

That would be enough

This has been issue 76 of *To Win Just Once*, published 23rd June 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 6th July.

Orders for *Les Petites Bêtes Soyeuses*, *Great White Hunter* shots and any other contributions to Pevans by Friday 13th July 2007.

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

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Games played

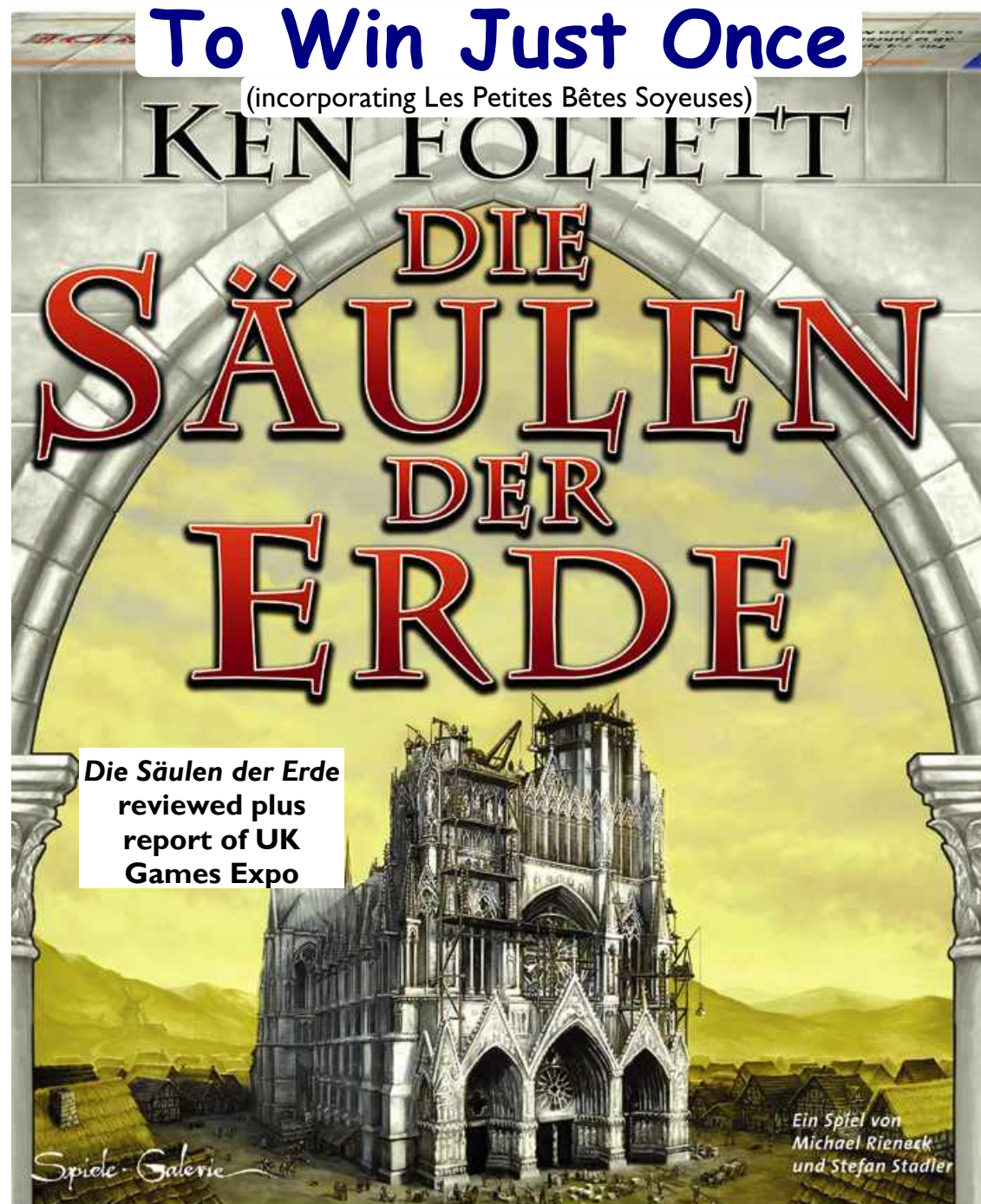
If you are interested in playing any game, please let Pevans know.

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.engage.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*)

KEN FOLLETT

DIE
SÄULEN
DER
ERDE

Die Säulen der Erde
reviewed plus
report of UK
Games Expo

Ein Spiel von
Michael Rienack
und Stefan Stadler

Spiele-Galerie

Issue 76: July 2007
(LPBS 202: September 1660)

£2.00 (Europe £2.50, Elsewhere £3.00)
Also available on-line at www.pevans.co.uk/TWJO

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Chatter

Work demands continue to cut in to the time I have available for other things, such as *TWJO*. This means no game review from me in this issue. Luckily, Nik Luker has filled the gap with his thoughts on *Der Säulen der Erde*. Many thanks, Nik. I have found time to write up my experiences at the first UK Games Expo at the start of June.

The website statistics for May look very much like April's (so much so that I had to check that the numbers were actually different). "Viking Fury," "Puerto Rico" and "Feudo" are the popular search terms and reviews, along with my report on Spiel 2005. The PDF version of *TWJO* 74 was downloaded a further 87 times, while 75 only 68 – but it was only available for less than a week.

Mike Dommert is looking to start a new *Railway Rivals* game – who's interested in taking part? Suggestions for the map are Yorkshire or The Severn Valley. Let me or Mike know if you'd like to join in.

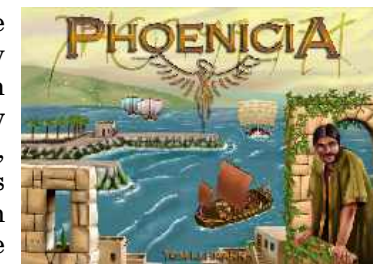
This year's Great British Beer Festival is 7th - 11th August at Earls Court. I'm planning to be there for the afternoon of Thursday 9th – who wants to join me?

UK Games Expo 2007

The first UK games Expo took place in Birmingham on 2nd and 3rd June. The organisers explicitly wanted to create a UK equivalent of Spiel: did they succeed?

The venue was the Clarendon Suites, a forbidding concrete block on Birmingham's main hotel street, the Hagley Road. In its day job, the building is a Masonic temple, which makes it an unusual setting for a games event (though I attended a *Battlemasters* there some years ago). In fact, it was quite a good venue. Several large ballroom-style spaces on the ground floor made up the main trading and demonstration areas with more in other rooms upstairs. A plethora of conference and seminar rooms provided spaces for playing games and tournaments. And around it were displays of Masonic regalia that provided an ... interesting ... atmosphere.

Having done the rounds and peered at all the displays and retailers, I spent most of Sunday taking a closer look at the board games on display – and there were several that were new to me. First off was JKLM Games's very latest, *Phoenicia*, designed by Tom Lehmann. This was absolutely hot off the presses, having been delivered on the Friday morning. An unfortunate



production error (too few cubes) did not stop the game being demonstrated, played and sold all through the weekend. (Anyone who bought a copy should have received the missing cubes from JKLM by now and the copies in the shops have all been corrected.)

With the caveat that I am part of the JKLM empire (ahem!), I have to say that I am very taken with *Phoenicia*. Tom says it was “inspired by *Outpost* and *Civilization*” and this shows. Like *Outpost* (and *Scepter of Zavandor*), part of the game is building up your income fast enough to have the funds to get the cards that will give you victory. Like *Civilization*, the game is about developing your primitive society into a more advanced one by acquiring new skills and knowledge. It’s a cracker – and I’ve been playing it ever since. 10/10 on my highly subjective scale.

Martin Wallace had a pre-production version of this year’s Warfrog game, *Brass* on display. This is brass in the sense of “where there’s muck, there’s brass” (to be said in a Lancashire accent). This is a game about the Lancashire cotton industry during the Industrial Revolution (and, of course, involves trains). I didn’t get the chance to try it out, but was intrigued by the two phases of the game. During the first, goods are transported by canal (hurray!); in the second, the trains take over (boo!). *Brass* is set for release at Spiel in October and I’m looking forward to it.



Martin also had a mock-up of his new edition of *Mordred*. This was first published as a ‘white-box’ game by Warfrog some years ago (1999?). As I recall, the game is about defeating the forces of the evil Mordred as they try to engulf Wales. There’s a push-your-luck element where players have to balance the chances of bettering their own forces with those of aiding the evil one. It’s quite a slight game, but I enjoyed it when it first appeared and am pleased to see it being given the full production treatment. Martin is producing a limited number of copies in aid of charity. Anyone interested should contact Martin: martin@warfroggames.com.

Talking of canals, across the room from Warfrog were the Ragnar Brothers with the second edition of *Canal Mania*. I reviewed the original game in *TWJO 69* and the new edition has a few, subtle changes. The board has changed slightly to remove one area of congestion (which, unfortunately, means that the popular Llangollen canal has disappeared from the game). Scoring has changed slightly, with players scoring the value of completed canal contracts, instead of just getting points based on how many they have completed at the end of the game. And goods cubes are no longer removed from the board if they are all deployed (which is less likely to happen).

The big change though is that the playing pieces now look more like canal narrow boats than tugboats! I have tried the new edition once so far and have to report that it doesn’t seem to make much difference to how the game plays (I still lost!). One very useful addition is the two-town ‘junction canal’ contract, one of which is available to each player. This



Two Ragnars and lots of *Canal Mania*

gives players a neat way of joining canals that don't quite meet. It should make it a bit easier to build up a high scoring network. *Canal Mania* remains one of my favourite games of 2006 (and 9/10 in my highly subjective ratings).

Surprised Stare Games were demonstrating *Tara – Seat of Kings* (see TWJO 70) and a prototype version of their next game. This is a card game, *Scandaroon*, designed by Tony Boydell. Played over a set number of rounds, players try to get the biggest score for the hand by playing their cards, one at a time, in front of them. Apart from the value and suit, each card has a special power, which often entails discarding the card. This gives players a lot of options to influence their score – and everybody else's. The interaction between everybody's cards means that nobody can be sure of the final score until everything's been resolved.



