

## That would be enough

This has been issue 78 of *To Win Just Once*, published 31st August 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 14th Sept.  
 Orders for *Les Petites Bêtes Soyeuses*, *Great White Hunter* shots and any other contributions to Pevans by Friday 21st September 2007.

(Remaining deadlines for 2007 are 19th/26th October, 23rd/30th November. Provisional first deadlines for 2008 are)

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Single issue	£2.00	£2.50	£3.00
Subscription (11 issues)	£20.00	£25.00	£30.00

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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](http://www.engarde.co.uk)

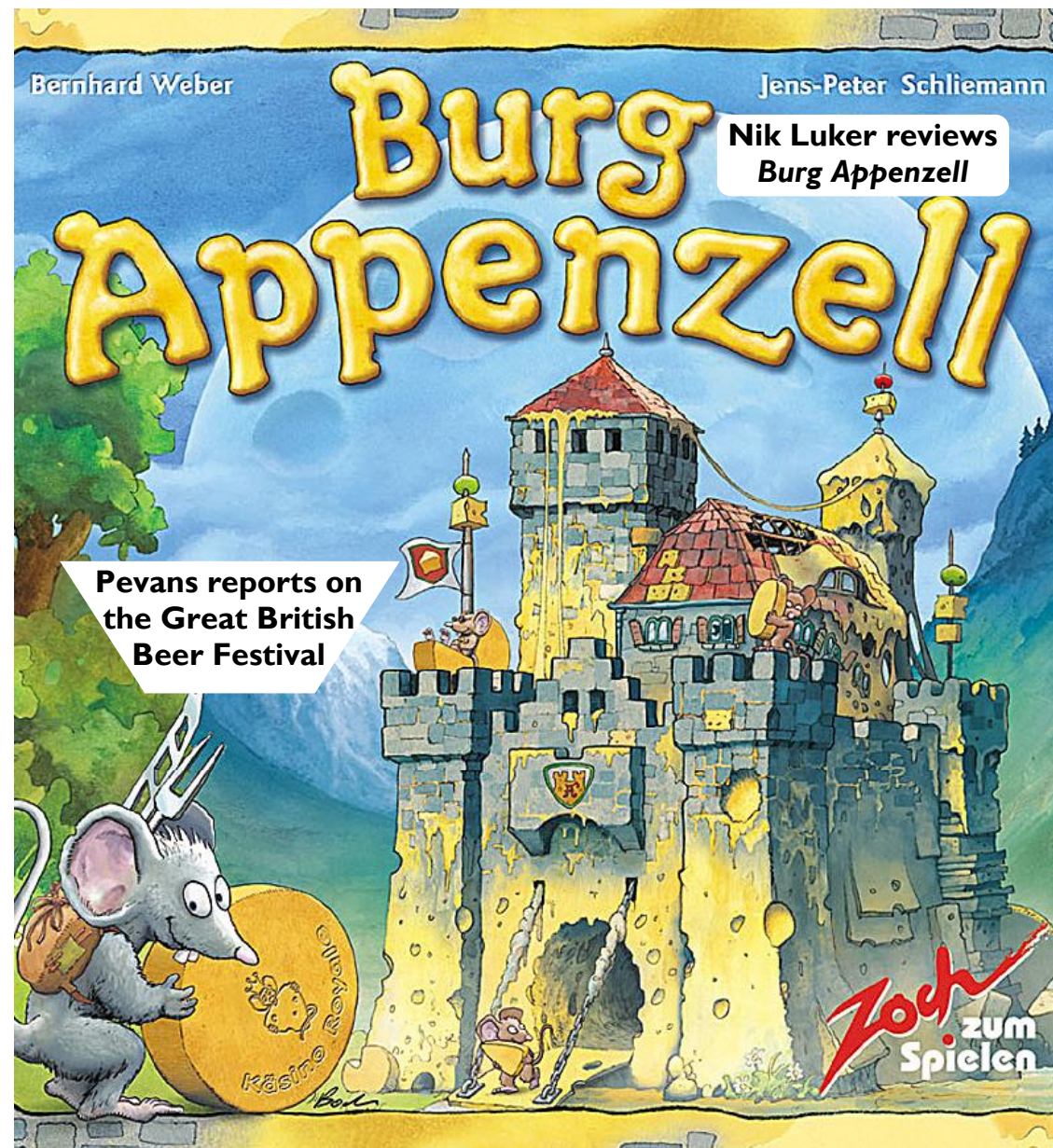
**Railway Rivals** Time for a new game: Ben Brown is interested, who else? We provide rules and a working copy of the map.

**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](mailto:TWJO@pevans.co.uk) Web: [www.pevans.co.uk/TWJO](http://www.pevans.co.uk/TWJO)

# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Pevans reports on the Great British Beer Festival

Nik Luker reviews Burg Appenzeli

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## Chatter

Work of various forms continue to keep me busy, so once again there's not much chat in this issue. I did have a quick look at the website stats for July, which show that the PDF version of *TWJO 76* was downloaded 108 times, but nobody looked at *TWJO 75*. My reviews of *Viking Fury* and *Puerto Rico* and my report from Spiel '05 remain the best draws for the site.

I must give a quick plug for Ash Casey's *En Garde!* game. *Réduit à l'Essentiel* (aka *Bare Bones*) is an attempt to stick as close as possible to the original rules while running the game online. We (yes, I'm playing) have had half a dozen turns so far and it's going pretty well. Ash is managing to maintain a fortnightly schedule and has room for a few more players. Catch up with the game at [www.bare-bones.net](http://www.bare-bones.net) and sign up with Ash at [ashkc@btinternet.com](mailto:ashkc@btinternet.com).

And then I got wound up a bit...

## I Don't Believe it!

I was sitting in front of the telly, which was showing something my other half wanted to see. "He was literally crucified!" said the woman on the box. "Jesus!" I thought (appropriately, I feel), "some poor bastard was nailed to a cross! I haven't seen that since the last time I watched *The Long Good Friday*." So I watched with more attention.

"He fell down the stairs and broke his back," was the explanation. So nobody was crucified. D'oh! Does this woman not know what "literally" means? Clearly not. And it's worse than that, what she meant was that "he was crucified, metaphorically." The complete opposite of "literally." Grr!

Next thing you know people will be using 'decimate' to mean killing 90% of a group of people...

## Letters

I have one piece of correspondence which has been hanging around for a while. Nik Luker writes:

Good review of *Hermagor* – I agree with all your comments. This is a very fine game indeed and definitely top of the 2006 releases in my book. Good, too, to see you at UK Games Expo (and get a game in to boot!). We could only make it on the Sunday, but were well impressed with what the organisers had achieved. Spiel it was not (nor could it possibly be at this stage), but the overall feel was spot on – we thoroughly enjoyed our day and will definitely be returning next year. For both days...

Thanks, Nik. The organisers have announced that UK Games Expo will be back at the Clarendon Suites on Birmingham's Hagley Road on 31st May and 1st June 2008. See you there! (See [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk) for more information.)

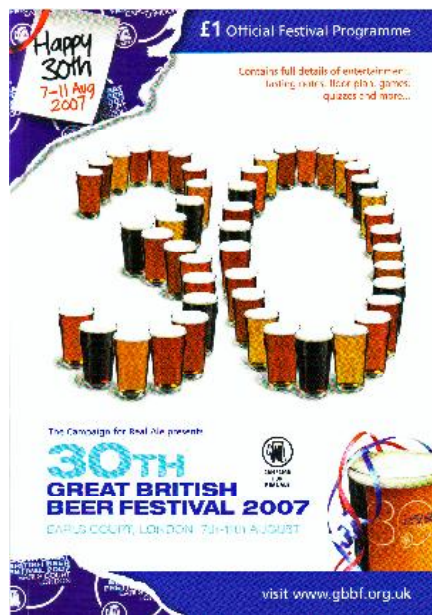
## Great British Beer Festival 2007

I made two visits to the Festival this year. As I did a couple of years ago, I signed up for one of the Champion Beers of Britain tastings on the Wednesday. Led by beer writer Roger Protz, we tasted this year's prize winning beers. This provided us with plenty of information about each beer as well as an insight into the way they were chosen.

First up was the Champion Bitter of 2007. Harvest Pale (from the Castle Rock brewery in Nottinghamshire; 3.8% alcohol) is a rather pale yellow beer, in the modern style. This provoked some discussion as there is a separate prize category for 'Golden' ales. In this case, the pale colour comes from using a pale lager malt with a touch of wheat as well. With plenty of hops, the result is a beer that smells hoppy and slightly citrusy and tastes really good. Bitter, but with a smooth aftertaste. Very nice stuff.

Second up was the Champion Best Bitter. This is a Welsh beer (cue an interesting discussion about Welsh beer in the past being thin and weak in an effort to avoid the attentions of the temperance movement in Wales), from the interestingly named Purple Moose brewery (or Bragdy Mws Piws for Welsh speakers) in Porthmadog, north Wales. Glaslyn Ale (Cwrw Glaslyn) is 4.2%. It's a yellow colour (pale malt again), slightly deeper than the previous beer and smelling a bit more astringent. It is quite bitter in the mouth, but has a malty, fruity finish. Good, but I prefer the Harvest Pale.

