everything's there, but the games haven't been prettied up for production. One of these was *Hatu Matu – Chief of Easter Island*, a strange little game that reproduces the rise and catastrophic fall of the Easter Island culture. Players roll colour dice to generate raw materials. These they use to quarry carve and erect Easter Island's famous statues. Or they use them to expand their tribe so that they can do more in subsequent turns. When the wood runs out you have a limited amount of time to finish off any statues on the go. It's a neat idea but, in practice, it seems too easy to build your tribe to the maximum. It then becomes a race to do this first and this depends on how the dice roll. Disappointing.



Mr Jack is a very nicely produced two-player game of hunting Jack the Ripper from Swiss publisher Hurrigan. Eight characters are deployed on the board that represents Whitechapel. The Ripper player draws one at random to be Jack. The police player has eight turns to identify and catch Jack. Jack wins if he escapes

off the board or survives to the end. Each turn players move two characters each, gradually working through the set. At the end of the turn, the Ripper player has to reveal whether Jack is in the light (next to a gas lamp or another character) or the dark. This allows the detective to gradually whittle down the suspects. To add to the fun, each character has some special power that can make things easier – or harder. This is a clever game that provides an entertaining challenge for two players.

Notre Dame is another intricate game with lots of different ways of scoring victory points. This is alea's 2007 game and was designed by Stefan Feld – Rio Grande produces the English language edition. The game is played over nine turns on a board centred on Paris's cathedral of Notre Dame. Around this are as many city 'quarters' as there are players. What you can do in a turn is controlled by the action cards in your hand. Players have some control over this as they pass cards round and each gets some idea of what others don't want to use. Actions let players get cash and place cubes on the board, which gets them points or special abilities. Players also have to try to keep down the number of rats or the plague breaks out and they lose points and cubes. This didn't grab me in the same way *Vikings* did, but I suspect it will also be a hit.

Another Spiel release that I caught up with was *The Pillars of the Earth*, Mayfair's English language edition of *Die Säulen der Erde* (from Kosmos), designed by Michael Rieneck and Stefan Stadler. The game's theme is the building of a cathedral, to which the players contribute raw materials and workers. I was disappointed to



find that the nice wooden sections of the cathedral are only used to mark the end of the six turns that the game lasts. The turn starts with players allocating their workers to gain raw materials. Then they allocate pawns to the actions on the board. Pawns are drawn at random, with early placements costing money. Actions allow players to do various things, including buying or selling raw materials, gaining extra workers and, crucially, upgrading their workshops. At the end of the turn, players use their workshops to convert their materials into

victory points. After six turns, the player with the most points wins. This is an excellent game where players have to make the most of the opportunities afforded by the random elements.

One of the older games I played at the Gathering was *Railroad Tycoon*. However, we played on the India map available from Boardgamegeek. Apart from the different board, which is essentially triangular, the key feature of the game is that players first have to get a contract to connect specific cities. These give each player a distinct starting position and a jump in income/victory points once all the cities on the contract have been connected. There are also special rules for narrow gauge railways, which can be built more cheaply (very useful in the mountains), but need two locomotive points to use. It's a nice variation on the game, which seems (on one playing) to have enough room for each player to develop their own network without too much direct competition.

Thurn & Taxis: Power and Glory is a rather different sort of expansion set. You still need the original game to play it, but it's essentially a different game: a variation on a theme from designers Andreas and Karen Seyfarth. *Power & Glory* contains a different board – northern Germany and neighbouring areas – and cards for the cities on this board. The rules are slightly different too, but you need the playing pieces from the original game. At heart it's the same game: collect town cards and play them in the right sequence to make routes, placing 'house' pieces in the towns and getting victory points for different sets of towns. However, in this version of the game town cards can also be used to add horses to the player's carriage, which are needed to complete each route. This makes the core mechanic of the game subtly different and a clever variation of the original.



This year's big strategy game from Hans im Glück is *Wikinger* (*Vikings* is the English language version from Rio Grande), designed by Michael Kiesling. This is a game of intricately intermeshed tactical mechanisms. It starts with a clever bidding mechanism for getting Viking pieces and island tiles – and special action tiles. Then you have to deploy the Vikings on islands to get the different abilities – and victory points – of each colour. There are reasons to specialise in each colour, but just as powerful reasons to get a mixture. Balancing these conflicting demands is the trick to succeeding. Very clever stuff and I think it will be a big hit this year.

Hermagor reviewed

Like football (soccer to Americans), *Hermagor* is a game of two halves, as the saying is. Actually, it's more a game of two parts since the two sections are anything but equal halves. The first part is a clever and highly competitive auction. The second a logistics/delivery challenge. Emanuele Ornella's new game for Mind the Move and Rio Grande is excellent stuff and one of my favourite new games of 2006.

I should start at the beginning, though. *Hermagor* comes in a chunky box and has lots of nice wooden bits. The main part of the board shows the country and villages around the fictional medieval city of Hermagor. A network of roads between the villages divides the country into areas. Against each village are symbols that show what goods they buy and on each road is the cost of the journey. Each area also has a number of symbols to show what it can produce. The map part of the board fits round two tables. One (the market) is used for the auctions. The other shows the current prices (and values of production buildings) of the eight goods in the game.



Players get wooden pieces in their colour: marker discs for production and cylinders for buyers and their one merchant. Each player also has a stock of houses in their colour, though only a certain number are available each turn. On top of this, there are tiles, price markers for the eight goods and paper money. There's something rather appealing about a game that has paper money rather than pieces to move along a track. It's a tactile thing. Or maybe just nostalgia. Money is a major resource in the game and the measure of victory.

Some of the tiles show the number of move/sell actions (3, 4 or 5) that will be available to players each turn. The number and values of these used in the game depend on the number of players. At the start of the game, the appropriate tiles are shuffled. To begin each turn, the top one is turned over and players find out how many actions will be available in the turn. Each takes that number of houses in their colour from the stock.

The turn starts at the market. This is a 4 x 5 grid onto which tiles are placed at random (the number of rows filled depends on the number of players). The tiles generally give the owning player a notional stock of goods – of one or two types. Some also allow them to change the price. A few tiles give special actions, which can be very useful at the right time. In the first part of the turn, players place their buyers, one by one, in the market. They can go on a tile, between two tiles or at the corners of several tiles: each placement costs cash. Once all the buyers have been placed, players get income for the number of buyers they have in each row or column (**between** the tiles) – the more in a line, the more money. Then each tile goes to the player who has the most buyers around it. Ties are broken in favour of whoever is on top of the tile, then those by the side. Hence, putting a buyer on top of a tile gives most influence, but only over this one tile. While placing buyers at the corners affects several tiles, but has least influence on any one.

The second part of the turn involves the players moving their merchant marker around the road network to ‘sell’ their goods and establish shops. Each move costs the player however much is shown on that section of road. After each move, the player can sell goods where they have arrived and place a house – unless they already have a house there. Selling goods does not mean turning in tiles: players keep them and can sell the same good several times in a turn (in different villages). The sale brings in cash for the seller, according to the current price for that good. Players can opt to move and not sell, in which case they only have to pay half price for the move, but still have to give up a house. Or they can sell at the village they start at, place a house and not move. The number of houses available thus controls how many actions a player can take.

Apart from marking villages players have already sold at, the houses show their progress around the areas. When a player has a house in every village around an area, they get to place a disc on the production side of the price table for one of the goods shown in the area. This brings in some money, which gets smaller as more discs are placed for that good. There’s thus an incentive to be first to establish production for each good. Some areas show an H on a flag: this is an indicator of nobility and allows the player to place a disc on the ‘nobility’ row at the bottom of the price table. Here the values go up as more discs are placed.

The turn ends once players have completed their actions. The tiles go back into the bag, the next action tile turned over and it’s time to visit the market again. After all the turns have been played, players get some bonuses. To start with, there is cash for each row of the production/price table that players have at least one disc on. The amount they receive depends on the price of the good, giving a further incentive for pushing up the price of the good during the game. Each player gets a second bonus according to the number of houses they have in the three sections of the country (bounded by the rivers). It’s the smallest number

that matters, giving players an incentive to spread their houses widely across the board. Finally, the player(s) with the most houses on the main road gets a bonus and the player(s) with the fewest loses the same amount. The winner is the player with the most money at the end of the game.

There’s a lot to think about in *Hermagor*. While you get some cash for placing your buyers, most money comes from selling goods and, particularly, the bonuses for production buildings (discs) at the end of the game. To my mind, the market is the core of the game as, in the second part of the turn, players want to move to villages where they can sell goods. So first they must have the goods. There is thus a premium on planning ahead. Know where you want to go in the second part of the turn and you know what goods to bid for at the market. Though this is also influenced by which tiles are available and what the other players are after. Getting involved in a bidding war is painful and often provides bargains for those not involved.

It’s also worth looking ahead to the end-of-game bonuses, particularly for production discs. Again, identify what you’re after and you know which areas will be useful and thus which goods (and price changes) you need. As always, though, you have to trim the sails of your strategy to the changing winds of tactical opportunity. With its carefully interlocking mechanisms, *Hermagor* provides a fascinating challenge. And the vagaries of the market make sure it’s different each time you play. I am still learning this game – each time I play it I find more to it. I recommend you get started at once.