Scandaroon in play

Players score points for their ranking with each hand and for a number of other things: highest single score in a hand, winning the no-trumps hand and similar. This means that getting a massive score in one hand doesn't do you much good (yes, this is my experience with the game!) unless you can do well in other hands as well. *Scandaroon* is quite a challenging game and doesn't fit into the usual categories of trick-taking or set-collecting. It also has some excellent artwork from Tony. One to look out for.



Next to the Surprised Stare gang was a new company to me, Ludorum Games, with their first game, *Fagin's Gang*. This is a well-produced board game set in Dickensian London. The London of *Oliver Twist*, to be more precise. Each player is an Artful Dodger-type character, leading a gang of street urchins (pawns). These are deployed across various areas of London, where they steal cash or goods. The goods that can be stolen in each area depend on the area and the precise position. The same is true of cash, with more cash available where there are fewer goods and vice versa.

Players have to spend goods (of a type not available in that area) to move each urchin. And the goal is to get urchins to the end of an area and 'back to Fagin' with fifteen shillings. First to get three home wins the game. An added complication is having your pawns moved along by the patrolling constables (or bumped by other players). Players clearly need to balance collecting goods in order to move their pieces, with getting the money they need to win. Excellent stuff and a provisional 8/10 on my highly subjective scale. My only quibble is the uninspiring (though perfectly competent) artwork.

Across the way was *Fondue* – "the ultimate cheese chasing challenge"! The game is played with a set of square tiles, which show holes through a large cheese. The

tiles start face-down and players have to explore the cheese by turning them over (and, later, replacing them). The aim is to be first to manoeuvre your pawn to four different cheese symbols through the network of passages. Event cards add another element to the game, allowing players to mess with each other. Brightly illustrated and good fun, Fondue involves both adults and children.

Graham Lipscomb was demonstrating his *Dicewords* – a word game that uses a set of eight letter dice and was first seen at last year's Spiel. *Dicewords* is available in an increasingly wide circle of shops and you can find out more at www.grahams-games.co.uk. Alongside Graham was David Royffe, the man behind *Pylos*. His latest is *Dominotion*, a dice, marbles and dominoes game. Each player has a set of marbles and the aim is to get rid of them. To do this, you roll the dice and, hopefully, are able to use the results to deploy marbles onto a foam rubber 'domino,' which you can then add to the other dominoes in play. Ingenious stuff and a game that looks good on a coffee table as well.

Upstairs I found the gang from Reiver Games. Not a group I'd like to meet in a dark alley. It must be something to do with the blood-spattered lab coats! This was to promote their latest game, *It's Alive!*, which is all about creating your own creature! All you need are the right body parts and a convenient lightning bolt to animate the assembled creature. The key mechanic is an auction of body part cards each turn as players try to collect a full set before anyone else does so. The

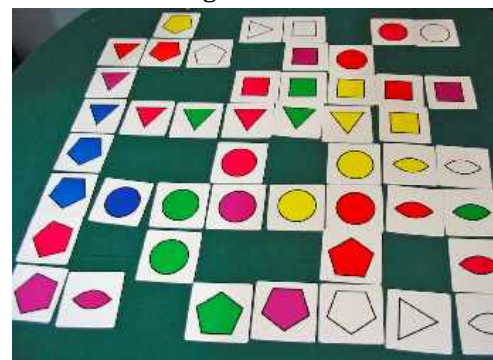


game looks to be great fun and is available in a limited edition direct from the publishers: www.reivergames.co.uk.

Logista is a family game of truck driving across the UK. Players have a delivery to make and try to get their truck across the board while keeping their costs below the income from the delivery. Then they get another delivery. Game play is straightforward: roll the dice, move your 'truck' that number of spaces (around the British motorway network) and carry any action on the space you land on. The game's designer is a trucker himself, and has been at pains to recreate his working experience. *Logista* also provides some arithmetic skills and awareness of geography. Packaged in a plastic tube, it makes a good family package, though gamers will not find anything challenging in the game.



Another game making its debut at Games Expo was *Symbotica*. This is a children's card game that features cards showing brightly coloured shapes. A



number of games can be played with these. The basic idea is to play cards into an 8 x 8 grid on the table, matching them by colour or shape. Neat, simple stuff. *Symbotica* has been picked up by a number of UK games shops and you can find out more at the website: www.symbotica.com.

I'm told that UK Games Expo 2007 attracted some 1200 visitors on the Saturday and a further 600-odd on the Sunday. Certainly, the show seemed busy on both days – and not just with the usual suspects, either. Families and children attended the event, demonstrating that the organisers had achieved at least some of their goals. Next year's event is provisionally scheduled for the weekend of 31st May and 1st June. The only question is whether they will need a bigger venue. Personally, I enjoyed the event, which made a good couple of days' gaming and introduced me to more new games and more people. I look forward to next year's show, which I expect to be bigger and even better. Keep an eye on www.ukgamesexpo.co.uk to stay up to date.

Die Säulen der Erde reviewed by Nik Luker

Die Säulen der Erde was one of the stars of Essen 2006, rapidly rising to the top of the *Fairplay* listings and staying there for most of the show, and has received considerable praise on the 'Net in the meantime. But is it as good as is claimed?

Let me start by debunking a few of the myths surrounding the game. Firstly, it is most definitely not *Caylus* Lite. It shares a few superficial similarities with *Caylus*, but that's it – the two games are quite different. Secondly, the postings on the 'Net imply it's good with just two players – as it stands, it is merely adequate with two, there being too many options and not enough constraints on the players in this format. Happily, this is very easily remedied with a few simple tweaks. Thirdly, despite some views to the contrary on the 'Net, the game appears to play very well with its full complement of four players. Finally, although there is a fair bit of German text on the cards this not a problem at all if the excellent downloads available on Boardgamegeek are used. Alternatively, you could opt for Mayfair's English language version, *The Pillars of the Earth* (although the German version is considerably cheaper).

The game is based on Ken Follet's novel "The Pillars of the Earth" which concerns the building of a cathedral in Medieval England and follows this theme closely. Inside the box is a very nicely illustrated board depicting a central construction site surrounded by the important areas of the countryside (e.g. a quarry, a castle, a market...) and it is into these areas that the players will place their doblers. The game is played over six turns. On each turn, a number of resource cards plus two craftsmen are laid out alongside the board, while two more craftsmen and two Advantage cards are placed on designated spaces on the board. The market is filled with resources (which come in three types). Phase 1 then begins.

Each player has a number of worker pieces, which are assigned to gain resources. Each resource card bears a cost, which must be paid with workers in order to gain that particular resource. Of course, the more resources on the card, the higher the cost in workers. In turn then, players assign workers and gain cards of their choice until they either have insufficient workers to pay for a card or they choose to drop out. In either event, spare workers are placed on the wool market area of the board; these will bring in an income in Phase 2. The two craftsman cards available with the resources work slightly differently, in that they are paid for in gold not workers. Each player starts the game with some money in the bank and three basic craftsmen. Why buy extra craftsmen? Because it is these guys who convert resources into victory points in Phase 2. Initially, the craftsmen are not very efficient at the conversion, but as the game progresses, better craftsmen appear and will be needed to keep those VPs flowing...

As soon as everyone is done with their workers, Phase 2 begins. Each player has three large pawns – the Master Builders. These are placed in a bag and drawn out randomly by the start player. First out has the option of either paying 7 gold to place their Master Builder on the board (and thereby gain a benefit later on) or passing. In the latter event, the Master Builder is left on the 7 space on a special area of the board. The next out has the same option, but at 6 gold to place, the next at 5 gold to place and so it goes on with players either paying or passing until the eighth Master Builder is drawn. This one and all subsequent ones are placed for free. When the last Master Builder is drawn from the bag, it is the turn of the first player who passed to place and so on until all Master Builders have been placed on the board.

The various areas of the board are then resolved in order. These bring benefits to the players who have placed their Master Builders in the relevant areas. Advantage cards (which allow exactly that) and craftsmen (although in this case they are received for free) have already been mentioned. One area brings in victory points, another exemption from taxes for the turn, another allows two extra workers for the next turn. Needless to say, three Master Builders are nowhere near enough to cover all desired options! One area of the board is worthy of special note – the Market. A player who has placed here can buy and sell resources. Very important for getting that extra resource needed for a victory point, but perhaps more important in that it is one of the few ways in which gold can be gained. And money is very tight in this game...



Once the areas of the board have been resolved and resources converted to victory points, the turn ends and a piece of the cathedral is placed on the central building site. This serves no other purpose than to indicate the number of turns passed. Looks good though and is certainly in keeping with the theme. Start player then passes to the left (unless someone has claimed this position via a Master Builder placement), the board is reset and turn two begins as before. The winner, of course, is the player with most victory points at the end of the sixth turn. There are a few extra twists and tricks to add spice to the pot, but that, essentially, is it.

So you need to keep steadily accumulating victory points. To do this you'll need lots of resources (which requires workers) and to do it efficiently you'll need better craftsmen (which will probably require money) to convert those resources. But you'll need to generate some cash to pay your taxes too (and for early Master Builder placement), probably by selling resources at the market. Which makes those resources unavailable for victory points...The game is all about making small gains whenever possible and is filled with lots of agonising decisions. How best to allocate your workers each turn. Should you grab that juicy craftsman or go for the maximum resources? Where should you place your Master Builders for best effect? Should you pay for an early placement or hope to get what you want later on? All good stuff. It's actually hard to find anything much to dislike about this one. It plays smoothly, rules are very clear and well set out and the game has a very nice 'flow' about it. Components are, naturally, top notch. Play time is getting on for 2 hours plus (although it really doesn't feel like it – a good sign in my book) and all games I've played so far have produced close finishes. There has been some criticism of the random draw for the Master Builders, the argument being that if all three of your builders come out early it can be very unbalancing as it is difficult to accumulate enough cash to pay to place them all. I reckon this can be offset with careful budgeting, though, so don't see it as that big a problem, but rather one of the game's challenges. Of slightly more concern is the game's somewhat rigid structure – for example, the craftsmen are grouped by turn i.e. the same four craftsmen will always appear in any given turn, making this aspect very predictable – familiarity breeding contempt etc. Again though, the designers have built in some randomness at game set-up (not all the Event or Advantage cards are used) and resource availability uses only seven of nine cards each turn. This provides just enough unpredictability to keep you guessing each turn.