Then we moved on to the Champion Strong Bitter: Centurion's Ghost Ale (York brewery, 5.4%). This was quite a surprise as it's a dark brown beer – nearly as dark as a porter. Like a porter, this is the result of using roast barley in the brewing (apparently it doesn't add anything to the fermentation, just adds its own flavour). It smells wonderfully smoky. It tastes very dry and very fruity, underpinned by a hoppy bitterness. And it is very bitter: lovely.



Our fourth beer was the Champion Golden Ale: Maldon Gold from the Mighty Oak brewery (Essex; 3.8%). This is an amber-yellow beer and even more bitter than the previous sample. It smells almost of lemons (due to the Mount Hood hops from the US, says Roger Protz), but has a biscuity malt taste. It is dry and bitter and a fine beer

The Speciality Beer category is for beers with some unusual ingredient. This year's winner is Umbel Magna (Nethergate brewery in Suffolk; 5%). This beer is based on Nethergate's Old Growler Porter and the added ingredient is coriander seeds, giving the beer a spicy, curry-ish taste. As it's a porter, it has a dark brown colour from the roasted barley and it smells smoke and spicy. It tastes spicy too, and has a surprisingly sweet finish. But the coriander did not add anything to the beer as far as I was concerned.

Our final beer at the tasting was the overall Champion Beer of Britain: Hobson's Mild (Worcestershire, 3.8%). This was the big surprise: a mild winning Champion Beer of Britain! Roger Protz explained that it was simply the best of the beers tasted by the final panel – not least because it was different from the predominantly yellow bitters that were the rest of the selection. It is a golden brown beer with red highlights and smells of coffee (apparently it includes chocolate malt). As you'd expect, there's very little bitterness in this beer, but it is quite hoppy. It's just not my kind of beer.

I returned on the Thursday and met up with Neil Packer, James Guiton and others for a pleasant afternoon's drinking. Only after I got there did I discover that Thursday was hat day. Lots of people turned out in all sorts of hats – shame I hadn't brought any of mine. I was slightly bemused to see a hen party in full flow, L-plates, tiaras and all! Presumably the bride-to-be likes her beer.

My usual approach is to begin with something familiar to get my taste buds warmed up. This year I started by the Oakham brewery bar, so I had a pint of their JHB (3.8%) to go with the lamb burger I had for lunch. This is a pale yellow bitter, in the modern style. It smells of hops, citrus fruits and grass. It tastes clean and fresh with plenty of bitterness and was an excellent start to the day. After that I made my way to the 'Bar Nouveau' to try out some of the new beers and breweries.

My first sample was Trapper's Hat from the Brimstage brewery in Merseyside (it's a bitter with 3.8% alcohol). In the glass this was a dull yellow, but it smelled fresh and slightly spicy. It tasted gorgeously fruity and nicely bitter. It went down well and I would happily have drunk more.

Swift One comes from the Bowman brewery in Hampshire. This is another 3.8% session bitter and is a mid-yellow colour. The nose provides hops again, this time

with a definite tang of cut grass. It tasted really fresh and tangy, but was surprisingly mellow going down. Another fine beer.

From Somerset and the Matthews brewery comes Brassknocker (3.8%), which was my next beer. Another yellow brew, this had a really raw crushed-grass aroma. And a raw, tangy taste. It was not that bitter, but had a definite bitter aftertaste. A good beer, but its powerful taste means I wouldn't want to drink too much of it.

The Warwickshire based Purity brewery provided my next drink: Pure Gold. This is another golden beer (and 3.8% too). I noticed an immediate smell of toffee, overlaying the hoppiness. When I tasted it, I realised that all three previous beers had been quite fizzy, while this one was definitely flat. It was also much mellower with bready overtones. Another nice beer.

Time to move on from the new beers and see what Yorkshire had to offer. Barmpot comes from the Goose Eye brewery in West Yorkshire. It is another golden beer at 3.8%. It smelled slightly oily. It tasted fruity with a bit of varnish! Nice, but disconcerting.

Next up was Farmer's Blonde from the South Yorkshire Bradfield brewery. As the name suggests it is very pale, but a bit stronger at 4%. It has a delicate, slightly lemony aroma and a delicate flavour with chocolate overtones: gorgeous!

Moving further north to Tyne and Wear, I tried the Darwin brewery's Ghost Ale (4.1%). In colour it is a rather dull gold. My nose was clearly giving out by this point as I couldn't smell anything from this beer. It was pleasantly dry and bitter with a slightly bready taste.

As I was clearly running out of steam, I thought I'd hit the dark beers. Nightmare Stout is a 5% beer from the Hambleton brewery in North Yorkshire. As expected, this is a dark beer, with ruby overtones. It smells and tastes of roasted grain. It is a smooth and dry beer, though quite thin and has a nutty, smoky finish.

Black Mass is another stout, this time from the Abbeydale brewery in south Yorkshire. Even darker than the Nightmare Stout, it is strong, too, at 6.6%. It smells rich, it tastes rich and is nicely bitter, but with a sweet aftertaste. An excellent finish to my day's beer drinking.

## **Burg Appenzell – reviewed by Nik Luker**

I wouldn't usually get to look at this year's crop of new games until October in Essen, but I was given a quick demo of this one by the very nice people at Time For Games during the UK Games Expo at the beginning of June. I figured there

was enough of a game in the box – er, for the granddaughters you know – so a copy came home with me. What then have we got?

This is undeniably a kids' game, which blatantly pinches mechanisms from at least two older games and fuses them into something new. The box is big, brightly coloured and festooned with cartoon mice in a castle made of cheese (the game's title translates as Appenzell Castle, Appenzeller being a type of cheese). Inside are a clearly written rules set (yes, English included!), a number of well illustrated, chunky tiles and tokens and sixteen resin mice in four (bright!) colours, which, although not of the same quality as Frigor's sheep and rats, add much to the game's appeal. In the bottom of the box sits a moulded plastic insert forming a grid of holes – the dungeons. This is never removed from the box, the box itself being used as part of a 3-D board, which has to be built before the game can begin. Firstly, the plastic insert is covered with tiles which depict either a plain floor, a type of cheese or, importantly, contain a hole. Fixed points on the insert allow the columns and rows of the grid to slide just like in Ravensburger's venerable *Labyrinth*. Over this is then placed a 'floor' which contains cut-outs,



through which some of the underlying tiles may be seen. The floor is covered with 'roof' tiles (positions are marked on the floor) much like the grave tiles in Zoch's *Dicke Luft in der Gruft*, the castle turrets are placed in the four corners, a mouse placed in each and we're ready to go.

The object of the game is to collect cheese tokens of four different types. This is achieved by sending mice into the castle and manoeuvring them so that two mice stand on matching cheese tiles. On their turn, a player has four action points to spend among 3 possible actions.

- (i) Remove a roof tile adjacent to one of their mice.
- (ii) Move mice around the castle or into a turret (1 point per space moved per mouse).
- (iii) Shove a row of tiles.

Action (iii) may only be carried out once per turn; the others are limited only by points available. Mice cannot move over the roof of the castle, so exposing more of the interior by removing roof tiles is of great importance, especially as the board changes during the course of the game (more about this later). Nor can two or more mice occupy the same space (although occupied spaces can be moved through). As soon as a player has two of their mice standing on identical cheese tiles, they claim a matching cheese token (and it is quite possible, via clever play, to claim several tokens in one turn). First to get four tokens wins the game.

Very simple stuff so far and not particularly inspiring if this were all there is to it. The fun comes with the 'Shove' action. Just like in *Labyrinth*, a player may take a loose tile and push it into the board at the end of a row or column, which, of course, shifts all the tiles in that row and pushes the end tile out of the board. Thus it is possible to push favourable tiles under one's own mice or away from opponents'. Better though are the tiles with a hole in. Shove one of these under an opponent's mouse and the poor creature falls down into the box (i.e. dungeon) with a most satisfying plop, there to remain for the rest of the game. Nasty. But extremely good fun! The catch is that the game can end early, as soon as one player loses 3 mice, so beating up on one opponent is not such a good idea unless you have more cheese tokens than everyone else. The final wrinkle comes at the end of each player's turn. Any blocks of spaces (as marked on the floor) not occupied by at least one mouse are re-covered by a roof tile. This makes the task of remembering which tiles are where considerably more difficult, especially as the board is likely to change quite extensively between turns.

Gameplay is interesting. With children, it's very smooth and quick with little downtime between turns as they hurry to uncover as much of the board as possible, then move to claim the cheese tokens. Adults, on the other hand, are far more devious and calculating, using the shove action to set the board up nicely for themselves or to do the dirty (or, indeed, have someone else do it) to an

opponent. This then is a game which appeals to small children (the box says 6 yrs+) on one level and to big children on another, resulting in a fine package for the whole family or a decent piece of light relief for the more hard-core.

Gripes? Not many. The cardboard corner turrets might suffer from repeated folding over time and the plastic insert isn't likely to survive being squashed, but apart from this the components seem quite robust. Storing all the bits is a tad annoying – all the mice and cheese tokens are dropped into the holes in the insert before everything else is laid on top, which isn't in itself a problem, but the tokens tend to get stuck in the holes and can be tricky to remove. The rules on the whole are good, but I would advocate just one tweak – do not allow a player to reverse the shove action of the immediately preceding player. This stops some of those 'tit for tat' moves commonly encountered when playing with children (and some adults, ahem!). Some concern has been expressed as to whether a 6 year old can cope with the concept of action points, but my granddaughter (aged 6 and a bit) didn't seem to have any problems once she'd been coached through a couple of turns. This may be the reason why, strangely, the game was nominated for the Spiel des Jahres prize rather than the Kinderspiel prize this year – a shame, as I feel it would have done well against the other games in the children's category and certainly deserves better recognition.