(This review was first published in Gamers Alliance Review – www.gamersalliance.com)



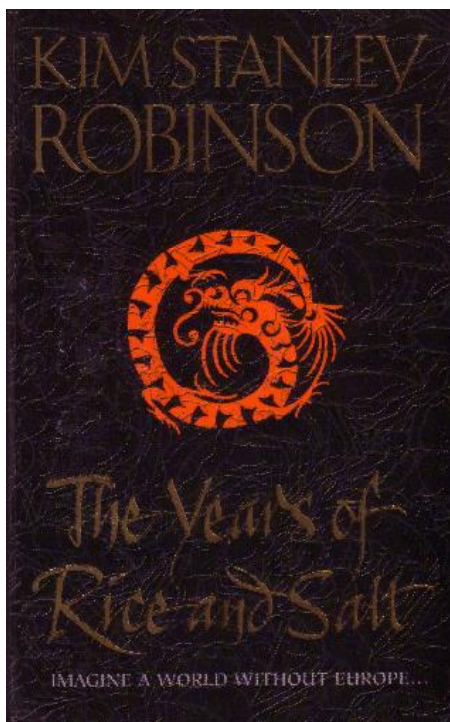
Science Fiction

I'm not quite sure what to make of *The Years of Rice and Salt*, the 2002 novel from Kim Stanley Robinson. Ostensibly it's an alternative history starting with the Black Death. Most alternative histories have a relatively minor change at their heart. Often a lot of the entertainment is in seeing familiar events and people in different circumstances. *The Years of Rice and Salt* begins with a catastrophic change. In Robinson's novel, the plague is even deadlier than it was in real life. The population of Europe is wiped out.

This is a huge change. History is no longer driven by white, Christian Europe. Instead the big power blocs are Buddhist China and the Muslim world. Robinson tells the story of the world as it develops from this starting point. He does this through what is essentially a series of short stories, set in different places and different eras in this very different history. They take us from the 14th century (as we reckon it) to the equivalent of the present day.

The first book, as Robinson styles the separate stories, sets the scene. It starts with a scouting party of Temur the Lame's Mongol army, heading into eastern Europe. They discover empty villages and realise that a virulent plague has struck. Temur orders the men killed and their bodies burned in an effort to stop the infection reaching his army. However, our hero, Bold, escapes and flees into a deserted Europe. He makes his way to north Africa, only to be sold to Chinese slave traders. Shipped off to China, he befriends a young black man, Kyu. The two's adventures continue in China as they first work in a restaurant and then flee to Beijing where they enter imperial service.

This is a rich and absorbing tale that tells its readers much about the medieval world outside Europe. I presume Robinson has done his research: certainly it feels authentic. And it's a fascinating story in its own right. At the end, though, things change and we learn more of what Robinson is doing. Bold and Kyu meet again in the bardo – a place outside the world where souls wait for re-



incarnation. (Wikipedia reckons the bardo is part of Tibetan Buddhist belief.) Here, then, is the connection between the stories. Each is another incarnation of those we initially met as Bold and Kyu (and others).

The stories in the rest of the book take us through six hundred years of imagined history. We see the gradual re-occupation of Europe (or Firanja as it is called here) as Muslim peoples move north and west. The discovery of the Americas – from the east, by the Chinese. The march of progress as scientific discoveries are made and an industrial revolution gets under way. And the clash of cultures between monolithic China and the collection of Muslim states that make up Dar al-Islam. Sometimes our heroes are the main protagonists, sometimes they are observers as history unfolds around them.

I found my interest waning as the world Robinson writes about became increasingly removed from our own. By the end of the book I really didn't care any more. Either what happened to the connected souls I had followed through the stories or about this different version of the world. Which is a shame as the individual stories are generally terrific. Robinson is very good at giving his readers a feel for the places and times his stories are set. Perhaps it just goes on too long – the book runs to over 700 pages.

In the end, then, I guess I have to say that I found *The Years of Rice and Salt* disappointing. The start is terrific – the first story is enthralling – but the book as a whole rather outstayed its welcome. I am glad I read it though and I'm sure it will appeal to a lot of people.

Games Events

June sees two big new games events in the calendar. The first is UK Games Expo on 2nd and 3rd June at The Clarendon Suites, Stirling Road, Edgbaston in Birmingham. This is explicitly intended to be a UK equivalent of Spiel and covers all sorts of games: board, role-playing, trading card, wargames, computer and so on. I'm attending this one (with my JKLMnP hat on) and looking forward to it. There's plenty of information on the website: www.ukgamesexpo.co.uk.

The next is Game '07 on 23rd and 24th June in Manchester. This appears to be more concentrated on fantasy games – role-playing, trading card and miniatures. The venue is New Century House, Corporation Street in Manchester's city centre, so it should be very accessible. The very complete website is at www.game07.co.uk.

Summer Stabcon is 6th-8th July at the Britannia Hotel, Stockport. I've really enjoyed the Stabcons I've attended, but I'm not able to make this one. It's a great mixture of board games and role-playing in a friendly (if slightly seedy) setting.

The best way to find out more is to join the Yahoo! e-mail group at: groups.yahoo.com/group/stabconinfo.

And then there's Manorcon later in July (20th-23rd). This year it's moved to Leicester from its traditional base in Birmingham (the buildings have been re-developed and are no longer suitable). The new venue is Stamford Hall at the University of Leicester, which allows everything to happen in the same place. And accommodation is available on site as well. See the website for full details: www.manorcon.org.uk.

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street London SE1 (just along from London Bridge station, past the London Dungeon). Board games and occasional role-playing. No charges, all welcome. For more information, see www.pevans.co.uk/Swiggers.

Games Games Games Days: from noon(-ish) on the second Saturday of every month at the Duke of York pub at 35 New Cavendish Street, London W1. A day of board games, with those present covering the cost of the room and sandwiches.

Winter Stabcon: early January 2008 at the Britannia Hotel in Stockport.

Maycon: late May bank holiday weekend, but not in 2007. Keep an eye on the website – www.maycon.org – for the latest details.

Summer Stabcon: 6th-7th July at the Britannia Hotel, Stockport. Long-running con that mixes role-playing and board games (and CCGs). Sign up with the Yahoo group to find out more: groups.yahoo.com/group/stabconinfo.

Spiel: the board games event of the year. 18th-21st October 2007, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

MidCon: a long-running board games event in central Birmingham. Early November 2007 at the Birmingham City Thistle Hotel. A friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

Credits

To Win Just Once issue 75 was written and edited by Pevans. The *LPBS* masthead (page 22) is by Lee Brimmicombe-Wood, as is the illustration on page 15. the drawings on pages 23 and 25 are by Tim Wiseman and the one on page 26 is by Nik Luker. Pevans took photos and played with his scanner and Photoshop. The Hermagor box image is courtesy of Mind the Move. © Paul Evans, 2007.

St Mary's Railway Rivals game 4 – Turn 12

Races

Race	From	To	STRIKE	TGWR	LATE	PCMR
31	11	26	20-4		10+4	
32	15	36	0-2		10	20+2
33	44	53	10+5 JR	10 JR		10-5
34	55	35		20		
35	22	63		+5	20-5	
36	45	64		10		20
Total			29	45	39	47

And LATE does enough to stay clear of STRIKE, as the last round of races are shared fairly evenly amongst the players.

Builds and scores

Second – Player A

SOMEBODY TO REALLY INFLAME
KEN'S EGO (STRIKE)

Gerald Udowiczenko (BLACK)

Score: 273 + 29 = 302

First – Player C

LONDON AREA TRANSIT EXPRESS
(LATE)

Steve Bunce (BLUE)

Score: 316 + 39 = 355

Fourth – Player B

TURNHAM GREEN WIVENEY
RAILWAY (TGWR)

Chris Boote (RED)

Score: 178 + 45 = 223

Third – Player D

PEVANS'S CENTRAL METRO-
POLITAN RAILWAY (PCMR)

Paul Evans (GREEN)

Score: 230 + 47 = 277

Notes

GM

I was surprised not to see more tunnelling, but maybe the cost of doing so is too expensive. The routes used by the circle and district lines were built, presumably for the same reasons – cheap construction costs.

TGWR did not help his position with several NMRs, but I would have thought that his monopoly of the west, a much better regional control than

anyone else achieved, would have brought him more points. PCMR's route was through the centre, from SE to NW and yet didn't seem to pay off that well. STRIKE had a good eastern region and connected north and south of central London. LATE was, despite his name, always early with his orders, collected points from connecting locations, had good lines into the centre and steadily drew ahead of the other railways.

PCMR – Paul Evans (3rd)

Well, I achieved my goal of connecting the south-east to the north-west, but it doesn't seem to have done me any good. ☺

TGWR – Chris Boote (4th)

Well, once again I seemed to do appallingly badly. Still not sure why, it just seemed like all the SW stations

Game end statements to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 1st June.

needed me to run shared runs, so no big wins.

Congratulations to Steve, those early station payouts seemed to put you in front, and your network kept you there.

Thanx to Mike for his adjudication.