So to summarise: *Die Säulen der Erde* is a decent middleweight which sits at the "Gamer's end" of the family market and is definitely worthy of your attention. I strongly suspect this one will feature highly in the Spiele des Jahres nominations. Does it beat my current favourite from Essen 2006, *Hermagor*? Well no, but it comes darned close...

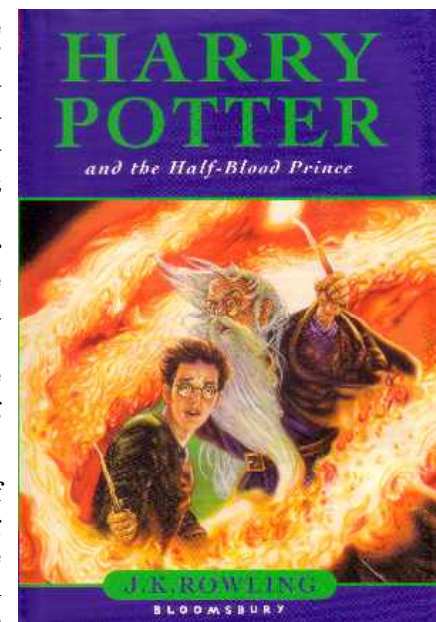
Not Science Fiction

Well, some fantasy and something else this time. The fantasy is *Harry Potter and the Half-Blood Prince*, which I have finally caught up with. I was pleasantly surprised. While I've enjoyed all the Harry Potter books, this is the first one that hasn't also made me wince. For a start, Rowling has something of a cloth ear when it comes to names, but this time nothing grated. And there are usually a few passages in each book that ring false, but, again, nothing in this one. Maybe she's getting the hang of this writing thing. Or maybe it's just a decent editor.

The first couple of chapters are by way of a prologue and make for some intriguing scene setting. The story proper starts the same way as the others: Harry stuck with his horrible aunt and uncle waiting for the academic year to begin at Hogwarts. This time Dumbledore himself comes to get him. A visit to the Weasleys cheers things up, but is also a reminder of the grimmer happenings of the last couple of books. The trip on the Hogwarts Express sees Harry in boy detective mode, but unexpectedly bested by Draco Malfoy. And unexpectedly nasty it is, too. This sets the tone for the rest of the book which is noticeably darker than the previous ones – though this follows on from the last book.

Once at Hogwarts, things seem fairly normal: there's the usual run-in with the bestial Slope, sorry, Professor Snape; a new Defence Against the Dark Arts Teacher; Hagrid; and, of course, Quidditch practice. But there's new stuff as well and a more serious tone to everything. Not least, Harry's private lessons with Dumbledore, which the Professor uses to tell him (and us) more about Lord Voldemort's history.

The boarding school elements of the story, which have been a major part of the previous books, take a back seat in this volume. The focus is much more the struggle against Lord Voldemort and what ties him and Harry together. For the first time, there are hints that, like Luke Skywalker, Harry might 'turn to the Dark side'. The combination of this with the quest plot makes for a gripping read. And a terrific climax as the various elements of the plot come together.



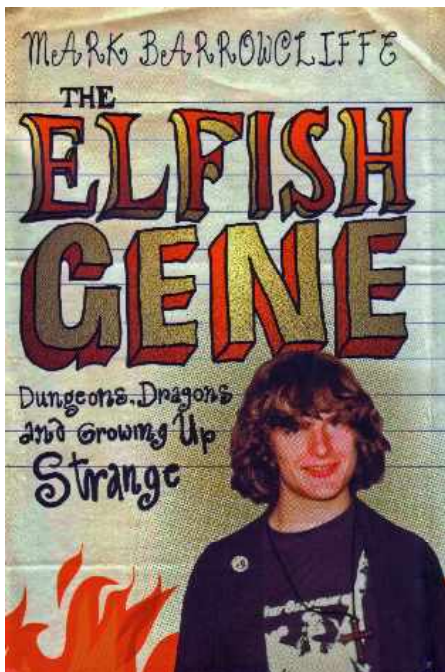
Rowling has done a cracking job with this book and has tightly wound the spring to power what should be a terrific finale to the series. This could be a very different book from the rest of the series as Rowling moves further away from the template she established with the first stories. Add me to the long, long list of people waiting for *Harry Potter and the Deathly Hallows*. Mind you, that title doesn't do anything for me.

The other book is Mark Barrowcliffe's *The Elfish Gene*. Already a published novelist, Mark has written the story of his teenage life: growing up in Coventry as a *Dungeons & Dragons* player. Or perhaps I should say *D&D* nut. Mark does not portray his younger self in a flattering light (though the picture on the front doesn't look bad). In fact he sounds (and looks!) like the sort of obnoxious munchkin older *D&D* players (like me) would have run a mile from. (Or just taken every opportunity to kill off his characters. Ahem.)

I don't know what to say about this as a story. A bunch of boys (and they are boys, of course) gets together and plays *D&D*. Some go, others arrive, some stay. There are bust-ups and arguments. It's essentially about a group of youngsters brought together – and split apart – by their hobby. It's seen from the viewpoint of one person, the youngest, and filtered through the intervening years' experience. That *D&D* is the focus of the group seems largely accidental to me: a factor of the time (1976) and the age and nature of the people involved.

But don't think that this is a grim read, Mark has a very light touch with his material – the book is amusing and very readable. Though I take it with a pinch of salt. For me and, I suspect, many others, the main attraction of the book is in seeing what overlap there is between our experiences. I thought Mark and I might both have been at some events, such as the Reading Gamesfair. However, the only common point I could find was that we both visited Dungeons and Starships shop in Birmingham – at different times.

The Elfish Gene is not really my kind of book, but it is well-written, entertaining and has a great title. Many thanks to Mark for sending me a copy.



Games Events

Last call for Summer Stabcon: 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) in Leicester: Stamford Hall at the University of Leicester. The first year at its new venue for this long-running board games event. 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, venue to be decided. 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. 16th-18th 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 76 was written (apart from Nik Luker's review) and edited by Pevans. The *LPBS* masthead (page 25) is by Lee Brimmicombe-Wood, as are the pictures on pages 16 and 36. The drawings on pages 26 and 30 are by Tim Wiseman and the one on page 27 by Nik Luker. Pevans took photos and played with his scanner and Photoshop. © Paul Evans, 2007.

St Mary's Railway Rivals game 4 – Game End

A bit more of a game end statement from PCMR (Pevans)

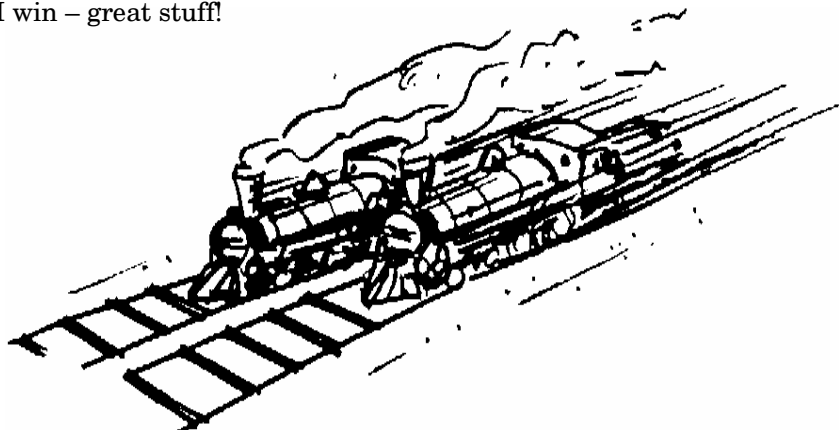
In my last few RR games, I've decided to ignore the points scoring opportunities of the first phase (for connecting to towns) in favour of building a network for the second phase of the game (the races). The reason behind this is that you get far more points from races. In this game, LATE/Steve scored 273 points from races, STRIKE/Gerald scored 242, PCMR/I got 230 and TGWR/Chris 170 points. These points give the same positions as the total scores, which supports my argument. On the other hand, the only change from the the end of phase 1 was that I moved from 4th to 3rd. I think I need to be more competitive in the first phase.

This was an interesting map to play on. Clearly lots of tunnelling is required, which is expensive. In turn, this reduces players' options and the extent of their network. From Steve and Gerald's success, I suspect the northern edge of the Circle line (Paddington - Marylebone - Baker Street - Euston - Kings Cross - Moorgate - Liverpool Street on this map) is important. I'd certainly like to try the map again some time.

Congratulations to Steve on an emphatic win and thanks to Mike for running the game.

And from Steve Bunce, LATE (winner)

Thanks to everyone for a very enjoyable game, and of course to Mike for the running of the show. I was pleased to get Watford as the start point as the run into central London looked good, picking up 4 or 5 stations along the way without any deviation. This gave me an early lead which I managed to hold onto. My first PBM win – great stuff!



Ribblehead Viaduct Railway Rivals game 5 – Turn 8

CHUFFIN' RAILWAYS does well, as does PNCR, though he pays lots to other Companies. LATRINE has a poor turn, while NEW and NULC score low. NEW extends their regional Monopoly and builds towards York, CHUFFIN build along the Tyne to Hexham, and continue their penetration of Lancashire. PNCR builds towards Carlisle and NULC builds a short branch towards the Lake District.