So do you need this game in your collection? If you have young children and want something better than the usual fare to play with them, I'd say it's a very sound purchase. If you're a dyed-in-the-wool hardcore heavyweight gamer then there really isn't enough of a game here to interest you. If, however, like me you like to play the occasional daft, fluffy (dare I say cheesy?) game that's just plain good fun, then it's a must.

*Burg Appenzell* was designed by Bernhard Weber and Jens-Peter Schliemann and is published by Zoch Verlag. It is for 2-4 players aged 6+ and takes 30 minutes to play. Available, in Britain, from Time For Games ([www.timeforgames.co.uk](http://www.timeforgames.co.uk)).

## Games Events

It's Gen Con this weekend, so anyone who's there won't see this until they're back. Things seem to be quiet through September until Castlecon pops up at the end of the month. This is a very small event, so it's unlikely that anyone who isn't already going will be able to attend.

That brings us to October and Psychocon. This takes place over the weekend of 12th-14th October at the Golden Lion Hotel in Leeds. There are tournaments in several well-known board games and our own Jerry Elsmore is running a Silly Drive ("with Very Silly Games," he adds). Plus plenty of space for general games playing – it should be a fun weekend. For more information, see the website at [www.psychocon.co.uk](http://www.psychocon.co.uk).

The following weekend is Spiel, of course. The biggest games event there is: 18th-21st October at the exhibition centre in Essen (the centre of industrial Germany). I'll be there to cover the event, as usual, and doing some business for JKLMnP Distribution. See the website for more information: [www.merz-verlag.com/spiel](http://www.merz-verlag.com/spiel)

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](http://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. 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](http://groups.yahoo.com/group/stabconinfo).

**Maycon:** late May bank holiday weekend, details to be confirmed. Keep an eye on the website – [www.maycon.org](http://www.maycon.org) – for the latest details.

**Summer Stabcon:** early July at the Britannia Hotel, Stockport.

**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](http://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](http://www.midcon.org.uk) for more.

## Credits

*To Win Just Once* issue 78 was written and edited by Pevans. The *LPBS* masthead (page 21) is by Lee Brimmicombe-Wood. The drawings on pages 25 and 27 are by Nik Luker and the one on page 29 by Tim Wiseman. Unfortunately, I can't identify the creators of the pictures on pages 22 and 26. The *Burg Appenzell* pictures are courtesy of Zoch Verlag. Pevans took photos and played with his scanner and Photoshop.  
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## Ribblehead Viaduct

### Railway Rivals game 5 – Turn 10

Chuffin' Railways pulls ahead a little, while NEW looks to be falling behind despite his regional monopoly. PNCR and LATRINE's joint runs don't net them a lot but do allow them to enter races they otherwise could not complete.

#### Races

Race	From	To	NULC	PNCR	LATRINE	CR	NEW
22	11	61	15				15
23	53	35			20-1+8	10-8+1	
24	54	44		10		20	
25	25	16	20-5	10-1			+6
26	51	52		5-1 JR	5-1 JR	20+10	0-8
27	63	26		0+9 JR	0 JR	10	20-9
28	32	41		15	15	0-6 (TOOT)	
Total			30	47	46	57	24

#### Builds and points

A: NEW UNIFIED LOCOMOTIVE COMPANY (NULC)

Colin Parfitt (BLACK)

Builds: NONE

Points: 66 + 30 = 96

B: PEVANS'S NORTHERN COAL RAILWAY (PNCR)

Paul Evans (RED)

Builds: None

Points 170.5 + 47 = 217.5

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

Steve Bunce (BLUE)

Builds: None

Points: 187 + 46 = 233

E: CHUFFIN' RAILWAYS (CR)

Nathan Richards (BROWN)

Builds: None

Points: 188 + 57 = 245

F: NORTHERN EXPANSION INTO WASTELANDS (NEW)

Gerald Udowiczenko (ORANGE)

Builds: (Skipton) – N21-M22-L21-K22

Points: 140.5 + 24 – 5 = 159.5

## GM Notes

Thank you for all getting orders in early.

Next turn's races:

29 13-34 Workington/Whitehaven – Hornsea/Filey	33 43-21 Harrogate/Skipton – Newcastle
30 S5 -22 S England – Sunderland	34 31-S6 Scarborough/Whitby – W Coast Port
31 45-64 Bradford – Wigan/Blackburn	35 55-62 Huddersfield/Halifax – Liverpool
32 56-12 Burnley/Bolton – Kendall/Penrith	

Build Points for the next turn (after races) are 4: **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 14th September 2007.**

## Mission of Gravity Star Trader game 3 – Turn 21

*“That’s a lot of people, with all their goods and possessions.”*

*“Well people will always want to go out and plant their feet on another world, even those who have never left Alpha Centauri Prime before.”*

*“They will find it a little different.”*

*“Yes, no two companion stars to brighten the sky.”*

*“And the planets have lakes of Petroleum on the surface.”*

*The two spacemen leaned forward and watched as another group of Colonists filed across the dock and into the TSTI liner.*

Five and a half years and still no one Corporation has dominance in the sector, though some are closer to achieving this than others.

At Gamma Leporis, CAESAR WHOLESale bought 10 Units of Alloys for 4 HTs each and removed TSTI's Market Manager position. TRANSURANIC bought 5 on Contracts, but VOGON's bid to buy of 1 was too low.

Epsilon Eridani saw trading by SWISS MERCENARY FLEET, first selling 4 Liquors for 4 HTs, undercutting ISKANDER's bid of 5, and then selling 16 Monopoles for 14 HTs and gaining a Contractorship. SOLAR SPICE, LIQUORS & MONOPOLES sold 5 on Contract; ISKANDER's bid of 16 to sell was undercut.

ISKANDER FIRE AND ACCIDENT used their Market Managership to sell 5 Isotopes for 3 HTs each on Delta Toucanis, after which SOLAR WINDS sold 6 more at the same price. CAESAR's bid of 6 was ignored. ISKANDER gained a

Contractorship by buying 9 Petroleum for 10 HTs apiece and CAESAR WHOLESale were only able to buy 2 more units at 9 HTs.

Tau Ceti has TRANSURANIC selling 13 Alloys for 4 HTs each to gain a Contractorship and TRANS SOLAR TRADING INC. sold 5 on Contract. Isotope prices dropped, stopping both ISNOT-ISTOO's bid of 6 and the bid of 8 from the re-christened Corporation G, OMICRON-MIRA FUNDING GROUP. ZWILLINGE sold 5 on Contracts and 6 more using Percent and TRANSURANIC sold another 5 on Contracts. ZWILLINGE then tried to sell Petroleum it didn't have and OMICRON-MIRA bought 2 Petroleum at the price of 12 HTs.

VOGON INDUSTRIES sold 3 Alloys for 5 HTs each at Mu Herculis. SOLAR WINDS sold 8 Liquors for 1 HT each, gaining a Contractorship, and VOGON bought 2 more at the same price. TSTI sold 16 Monopoles for 15 HTs apiece and ISNOT-ISTOO and SSL&M both sold 5 on Contracts at the same price. There was some confusion in the Isotopes markets when Corporations without Isotopes tried to sell against rising demand.

Sigma Draconis saw VOGON INDUSTRIES buying a single Alloy for 1 HT. ISKANDER bought 8 Spice for 6 HTs each and was awarded a Contractorship. But it was Isotopes that saw the largest volumes in trading. TRANS SOLAR TRADING INC. bought 23 Isotopes for 8 HTs each, filling their storage facilities and gaining a Contractorship, before ISNOT-ISTOO sold 5 Isotopes at 5 HTs each, reducing the market value of the TSTI Factories substantially. TRANSURANIC bought 5 isotopes using Contracts while VOGON sold 5 using the same mechanism.

ISNOT-ISTOO sold 4 Isotopes for 4 HTs each at Alpha Centauri. ISKANDER sold a single Liquor for 3 HTs and SWISS MERCENARY FLEET sold 5 on Contracts. ISKANDER also sold 2 Monopoles for 13 HTs apiece.

Beta Hydri saw OMICRON-MIRA buying 8 Isotopes for 4 HTs each using its Market Managership. ZWILLINGE then sold 1 unit back at the same price. ISKANDER's bid of 5 to sell failed. ISKANDER used its Market Managership in Monopoles to sell 6 for 15 HTs each, as SSL&M sold 5 on Contracts. OMICRON-MIRA sold 4 Petroleum on Contracts and, finally, SOLAR SPICE, LIQUORS & MONOPOLES sold 5 Spice on Contracts.

ZWILLINGE raised its Reputation, bought a Political Connection (4) and hired agent Amy at Beta Hydri. It then sold the Stock and bought an A class crew for the TTC Americium, which remains an Illegal Hull.