Ribblehead Viaduct

Railway Rivals game 5 – Turn 7

LATRINE takes an early lead. NULC builds into Hull but can't raise 5 points for the ferry. PNCR builds down, crossing tracks to Rotherham. NEW builds along Hadrian's Wall to the old town of Hexham and also along the Cumbrian coast. CHUFFIN' RAILWAYS reaches Hull from the west across the wolds. LATRINE decides not to build any more track.

Races

Race	From	To	NULC	PCNR	LATRINE	CR	NEW
1	12	21		20-5		5 JR	5 JR + 5
2	36	44			20-4	10+2	
3	56	65	+4		20-3	10	0-4+3
4	S4	13					20
5	26	35		10 JR	10 JR + 8	10-8	
6	45	52			20 - 6	10+4	
7	63	S1		10 JR	10 JR		20
Total			4	35	76	43	49

Builds and points

A: NEW UNIFIED LOCOMOTIVE COMPANY (NULC) Points: 33 – 8 builds + 4 races = 29
 Colin Parfitt (BLACK)
 Builds: (Filey) – P39 – O40 – N40 – Hull (1 to PNCR)

B: PEVANS'S NORTHERN COAL RAILWAY (PNCR) Paul Evans (RED)

Builds (K27) – J27 – I27 – H26 – G27 – E28 – Rotherham (1 to LATRINE, 1 to CR, 2 to dead track) (Bradford) – K23
 Points: 49.5 + 1 + 1 - 12 (Builds) + 35 (races) = 74.5

C: LONG AND TORTUROUS RAILWAYS IN NORTHERN ENGLAND (LATRINE) Steve Bunce (BLUE)
 Builds: None (!)
 Points: 57 + 1 + 1 (Builds) + 76 (races) = 135

E: CHUFFIN' RAILWAYS (CR)

Nathan Richards (BROWN)
 Builds: (R25) - R26 - R27 - R28 (1 to PNCR) (J34) – J37 (1 to LATRINE)
 Points: 42 + 1 - 12 (Builds) + 43 (Races) = 74

F: NORTHERN EXPANSION INTO WASTELANDS (NEW) Gerald Udowiczenko (ORANGE)
 Builds: (J63) - J67 - K68 - K69 - Hexham (+3) (W13) – Kendall (+3) (Whitehaven) – A53 - Z2- X3
 Points: 48.5 + 6 (Builds) -12 (builds) + 49 (Races) = 91.5

GM Notes

You may enter up to 5 races each turn – my apologies for not correctly stating this last turn.

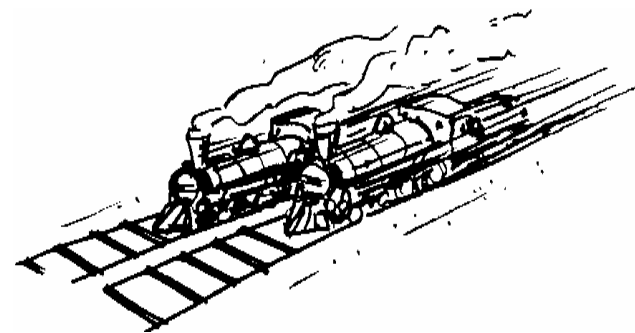
- 8 15-32 Carlisle – York
- 9 23-43 Consett/Bishop's Auckland – Skipton/Harrogate
- 10 34-54 Hornsea/Filey – Bury/Rochdale
- 11 61-11 Liverpool – Lancaster/Blackpool
- 12 25-S5 Middlesbrough – S England
- 13 42-64 Sheffield – Wigan/Blackburn

14 S2-55 Scotland – Huddersfield/Halifax
 Build Points for the next turn (after races) are 10: **known** payments to rivals come from these points.

Please can you put down the NAME of the railway you are paying to, and NOT just the colour.

It costs 5 points to buy the Hull Ferry.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 1st June 2007.



Mission of Gravity

Star Trader game 3 – Turn 18

“Well, try this.” The woman held the tumbler out.

“OK.” The man lowered his lips to the glass and sipped the dark amber liquid.

“So it’s whisky...”

“And?”

“Pretty good stuff, I would say. Maybe a 2090 Glenmorangie?”

She smiled. “What if I told you that I had made that here, and that I could make it almost anywhere in the galaxy?”

There has been a breakthrough in Liquor production, and demand for all Liquors, already a little depressed by current overproduction and cutthroat marketing, is bound to drop.

Trading in Alloys at Gamma Leporis saw TSTI selling on contracts as the inflated price started to drop back. VOGON and TRANSURANIC unloaded small quantities as well.

TRANSURANIC sold 7 Isotopes for 4 HTs each on Epsilon Eridani and ZWILLINGE used Percent to dump another 5. ALSAFI-TOLIMAN sold 4 Liquor for 7 HTs apiece. SSLM& sold 9 Monopoles for 13 HTs each and were made Contractors and ISNOT-ISTOO sold 2 more at the same price.

Delta Toucanis saw ALSAFI selling 6 isotopes at 4 using their Market Manager position. Demand was strong, however, and both TRADEWINDS and ISNOT-ISTOO sold 5 Isotopes for 5 HTs each. ZWILLINGE sold 1 more on Contracts. DARTH’s sold 4 Petroleum at a price of 12 HTs and ZWILLINGE sold 5 on Contracts too.

TSTI gained a Contractorship at Tau Ceti by selling 10 Alloys for 4 HTs apiece and bringing the price down. ZWILLINGE bought 14 Isotopes for 5 HTs each and gained the Market Managership, while TRANSURANIC bought 5 on Contracts. ZWILLINGE sold 5 Petroleum on Contracts.

Mu Herculis saw TRADEWINDS selling 8 Alloys for 5 HTs each, beating VOGON’s bid of the same value and gaining a Dealership. VOGON did sell 5 Isotopes at 5 HTs. SWISS MERCENARY FLEET sold 7 Liquors for 4 HTs each and then SSL&M unloaded 5 on Contracts, leaving ISKANDER’s bid of 5 to sell ignored. ISKANDER outbid HONEST DARTH’s bid of 9 to buy Monopoles, buying 6 for 14 HTs apiece and becoming Market Manager. SSL&M bought 5 on Contracts at the same price. ISKANDER then used its Market Managership in Petroleum to buy 14 units for 11 HTs each.

VOGON wanted to sell Alloys at 4 HTs at Sigma Draconis, but were ignored. They did buy 3 Isotopes for 5 HTs each. ZWILLINGE sold 7 Petroleum for 10 HTs each and were made Contractors, after SOLAR WINDS had sold 4 at 8 HTs. SOLAR SPICE, LIQUORS & MONOPOLES bought 5 Spice on Contract.

Alpha Centauri saw TSTI sell 4 Alloys for 1 HT each and SOLAR WINDS sell 5 Liquor for 3 HTs apiece.

Beta Hydri had TSTI selling 10 Alloys at the price of 4 HTs to gain a Dealership. HONEST DARTH bid 3 to sell and got no takers. ZWILLINGE disposed of 5 Isotopes on Contracts, while ISKANDER used another of their Market Managerships to sell 4 Monopoles at 17 HTs. SSLM sold 5 on Contracts at that price. ISKANDER were also selling Petroleum: 8 for 10 HTs each and a Dealership. DARTH’s bid of 12 was ignored, as was ALSAFI’s of 11. ZWILLINGE sold 3 Petroleum on Contracts to complete the trading.

TRADEWINDS FOUNDATION loaded OP42 onto the Mindwipe and will be transporting to their preferred destination within the next quarter.

TRANS SOLAR TRADING INC were selling Cargo pods and replacing with Passenger pods, so that nearly all their fleet are now liners. Despite their chairman’s best efforts, they found out that there is no such thing as a free loan, taking a 40 HT loan at 1 HT per turn interest for 4 turns.

ISKANDER FIRE & ACCIDENT registered their new heir. ALSAFI-TOLIMAN AQUASITIONS repaid their loan starting the new quarter loan free.

TRANSURANIC TRADE CORPORATION hired agent X and then started a campaign to undermine ZWILLINGE’s Reputation. Unfortunately, this backfired and TRANSURANIC ended up with a much lower Reputation and 20 HTs lighter. Lots of passengers were embarked and they are now starting to rival TSTI in this market. One Liquor factory was bought cheaply at Alpha Centauri as the news of the breakthrough spread.

SOLAR SPICE, LIQUORS & MONOPOLES bought a Warehouse at Epsilon Eridani, to avoid holding spaceships as mobile storage.

VOGON INDUSTRIES sold all of their Isotope Factories at Sigma Draconis and sold the Pestilence for which they received 160% of list price. They then repaid their loan and took out a new loan for 8 Quarters of 341 HTs.

ZWILLINGE raised their Reputation a little, and found that their Political Connections allowed them to avoid an Enquiry this Quarter. They still had to sell an Isotope Factory at Tau Ceti to match their lower Connections. They do seem to have made some enemies.

SOLAR WINDS tried to buy Factories for which they had insufficient Connections.

ISNOT-ISTOO loaded their new ships up with Passengers, where these were still available, and laid down a further liner, the YOUHEARD, a Corco Zeta Hull with Passenger pods and A grade crews.