Races

Race	From	To	NULC	PNCR	LATRINE	CR	NEW
8	15	32		20-10			10-5+10
9	23	43	+1	20-8		10+7	
10	34	54	+6+2	10-10+2	-6+5+1	20+5	
11	61	11	10				20
12	25	55	+3	20-2+4		10-7	
13	42	64			10-8	20	
14	52	55		20-4		10+4	
Total			22	62	2	74	35

Builds and points

A: NEW UNIFIED LOCOMOTIVE COMPANY (NULC)

Colin Parfitt (BLACK)

Builds: (V18)-V17-W17-X17-Y17-Y16 (1 to NEW)

Points: $29 - 6 + 1 + 22 = 46$

B: PEVANS'S NORTHERN COAL RAILWAY (PNCR)

Paul Evans (RED)

Builds: (B65) – B62 – C62 (1 to NEW); (K22) - Halifax

Points $74.5 - 10 + 1 + 62 = 127.5$

C: LONG AND TORTUROUS RAILWAYS IN NORTHERN ENGLAND (LATRINE)

Steve Bunce (BLUE)

Builds: NONE

Points: $135 + 2 = 137$

E: CHUFFIN' RAILWAYS (CR)

Nathan Richards (BROWN)

Builds: (Newcastle) – Hexham; (Wigan) – I12 (Pay 1 to NULC and 1 to NEW)

Points: $74 - 10 + 74 = 138$

F: NORTHERN EXPANSION INTO WASTELANDS (NEW)

Gerald Udowiczenko (ORANGE)

Builds: (X3) – W4 – Y3 – Millom; (Harrogate) – Q26 – Q29 (+3, 1 to neutral, 1 to PNCR)

Points: $91.5 - 10 + 3 + 35 = 119.5$

GM Notes

Some payments to the dead track – that's why totals may not add up

15 14-51 Millom/Barrow – Manchester	19 31-62 Scarborough/Whitby – Liverpool
16 16-46 Appleby/Hexham – Barnsley/ Wakefield	20 33-S6 Hull – W Coast Port
17 22-66 Sunderland-Lytham/Southport	21 41-S3 Rotherham/Doncaster – East Coast Port
18 24-53 West Hartlepool/Durham – Old- ham/Stockport	

Build Points for the next turn (after races) are 8: **known** payments to rivals come from these points.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 6th July 2007.**

Mission of Gravity

Star Trader game 3 – Turn 19

Two big items this Quarter – the upsurge in demand for Monopoles and, to a lesser degree, Isotopes and the Appearance once more in front of the Federal Courts of ZWILLINGE – this time they drew a Major 400 HT fine and their Connections have been gravely weakened. It has lowered their stock and left their position much weakened.

TRANS SOLAR TRADING INC sold a cargo pod, their three spice factories at Sigma Draconis, repaid their loan and took out a new loan over 4 Quarters for 1,497 HTs at 73 HTs a Quarter interest. They then sold 3 Warehouses from Gamma Leporis, 1 Warehouse from Delta Toucanis, bought a new Warehouse at Mu Herculis, laid down a Piccolo Hull with A crew at Epsilon Eridani and bought 17 Monopole Factories. Together with the Passenger business running well against the competitors, they can probably service this huge loan.

TRANSURANIC paid to undermine ZWILLINGE's Reputation, which they did by 3, and also embarked a lot of Passengers. They increased their Reputation, bought a Warehouse at SD and laid down a new Phoenix Hull with B class crew at Alpha Centauri; we understand that the ship will be named TTC Fermium.

VOGON INDUSTRIES increased their Reputation by 4 and then bought 10 Isotope Factories at Sigma Draconis.

ZWILLINGE survived the Inquiry as a going concern, but the fine has hurt them. They sold all their Isotope Factories at Tau Ceti and took out a loan for 1200 HTs over 4 Quarters.

SOLAR SPICE, LIQUORS & MONOPOLES bought 3 Monopole Factories at Mu Herculis.

CAESAR WHOLESale took OP4 and one of their ship now bears a Battle Comm Pod.

SOLAR WINDS increased their Business Connections to 5 and bought a Monopole Factory at Mu Herculis; their connections stopped them from purchasing any more.

ISNOT-ISTOO lost 7 Isotopes at Sigma Draconis from a sabotage attack that bore evidence of being made by ZWILLINGE.

HONEST DARTH's USED SPACESHIPS lost 10 Isotopes to a self-inflicted sabotage attack.

As the price of Alloys fell at Gamma Leporis, TRANS SOLAR TRADING and TRANSURANIC sold Alloys on Contract.

TSTI also sold 2 Alloys for 3 HTs each at Epsilon Eridani, while TOLIMAN sold 2 Liquors at 6 HTs. TSTI also undercut ZWILLINGE, selling 9 Spice for 8 HTs apiece and gaining a Dealership, while ZWILLINGE found no takers at 10 HTs.

At Delta Toucanis, ISKANDER FIRE & ACCIDENT sold 9 Isotopes for 4 HTs each and became Market Managers.

Tau Ceti saw TSTI selling Alloys on Contract. ZWILLINGE bought 17 Isotopes at a price of 9 HTs, though unable to gain further Market Position, while ISKANDER sold 5 units on Contract and TRANSURANIC bought 5 on contract. Do these Corporations ever talk to each other? ISKANDER sold 8 Petroleum for 8 HTs each and were made Dealers, as also happened to TOLIMAN when they sold a further 6 at 9 HTs to meet the heavy demand.

VOGONS sold 6 Alloys for 4 HTs apiece at Mu Herculis; CAESAR WHOLESale sold 5 more on Contract. SWISS MERCENARY FLEET sold 6 Liquor for 2 HTs apiece, after which VOGONS bought 2 at the same price. SSL&M sold 5 on Contract and only ISKANDER – unable to sell at 4 HTs – felt left out. SWISS MERCENARY sold 10 Monopoles for 10 HTs each and a Dealership, and ISKANDER bought 3 at 13 HTs.

Sigma Draconis was quieter – TRANSURANIC sold 6 Isotopes for 1 HT each and gained a Contractorship. ZWILLINGE sold 1 Petroleum on Contract and both ZWILLINGE and SOLAR SPICE, LIQUORS & MONOPOLES bought Spice on Contract. VOGON INDUSTRIES wanted to buy at 6 HTs, but received no offers.

TRANSURANIC bought 6 Alloys at Alpha Centauri and were made Dealers. TRADEWINDS bought 9 Liquor for 5 HTs each to gain a Dealership, while SWISS MERCENARY sold 5 on Contracts and VOGON's bid of 5 was ignored. SWISS MERCENARY benefited most from the rising Market in Monopoles, selling 20 for 14 HTs each and gaining a Dealership, though ISKANDER did sell 2 at 15 HTs apiece. TRADEWINDS then sold 10 Spice at 7 HTs and were made Market Managers

Beta Hydri saw VOGON selling 8 Isotopes for 5 HTs each, undercutting ZWILLINGE's offer of 6 and ISKANDER's 7. ISKANDER sold 12 Monopoles for 17 HTs each, SSLM selling 5 more on Contract, though CAESAR WHOLESALE didn't sell at 17 HTs. ZWILLINGE sold 5 Petroleum on Contract and CAESAR WHOLESALE finished the trading by selling 5 Spice for 10 HTs each.

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	11th	347	40	Rob Fuller
B Solar Winds Trading Co	5	0	8	0	10th	200	31	Steve Bunce
C Caesar Wholesale	8	9	2	0	9th	247	31	Simon Burling
D Trans Solar Trading, Inc	10	0	7	7	2nd	765	40	Jerry Elmore
E SSL&M	10	3	5	0+1	8th	64	40	Paul Evans
G HDQUS	10	2	2	N	12th	909	26	Howard Goble
H Trade Wind	10	0	8	9	1st	749	40	Colin Parfitt
J ISNOTISTOO	10	0	3	N	12th	138	40	William Hay
K Swiss Mercenary Fleet	10	0	10	0	4th	638	40	Martin Jennings
L Zwillinge	6	2	2	0	7th	1471	6	Michael Martinkat
M Transuranic Trade Corp	10	0	3	5	5th	529	39	Bob Parkins
N Vogon Industries	10	7	0	0	6th	217	40	Nathan Richards
P Iskander Fire and Accident	10	8	4	10	3rd	412	40	Przemyslaw Orwat

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

News

Event 20 took place this turn.