TRANS SOLAR TRADING INC loaded its ships with passengers, having first taken OP 32 with the Weaver at Alpha Centauri. The 1497 HT Loan was repaid, and the Isotope Factories at Sigma Draconis were all sold. A 240 HT loan over 4

Quarters was taken out, after which Political Connections were increased to 8. A new Warehouse was bought at Tau Ceti, and a further 4 ships were laid down to join the 8 already in service. These are the Piccolo Hull Grimsditch, and the Phoenix Hull Bollin, both laid down in the Alpha Centauri Shipyards, and the two Phoenix Hulls Biddle and Birkin, both laid down at the Epsilon Eridani Shipyards. The existing ships Weaver, Wheelock and Walwen transferred 3 Passenger Pods to the nearest shipyard for incorporation onto the new hulls and replaced them with 3 Light Weapons pods each. This despite rumours of an agreement with ZWILLINGE. There were two sabotage attacks at Sigma Draconis, destroying 20 units of Isotopes, but no Corporation could be blamed. This perhaps could be a flicker from the Association of Interstellar Anarchists, allegedly eliminated by Federal Forces. To finish the Quarter, 18 Liquor Factories were bought at Alpha Centauri and the price is expected to rise shortly.

ISKANDER FIRE & ACCIDENT bought 3 new Warehouses: 1 each at Sigma Draconis, Epsilon Eridani and Gamma Leporis. They then sold their Monopole Factories at Mu Herculis, repaid their 909 HT loan to the Federation Banks and took out a new 4 Quarter Loan of 400 HTs.

OMICRON-MICRA FUNDING GROUP hired Alexis at Epsilon Eridani for a bargain 30 HTs. They then increased their Political Connections to 3 and hired a new A class crew for the Arrow.

TRANSURANIC TRADE CORPORATION undermined ZWILLINGE's Reputation, still vainly claiming that their ship should be returned to them. They also loaded Passengers and sold a Cargo pod off each ship, replacing it with a Light Weapons Pod. SOLAR WINDS loaded a few Passengers onto its ships.

ISNOT-ISTOO found Passengers hard to come by, but, undeterred, they laid down the TAKEITBACK, a Passenger pod A class crew Corco Zeta Hull at Epsilon Eridani Shipyards. SOLAR SPICE LIQUORS & MONOPOLES bought a 10th Monopole factory.

CAESAR WHOLESale swapped a Light Weapons pod for a Cargo pod on the Vespasian. VOGON INDUSTRIES, having managed to land War on Tau Ceti Planet, loaded 10 units, it is believed, using OP 33.

**Press**

Drew "The Fisk" Vanderbilt-Scott, the "hands on" Chairman of Trans Solar Trucking Inc. declared today that anyone attempting to intercept and delay TSTI Inc ships has been given a clear warning of the consequences. "I can confirm that Vickers, Stronginlimb & Cruppes have been retained to install the latest anti-terrorist measures on all TSTI ships. No expense will be spared to ensure the safety of our passengers. Our previous precautionary measures ensured that our ships and passengers were not

harmd and we apologise for the delay to their journey and any inconvenience that may have been caused. Compensation has been paid. Clearly stronger counter-measures are now called for and our ships will be equipped with sufficient firepower to ensure safe passage. TSTI Inc welcomes the reward offer posted by Zwillinge for the capture of Poum. TSTI will add a further 500HT and an additional 2000HT to anyone supplying evidence which results in the successful prosecution of any Corporation who has employed him."

**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	F	13	426	40	Rob Fuller
B Solar Winds Trading Co	7	0	8	0	7	197	33	Steve Bunce
C Caesar Wholesale	10	9	2	0	10	170	35	Simon Burling
D Trans Solar Trading, Inc	10	0	8	21	2	287	40	Jerry Elsmore
E SSL&M	10	3	5	0+1	9	287	40	Paul Evans
G Omicron-Mira Funding Group	10	2	3	15	4	850	27	Alan Frost
H Trade Wind	10	0	8	F	6	719	40	Colin Parfitt
J ISNOTISTOO	10	0	3	0	8	164	40	William Hay
K Swiss Mercenary Fleet	10	0	10	0	11	617	26	Martin Jennings
L Zwillinge	6	2	4	20	1	1853	12	Michael Martinkat
M Transuranic Trade Corp	10	0	3	10	5	615	40	Bob Parkins
N Vogon Industries	10	7	0	0	12	47	40	Nathan Richards
P Iskander Fire and Accident	10	8	5	20	3	809	40	Przemyslaw Orwat

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

**News**

TSTI took OP 32 (B2), VOGON took OP 33 (C1). Turn 23 **B6**  
 Turn 24 **B1, P3, B6**  
 Turn 25 **C1, P6**

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

**GM Notes**

Alsafi-Tolliman and Tradewinds, Corporations A and H, were floated at their request. Some players are trying to sell goods they do not possess at some systems.

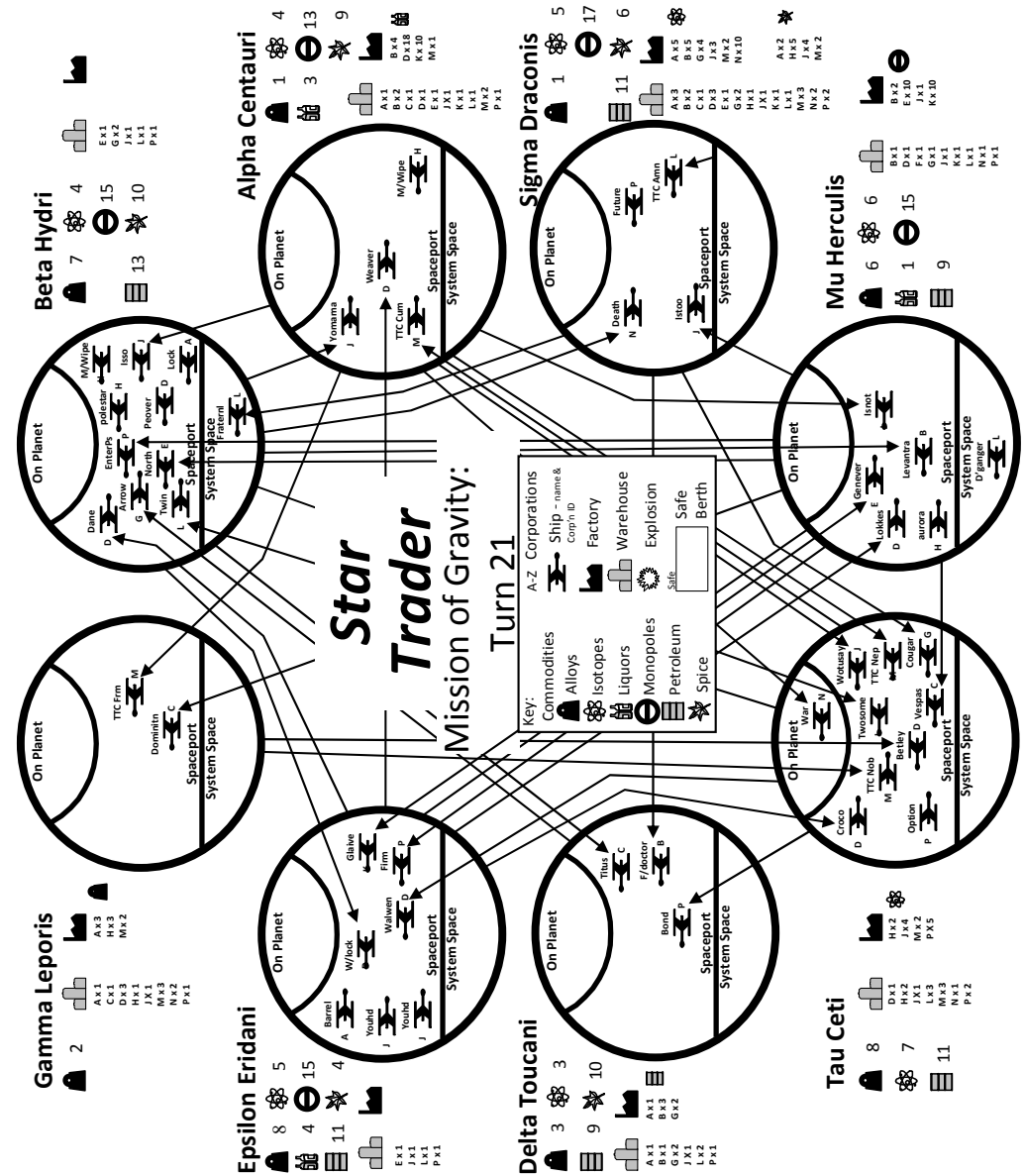
The S/D for Isotopes at Tau Ceti is +1, and at Mu Herculis is -9. (This was a rule change before the game started.) Please state where you wish an Agent to be placed or I will place it at random.



### Market Positions

Planet	Commodity	Dealer	Contractor	Market Manager
Gamma Leporis	Alloys		C, D, M, N	
Epsilon Eridani	Alloys	D, H, M		
	Isotopes	D	N	
	Liquor	A, E, K		
	Monopoles	P	E, K	
	Petroleum	J	A	
Delta Toucanis	Alloys	N		
	Isotopes	H, L		P
	Petroleum	A, B, J, L	P	G
	Spice	J	L	
Tau Ceti	Alloys	N	D, M	
	Isotopes	A, D, H, J	M, P	L
	Petroleum	A, M, P	L	
Mu Herculis	Alloys	D, H	C	
	Isotopes	D, J, M	L, P	
	Liquor	C, K, P	B, E, J	
	Monopoles	K, L	D, E	P
	Petroleum	A, M	L	P
Sigma Draconis	Alloys	L, N		
	Isotopes	A, D	M, N, P	L
	Monopoles	J, K		
	Petroleum	D, L, P	B, G	
	Spice	H	E, L, P	
Alpha Centauri	Alloys	D, M	C	
	Isotopes	D	M, N	
	Liquor	A, C, H	E, K	
	Monopoles	P	K	
	Spice	J	E	H
Beta Hydri	Alloys	D, M	N	
	Isotopes	C		G
	Monopoles	J	E	P
	Petroleum	P	G, L	
	Spice	H, J, M	E	

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD  
 or by e-mail to mike\_dommett@yahoo.co.uk  
 by Wednesday, 14th September 2007.