Corporation Table

Corporation letter & name	Conn'n Levels			Init Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Alsafi-Toliman Acquisitions	10	4	4	0	4th	246	40	Rob Fuller
B Solar Winds Trading Co	4	0	8	0	12th	279	29	Steve Bunce
C Caesar Wholesale	8	9	2	0	13th	252	31	Simon Burling
D Trans Solar Trading, Inc	10	0	7	14	2nd	229	40	Jerry Elsmore
E SSL&M	10	3	5	+1	6th	194	40	Paul Evans
G HDQUS	10	2	2	0	10th	909	34	Howard Goble
H Trade Wind	9	0	8	10+	1st	609	40	Colin Parfitt
J ISNOTISTOO	10	0	3	0	9th	154	40	William Hay
K Swiss Mercenary Fleet	10	0	10	0	11th	186	40	Martin Jennings
L Zwillinge	10	2	6	0	8th	331	7	Michael Martinkat
M Transuranic Trade Corp	10	0	3	2	5th	644	34	Bob Parkins
N Vagon Industries	10	7	0	0	7th	362	38	Nathan Richards
P Iskander Fire and Accident	10	8	4	10	3rd	81	40	Przemyslaw Orwat

'N' under Initiative Bid indicates No Move Received; 'F' indicates the Corp was floated

Press

ISKANDER FIRE & ACCIDENT announced the birth of a son and heir to the Chairman, Cyryl, a healthy 4,900 grams; Best wishes to the child and parents from staff at Federation Offices.

Drew "The Fisk" Vanderbilt-Scott, the "hands on" Chairman of Trans Solar Trucking Inc, denies any refusal to

comment on rumours. "We'll buy Passenger Pods from anyone prepared to sell them. We always have and we always will," he declared as he announced the purchase of another seven pods. "We're also interested in expanding our fleet, so get in contact if you're short on cash and want a quick sale."

News

EV 18 took place this turn. TRADE-WINDS took OP 42.

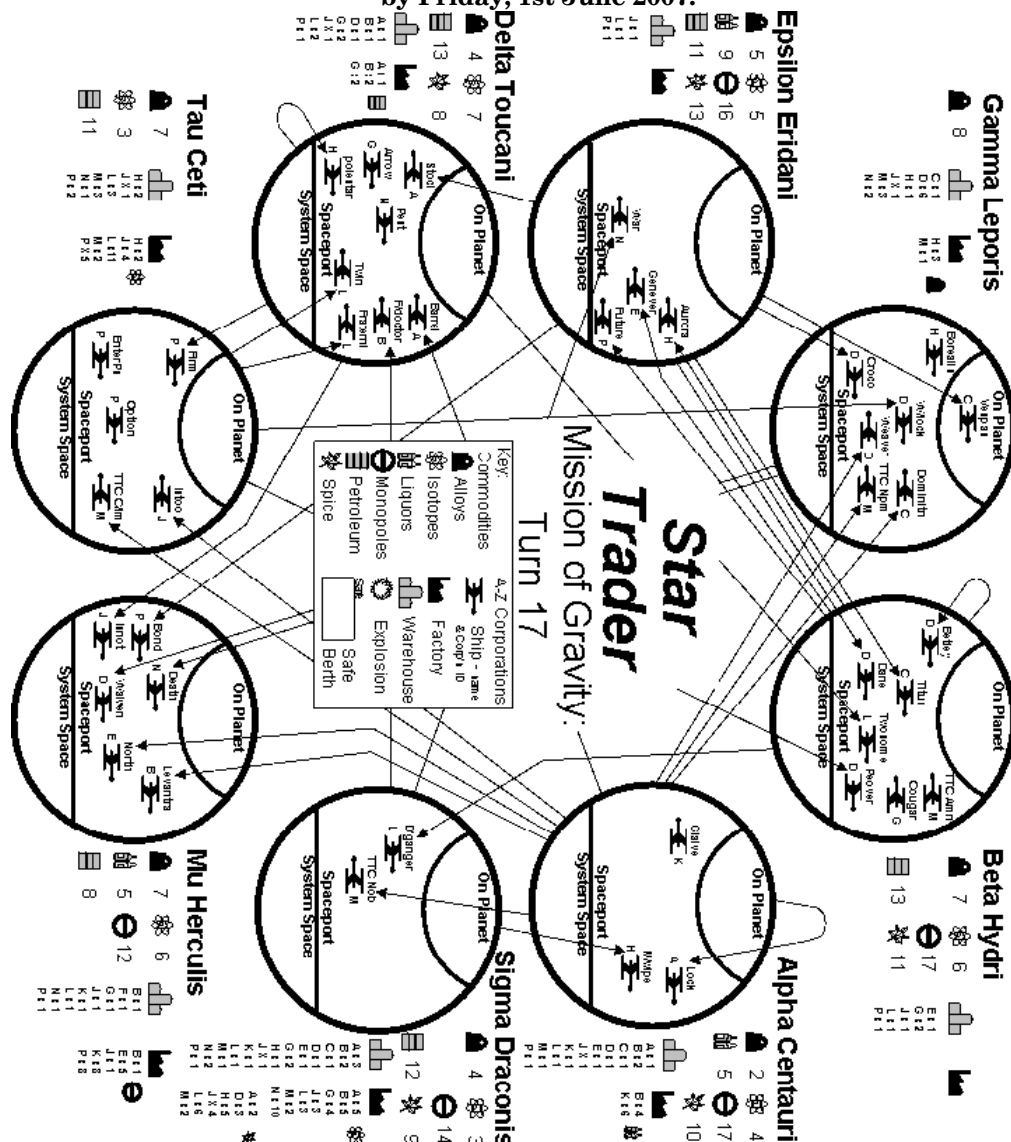
Turn 19 P8, B1
 Turn 20 P10, C5, P2
 Turn 21 C4

There were two new News Chits this turn (shown in Bold):

GM Notes

You can only have as many factories as your Political and Business Connections combined. There is no such thing as a free loan, you always pay 1 HT interest.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by Friday, 1st June 2007.



Great White Hunter

Turn 8

This game is open to all readers of *To Win Just Once*, so do join in even if you haven't taken a turn yet.

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

Rob Carter administers the coup de grace to a couple of apparently dead creatures. Tim Macaire misses two gorillas, but both are finished off (though they don't bring in as many points as people may have expected).

Pete Holland just hangs on to the lead, but it's pretty close at the top.

Player	Shots This turn	Points This turn	Total Score
Guy Arnold	J1, G1	.33	3.89
Ben Brown	S7	.67	0.67
Charles Burrows	P7, S7	.67	6.96
Rob Carter	A16, L4	0	3.00
Mike Dommatt	C9, F12	0	3.96
Jerry Elsmore	P7, S7	.67	8.15
Bill Hay	B5, C4	0	3.00
Pete Holland	J14, L14	0	8.64
Francesca Huskinson			3.00
Andrew Kendall	B5, C6	1.5	8.00
Nik Luker	P7, S7	.67	6.56
Tim Macaire	P7, J1	0	4.00
Michael Martinkat			1.00
Bill Michell			1.00
David Olliver	G1	.33	8.54
Neil Packer	P7, S7	.67	8.06
Colin Parfitt	P7, S7	.67	3.23
Mark Stretch	S7	.67	0.67
Al Tabor	P7, R7	.67	8.23
Barry Townsend			3.00
Gerald Udowiczenko			3.00
Matthew Wale	P7, S7	.67	6.07
Graeme Wilson	L14, C6	1.5	2.50
Paul Wilson	G1	.33	3.33

Key

Animals				
	Symbol	Size (Squares)	Number on grid	Points Value
Monkey	M	1	12	2
Antelope	A	2	9	4
Snake	S	2	?	8
Gorilla	G	3	6	7
Lion	L	3	3	9
Elephant	E	4	2	15
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.

This game is essentially a variation of Battleships and is open to all readers of *TWJO*. The 20x20 grid represents an area of the African

bush, while the players are all hunters looking to bag trophies.

All you have to do is nominate two squares to take pot-shots at: F9 and M17, say. (the second is only used if the first misses). If you hit something, you score a point – if several players hit the same square they each get a point – which is deducted from the value of the animal. An animal is dead when all its points are gone or all its squares have been hit. In the latter case, the points are shared between the players who hit its last square(s). After 15 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
 to TWJO@pevans.co.uk
 by Friday, 8th June 2007.

Les Petites Bêtes Soyeuses 201

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

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

Orders for September 1660 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or lpbsorders@pevans.co.uk by Friday, 8th June 2007

August 1660

It may be the last month of the summer campaign, but there's still time for some adjustments in the military. Gaston de St Marque exerts his influence to ensure that the senior Major in the Princess Louisa Light Dragoons resigns his commission. As the man is also Brigade Major, this makes a vacancy in the Dragoon Brigade. The junior Major in the King's Musketeers is next to attract de St Marque's attention. He goes too. As does the senior Captain in Grand Duke Max's Dragoons. However, nobody takes advantage of these openings.