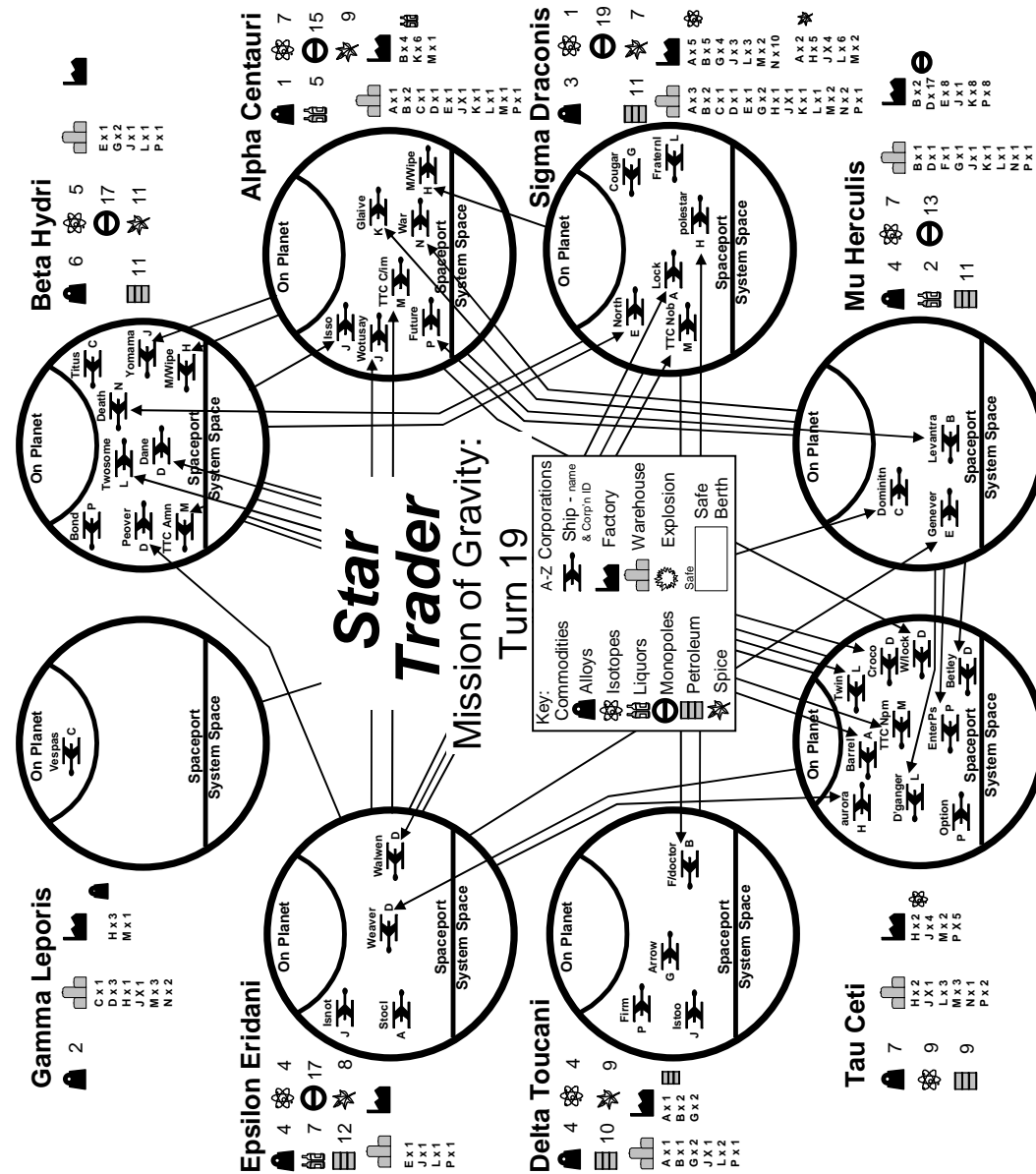
There was one new News Chit this turn (shown in Bold):

Caesar Wholesale took OP 4.

Turn 20 P10, C5, P2

Turn 21 **B4**

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 6th July 2007.**



Great White Hunter

Turn 9

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																		e	e	
3																		e	e	
4			x					X				g								
5		x	a			X		X				g					g	g	g	
6			a			X						g								
7	X											X				x	g	g	g	
8					g	g	g													
9			x								X					X				
10													m					X		
11	X								↓	↓	↓									
12						x														
13											A						e	e		
14										x	a	x					e	e		
15			m							X	X									
16	↓						a	a								X				
17	↓									X				S			X	X	X	
18	↓									X					X		X	X		
19					↓	↓	↓													
20		X										g	g	g						

Apologies to Ben Brown whose score mysteriously started at zero last turn.

This turn the antelope is duly polished off, but only Guy Arnold manages to hit anything else. Unfortunately he hits a snake: who knows how far it will wriggle before any more shots are taken?

Player	Shots This turn	Points This turn	Total Score
Guy Arnold	R18, N17	1	4.89
Ben Brown	R10, F5	0	4.25
Charles Burrows	K13	.375	7.34
Rob Carter	A11, L7	0	3.00
Mike Dommatt	Q18, J17	0	3.96
Jerry Elsmore	J15, J17	0	8.15
Bill Hay	O16, Q18	0	3.00
Pete Holland	O18, K13	.375	9.02
Francesca Huskinson	H5, R10	0	3.00
Andrew Kendall			8.00
Nik Luker	Q18, R17	0	6.56
Tim Macaire	A7, B20	0	4.00
Michael Martinkat			1.00
Bill Michell			1.00
David Olliver	K15, K13	.375	8.92
Neil Packer	E14, K13	.375	8.44
Colin Parfitt	K13	.375	3.61
Mark Stretch	K13	.375	1.05
Al Tabor	F6, K13	.375	8.61
Barry Townsend	Q17, P9	0	3.00
Gerald Udowiczzenko	K15, O18	0	3.00
Matthew Wale	K13	.375	6.45
Graeme Wilson	H4, K9	0	2.50

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, 13th July 2007.

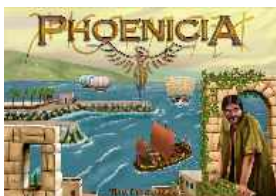
Games from Pevans

Mail order board and card games in the UK



A selection of what's new at Games from Pevans (www.pevans.co.uk/Games)

Phoenicia



This is a cracking development game by Tom Lehmann, "inspired by *Outpost* and *Civilization*." Players bid for cards to expand their village to a city state, balancing income and victory points. It plays more quickly than you think – and very well.

For 2-5 players, aged 12+, 1½ hours: £30.00

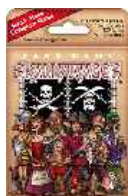
Santiago

Plant your crops and then bid for the water needed for them to flourish. An ingenious bidding strategy game that was a surprise hit at Spiel. (German edition with English rules)



For 3-5 players, 1 hour to play: £15.00 (new price)

Skallywaggs



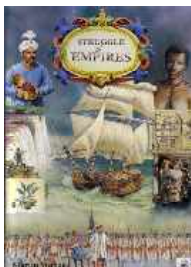
Build yourself a crew of rascally rogues before your opponents can complete their own. But beware! There are Scurvy, Hurricanes and Cursed Sailors afoot. So, batten down your hatches or you're sure to be hauled off in irons or, worse, consigned to Davy Jones's locker.

For 2-4 players, aged 12+,
playing time 1 hour: £10.00 special offer

Struggle of Empires

Martin Wallace's finest game! In this one 18th century European powers compete over their colonies. Some clever mechanics give players a lot to think about. (Re-print by Eagle)

For 2-7 players, playing time 3 hours: £23.00 (new price)



Buy online from the full catalogue at www.pevans.co.uk/Games

Les Petites Bêtes Soyeuses 202

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 October 1660 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpsorders@pevans.co.uk
by Friday, 13th July 2007**



September 1660

The return of the army brings Paris back to life. And it means Averell de Alton can settle his score with Pierre de Vin Rouge over Anna. The two men meet up, each with rapier in hand. It's a pretty even fight, though de Vin Rouge has the advantage of expertise. However, both men start defensively with a parry. De Vin Rouge then attacks with a lunge, but de Alton jumps out of the way. As de Alton recovers his balance, de Vin Rouge strikes with a slash. This time the blow hits home and he jumps back to assess his handiwork. De Alton lunges in return. The wound provokes de Vin Rouge into a furious lunge. Struck by both lunge and cut, de Alton tries another lunge. De Vin Rouge takes the blow and parries in case another one is coming. But de Alton is busy dodging, so de Vin Rouge gets him with a lunge. That's enough for de Alton and he surrenders.

Meet the new boss

There's a whole new military hierarchy to appoint this month, but there's still time for a few adjustments first. Fresh from the duelling field, Pierre de Vin Rouge has a word with his Colonel. At de Vin Rouge's urging, the man resigns his commission, ceding command of the Picardy Musketeers to Lieutenant-Colonel de Vin Rouge. Lt-Colonel de Alton already has a vacancy above him and buys the Colonelcy of the Royal Foot Guards. Major Lun a'Tic follows him up the ladder by buying the rank of Lt-Colonel.

Jean Laissez Faire recruits new boy Leffe Bier for the Cardinal's Guard and gives him a few crowns to help with his costs. Bier buys his way to the vacant Major's spot in the regiment, which costs rather more than Laissez Faire's gift, especially with the price of three horses on top. Luckily, he's already been to see the moneylenders. It's cheaper to join the 69th Arquebusiers, which is what Charles de Tanois and Oliver Neuferglas do. Both men have borrowed some cash, but only Neuferglas spends the money buying a Major's rank. De Tanois makes do with a Captaincy and saves some funds.

The top job this month is Minister of War. There are several candidates for the post. Gar de Lieu calls in a favour, but it's not enough to get him the job. Both Co W Ard Extrême and Sean Sondamour have what it takes, so something special will be needed to beat them. Enter Stan Dandy Liver, who has the support of Gaston de St Marque and Orson de Combat as well as his own influence. Plus he's the incumbent. And His Majesty re-appoints him to the job. He keeps the two Inspector-General posts vacant and he doesn't appoint an Aide, either.

Same as the old boss

Co W Ard Extrême is hoping for a Government job, but none is forthcoming (mainly because all the portfolios are taken). That leaves the option of commanding an Army. This is in the gift of Field Marshal Sondamour and he has other ideas about who should lead the Armies. He appoints Revaulvin d'Or as commander of First Army, Charlemagne le Gosse to command Second Army and Jacques Shitacks in charge of Third Army. He leaves Adjutant-General empty, but names Thomas Tudo as his Aide. D'Or has not given any instructions about posts with First Army, so his staff deal with the applications. Devlin Carnate gets to be First Army Quartermaster-General (in preference to Gustav Ind) and Antoine Valois is First Army Adjutant. Le Gosse makes Gustav Ind QMG of Second Army, but leaves the Adjutant's post vacant for the time being. Shitacks keeps his Army Adjutant job free, too.