# Great White Hunter

## Turn 11

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

Jerry Elsmore points out that I was wrong to say he'd taken the lead last turn. "I feel it is only proper to point out that it was Al winging the antelope that pipped Neil at the post this round as Al's on 9.60, Neil's got 9.43 and remain I third with 9.15 just ahead of Pete Holland on 9.01... With eight Monkeys, five and a half Antelopes and some Snakes there's still plenty of points out there!"

This turn, the Antelope winged last time is finished off by lots of player. Nik, Charles and Pam bag another Antelope between them.

## Key

Player	Shots this turn	Points this turn	Total Score
Guy Arnold	C17,D17	0	4.89
Ben Brown	S18,T19	0.43	6.68
Charles Burrows	H13	1.33	9.66
Rob Carter			3.00
Mike Dommett	F12,G14	0	3.96
Jerry Elsmore	S18,T19	0.43	9.58
Bill Hay			4.00
Pete Holland			9.01
Francesca Huskinson	H14,J6	0	3.00
Andrew Kendall	A9,B9	0	8.00
Nik Luker	J19,G13	1.33	7.89
Tim Macaire	T19	0.43	4.43
Michael Martinkat			1.00
Bill Michell			1.00
David Olliver	T19	0.43	9.34
Neil Packer	K18,I18	0	9.43
Colin Parfitt			3.60
Mark Stretch	S18,T19	0.43	1.47
Al Tabor	S18,T19	0.43	10.03
Barry Townsend	B9,I6	0	3.00
Gerald Udowiczenko	S17,D17	0	3.00
Pam Udowiczenko	N7,H13	1.33	1.33
Matthew Wale	S18,T19	0.43	6.87
Graeme Wilson			2.50
Paul Wilson			3.33

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, <del>Strikeout</del> = 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, 21st September 2007.

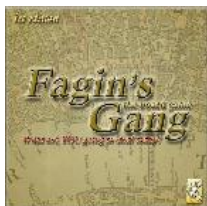
# Games from Pevans

Mail order board and card games in the UK



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

## Fagin's Gang



A neat first game from a new publisher, Fagin's Gang has the players running gangs of urchins in the London of Oliver Twist. They can steal goods or cash, with the aim of getting urchins back to Fagin with 15 shillings. I was quite taken with it – see my notes in TWJO 76.

For 2-6 players, aged 10+, 1-3 hours: £30.00

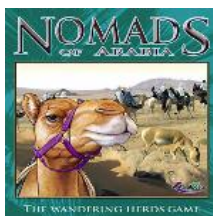
## Incan Gold

A terrific push-your-luck game that has been very popular at Swiggers in recent months. It's the English language version of Alan Moon and Bruno Faidutti's Diamant, with a couple of tweaks to the rules.



For 3-8 players, aged 8+, 20 minutes to play: £14.00

## Nomads of Arabia



I've been waiting for this game since I saw it in prototype form a couple of years ago. Players catch and herd animals across the ever-changing sands of Araby. The aim is to get your animals to town and sell them for a good price. The problem is the way the board keeps changing underneath you!

For 3-6 players, aged 10+, 45-60 minutes to play: £20.00

## Reef Encounter

A brilliant, different and challenging game from Richard "Keyword" Breese. Would you believe that players are competing colonies of coral? (Well, in some cases...) This is the second edition published by What's Your Game? (et al).



For 2-4 players, aged 10+, playing time 90 mins: £24.00

Buy online from the full catalogue at [www.pevans.co.uk/Games](http://www.pevans.co.uk/Games)

# Les Petites Bêtes Soyeuses 204

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](http://www.engarde.co.uk)).

Orders for December 1660 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday, 21st September 2007



## November 1660

There are fewer duels than expected this month as more than a few do not show up for their affairs of honour. Chief of these is the diminutive Lefte Bier, who goes so far as to disguise himself with some foliage until the danger has passed. Jacques Shitacks, Walter Butts and Zachary The Money Goes all miss out on a fight as a result, none of them noticing the rather shaky looking hedge.

Dragoon Guards Colonel Antoine Valois has two duels against his regimental enemies to start November and chooses to meet QOC Major Aloysius Gnomeclencher first. The slightly-built Gnomeclencher would much rather go second, but that's up to his heftier opponent. As good cavalymen, both carry sabres and Euria Humble seconds Valois. Gnomeclencher follows a defensive plan, which successfully blocks Valois's opening slash. Gnomeclencher then jumps aside, only for another slash to catch him as he regains his balance. He attacks with a slash of his own only to walk onto the cut that is the second part of Valois's furious slash. This is enough for the Carabinier and he concedes the fight.

QOC Lt-Colonel Roland Pollee d'Eaulee is next to face Valois (and Humble). Gnomeclencher has softened up the Dragoon Guard for him, but not by much: Valois still has the advantage in this sabre fight. D'Eaulee goes for the element of surprise, opening with a lunge. First blood to the Carabinier, but Valois doesn't care and thumps him with a slash. Both men slash together and d'Eaulee then

goes defensive. His blocking is no good against Valois's cut, though, as he completes his furious slash. There's just enough of d'Eaulee left to offer his surrender and crawl away for some urgent medical attention.



Beau de Cire is a Captain in the Royal Marines. His weapon of choice is the heavy blade of the cutlass. Though, strangely, he seems unsure how to use it. He is sure about sending 50 crowns to the Treasury, though. His opponent is Captain Charles de Tanois of the 69th Arquebusiers, who has a rapier, but prefers not to use it. De Tanois's tactics consist of jumping aside and then recovering his balance. De Cire tries a parry, but no blow is coming towards him. He tries to lunge with his weighty weapon. He misses as de Tanois hops out of his reach – not that the blunt end of the cutlass would have done any damage. Finally, he gets the idea that he should slash. The momentum of the blade swings him round after he hits de Tanois. He keeps going round until he can see his opponent's legs again. They're lying on the ground. He keeps turning and spots de Tanois's head on the other side of the square. RIP.

De Tanois's sudden death leaves Gustav Ind without an opponent, which is rather a waste of the 150 crowns duelling tax he's paid for himself and de Tanois. The last duel of November pits the average-sized Gar de Lieu against big Pierre de Mont-Réal in a clash of rapiers. De Lieu's advantage is that he has far more skill with the sword than de Mont-Réal does. So he starts by parrying. Sure enough, de Mont-Réal lunges. De Lieu stops the attack and ripostes to score first blood. He now goes for some blocks, but his opponent is still taking his guard

again. Once de Mont-Réal has done he lunges and gets in his first successful blow. De Lieu retaliates with a lunge of his own. De Mont-Réal slashes. De Lieu slashes. De Mont-Réal surrenders. De Lieu wins.

### Get thee hence

The next order of business is the trial of General Revaulvin d'Or, accused of not paying the Duelling Tax. The General clearly doesn't consider this anything serious and his arrival at court is casual. The Commissioner of Public Safety, Zachary The Money Goes, presents the case against the General.

"Your Majesty, Minister of State Count de St Marque", he begins. "I am deeply disappointed that Revaulvin has been brought in front of you yet again. Fortunately this time around it is a simple case of Revaulvin d'Or not paying his duelling tax."

Chancellor Orson de Combat is called. "The Baron's offence took place AFTER my first announced public consultation on proposed reforms to the Duelling Tax. He ignored that invitation (despite offers of refreshment) to air grievances about the tax and even ignored the subsequent public consultation. His recent protestations are just the pragmatic blusterings, specious arguments and prevarications of someone for whom engagement in the political process is of no consequence." No-one is quite sure whether this helps the prosecution or the defence, but de Combat looks very satisfied.

General d'Or believes attack is the best form of defence. And so he addresses the court: "It is bad enough having to pay a tax on duelling, but outrageous to pay for not duelling. If you, sir, had turned up to our engagement, I would gladly have paid the tax for the pleasure of thrashing you within an inch of your life. Sadly, you lacked the courage to do so. I was convicted of embezzlement, but what you are doing with your tax is pure extortion. Easy enough to do it 'legally' when it is you passing the laws. This is tyranny and though you may continue to persecute the few, all France will one day rise and rescue His Majesty from your dishonest administration of laws that line only your own pockets."

He has his supporters, too. Bud d'Wiser cheers him on from the public gallery. "We've gotta fight for our right to duuuell!" is his cry. Roget de Saurus is more articulate for the defence. "If it pleases my Lords, I have had only the briefest of dealings with the respected General d'Or whereby he had largely taken it upon himself to show interest in assisting my career. Events, specifically my promotion, obviated his opportunity for me. As all Paris knows, I myself went to the front early this year and that was without any pressure from my superiors or creditors. In this, I was showing willing to fight for our great country beyond the minimums of duty. General d'Or has recognized this and, in attempting to subsequently assist me, was in a way trying himself to reward my zeal on behalf

of La Belle France. This must therefore show that without prompting d'Or is a good, honourable and loyal man. The charges against him must be interpreted with this light. They are placed mistakenly. I move, my Lords, that the General not only be acquitted of the charges but congratulated on his discreet patriotism."