De St Marque deposits the cash Stan Dandy Liver gave him last month into the Treasury, only to receive a further thousand crowns from Liver this month. The Exchequer also gains a couple of hundred from Joseph de Veevre, who writes from the front that he is sure something like this is due. His Majesty summons his Minister of State to a meeting at the Louvre in September to explain the new taxes.

Pierre de Vin Rouge does buy himself the rank of Lieutenant-Colonel, but this happens in the Picardy Musketeers. The Crown Prince Cuirassiers accept Renaul Baptiste Grenoble's application after he calls in a favour. Grenoble buys himself a Captaincy and takes ship to join his regiment in action. Alain Hermès recruits Juste Minit for the 27th Musketeers. The new Captain Minit also reports to Brest for the journey to the New World. His Colonel invites him to take over as Regimental Adjutant, but it seems Minit doesn't notice the opportunity. He



certainly doesn't respond. Mind you, Hermès is pretty busy himself as he takes over as acting Brigadier of Third Foot.

Joining the two new recruits on the Atlantic crossing is the first battalion of the King's Musketeers. Lt-Colonel Walter Butts has given up waiting for orders and volunteered his command on its own. Senior officer on board is Brigadier-General Orson de Combat. Having discharged his duties as Chancellor of the Exchequer, de Combat has decided to visit the colonies for himself.

A quiet time in Paris

There aren't too many people left in Paris this month – well, people worth taking note of, anyway. As usual, the summer heat means things are quiet. Most of the clubs see some business from members who prefer to remain indoors with a drink or two. In Red Phillips, it's Jacques de la Boite and Josephine Buonaparte. Jacques spends two weeks with Josephine before the attraction of physical exercise lures him away to practise rapier for the rest of the month. Pierre de Vin Rouge and Mary Huana spend the whole month secluded in the Frog and Peach.

Blue Gables is patronised by Benedict d'Over and Ophelia Derriere. Again, for the whole of August. Lun a'Tic takes Bess Ottede to Bothwell's for the month. He finds Jean Laissez Faire there with Kathy Pacific for the first week – then it's three weeks practising rapier for Jean. Henrietta Carrotte spends the first two weeks in the club, on the arm of Horatio d'Escargot. Then Horatio is off to the gym for two weeks with his sabre.

The Fleur de Lys maintains its attraction through August for Beppe de Marko and Stan Dandy Liver. After visiting on his own, Beppe brings Katy Did along for the rest of the month. Lotte Bottle joins Stan for the whole time. Edna Bucquette and Gar de Lieu pop in to start their month. Gar is to be found practising rapier for the remaining three weeks.

This month's iron men are Gaston de St Marque and Thomas Tudo. They both spend the whole time with their weapons: rapier for Gaston and sabre for Thomas. Lucien d'Escaillehuitaillements almost joins them with his rapier, but makes time for a visit to the Bawdyhouses. His outing is so successful that he becomes a target for the footpads. He's spent all his money, though, so they just rough him up a bit. He really needs to get better with his sword. Or drink less.



Top brass on tour

Out in the forests of Nouvelle France, it has not been a vintage season for Field Army commander Sean Sondamour. While he has the honour of being Field Marshal-elect for next year, he hasn't lined his pockets to the extent he wished. Time, he feels, for a personal tour of the front lines to see how things are going.

First stop is First Division where Second and Third Foot Brigades are leading the attack on the natives in the depths of the forest. As General Sondamour and his escorts make their way towards Divisional HQ, they hear the sound of musketry through the woods. They head towards the gunfire and run into Divisional commander Jacques Shitacks, who is also on his way to investigate. "It's Third Foot," he reports. "The 27th Musketeers have come under attack and it seems the enemy has muskets." As the commanders get closer to the fighting, it's clear that all is not well: men in Musketeer uniforms are heading the other way in ones and twos. The sound of gunfire dies down and only occasional shots are still heard by the time the party locate the 27th's commander, Lt-Colonel Lesmis de Rables. He springs to attention from behind the hasty barricade some of his men have thrown up and salutes the Generals. There is a burst of musket fire, a ball hits him square in the head and he falls to the ground. RIP.

The acting Brigadier, Colonel Alain Hermès, arrives with 4th Arquebusiers as reinforcements. They are rather too late to save Hermès's own regiment from defeat, but at least they stop the enemy exploiting this any further. 27M Captain Juste Minit survives his baptism of fire quite handily, but gets no reward. The Generals feel Hermès did the right thing: he is brevetted to Brigadier-General and appointed Brigadier of Third Foot. General Shitacks is commended for his bravery in taking to the front line and receives a Mention in Despatches. The end-of-season honours list sees him awarded a Barony. There's not much loot to be had here, though (Shitacks only gets 50 crowns himself), so General Sondamour moves on.

This spares Shitacks some of the embarrassment over Second Foot Brigade. These troops, too, are deep in the woods. Somewhere. No-one is quite sure where. Brigadier Joseph de Veevre orders both regiments of Fusiliers to deploy and identify some landmarks. When they find a substantial river, de Veevre rides over to investigate. He decides it's a tributary that will take them back towards base and rides out to reconnoitre while the Fusiliers re-group at the riverside. As de Veevre trots along the bank, he fails to see a low branch. It sweeps him from his saddle and deposits a very surprised Brigadier in the river. The current is strong and de Veevre is not much of a swimmer. Fighting for breath, he is carried along by the turbulent water, his cries for help drowned out by the roar of the approaching waterfall. His battered body is found floating in the pool below the falls. RIP. The disheartened Fusiliers straggle back to camp over the next week.

Second Division

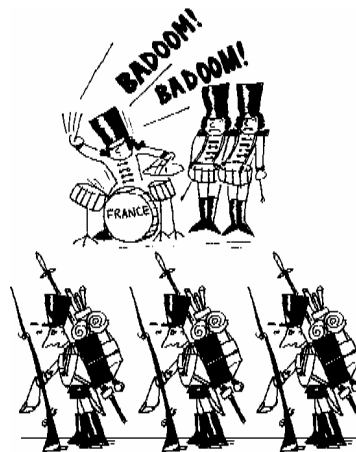
Sondamour's next port of call is Second Division to see General Charlemagne le Gosse and his staff. The Division has been assigned to look after the native villages within the army's expanding perimeter. This leaves them without much actual fighting, but plenty of opportunities for hunting and trading. RFG Lt-Colonel Averell de Alton is acting Brigadier of Fourth Foot, leaving Captain Beau Romir as acting commander of the RFG. Romir finds his first taste of senior command rather daunting: all that paperwork and no reward. He was rather hoping to collect "some ethnic beadwork for 'she who must be obeyed'". His fellow Captain, Roget de Saurus, doesn't worry about this kind of thing. Instead, he organises hunting parties and makes a couple of hundred crowns and more from the pelts he collects. De Alton approves of this idea and his skills bring him three hundred crowns worth of furs.

However, it's the Second Division headquarters staff who prove the best shots. General le Gosse isn't good at getting a clean kill, but his haul of pelts still brings him two hundred crowns. His Aide, Brigadier-General Gustav Ind, is rather better and racks up three hundred. Best of all is Divisional Adjutant Antoine Valois, who also has a knack of bagging the most valuable animals. His take comes to nearly five hundred crowns. He doesn't get a Mention in Despatches, though: le Gosse and Ind do.

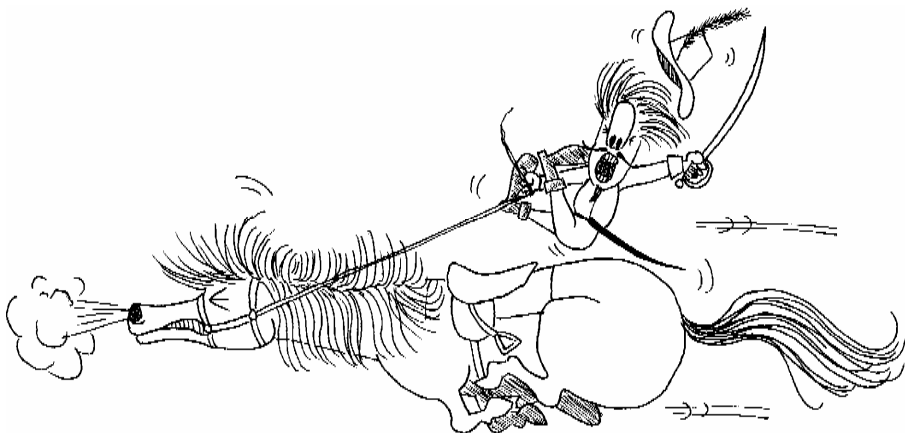
The Field Marshal-to-be is not impressed by the lack of martial opportunity and moves on to the Frontier Division. Here he finds plenty of action with the Frontier regiments as they tangle with native war parties. Regiments 1 and 4 win their fights, but 2 and 3 are trounced. RM Captain Beau de Cire arrives in time to join Frontier regiment 3. He stands his ground as arrows whistle past his ears and is able to plunder two hundred crowns worth of goodies. Lt-Colonel Walter Butts has summoned his battalion of the King's Musketeers to join him.

They provide much needed cover for the Frontier regiment's retreat, earning their commander a Mention in Despatches. He gets some loot, too, though not quite as much as de Cire.