Stewart Senquiry backs Horatio d'Escargot's bid to be Heavy Brigadier. His support doesn't count for much, but d'Escargot gets the job. Lun a'Tic becomes job of Adjutant of First Division. Brigade Major of the Horse Guards goes to Aloysius Gnomeclencher. Mind you, he is the only applicant. Beau Romir has some influence, which helps him gain re-appointment as Aide to the Crown Prince. Prinny reckons Romir makes a good drinking companion and is pleased to have him back. Zachary The Money Goes selects Benedict d'Over as Regimental Adjutant of the King's Musketeers. Antoine Valois and Gustav Ind each choose

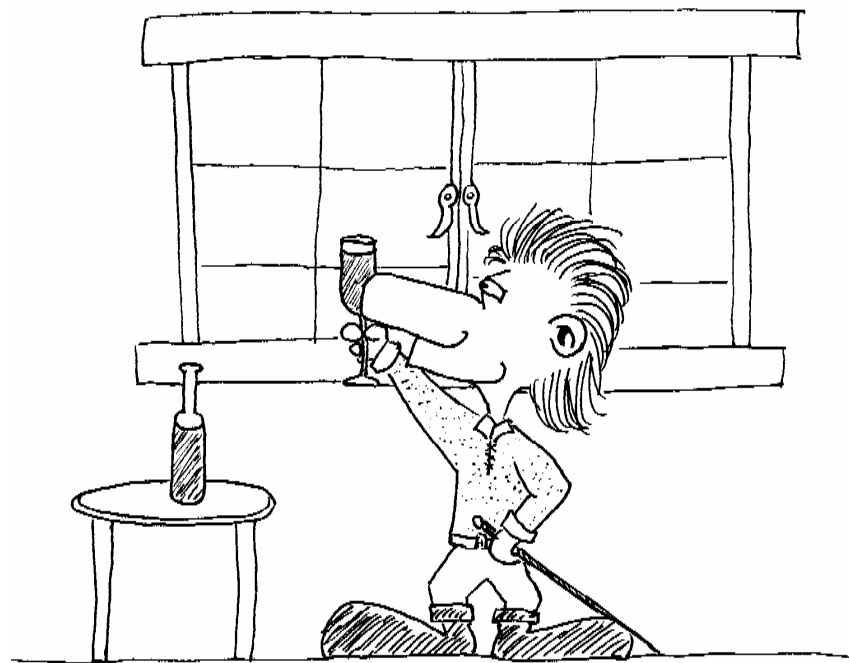
the best-qualified Captain in their regiments – the Dragoon Guards and Royal Marines, respectively.

When all the dust settles, Egon Madd and Leroy Nenspoyn are to be seen leaving Paris. Both have volunteered for the Frontier regiments. Clearly, neither has had enough of active service.

No racing

It may be the first month back in Paris for many socialites, but there's a distinct dearth of parties. Pate Derry's death last month means he's not around to sponsor his planned horse race. Aloysius Gnomeclencher, Alain Hermès, Benedict d'Over and Gaston de St Marque don't seem to have noticed this. They turn up at the track in their riding to find nothing's happening. Ah well.

This leaves Stewart Senquiry's bash at Hunter's the only major do during September. This is in honour of the late Jacques Pottès and attracts quite a few socialites. The first through the door is Aloysius Gnomeclencher, who wants everybody to see that he has Deb Estaround on his arm. Particularly as he wasn't able to show her off at the racetrack after winning her affections at the start of the month. Since then, Aloysius has practised his rapier and is glad of a chance to party. Similarly, Deb is pleased to be rid of the Leroy Nenspoyn, who just didn't pay her enough attention.



Alain Hermès is next, making up for a disappointing month so far. Unlike Aloysius, his courting was not a success. Like Aloysius, he turned up at the racetrack. Since then, he's visited the bawdyhouses to get over his lack of female company and arrives at Stewart's party in a better frame of mind. Once everyone is assembled he offers a toast: "to fallen comrades PM Major Henri Hermès, lost months ago to an English soldier, and 27M Lt-Colonel Lesmis de Rables, lost very recently to an over-developed respect for authority." Benedict d'Over brings Ophelia Derriere with him. Benedict was also in Hunter's with Ophelia at the start of the month, but was then part of the group at the racetrack. A week practising rapier sets him up for the party. However, right behind him is Leffe Bier in the uniform of the Cardinal's Guard. As Benedict is a King's Musketeer, words are exchanged and an appointment on the field of honour made. Leffe has just been to the Bawdyhouses for some female company after spending the first half of September in Blue Gables on his own.

Belle Epoque and Indie Soupe are next to arrive at Stewart's party. Indie has spent three weeks in the regimental gym with his sabre, so this is a pleasant break. Jacques de la Boite brings Josephine Buonaparte to the party, her second outing of the month as they started at Red Phillips. Jacques is then the guest of Pierre de Vin Blanc at the Frog and Peach before returning to Red Phillips on his own. The party is the first excursion together for Violet Bott and Juste Minit this month. They spend the first week together, but Juste then goes drinking at the Bawdyhouses (as he's not a member of any club) to fill in time until the party. He's had a small cash gift from Aloysius Gnomeclencher, which will pay for quite a few drinks. It's a drink he's after as he doesn't know the first thing about this card game his host is talking about.

Oliver Neuferglas takes advantage of the open invitation to join Stewart's shindig. This is his second Toadying of the month as he spends the second week alongside Jacques de la Boite as the guests of Pierre de Vin Rouge. The rest of his month is taken up with unsuccessful courting. Quite publicly so when he meets Armand dan Gerous on Violet's doorstep. Luckily, Juste doesn't seem to hold this against him when he runs into Juste and Violet at the party. Oliver takes exception to a reference to a "ruffed Diamond" until this is explained to him. The final guests are Pierre de Vin Rouge and Mary Huana. Spending three weeks together at the Frog and Peach, they have the company of Oliver and Jacques for a week before joining them again at Stewart's. Unfortunately, no-one knows all the rules to the card game that the late Jacques Pottès championed, so the party is reduced to playing Happy Families. This comes to an abrupt end when Stewart is unable to locate M Pain le Boulanger and throws a hissy fit.

No party

Minister of War Stan Dandy Liver intends to be at Stewart's party. For some

reason he turns up a week early and hangs around outside the empty club. For the other three weeks, he's in the Fleur de Lys (as are many others) with Lotte Bottle. The remainder of Stewart's month sees him trying to court a succession of women. His approach to Carole is so blatant that Ada hears of it and chucks him. So he has no companion at his own party.

Ada doesn't spend long on her own. Armand dan Gerous turns up the following week and is pleased to be accepted by her – especially as the woman he was after the week before wasn't at home. Of course, Ada then doesn't see Armand for the rest of the month as he goes chasing other women. Notably Violet, on whose doorstep he meets Oliver Neuferglas, and then Belle. News of this gets back to Ada and Armand gets the boot. Well, that didn't last long!

Gustav Ind spends a week in the Frog and Peach with Emma Roides and then retires to the gym for three weeks with his cutlass. Roget de Saurus shows up at Blue Gables with Sue Briquet on his arm. She is very pleased to see him at the start of September and even more pleased that they spend the rest of the month together in his club (even if it is only the Gables). The only embarrassment for Roget is a visit from the debt collectors at the start of September.

Bothwell's is home for two couples all month: Horatio d'Escargot and Henrietta Carrotte and Lun a'Tic and Bess Ottede. Antoine Valois pops into the club for a week after failing in his first week's courting. He puts in a week with his sabre and then heads for the Bawdyhouses for some female company. Kathy Pacific gets a week in Hunter's with Jean Laissez Faire, turning up at the same time as Antoine. Around this, Jean is in the gyms, working out with his rapier.

This brings us to the Fleur, where the big nobs hang out. Devlin Carnate and Angelina di Griz are there for the whole month. So are Beau Romir and Frances Forrin, though they spend one week as the guests of the Crown Prince to celebrate Beau's re-appointment as Prinny's Aide. Bud d'Wiser would also like to be in the Fleur for all four weeks. However, when he and Maggie Nifisent turn up



they are pounced on by CPS Zachary The Money Goes, who is there with his lady, Anna Rexique. Zack hands Bud a warrant and the heavies drag him off to the Bastille. After a week in the cells, Bud returns with Maggie on his arm and they stay for the rest of the month. Zack, on the other hand, is back in the Ministry archives searching for something. It must be important as he's prepared to spend money on overtime for the Commission staff.

No club

Sean Sondamour takes Ella Fant to the Fleur for three weeks, spending the fourth with his sabre. Charlemagne le Gosse starts the month at the Fleur with Lois de Low, but is then in the gym with his rapier. Edna Bucquette gets the first week in the club, too, on the arm of Gar de Lieu. Then it's three weeks with his rapier for Gar. The last person starting September in the Fleur is Orson de Combat, who brings Fifi with him. After this, he takes his rapier out for three weeks. He concludes by funding their boozing for those in Red Phillips and the Frog and Peach this month. After visiting the Bawdyhouses for some female company, Co W Ard Extrême is in the Fleur for the rest of the month.



Armand dan Gerous starts his month at the Bawdyhouses, too. The footpads strike as he makes his way home, but find his pockets empty. Armand then wins the affections of Guinevere d'Arthur from the absent Pierre de Mont-Réal. He offers to take her to his club for the rest of the month, but has to admit that he's not actually joined one! Charles de Tanois is another man visiting the Bawdyhouses in week 1. Three weeks of rapier company then ensue. Ferdinand Franz starts at the Bawdyhouses as well. Plonking 50 crowns down on the gaming tables, he is pleased to win the bet. He is less pleased when two women turn him down in succession and spends his last week with his rapier. Last bawdy starter is Lucien d'Escaillehuitaillements: a week with the ladies and three with a rapier.

The final visitor to the Bawdyhouses, to end his month, is Jacques Shitacks, after three weeks with his cutlass. Gaston de St Marque practises rapier for the first week, before the awkwardness of the non-horse race. He then disappears from view for a week, though makes it clear that he has paid Stan Dandy Liver's thousand crowns from last month into the Treasury, and surfaces again for his audience at the Louvre. His Majesty is busy with a game of Pell-mell, so Gaston is left kicking his heels on a (very elegant) sofa in the hallway. A number of courtiers saunter in and out before Gaston is ushered in. "Ah, Gaston," says the King, "what do you think: the heavy mallet or shall I just go for the hoop?" "But Your Majesty asked me to discuss affairs of State," responds the Minister of State. "What?" replies the monarch. "I hardly think that's worth interrupting a game for. Do run along..."

Roland Pollee d'Eaulee practises sabre for two weeks and then tries his luck with the ladies. However, all those he calls on are out, so there's no female company for Roland this month. Thomas Tудо doesn't worry about this kind of thing, he just spends the month with his sabre.