There is a slightly confused silence, but this seems to conclude proceeding. Minister of State Gaston de St Marque sums up. "This is your second appearance in this court before me and follows your previous trial for embezzlement. It seems that you have a fundamental problem distinguishing between your own finances and those which either belong or are legally due to the State. For the benefit of the public at large, I will reiterate that the fact that you may disagree with the law is no defence. In the light of your previous conviction, for which offence I imposed a fine, I am compelled to award a more serious punishment for your wrongdoing. I therefore sentence you to spend one year at the Front in the service of the State under arms against the enemies of France."

This produces a longer silence. As the provosts move in to ensure the General complies, he regains his composure and appeals to the King to commute his sentence. Unfortunately, General d'Or has no favours to call in to help him in this, while the Minister already has His Majesty's ear. So de St Marque makes sure that there is no commuting of the sentence and d'Or, stripped of his appointment as First Army commander, is off to the frontiers.

#### New recruits. New Commissioner

Gaston de St Marque hasn't finished throwing his influence around. His next target is the Brigadier of Third Foot, whose resignation Alain Hermès requested. De St Marque makes sure that he goes. Juste Minit tries the same trick on the Regimental Adjutant of the 27th Musketeers. However, his influence isn't as extensive as de St Marque's and his target stays in his job. CPC commander Stewart Senquiry calls in a favour to remove his Regimental Adjutant.

New arrival Egon Mad 2 borrows to the hilt and applies to join the top two regiments. Averell d'Alton rejects his application to the Royal Foot Guards and Jean Laissez Faire won't let him in to the Cardinal's Guard. It's a different story for Gregory Lessore de Saviour, as Zachary The Money Goes signs him up for the King's Musketeers and passes him some cash. He buys the rank of Subaltern. Gustav Ind recruits Singes d'Ecureuil for the Royal Marines. He fancies himself as a Major, but only has the standing for Captain, despite having borrowed substantially. Michel Entire joins the Picardy Musketeers as a Subaltern, courtesy of Pierre de Vin Rouge, and accepts the job as Gustav Ind's Aide. He also accepts a gift from Euria Humble and borrows some more cash. Devlin Carnate won't let Alan à Ganatcher Alie into the Princess Louisa Light Dragoons. He makes it into the 69th Arquebusiers, though, and buys his way to Subaltern, as



THE NEW RECRUITS

he isn't able to be a Captain. He volunteers for active service. He doesn't have a command, so he will be assigned to a Frontier regiment.

Having used up his allotment of arrest warrants, Zachary The Money Goes resigns as CPS. Minister of State Gaston de St Marque promptly re-appoints him. The Money Goes loses the Justice portfolio, though. At least this gives de St Marque another major post he can appoint. The new CPS sets to work with a will, re-recruiting his ferrets and writing a series of warrants.

In military circles, the Field Marshal, Sean Sondamour, appoints Euria Humble as Adjutant-General. Beau Romir is fed up with Paris and volunteers his Battalion of the Royal Foot Guards to bolster the Frontier troops this month. Juste Minit follows his example with his Battalion of the 27th Musketeers. The ALCs are already in action and Brigadier-General Orson de Combat volunteers himself.

#### Waiting for the party

Revaulvin d'Or's sudden departure for the Frontier regiments catches a lot of people out. Averell d'Alton and Pierre de Mont-Réal are the first to turn up at the Fleur for Revaulvin's party. Both men are wearing kilts, but only Averell has painted his face half white and half blue. Needless to say, they spend the week outside the club. In fact, they both spend the month outside the club. Devlin Carnate also shows up in the first week. He returns the following week, but then thinks better of it and uses his own membership to spend week 3 in the Fleur with Angelina di Griz. For some reason he goes looking for Revaulvin again in the last week. Euria Humble tries to Toady to Revaulvin for three weeks in his

'golfing clothes' before heading to the Bawdyhouses for some female company. Perhaps his cries of 'Fore!' go down better there. Jacques Shitacks visits the red light district, too, and attracts the footpads. He gets a lump on the head; they get nothing as he's spent his cash.



There are still people looking for Revaulvin. Stan Dandy Liver is next and waits for two weeks in his 'tea bag' costume before heading for Stewart Senquiry's party and auction. Alongside him is Stewart himself, wearing a dunce's cap. Stan takes the opportunity to hand a thousand crowns to Gaston de St Marque, who is equally public in despatching the money straight to the Treasury. Aloysius Gnomeclencher wastes one week dressed as a barrel (marked 'gunpowder') trying to Toady to Revaulvin and then spends three weeks working out with his sabre. Bud d'Wiser turns up once, dressed as a teacup, but decides to visit the club on his own membership with Maggie Nifisent the following week. Two weeks with sabre complete his month. Other people get in to the Fleur this month, too. Notably Charlemagne le Gosse, who spends all month there with his lady friend, Lois de Low. Charlemagne lays several thousand crowns on the gaming table in a single bet. He watches it disappear into the house's coffers. Still, it brings him plenty of status. Gaston de St Marque brings Bette Noire to the Fleur for the first week. Co W Ard Extrême is also there from week 2. He sits in a dim corner for the rest of the month, muttering darkly as he considers where his government career went wrong.

Just as the amusement caused by all those people looking for Revaulvin begins to die down, fresh entertainment arrives. Stewart Senquiry is hosting at Blue Gables, but some people turn up at the Fleur, looking for Sean Sondamour! Antoine Valois, Gaston de St Marque, Renaul Baptiste Grenoble and Zachary The Money Goes scratch their heads outside the club. Only Zack does the same thing again the following week.

#### At the party

Plenty of people join Stewart to toast the memory of Egon Madd at the Blue Gables, starting with his mistress, Leia Orgasma. Only Pierre de Vin Rouge and Stan Dandy Liver bring escorts with them: Mary Huana and Lotte Bottle, respectively. Armand dan Gerous is first of the unaccompanied men to arrive. He is quickly followed by Alain Hermès, Beau de Cire and Benedict d'Over. Gregory Lessore de Saviour strolls in, only to realise that his host has a higher social standing, but is not a member of the nobility. He strolls a little further and issues

a challenge. Indie Soupe, Jacques de la Boite and Roland Pollee d'Eualee are the rest of Stewart's guests.

The following week, Armand, Gregory, Jacques, Pierre and Stan all return (along with Mary and Lotte again). Stewart's auction of Egon Madd's effects gets several bids. The 'two-headed' dog goes to a sealed bid of 50 crowns from Gaston de St Marque. Gregory beats Armand to the assorted lengths of rubber tubing for 16 crowns ("it'll come in useful at the Bawdyhouses," he claims). Armand makes do with the lightning conductor for 6 crowns. Zachary The Money Goes enters a sealed bid to get the non-working golem for 100 crowns. Another bid from Gaston is beaten by Stan, who pays 500 crowns for Igor's indentured service. "The best way you can serve me," he intones, "is to serve yourself - you are a free man!" "Yeth, mathter," replies the hunchbacked one.

Roget de Saurus is a regular visitor to Blue Gables this month, twice with Sue Briquet on his arm and once on his own. He finishes off with a week's practice with his rapier. Pierre de Vin Rouge hits the club with Mary after spending his first week chasing the charms of another young lady! Jacques de la Boite is there with Josephine after he, too, went courting the week before (spending some of the cash he borrowed at the start of the month). His new colleague, Michel Entire, joins him as his guest. This is the highlight of Michel's month as he spends a week completing his duties and two weeks unsuccessfully courting.

Indie Soupe and Renaul Baptiste Grenoble start their month in the Frog & Peach, escorting Belle Epoque and Marie Antoinette, respectively. Having re-scheduled his loans, Indie fits in a week's practice with his sabre before Stewart's party. He ends up outside Red Phillips, expecting to Toady to the deceased Charles de Tanois. Renaul wastes a week looking for Sean instead of Stewart and spends his other two weeks practising sabre. Red Phillips is home to Armand dan Gerous for two weeks before Stewart's bash. He is joined in the second week by



The Man with No Name, who is showing off his new conquest, Ada Andabettoir, who used to be ... Armand's girl. That has to be worth a duel! 'X3' and Ada are back the following week and then No Name works out with his rapier. Singes d'Ecureuil is also in Red Phillips to see 'X3' and Ada after Toadying to Gustav Ind earlier. He practises cutlass and ends his month buying some female company.

Bothwell's only visitors are Antoine Valois and Lucy Fur. They spend two weeks in the club before they go looking for Sean instead of Stewart. Antoine concludes with his sabre. This leaves Hunter's where Gustav Ind starts November with Emma Roides, hosting Beau de Cire and Singes d'Ecureuil. Three weeks of cutlass practice keep Gustav busy after that. Beau joins him at the end of the month after Stewart's bash and some female company at the Bawdyhouses. Benedict d'Over and Ophelia Derriere are to be found in Hunter's for most of the month, the exception being Stewart's bash again. Walter Butts is the last visitor to Hunter's at the start of November, taking Eve Ningalle out for a drink. Walter repairs to the gyms with his rapier after that. There's nobody left in the club to appreciate the arrival of Egon Mad 2 with Katy Did on his arm. He won her charms from Gar de Lieu on the second attempt. Only because Gar had abandoned Katy for three weeks with his rapier. Egon then does the same to practise his rapier for a week.