General Co W Ard Extrême is assigned to Frontier regiment 2. At the first whiff of any fighting, Extrême heads back for the ship faster than the speeding arrows. His departure may only be just in advance of the rest of the troops, but it is still noticed. His status will suffer. Divisional Adjutant Pate Derry, sometime Lt-Colonel of the Princess Louisa Light Dragoons, is visiting Frontier regiment 2 when it is attacked.



Derry wades into the thick of the fighting, trying to rally the Frontier troops. They are following General Extrême's example, which leaves Lt-Colonel Derry rather exposed. A spear gets him. RIP. Pointy things come close to Bdr-General Orson de Combat, who is also with Frontier regiment 2. He escapes with a tomahawk still embedded in his uniform, which brings him a Mention.



Horses in the woods

The cavalry units are still having problems operating in the North American forests. The Horse Guards Brigade is stationed on the coast, securing the area around the main harbour. This gives them some scope for military operations, but also gets them first choice of the ships returning to France. Major Aloysius Gnomeclencher is acting commander of the Queen's Own Carabiniers and hits on the lucrative idea of auctioning off space in the first ships to leave. This brings him nearly six hundred crowns and a Mention in Despatches ("cheeky blighter!"). His boss, Brigadier Euria Humble, latches on to the scheme and promotes it to great success: 700 crowns worth of success! He is brevetted to Lieutenant-General, too. In turn, Frontier Division commander Revaulvin d'Or gets in on the action. Together with his share of the Frontier regiments' takings, he piles up 800 crowns. He gets a small Mention in Despatches ("Revolvin' what?!") and is brevetted to General. His Aide, Roland Pollee d'Eaulee, is also Mentioned.

By contrast, the Crown Prince Cuirassiers see some action against natives on horseback. Commander Egon Madd relishes the chance for some real cavalry action. Trying to lead a charge proves futile, however, as the natives' tactics are more hit 'n' run. The result is casualties – and booty – on both sides. Bdr-General Madd scours the battlefield for body parts in good condition. Quite incidentally, he picks up nearly 500 crowns in loot. He receives a Mention in Despatches ("Odd-lookin' feller with somebody's leg under his arm!") as well. Lt-Colonel Stewart Senquiry is to the fore during the fighting, which restricts his

plundering: 350 crowns is all he can find. However, he is Mentioned in Despatches too. Captain Renaul Baptiste Grenoble does his bit and is brevetted to Major. Despite not getting any loot, he is able to buy the two more horses he needs for his new rank.

The two Dragoon regiments should have the best of it as they can use their horses to travel fast and then fight on foot. This works well for the Grand Duke Max Dragoons, but Princess Louisa's Light Dragoons come badly unstuck. Having chased down a native raiding party, they dismount to press their attack. A second, mounted war band charges their flank and rolls them over. Captain Emile Fitoux is one of the first to fall under the horses' hooves. RIP. Major Indie Soupe is leading the regiment (as Devlin Carnate is Army Adjutant). He is able to fall back to the horses and rallies some of his men. He receives a Mention in Despatches and is brevetted to Lt-Colonel.

The GDMD's opponents think they have escaped these horsemen by going deeper into the forest. They are taken by surprise when the Dragoons come after them on foot and are completely routed. Major Ferdinand Franz is in the heat of the action, which allows him to pick up some trophies on the battlefield. Three hundred crowns worth of trophies. The Regimental commander, Bdr-Gen Bud d'Wiser, stays out of the action and just creams 400 crowns off the top of the plunder.

General Sondamour is pleased to have some success to report, but less happy that he has only accumulated 250 crowns for himself. His peregrinations also bring him a Mention in Despatches ("Damn' chap gets everywhere!") to complete his season. His Aide, RFG Major Chacal, follows him around faithfully and is Mentioned twice. He dips his hand into the booty to the tune of two hundred crowns. Army Adjutant Devlin Carnate handles all the administration, which gets him into the Despatches ("Fine handwriting") and earns him a Knighthood. He is 300 crowns richer, too. ❖

Press

Despatches from the Front

GdSM
Thank you for the information on this horrible little law. Although I'm a little busy right now, I've instructed that a payment of 200 Cr be made to the Exchequer. Hopefully that covers due money.

† JdV

Announcements

Count Lokwot Isaw has died at the hands of the enemy. He was a great man and should not be forgotten. However, it must be said that he was also flawed in character since there is overwhelming evidence that he received funds stolen from the Exchequer by Baron Alphonse Qué

Holique. Had he remained in Paris, we would have been forced to arrest him and, despite his protestations, reluctantly I would have had no choice but to order his execution. As Field Marshal, I therefore chose to send the Royal Foot Guards into battle on the summer campaign. Knowing this, I believe he chose an honourable way out and died leading his men against the natives in the New World. He will be buried by his troops with full military honours and let the record show no stain on his character.

† Count Gaston de St Marque
Minister of State

To: Those newly arrived in Paris
The Cardinal's Guard is the leading regiment in the kingdom of France. Who else has God's own hand to protect their backs on the battlefield and to soften the occasional jump from a fair damsel's balcony? Sign in this month! His Eminence will grant you his blessings.
(September Special: 50 crowns bonus for the first to sign in.)

His Exceedingly Munificent Majesty (May He Reign Forever) Le Roi Pevans has decreed that His most Humble Servant, Chancellor Orson de Combat may amend the law concerning the Duelling Tax in recognition of the Sacrifice of the Flower of France in the Field of Battle.
Therefore, after due consideration of humble petitions, I, Chancellor Orson de Combat, decree that the Duelling Tax be abolished forthwith. It is to be replaced by the 'Duelling (Death & Bullying etc.) Tax 1660'.

1 A Subject of His Majesty who kills another Subject of His Majesty in the course of a Duel shall pay a Fine to Le Roi of 60 Crowns as compensation for the loss of a Defender of La France. Those with monthly income of less than 100 Crowns may pay this in instalments of 15 Crowns per month until this debt be discharged. Failure to pay this Fine shall be punished according to the Will of His Majesty's Courts.

2 If two or more members of a Regiment meet with one member of another Regiment in a duel or duels in any one calendar month, a Fine of 20 Crowns shall be paid to Le Roi by the members of Regiment with the most participants (apportioned among themselves as they see fit) in compensation for the Weakening of a Defender of La France. Failure to pay this Fine shall be punished according to the Will of His Majesty's Courts. These Laws are to be enacted forthwith. Any Remedies in Law arising out of previous legislation are still to be Exacted but consideration will be given by the Courts for Payment in Kind subject to the Will of His Majesty.

† Chancellor Orson de Combat

Social

Racing News

The 1660 steeplechasing season will open in the second week of September with "The T-Bone Stakes". All welcome, refreshments available to riders.

The name is to commemorate a pleasant summer in the Americas:

anybody wanting chips can gamble by contacting the sponsor,

† Pate Derry

Week 4

To commemorate the life of Jacques Pottès, whose body tragically was lost at sea (but not his head, which has turned up in a glass jar), I will be holding a party in his memory at my club in Week 4 next month.

Please bring partners, as we will be playing that card game of which he was so fond. (Provided somebody else knows the rules, otherwise it's "Happy Families").

All invited, all carousing costs paid.

† StSy

Regimental Letters

Dear B.Bdr-General Carnate,
As a young man who is eager to serve France and King Pevans, I would be most gratified if you would consider my application to join your respected regiment. I realise that you are almost certainly very busy right now, but if you could take a moment to let me know how favourably you would look upon my application, I would appreciate it.

Regards, † Juste Minit

Delighted to have you on board.

† Devlin

So how come he ended up in the 27th?

† Le Roi

Personal

I don't think it was a case of missing the wood for the trees – I seemed to find plenty of them

† Aloysius Gnomeclencher

Lord Percy Percy says that Black is becoming very fashionable.

Alain Hermès: If you are to believe the rantings of James 1st, who was King of England after Elizabeth, Tobacco is a pernicious weed, which shows you the mouth of hell in small contained vision. Mind you, he came from Scotland first, but he was Royalty. Do you know His Majesty's views on the substance?

† Aloysius Gnomeclencher

Ooo ... the colours, man!

† Le Roi

The Cardinal's Guard
Lucky Colour: Pinky mauve
Lucky Star: Freddie
Average IQ: 101
Lucky Organ: Pancreas

To: Our Ministers of State and War
I would like to take this opportunity to applaud the powers that be for their wisdom in avoiding a two-front war next summer. Clearly, fighting on three fronts, whilst at the same time giving all of our enemies ample notice of our intentions, is a masterstroke, designed to allow His Majesty's armies to show off their all-round superior military ability.

Cher B Bdr. Gen EM:
Talking with the dead? That has been mentioned as a colloquialism for the Gascon Regiment after a particularly heavy casualty list, but I'm sure that's not what he meant. And if he speaks, then he can't be dead. Mostly dead, perhaps, but we all know what true love means.

† Major Gnomeclencher
Whatever love is, heh, heh.
† Prinny

Is there any truth in the rumour that Sir Gar de Lieu (mistresses ravaged while their protector is at the front) has an eight-horse carriage, large enough to contain a bed, a small stove and a travelling chamberpot to empty over anyone who he takes a dislike to?