Pikes and muskets

With the French armies away in the Americas during the summer, there have been some incursions in the north-east. This month the Frontier regiments are deployed to defend this border against any further depredations. Egon Madd and Leroy Nenspoyn are both assigned to Frontier regiment 3. They are caught in the middle when the regiment is overrun by a Dutch force. In his Brigadier-General's uniform, Madd is a clear target for the enemy and the pikemen get him. RIP. Nenspoyn runs for it, but steps on a discarded musket. The loaded weapon discharges, the ball ricochets off a pike and hits Nenspoyn in the head. RIP. ❖

Press

Announcements

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.

The Dragoon Guards Want You
Send applications to the Regimental HQ. Bursaries are available.

† Colonel Sir Antoine Valois

To All Loyal Men of Paris,
Come and join the country's premier regiment, the King's Musketeers, and ensure that France's enemies are hunted down and dispatched. Places are still available, but please apply early to avoid any disappointment. Generous bonuses available and help with purchasing your commission.

† B.Bdr-General The Money Goes,
King's Musketeers

Social

Orson de Combat will be hosting a party at his club for 4 weeks. SL 14+ welcome.

I would like to thank those who served under my command in the First Army, and to honour the memory of those who fell. I can think of no better way to do this than a big party, first week of next month at the Fleur.

All veterans of the summer campaign, plus all who wish to hear their tales are invited, along with their ladies. All costs are on me.

† Baron Sean Sondamour

Personal

Colonel Jean Laissez Faire
Sir, I wish to bring to your attention that your subordinate working to recruit soldiers to your illustrious Regiment is employing dubious theology in an effort to increase numbers. † Aloysius Gnomeclencher
PS: Perhaps you could accept an invitation to dine with your old Regiment when time permits?

Renaul,
Welcome to the regiment.
Congratulations on completing
military training and surviving the
first campaign.

If I can be of any assistance, please
shout.

Yours, † Stewart Senquiry
PS Don't, under any circumstances,
look in the trap-door in the basement
of headquarters. It took us a month to
clear up the mess when I tried.

Gaston de St Marque: A poet not just
with apologies to Messrs Gilbert and
Sullivan, but with abject grovelling, to
judge by the standard of his latest
offering. But maybe, verb. sap., he is
giving us due notice of his future
actions. Don't waste your time
warning the QOC though – they
wouldn't understand even if you spelt
it out in words of one syllable.

† Le Plume Noir

Colonel Count Lokwot Isaw was a
noble and generous man who would
smilingly help the less fortunate or
experienced. He was a courageous
soldier of France who died displaying
his customary zeal and leadership. I
am sure I am only one of many who
are saddened at this loss. I cannot
answer for the allegations as to
financial irregularities, other than
stating that, in my dealings with him,
he acted perfectly correctly and even
generously.

The regiment will miss him but will
labour all the more for the good of
France in his memory.

† Captain Roget de Saurus RFG

La Plume de ma Tante,
While I am prepared, for the sake of
argument, to accept the existence of
the large carriage allegedly driven by
Sir Gar de Lieu, where does he get his
chamber pot refills? After a couple of
streets he will be running on empty,
even if he favours those he dislikes
with the merest sprinkling.

† La Plume de mon Onkel

Bonjour à tous, je voudrais se
présenter: je suis Charles de Tanois, à
votre service. Vive le Roi! † CdT
I like this fellow already.

† Le Roi

Lord Percy Percy says, as fashion is
tending towards the stick-like size
zero, our current Chancellor is deeply,
deeply unfashionable.

From the Diary of Egon Madd
Being at the Front and seeing all these
mutilated bodies reminds me of home!
Ahh nostalgia!

Grand Duke Max Dragoons
Lucky Colour: Muddy Brown
Lucky Star: Venus
Average IQ 115
Lucky Organ: Morgan

Dear B.Bdr-General Carnate,
I apologise for not applying to your
regiment after all. However, I looked
at my finances and realised that I
simply did not have the means.
As a Private in the Princess Louisa's
Light Dragoons I would have been
paying more for my horse and groom
every month than I was being paid.
Even if I'd bought myself a commission

as a Subaltern, I would have only had
one crown left over to support myself.
As a man from a poor family, I cannot
afford to pay too much for the privilege
of fighting for King and country.

Perhaps the Inspector-General of
Cavalry might consider increasing the
remuneration for members of Cavalry
regiments? Alternatively, he could
allow Privates and Subalterns to
spend some of their time on
regimental duties grooming their own
horse, so that they do not have to incur
the expense of hiring a groom.

Regards, † Juste Minit

The official portrait painter has been
attempting to paint a series of
portraits showing troops in combat.
However, no matter how fast he
sketches, the troops move and are
gone within minutes. Until now, that
is, when he had the opportunity to

sketch the King's Musketeers. They
prove to move so slowly in combat that
he has been able to do a series of 67
paintings showing details of men in
combat.

Speaking of sweets, have you tried
"pecheurs ami"? One taste and you end
up with a bouche comme dessous d'un
chat.

Dear B.Bdr-General Hermés,
Alas, until I have had a chance to
establish myself within the regiment
and in Paris society, I don't believe
that I would be accepted as worthy of
the position of Regimental Adjutant. I
hope that over this month, however, I
will be able to gain sufficient respect to
permit me to accept the position next
month, if that is still your preference.

Regards, † Juste Minit

Points Arising

If it doesn't say on your character
sheet that you are invited to second at
a duel, then you can't. So, if you want
someone to second you, make sure
you've nominated seconds *before* you
get a duel.

The following didn't get their orders in
on time ("No Move Received") and
suffered the consequences.
BdC Beau de Cire (Andrew Burgess)
has NMR'd. Total now 1
BdM Beppe de Marko (Mark Moores)
has NMR'd. Total now 1
C Chacal (Jon Sedgwick) has NMR'd.
Total now 7 and is sent to a
Frontier regiment

RdO Revaulvin d'Or (Jerry Spencer)
has NMR'd. Total now 1
WB Walter Butts (Richard Newby) has
NMR'd. Total now 1
X10 (Mark Mortimer) has NMR'd.
Total now 3 and is sent to a
Frontier regiment

EH (Matthew Wale) and PdMR (Pam
Udowiczenko) were floated at their
own request.

X2 (Timothy Hunt) and X3 (Andrew
Kendall) got the benefit of the doubt
and were floated

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

Charles de Tanois applies for Regiment Adjutant of 69A
 Roget de Saurus asks NPC Captain, King's Escort to resign
 Roget de Saurus asks NPC Major 1 of King's Musketeers to resign
 Roget de Saurus asks NPC Major 2 of King's Musketeers to resign
 Roget de Saurus asks NPC Major 1 of Archduke Leopold Cuirassiers to resign

Roget de Saurus asks NPC Major 2 of Archduke Leopold Cuirassiers to resign
 Roget de Saurus asks NPC Major 1 of 4th Arquebusiers to resign
 Roget de Saurus asks NPC Major 2 of 4th Arquebusiers to resign
 Roget de Saurus applies for Captain, King's Escort
 Roget de Saurus applies for Aide to General
 Roget de Saurus applies for Army Adjutant of First Army

Trials

Bud d'Wiser will be on trial at the start of next month (after duels have been fought, but before anything else) for non-payment of the duelling tax. CPS Zachary The Money Goes will prosecute and Minister of State Gaston de St Marque sits in judgement. Players are welcome to attend the trial and make statements, but the verdict and sentence are up to the Minister (though his sentence may be appealed to the King).

Duels

Results of this month's duels:

Pierre de Vin Rouge (gains 1 Exp) beat Averell de Alton.

Benedict d'Over (Rapier) and Leffe Bier (Rapier, adv.) have mutual cause for being in enemy regiments.

Grudges to be settled next month:

Pierre de Mont Réal (Rapier, Seconds BdM) has cause with Averell de Alton (Rapier) for pinching Guinevere.

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

Armand dan Gerous (Foil, adv.) and Oliver Neuferglas (Rapier) have mutual cause as neither stood down over Violet.

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

Jon Sedgwick gets the First son of a well-to-do Knight: Init SL 7; Cash 275; MA 1; EC 4 (X1).
 Tym Norris gets the Second son of an Impoverished Count: Init SL 11; Cash 40; MA 2; EC 2 (X4).
 Chris Boote gets the Bastard son of a Peasant: Init SL 1; Cash 9; MA 5; EC 6 (X5).
 Mark Mortimer gets the First son of a very wealthy Gentleman: Init SL 6; Cash 825; MA 3; EC 2 (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 N	Captain N	
Cardinal's Escort: Ensign N	Captain N	
Aides: to Crown Prince BR	to Field Marshal TT	
Provincial Military Governors: N/N/N/N/N		
City Military Governor N	Adjutant-General ___	
Inspectors-General: of Cavalry ___	of Infantry ___	
Commissioner of Public Safety ZTMG		
Chancellor of the Exchequer OdC	Minister of Justice CPS	
Minister of War SDL	Minister of State GdSM	

Army Organisation and Summer Deployment

First Army (Defence) RdO/N/AV/DC
 Guards Brigade (Defence) – RFG CG KM
 Second Army (Assault) CIG/___/___/GI
 First Division (Assault) NI/N/LaT
 1st Foot Brigade (Assault) – RM PM
 2nd Foot Brigade (Assault) – 13F 53F
 Second Division (Assault) N4/N/NI
 3rd Foot Brigade (Assault) – 27M 4A
 4th Foot Brigade (Assault) – 69A Gscn
 Frontier Division (Assault) N3/N/NI
 Frontier Regiments (Assault)
 Third Army (Field Ops) JS/___/___/N
 Cavalry Division (Field Ops) N5/N/N6
 Horse Guards Brigade (Field Ops) – DG QOC
 Heavy Brigade (Field Ops) – ALC CPC
 Dragoon Brigade (Field Ops) – GDMD PLLD
 Organisation and Deployment for the Campaign
 Season plus Army and Division posts
 (CO/Aide/Adj't/QMG):
 ID for chars, N (+ MA for CO and Adj't) for NPC, ___ for vacant