Ferdinand Franz is another success with the ladies this month. He celebrates by visiting the Bawdyhouses for another week's female company. He also wins a 50-crown bet and escapes the attentions of the footpads. Then it's two weeks with rapier. In contrast Alain Hermès and Jacques de la Boite get nowhere with their courting. Neither does Roland Pollee d'Eaulee, despite flashing some of the cash he borrowed earlier in November. Roland and Alain end up at the Bawdyhouses for female company, while Jacques sticks to the parties. The footpads pounce on Alain, but get nothing for his pains.

Lefte Bier ditches the foliage, but continues his policy of staying out of the way. It's the Bawdyhouses first for some female companionship and then three weeks with his rapier. When he's not busy looking for parties, Gaston de St Marque fits in two weeks with his rapier. Zachary The Money Goes hides away in the Public Safety archives for half of November, still digging dirt on prominent Parisians.

### Going Dutch

Patrolling the north east frontier, Lt-Colonel Thomas Tудо leads the Archduke Leopold Cuirassiers. Instituting night-time patrols reaps dividends for Tудо as his men intercept several smugglers. His share of the loot is several hundred crowns. Captain Beau Romir's Battalion of the Royal Foot Guards is attached to Frontier regiment 1. Volunteering for night duty allows Romir to pick up a hundred crowns.

Third Frontier regiment and the attached Battalion of the 27th Musketeers pitch their camp in a nice sheltered spot. Then someone opens up the sluices one night and the camp is washed away. Several bodies are hauled out of the mud the following day, including 27M Captain Juste Minit. RIP. Alan à Ganatcher Alie survives his first military experience (largely by not being in his tent when the flood arrives). He is brevetted to Captain and buys the horse he needs.

The presence of two General officers boosts Frontier regiment 4 and both get their names into the Despatches. General Revaulvin d'Or gets one MiD, which brings him elevation to Marquis from a confused monarch. There are two Mentions, but no title, for Brigadier-General Orson de Combat. ❖



## Press

### Announcements

Revised text of the 'Duelling (Death & Bullying etc.) Tax 1660' is as follows: 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 Tax payment to Le Roi of 60 Crowns as compensation for the loss of a Defender of La France. Those with a 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 Tax 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 Tax payment of 20 Crowns shall be paid to Le Roi by the members of the 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 Tax 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

The Dragoon Guards want YOU!!!  
Please apply now to avoid  
disappointment.  
Help with costs is available.  
Please apply to my personal box.  
† Sir Colonel Antoine Valois

\*\*\*\*\* Situations Vacant \*\*\*\*\*  
Gentlemen of Paris,  
We have been appointed to find an  
Aide for Brigadier General de Mont-  
Réal. Must be gentleman of good  
character. Rank of Subaltern or above  
only. The perfect position for a young  
man just starting out on his military  
career.  
Apply to: Parisian Headhunters Inc,  
At the Sign of the Black Dagger.

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

### Matters of Honour

In Memoriam, Oliver Neuferglas  
How much thou art missed  
Leader, comrade, friend.  
Nobly you stood on the field  
Yet cruelly you were struck down,  
Foiled at the last.  
† Charles de Tanois

*Touché*

† *Le Roi*

To Captain Thierry la Belle  
I offer my services to second for you at  
duels. I hope you will be able to fulfil  
such a duty for me if the needs arise.  
Regards,  
† Gregory Lessore de Savior

Armand dan Gerous: Do check the  
small print of the 'Duelling (Death &  
Bullying etc.) Tax 1660.' You've paid  
too much up front, I think (what is  
your monthly income?), and not  
enough overall. Contact my office for a  
refund for the initial overpayment (if  
this applies) but then set up a regular  
payment regime.  
† Chancellor Orson de Combat

Dear TIB,  
I would be more than happy to be your  
second if you still require one?  
Perhaps you could return the favour?  
Yours,  
† ZTMG

### Social

Celebrate Christmas at "Saturday  
Night Fever!"  
Pierre de Mont-Réal announces the  
return of Saturday Night Fever. Live  
in the ballroom of Bothwell's, dance  
amid the mirror-balls and the multi-  
coloured lamps! Thrill to the music of  
"Les Frères Gibbs".  
First and second week of December  
only.  
Entrance fee: 20 crowns/week or 30  
crowns for both weeks. Prize for the  
best dancing couple each week. Social  
level 8 and above welcome.

In celebration of his recent ennoble-  
ment, Devlin Carnate will be hosting a  
horse race in the 3rd week of  
November. All those of SL 13+ are  
invited to join him in his private bar,  
along with their mistresses. Entrants  
of SL 10+ are invited to do the same.

### Ministerial Correspondence

Minister of State, Count Gaston de St  
Marque – you are right. The  
amendment has been announced.  
† Chancellor Orson de Combat.

### Personal

My Dear M. Biere,  
Rest assured I am making the  
necessary arrangements to provide  
you with the appointment that you  
seek and shall do all in my power to  
advance your military career and my  
comfort.

† General Revaulvin D'Or,  
A Fighter Not A Writer

Duelling Notice:  
I would like to point out that until I  
have fought my many duels I will not  
know how much money I will need to  
pay in tax. I will therefore pay my tax  
bill next month, once I have a clear  
indication of the total cost.

Yours,  
† B.Bdr-General The Money  
Goes, Kings Musketeers

My respects and thanks to Baron d'Or;  
for inviting me to join him as his Aide.  
It is with regret that I have had to  
decline on my succession to the rank of  
Major.  
† RdS

Young, poor and innocent Parisian  
looking for a good role model and  
mentor. If you think you can be of  
assistance, please come and find me in  
my cardboard box somewhere on the  
streets of Paris (you'll know you found  
me when you see a box with Killer  
written on the side).

Anon  
I do hope everyone who bought some-  
thing in Egon Madd's auction paid  
their tax?

To Brigadier General Gustav Ind  
Dear Sir,  
Hopefully I am in a position to apply to  
be your Aide unless you have already  
filled the vacancy. My military  
experience is very limited, though I  
did mount a very successful Agincourt  
campaign in my youth in which I  
soundly beat my mother's sewing  
maid. I particularly savour memories  
of the day we re-enacted the Siege of  
Harfleur – once more into the  
breeches! Ah, happy days. I look  
forward to your reply.

Yours humbly,  
† Gregory Lessore de Savior

Dear Jacques,  
I noticed your admirable advice to  
Senquiry last month. I was intrigued  
with "never trust a man dressed as a  
horse"..... would you care to elaborate?  
Perhaps we could meet at my club  
sometime next month and you could  
tell me more?

Yours,  
† Zack



Dead at last

Being an account of the funeral of  
Egon Madd

Three stout men (and Igor) carry the lop-sided coffin, covered in the ceremonial flag of the CPC and a white doctor's coat into the centre of the gathering.

Igor says a few words, "My mathter meant the world to me and thitht organithtathtion. He itht gone but not forgotten. Hitht memory liveth on, but he will be thtadly mithted."

The gathering is touched, those near the front are wiping their faces.

Stewart Senquiry stands, "What can be said about my friend and mental, Egon Madd, which hasn't already been reported in the seedier press? He was a good man, a good friend, and a fine soldier. His memory lives on – Igor's probably got his brain in a jar." Stewart raises his glass, "To Egon"

As the coffin is taken out there can be heard a faint knocking from the inside, it's carried noticeably faster.

Dear d'Over,

I am sorry to hear that you have decided to improve your promotion chance by changing regiments. While I can understand, the frustration you have feel at being Lt. Colonel for so long, patience is a virtue and I think you would have found that out if you had stayed.

However I understand your decision and wish you luck in your future endeavours.

Yours,

† B.Bdr-General The Money Goes, Kings Musketeers

24" waist? My biceps are bigger! Time to Point Percy at the Porcelain commode – upside down.

The scene: a darkened cellar. A hunchbacked figure crouches over something lying on a low table. Lightning flashes outside and the roll of thunder follows almost immediately. "Thoon, thoon" mutters the figure, working feverishly to attach cables to whatever is on the table.

Lightning flashes again and this time the sound of thunder is instantaneous. Sparks fly along the cables and the thing on the table twitches.

"Again, Again!" shouts the hunchbacked figure.

The lightning obliges a third time and once more the room is filled with sparks. This time the figure on the table sits up, revealing itself to be a man.

"Welcome back Marther! I think you'll find the stiches will fade in a week or tho."

"Thank you Egor", says Egon Mad, for it is he on the slab, "Just one thing, Why is there a bolt through my neck?" "T'ht twaditional Marther"

"Well – get rid of it. I want to look my best when I return to Paris"

"Yeth Marther!"

SDL – no thanks for my support?

## Poetry Corner

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

This duelling tax smacks of sedition,  
Since it counters well established tradition.

A blight on the honour of this great city:

Officials turn gelt from the rites of gentility.

Sooner than later we hope,  
It will reach the end of its rope,

With Crowns only divine

Reigning Sublime.

† RdS

1 A Gentlemen Returning from the Bawdyhouse,

As quiet and pious as a churchmouse,  
finds it not that funny

to be relieved of his money

by a scumbag lowlife street louse.

2 Why should he in this manner be feeled,

Forced to go out with identity concealed?

Rejoice! Help is at hand

To remove this plague from our land:

Next Month one possible solution is revealed!

† GdLS, aka Son of the Scarlet Pimple

## 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 NPC's – unless appointed by a player character, who may order that they are left vacant (if you have a post or rank that allows you to appoint other characters to vacant posts, don't forget to give some orders).