† La Plume de ma Tante

My Dear Count Gaston de St Marque, My humble thanks for returning my messenger with the exciting news that you might see your way fit to helping me gain the military promotion I so dearly seek.

In return, you have but to ask and, it's within my power, it's yours.

Your servant,
† Jacques Shitacks

And another thing, Beau de Cire, there are those who would contend that you are constructed from slugs and snails and the after appendages of canines. But I am not sure if this is wildly believed.

† Gnomeclencher
Or even widely believed...
† Le Roi

To whom it may concern:
Gentlemen: The CG is under new guidance – I shall try my best to amend past mistakes. I won't however turn my back on blatant provocation. It saddens me to find that some of the men in various regiments – including the Queen's Own, a regiment where I was distinguished twice in service of our dearest Roi – entertain themselves with several theories on the Regiment's conduct. I can only hope their senior officers will reproach them accordingly.

† Colonel Jean Laissez Faire, The Cardinal's Guard

I wish to make it clear that I was not criticising the Cardinal's Guard, but merely commenting upon reports.

† Aloysius Gnomeclencher

The Friends of Carlotta:
~~D'Arth Vader~~ – Killed in Rebellion
~~Henri Thierry Christian~~ – In Exile
~~Alphonse Qué Holique~~ – Deceased
~~Lokwot Isaw~~ – Suicide
~~Stan Dandy Liver~~ – Repented

† Le Domestique

Le Crayon Noir
I fear that d'Or has got flutter on his bottom.

Poetry Corner

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

(With apologies to Gilbert & Sullivan)
As some day it may happen that a victim must be found,
I've got a little list, I've got a little list

Of society offenders who might well be underground,
And who never would be missed--who never would be missed!
There's the pestilential nuisances who embezzled the Exchequer
They'll all be done to death for I'll give them equal measure --
All of those who didn't pay in full the Duelling Tax
But think they'll get away with it because I will be lax --

And not forgetting Baron d'Or, if his jibes he won't desist
They'd none of 'em be missed--they'd none of 'em be missed!

CHORUS
He's got 'em on the list--he's got 'em on the list;
And they'll none of 'em be missed--they'll none of 'em be missed.

† Gaston de St Marque
Minister of State

Points Arising

Next turn is the start of a new season. **All characters start the month in Paris and all duels *must* be fought.** Any vacant appointments not taken by player characters will be filled by NPCs – unless appointed by a player character, who may order that they are left vacant (if you have applied for a post or hold a rank that allows you to appoint other characters to posts, don't forget to appoint characters or NPCs or leave positions vacant).

Note that the military appointments shown on the Greasy Pole (and character sheets) have expired. They are shown just as a reminder.

Minister of State Count Gaston de St Marque is invited to attend upon His Majesty at the Louvre in week 4 next month so that he can personally explain all these taxation changes.

My apologies to Richard Newby for the confusion last month that saw Walter Butts remain in Paris instead of joining the army in action.

All players are reminded that they can find the horse racing rules in Section 25 of the *LPBS* rules.

The following didn't get their orders in on time ("No Move Received") and suffered the consequences.

BdW Bud d'Wiser (Francesca Huskinson) has NMR'd. Total now 1

C Chacal (Jon Sedgwick) has NMR'd. Total now 6 and is sent to a Frontier regiment

EM Egon Madd (Tym Norris) has NMR'd. Total now 1

LN Leroy Nenspoin (Chris Boote) has NMR'd. Total now 1

RPdE Roland Pollee d'Eaulee (Pete Card) has NMR'd. Total now 1

X10 (Mark Mortimer) has NMR'd. Total now 2 and is sent to a Frontier regiment

EF (Timothy Hunt), PdMR (Pam Udowiczenko) and ZTMG (Gerald Udowiczenko) were floated at their own request.

AdG (Barry Townsend) got the benefit of the doubt and was floated.

Welcome to Chris Martin, who joins the game this turn.

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising web page at www.pevans.co.uk/LPBS; or send a cheque (payable to Margam Evans Limited) for £6 (for UK addresses) to LPBS, 180 Aylsham Drive, UXBRIDGE UB10 8UF.

Reminders: It is worth sending orders in even if they're a day or two late: I may be able to action the orders

and should be able to use any press. It also reassures me you're still there.

You are welcome to submit orders and press by e-mail. Getting your press this way is particularly helpful. Send your orders to lpbsorders@pevans.co.uk and you'll get an automated reply when your message arrives in my mailbox. Please give your name and your character's name and specify actions in full (since it's without your character sheet). Attached files should have your character ID and the month in the name. If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk. ◇ P

Announcements

Aloysius Gnomeclencher applies for Aide to Lt. General

Aloysius Gnomeclencher applies for Brigade Major of Horse Guards Brigade

Antoine Valois applies for Army Adjutant of First Army

Antoine Valois applies for Army Adjutant of Second Army

Antoine Valois applies for Army Adjutant of Third Army

Antoine Valois applies for Brigadier of Horse Guards Brigade

Antoine Valois applies for Army Quarter Master Gen. of First Army

Antoine Valois applies for Army Quarter Master Gen. of Second Army

Antoine Valois applies for Army Quarter Master Gen. of Third Army

Antoine Valois applies for Commnr. of Public Safety

Benedict d'Over applies for Regiment Adjutant of KM

Beau Romir applies for Aide to Crown Prince

Charlemagne le Gosse applies for Army Commander of First Army

Charlemagne le Gosse applies for Army Commander of Second Army

Charlemagne le Gosse applies for Army Commander of Third Army

Co W. Ard Extrême applies for Army Commander of First Army

Co W. Ard Extrême applies for Army Commander of Second Army

Co W. Ard Extrême applies for Army Commander of Third Army

Co W. Ard Extrême applies for Commnr. of Public Safety

Co W. Ard Extrême applies for Chancellor of Exchequer

Co W. Ard Extrême applies for Minister without Portfluo

Co W. Ard Extrême applies for Minister of Justice

Co W. Ard Extrême applies for Minister of War

Co W. Ard Extrême applies for Minister of State

Devlin Carnate applies for Brigadier of Dragoon Brigade

Devlin Carnate applies for Army Quarter Master Gen. of First Army

Devlin Carnate applies for Army Quarter Master Gen. of Second Army

Devlin Carnate applies for Army Quarter Master Gen. of Third Army

Euria Humble applies for Brigadier of Guards Brigade

Euria Humble applies for Brigadier of Horse Guards Brigade

Euria Humble applies for Brigadier of Heavy Brigade

Euria Humble applies for Brigadier of Dragoon Brigade

Euria Humble applies for Brigadier of 1st Foot Brigade

Euria Humble applies for Brigadier of 2nd Foot Brigade

Euria Humble applies for Brigadier of 3rd Foot Brigade

Euria Humble applies for Brigadier of 4th Foot Brigade

Euria Humble applies for Army Quarter Master Gen. of First Army

Euria Humble applies for Army Quarter Master Gen. of Second Army

Gar de Lieu applies for Division Commander of First Division

Gar de Lieu applies for Division Commander of Second Division

Gar de Lieu applies for Division Commander of Cavalry Division

Gar de Lieu applies for Division Commander of Frontier Division

Gar de Lieu applies for Adjutant General

Gar de Lieu applies for Minister of War

Gustav Ind applies for Brigadier of 1st Foot Brigade

Gustav Ind applies for Army Quarter Master Gen. of First Army

Gustav Ind applies for Army Quarter Master Gen. of Second Army

Gustav Ind applies for Army Quarter Master Gen. of Third Army

Horatio d'Escargot applies for Brigadier of Heavy Brigade

Indie Soupe applies for Brigade Major of Dragoon Brigade

Jacques Shitacks applies for Division Commander of First Division

Jacques Shitacks applies for Division Commander of Second Division

Jacques Shitacks applies for Adjutant General

Jacques Shitacks applies for Army Commander of First Army

Jacques Shitacks applies for Army Commander of Second Army

Jacques Shitacks applies for Army Commander of Third Army

Lun a'Tic applies for Division Adjutant of First Division

Pierre de Vin Rouge asks NPC Colonel of Picardy Musketeers to resign

Revaulvin d'Or applies for Province Mil. Governor

Revaulvin d'Or applies for Division Commander of First Division

Revaulvin d'Or applies for Division Commander of Second Division

Revaulvin d'Or applies for Division Commander of Third Division
 Revaulvin d'Or applies for Division Commander of Cavalry Division
 Revaulvin d'Or applies for City Military Governor
 Revaulvin d'Or applies for Inspector General Cavalry
 Revaulvin d'Or applies for Army Commander of First Army
 Revaulvin d'Or applies for Army Commander of Second Army
 Revaulvin d'Or applies for Army Commander of Field Army
 Roget de Saurus applies for Captain, King's Escort
 Stan Dandy Liver applies for Province Mil. Governor
 Stan Dandy Liver applies for City Military Governor
 Stan Dandy Liver applies for Inspector General Cavalry
 Stan Dandy Liver applies for Inspector General Infntry