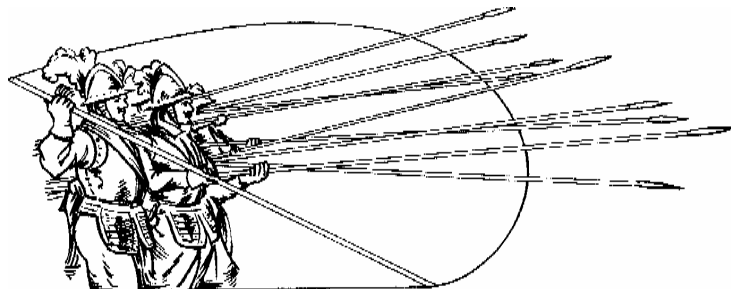
Battle Results

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

Brigade Positions

Guards Brigade N6/N/N6
 Horse Guards Brigade N2/N/AG
 Heavy Brigade HdE/N/N2
 Dragoon Brigade N6/N/N2
 First Foot Brigade N3/N/N5
 Second Foot Brigade N5/N/N5
 Third Foot Brigade N6/N/N5
 Fourth Foot Brigade N3/N/N5

Entries as Army Organisation Table



Frontier Regiments

(Defence for Sept-Nov)

	F1	F2	F3	F4	RNHB
Colonel	N4	N3	N2	N2	N6

Attached

Also at the Front

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

Hell Hath no Furry...

No	Name	SL	Attr	Last
61	Bette Noire	19	W	
64	Edna Bucquette	18	W	GdLi
3	Kathy Pacific	17	B	JLF
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	BdW
55	Jacky Tinne	16		
60	Polly Hydronne	16	W	
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	BR
48	Fifi	14	B/W	OdC
16	Ophelia Derriere	13		BdO
26	Ella Fant	13	B	SS
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	SDL
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	HdE
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	LaT
1	Sue Briquet	11	B	RdS
4	Anne Tique	11	W	
9	Deb Onairre	11	I	AG
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	GI
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	DC
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idée	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	RBG
47	Eve Ningalle	8	I/W	
49	Mary Huana	8	B/I/W	PdVR
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	IS
13	Josephine Buonoparte	6	I/W	jdIB
24	Violet Bott	6	I/W	JM
15	Ada Andabettoir	5	B/I	
25	Lois de Low	5	B	CIG

Regiments Organisation

	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	I3F	PLLD	53F	27M	4A	69A	Gscn
Col	AdA	JLF	WB	AV	RPdE	HdE+	TT	GI	BdW	PdVR	N5	DC	IS	AH	ON	N3	
LCol	LaT+	LdE	N6+	N3	AG+	N2	N2+	N2+	FF	N5+	N5	N5	N5	N5+	N5	N5+	N5+
Maj		LB	N5	N5	NI	N5	N5	N3	N3	N2	N4	N4	N4	N4	N4	N4	N4
Maj		N3	N6*	N2	NI	N4	N4	N4	N4	N6	N6	N6	N6	N6	N6	N6	N6
Capt	BR	N4	N2	N2	NI	N3	N3	N3	N3	N4*	N4*	N4*	N4*	N4*	N4*	N4*	N4*
Capt	N2	N6	N6	N5	N3	N5*	N5*	N5*	N5*	N5*	N5*	N5*	N5*	N5*	N5*	N5*	N5*
Capt	RdS	N5*	N5*	N5	N3	N3	N3	N3	N3	N4*	N4*	N4*	N4*	N4*	N4*	N4*	N4*
Capt	N6*	N5*	N5*	N5	N3	N3	N3	N3	N3	N4*	N4*	N4*	N4*	N4*	N4*	N4*	N4*
Capt																	
Capt																	
Capt																	

Entries are Character abbreviations, N (+ Military Ability) for NPC, blank for vacant, * shows the regiment adjutant. + shows ranks held by characters with a brevet rank or an appointment elsewhere.

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
GdSM	Count Gaston de St Marque	26	63	Comfy	General/State Min.	9		Flr	3	Nathan Richards
ZTG	Earl Charlemagne le Gosse	25+	82	Withy	B.General/2nd Army Commdr	14	Lois	Flr	2	Neil Packer
CITMG	Count Zachary The Money Goes	24	72	Withy	B.Bdr-General KM/CPS	11	Anna	Flr	4	Gerald Udowiczenko
SDL	Count Stan Dandy Liver	24	51	Rich	Lt-General/War Minister	11	Lotte	Flr	4	Guy Arnold
CWAE	Count Co W. Ard Extrême	24	36	Comfy	General	5		Flr	3	Benedikt Löwe
SS	Baron Sean Sondamour	22	60	Withy	Fld Marshal	5	Ella	Flr	2	Pete Holland
OdC	Marquis Orson de Combat	20	48	Withy	Bdr-General/Chancellor	6	Fifi	Flr	5	Francesca Weal
BC	Sir Devlin Carnate	19	57	Comfy	B.Bdr-General PLLD/1st Army QMG	4	Angelina	Flr	2	Bruno Giordan
DR	Baron Beau Romir	19	53	Comfy	Captain RFG/C.Prnce Aide	8	Frances	Flr	3	Graeme Morris
RdO	Baron Revaulvin d'Or	19	40	Withy	B.General/1st Army Commdr	10		Both	4	Jerry Spencer
BdM	Viscount Beppe de Marko	19	40	Fthy	Bdr-General	17		Flr	2	Mark Moores
BdW	Baron Bud d'Wiser	19	32	Comfy	B.Bdr-General GDM	11	Maggie	Flr	2	Francesca Huskinson
GdLi	Baron Gar de Lieu	19	28	Poor	Lt-General	3	Edna	Flr	4	Bill Hay
JS	Baron Jacques Shitacks	19+	64	OK	B.General/3rd Army Commdr	3		Both	4	David Olliver
EH	Earl Euria Humble	17+	61	Comfy	B.Lt-General	15		Both	5	Matthew Wale
TT	Sir Thomas Tudo	16	29	Comfy	Lt.Colonel ALC/FMshl's Aide	6		Both	5	Ben Brown
LaT	Lun a'Tic	15	29	Comfy	Lt.Colonel RFG/1st Div Adjutant	1	Bess	Both	2	Paul Wilson
LdE	Lucien d'Escaillehuitaillement	15	18	Comfy	Major CG	3		Both	4	Nik Luker
AV	Sir Antoine Valois	14	41	Comfy	Colonel DG/1st Army Adjutant	1		Both	4	Simon Burling
HdE	Sir Horatio d'Escargot	14	36	Comfy	B.Bdr-General ALC/Hvy Brigadier	4	Henrietta	Both	3	Graeme Wilson
AdA	Averell de Alton	14	27	Poor	Colonel RFG	4		Both	4	Martin Jennings
PdMR	Sir Pierre de Mont Réal	14	19	Comfy	Bdr-General	8		Hunt	5	Pam Udowiczenko
C	Sir Chacal	14	RIP							Jon Sedgwick
JLF	Jean Laissez Faire	13	27	Poor	Colonel CG	2	Kathy	Both	3	Filipe Silva
WB	Sir Walter Butts	12	19	Withy	Lt.Colonel KM	5		BG	3	Richard Newby
EM	Baron Egon Madd	12	RIP							Tym Norris

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
StSy	Stewart Senquiry	11	20	Poor	Lt.Colonel CPC	2		Hunt	2	Colin Parfitt
LN	Roget Nenspoy	11	RIP							Chris Boote
RdS	Loyet de Saurus	11+	40	OK	Captain RFG	7	Sue	BG	2	Gerry Sutcliff
LB	Lefte Bier	10	18	OK	Major CG	3		BG	1	Robert Carter
BdO	Benedict d'Over	9	25	Comfy	Captain KM/KM Regt. Adj.	6	Ophelia	Hunt	4	Mark Stretch
RPdE	Roland Pollee d'Eaulee	8	10	OK	Lt.Colonel QOC	6		HGds	3	Pete Card
GI	Gustav Ind	8+	42	Comfy	B.Bdr-General RM/2nd Army QMG	2	Emma	F&P	5	Ashley Casey
AG	Aloysius Gnomeclencher	7+	37	Comfy	Major QOC/HGds Brigade Maj.	6	Deb	F&P	2	Mike Dommett
PdVR	Pierre de Vin Rouge	7+	27	Poor	Lt.Colonel PM	4	Mary	F&P	3	Keith Bristow
JdIB	Jacques de la Boite	6+	19	Poor	Captain PM	1	Josephine	RP	5	Justin Key
RBG	Renaul Baptiste Grenoble	6+	18	Poor	B.Major CPC	2	Marie	RP	4	Olaf Schmidt
IS	Indie Soupe	5+	32	Poor	Lt.Colonel PLLD	3	Belle	RP	1	Charles Burrows
AH	Alain Hermès	5+	22	OK	B.Bdr-General 27M	2		RP	4	Rob Fuller
FF	Ferdinand Franz	4	10	Poor	B.Major GDM	4		RP	3	Mark Barrowcliffe
AdG	Armand dan Gerous	4	5	Poor		5		RP	3	Barry Townsend
X2		4	0	Poor		4		RP	3	Timothy Hunt
X3		4	0	OK		6		RP	6	Andrew Kendall
ON	Oliver Neuferglas	4+	14	Poor	Major 69A	3		RP	2	Tim Macaire
BdC	Beau de Cire	3-	3	OK	Captain RM	6		RP	5	Andrew Burgess
CdT	Charles de Tanois	3	4	Poor	Captain 69A	6		RP	1	Chris Martin
JM	Juste Minit	3+	20	Poor	Captain 27M	5	Violet	RP	3	Mark Booth
X10		1	RIP							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 = 500-5000, Comfy = 15000-50000, Withy = 50000-100000, Rich = 100000-250000, Fthy = 250000+

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+