Stan Dandy Liver applies for Adjutant General
 Stan Dandy Liver applies for Minister of War
 Sean Sondamour applies for Minister of War
 Thomas Tudo applies for Division Adjutant of First Division
 Thomas Tudo applies for Division Adjutant of Second Division
 Thomas Tudo applies for Division Adjutant of Cavalry Division
 Thomas Tudo applies for Division Adjutant of Frontier Division
 Thomas Tudo applies for Aide to Field Marshal
 Thomas Tudo applies for Army Adjutant of First Army
 Thomas Tudo applies for Army Adjutant of Second Army
 Thomas Tudo applies for Army Adjutant of Third Army

Applications

Minister of State: CWAE
 Minister of War: CWAE, GdLi, SDL, SS
 Minister of Justice: CWAE
 Minister without Portfolio: CWAE
 Chancellor of the Exchequer: CWAE
 Commissioner of Public Safety: AV, CWAE
 Army commander: ClG (all), CWAE (all), JS (all), RdO (1st, 2nd)
 Adjutant-General: GdLi, JS, SDL
 Inspector-General of Infantry: SDL
 Inspector-General of Cavalry: RdO, SDL
 City Military Governor: RdO, SDL

Division commander: GdLi (all), JS (1st, 2nd), RdO (all)
 Provincial Military Governor: RdO, SDL
 Army Quartermaster-General: AV (all), DC (all), EH (1st, 2nd), GI (all)
 Brigadier: AV (Horse Guards), DC (Dragoon), EH (all), GI (1st Foot), HdE (Heavy)
 Army Adjutant: AV (all), TT (all)
 Aide to Field Marshal: TT
 Division Adjutant: LaT (1st), TT (all)
 Brigade Major: AG (Horse Guards), IS (Dragoon)
 Aide to Crown Prince: BR

Captain of the King's Escort: RdS
 Aide to Lt-General: AG

Regimental Adjutant: BdO (KM)

Duels

Results of this month's duels:
 No-one answered Gar de Lieu's cause with 'Le Bladder Rouge'.

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

Grudges to be settled next month:
 Averell de Alton (Rapier, 3 rests) has cause with Pierre de Vin Rouge (Rapier, adv.) for pinching Mary.

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

New Characters

Timothy Hunt gets the First son of a Merchant: Init SL 4; Cash 165; MA 4; EC 3 (X2).
 Andrew Kendall gets the First son of a very wealthy Merchant: Init SL 4; Cash 550; MA 6; EC 6 (X3).
 Robert Carter gets the Bastard son of a well-to-do Count: Init SL 10; Cash 225; MA 3; EC 1 (X4).
 Tim Macaire gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 3; EC 2 (X5).
 Chris Martin gets the Second son of a small Merchant: Init SL 3; Cash 25; MA 6; EC 1 (X6).

Tables

Other Appointments		Shows who holds appointments outside military units: ID for Characters, N for NPC, __ for vacant, CPS for additional posts held by the CPS.
King's Escort: Ensign __	Captain __	
Cardinal's Escort: Ensign __	Captain __	
Aides: to Crown Prince __	to Field Marshal __	
Provincial Military Governors: __/__/__/__/__	Adjutant-General __	
City Military Governor __	Inspectors-General: of Cavalry __ of Infantry __	
Commissioner of Public Safety ZTMG	Chancellor of the Exchequer OdC	
Minister of War __	Minister of Justice CPS	
	Minister of State GdSM	

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
GdSM	Count Gaston de St Marque	26	F	Comfy	Fld Marshal/State Min.	9		Flr	3	Nathan Richards
ZTMG	Count Zachary The Money Goes	73	Withy		B.Bdr-General KM/CPS	11		Flr	4	Gerald Udowiczenko
SDL	Count Stan Dandy Liver	24	52	Comfy	Lt-General/War Minister	11	Lotte	Flr	4	Guy Arnold
CIG	Earl Charlemagne le Gosse	24	F	Withy	B.General/2nd Div Commandr	14		Flr	2	Neil Packer
CWAE	Count Co W. Ard Extrême	24	F	Comfy	General	5		Flr	3	Benedikt Löwe
SS	Baron Sean Sondamour	22	F	Withy	Fld Marshal/Fld Army Commndr	5		Flr	2	Pete Holland
OdC	Marquis Orson de Combat	20	F	Withy	Bdr-General/Chancellor	6		Flr	5	Francesca Weal
BdM	Viscount Beppe de Marko	19	43	Fthy	Bdr-General	17	Katy	Flr	2	Mark Moores
GdLi	Baron Gar de Lieu	19	29	OK	B.General	3	Edna	Flr	4	Bill Hay
RdO	Baron Revalvin d'Or	19	F	Withy	B.General/Fntr Div Commandr	10		Both	4	Jerry Spencer
BR	Baron Beau Romir	19	F	Comfy	Captain RFG/C.Prnce Aide	8		Flr	3	Graeme Morris
BdW	Baron Bud d'Wiser	19	F	Comfy	B.Bdr-General GDM	11		Flr	2	Francesca Huskinson
DC	Sir Devlin Carnate	19	F	Comfy	B.Bdr-General PLLD/Fld Army Adj't	4		Flr	2	Bruno Giordan
JS	Baron Jacques Shitacks	18	F	OK	B.General/1st Div Commandr	3		Both	4	David Olliver
TT	Sir Thomas Tudo	16	31	Comfy	Lt.Colonel ALC/FMshl's Aide	6		Both	5	Ben Brown
EH	Earl Euria Humble	16	F	Comfy	B.Lt-General/HGds Brigadier	15		Both	5	Matthew Wale
LaT	Lun a'Tic	15	32	Comfy	Major RFG/Gds Brigade Maj.	1	Bess	Both	2	Paul Wilson
LdE	Lucien d'Escaillehuitaillement	15	18	Comfy	Major CG	3		Both	4	Nik Luker
PdMR	Sir Pierre de Mont Réal	14	36	OK	B.Lt-General/Insp.Gen.Inf	8		Hunt	5	Pam Udowiczenko
HdE	Sir Horatio d'Escargot	14	24	Comfy	B.Bdr-General ALC	4	Henrietta	Both	3	Graeme Wilson
AdA	Averell de Alton	14	F	OK	Lt.Colonel RFG	4		Both	4	Martin Jennings
AV	Sir Antoine Valois	14	F	Comfy	Colonel DG/2nd Div Adjutant	1		Both	4	Simon Burling
JdV	Sir Joseph de Veevre	14	RIP					Both	4	Andrew Kendall
C	Sir Chacal	14	F	Withy	Major RFG/Gen's Aide ()	3		Both	2	Jon Sedgwick
JLF	Jean Laissez Faire	13	27	Poor	Colonel CG	2	Kathy	Both	3	Filipe Silva
EM	Baron Egon Madd	12	F	Comfy	B.Bdr-General CPC	6		Hunt	2	Tym Norris

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
VB	Sir Walter Butts	12	F	Withy	Lt.Colonel KM	5		BG	3	Richard Newby
LN	Leroy Nenspoy	11	16	OK	Captain KM/LtGen's Aide ()	5		Hunt	3	Chris Boote
StSy	Stewart Senquiry	11	F	OK	Lt.Colonel CPC	2		Hunt	2	Colin Parfitt
RdS	Roget de Saurus	10	F	Comfy	Captain RFG	7		BG	2	Gerry Sutcliff
PD	Pate Derry	9	RIP							Tim Macaire
BdO	Benedict d'Over	9+	27	Comfy	Captain KM	6	Ophelia	BG	4	Mark Stretch
RPdE	Roland Pollee d'Eaulee	8	F	OK	Lt.Colonel QOC/Gen's Aide ()	6		HGds	3	Pete Card
GI	Gustav Ind	7	F	Comfy	B.Bdr-General RM/Gen's Aide ()	2		F&P	5	Ashley Casey
AG	Aloysius Gnomeclencher	6	F	Comfy	Major QOC	6		F&P	2	Mike Dommatt
PdVR	Pierre de Vin Rouge	6+	18	Poor	Lt.Colonel PM	4	Mary	F&P	3	Keith Bristow
JdIB	Jacques de la Boite	5	8	Poor	Captain PM	1	Josephine	RP	5	Justin Key
EF	Emile Fitoux	5	RIP							Timothy Hunt
RBG	Renaul Baptiste Grenoble	5	F	Poor	B.Major CPC	2			4	Olaf Schmidt
AH	Alain Hermès	4	F	OK	B.Bdr-General 27M/3 F Brigadier	2			4	Rob Fuller
AdG	Armand dan Gerous	4	0	Poor		5			3	Barry Townsend
IS	Indie Soupe	4	F	Poor	B.Lt.Colonel PLLD	3		RP	1	Charles Burrows
BdC	Beau de Cire	4	F	OK	Captain RM	6		RP	5	Andrew Burgess
FF	Ferdinand Franz	4	F	OK	B.Major GDM	4			3	Mark Barrowcliffe
LdR	Lesmis de Rables	3	RIP							Robert Carter
JM	Juste Minit	2	F	Poor	Captain 27M	5			3	Mark Booth
X10		1	F	OK		6			2	Mark Mortimer

An F under SPs means that the character was at the Front, RIP means that he died.
 + against SL means it went up this month, - means it went down.
 Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Ftthy = 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+