As next month is December, Mistresses' influence will be renewed at the end of the month. A good reason to court a new mistress next month and gain twice as much influence. ☺

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

SS Sean Sondamour (Pete Holland) has NMR'd. Total now 1

TIB Thierry la Belle (Timothy Hunt) has NMR'd. Total now 1

BdM (Mark Moores) was floated as Mark's on holiday in Thailand.

HdE (Graeme Wilson) and LaT (Paul Wilson) were floated as the Wilsons have lost internet access.

JLF (Filipe Silva) was floated as Filipe said he was sending orders, but they never arrived.

LdE (Nik Luker) was floated as he was short of time.

I must give a quick plug for Ash Casey's *En Garde!* game. *Réduit à l'Essentiel* (aka *Bare Bones*) is an

attempt to stick as close as possible to the original rules while running the game online. We (yes, I'm playing) have had half a dozen turns so far and it's going pretty well. Ash is managing to maintain a fortnightly schedule and has room for a few more players. Catch up with the game at [www.bare-bones.net](http://www.bare-bones.net) and sign up with Ash at [ashkc@btinternet.com](mailto:ashkc@btinternet.com).

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](http://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](mailto: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](mailto:LPBS@pevans.co.uk). ◇ P

## Announcements

Alain Hermès asks NPC Brigadier of 3rd Foot Brigade to resign  
 Alain Hermès applies for Brigadier of 3rd Foot Brigade  
 Benedict d'Over applies for Brigade Major of 1st Foot Brigade  
 Leffe Bier applies for Aide to General Revaulvin d'Or asks NPC Aide to General (RdO) to resign

Roget de Saurus asks NPC Major 2 of Queen's Own Carabiniers 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 Brigade Major of Guards Brigade

## Duels

Results of this month's duels:

Antoine Valois (with EH, gains 1 Exp) beat his enemy Aloysius Gnomeclencher.  
 Antoine Valois (with EH, gains 1 Exp) beat his enemy Roland Pollee d'Eaulee.

Beau de Cire (gains 1 Exp) killed his enemy Charles de Tanois.  
 Charles de Tanois was dead before duelling Gustav Ind.  
 Leffe Bier didn't turn up to fight Walter Butts and lost SPs.  
 Leffe Bier didn't fight Zachary The Money Goes and lost SPs.

Leffe Bier didn't turn up to fight Jacques Shitacks and lost SPs.  
 Gar de Lieu (gains 1 Exp) beat Pierre de Mont Réal.

Grudges to be settled next month:

Bud d'Wiser (Sabre, adv.) and Horatio d'Escargot (2-Hand, Seconds LaT, 1 rests) have mutual cause for being in enemy regiments.  
 Jean Laissez Faire (Rapier, adv.) and Walter Butts (Rapier, Seconds ZTMG & SS, 1 rests) have mutual cause for being in enemy regiments.  
 Jean Laissez Faire (Rapier, 5 rests) and Zachary The Money Goes (Rapier, adv.) have mutual cause for being in enemy regiments.  
 Lucien d'Escaillehuitaillement (Rapier, adv.) and Walter Butts (Rapier, Seconds ZTMG & SS, 3 rests) have mutual cause for being in enemy regiments.  
 Lucien d'Escaillehuitaillement (Rapier, 5 rests) and Zachary The Money Goes (Rapier, adv.) have mutual cause for being in enemy regiments.

Beppe de Marko (Sabre, Seconds ZTMG, 1 rests) has cause with Gar de Lieu (Rapier, Seconds SDL, adv.) for pinching Katy.  
 Armand dan Gerous (Foil) has cause with The Man with no Name (Foil, adv.) for pinching Ada.  
 Gar de Lieu (Rapier, Seconds SDL, adv.) has cause with Egon Mad 2 (Foil, 4 rests) for pinching Katy.  
 Thierry la Belle (Rapier, adv.) has cause with Ferdinand Franz (Rapier, Seconds SDL, 2 rests) for pinching Di.  
 Gregory Lessore de Saviour (Rapier, 1 rests) has cause with Stewart Senquiry (Sabre, Seconds RBG, adv.) as he's not Noble but higher SL.

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

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.

## Tables

Other Appointments		
King's Escort: Ensign N	Captain N	Shows who holds appointments outside military units: ID for Characters, N for NPC, _ for vacant, CPS for additional posts held by the CPS.
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 EH	
Inspectors-General: of Cavalry _	of Infantry _	
Commissioner of Public Safety ZTMG		
Chancellor of the Exchequer OdC	Minister of Justice _	
Minister of War SDL	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	68	Comfy	General/State Min.	9	Bette	Flr	3	Nathan Richards
ZIG	Earl Charlemagne le Gosse	26+	78	Comfy	B.General/2nd Army Commdr	14	Lois	Flr	2	Neil Packer
CTMG	Count Zachary The Money Goes	24	60	Rich	B.Bdr-General KM/CPS	11		Flr	4	Gerald Udowiczenko
SDL	Count Stan Dandy Liver	24	38	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	21	54	Withy	Fld Marshal	5		Flr	2	Pete Holland
JS	Baron Jacques Shitacks	20	59	Poor	B.General/3rd Army Commdr	3		Flr	4	David Olliver
OdC	Marquis Orson de Combat	20	F	Withy	Bdr-General/Chancellor	6		Flr	5	Francesca Weal
DC	Sir Devlin Carnate	19	44	Comfy	B.Bdr-General PLLD/1st Army QMG	4	Angelina	Flr	2	Bruno Giordan
BdM	Viscount Beppe de Marko	19	39	Fithy	Bdr-General	17		Flr	2	Mark Moores
BdW	Baron Bud d'Wiser	19	29	Comfy	B.Bdr-General GDM	11	Maggie	Flr	2	Francesca Huskinson
GdLi	Baron Gar de Lieu	19	F	Withy	Lt-General	3		Flr	4	Bill Hay
RdO	Marquis Revaulvin d'Or	19	F	Withy	B.General	10		Flr	4	Jerry Spencer
BR	Baron Beau Romir	18+	61	Comfy	Captain RFG/C.Prnce Aide	8		Flr	3	Graeme Morris
EH	Earl Euria Humble	16	F	Comfy	B.Lt-General/Adjutant Gen	15		Both	5	Matthew Wale
TT	Sir Thomas Tudo	16+	54	Comfy	Lt.Colonel ALC/FMshl's Aide	6		Both	5	Ben Brown
AV	Sir Antoine Valois	15	31	Poor	Colonel DG/1st Army Adjutant	1	Lucy	Both	4	Simon Burling
AdA	Averell d'Alton	15	30	Comfy	Colonel RFG	4		Both	4	Martin Jennings
HdE	Sir Horatio d'Escargot	15	25	Poor	B.Bdr-General ALC/Hvy Brigadier	4		Both	3	Graeme Wilson
LaT	Lun a'Tic	14	13	Comfy	Lt.Colonel RFG/1st Div Adjutant	1		Both	2	Paul Wilson
LdE	Lucien d'Escaillehuitaillement	14	19	OK	Major CG	3		Both	4	Nik Luker
PdMR	Sir Pierre de Mont Réal	13	24	OK	Colonel CG	2		Both	5	Pam Udowiczenko
JLF	Jean Laissez Faire	13+	41	OK	Major RFG	7	Sue	BG	2	Filipe Silva
RdS	Roget de Saurus	12	36	OK	Colonel CPC/3rd Army Adjutant	2	Leia	BG	2	Gerry Sutcliff
StSy	Stewart Senquiry	12	32	Withy	Lt.Colonel KM	5	Eve	Hunt	3	Colin Parfitt
WB	Sir Walter Butts	11	11	Withy		1		Hunt	3	Richard Newby

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
EM2	Egon Mad 2	11	14	OK		2	Katy	Hunt	2	Tym Norris
GI	Gustav Ind	10+	43	Comfy	B.Bdr-General RM/2nd Army QMG	2	Emma	Hunt	5	Ashley Casey
BdO	Benedict d'Over	10+	30	Comfy	Major KM/KM Regt. Adj.	6	Ophelia	Hunt	4	Mark Stretch
LB	Lefe Bier	9-	15	Poor	Major CG	3		Hunt	1	Robert Carter
RPdE	Roland Pollee d'Eaulee	9	24	OK	Colonel QOC	6		HGds	3	Pete Card
AG	Aloysius Gnomeclencher	8	25	Comfy	Major QOC/HGds Brigade Maj.	6		HGds	2	Mike Dommett
PdVR	Pierre de Vin Rouge	8	20	Poor	Colonel PM	4	Mary	BG	3	Keith Bristow
GLdS	Gregory Lessore de Saviour	7	21	Poor	Subaltern KM	1		BG	4	Mark Cowper
JdIB	Jacques de la Boite	7	18	Poor	Captain PM	1	Josephine	BG	5	Justin Key
RBG	Renaul Baptiste Grenoble	7	14	Poor	Major CPC	2	Marie	F&P	4	Olaf Schmidt
IS	Indie Soupe	7+	26	Poor	Lt.Colonel PLLD	3	Belle	F&P	1	Charles Burrows
AH	Alain Hermès	6	17	OK	B.Bdr-General 27M	2		F&P	4	Rob Fuller
BdC	Beau de Cire	5+	29	OK	Captain RM	6		RP	5	Andrew Burgess
AdG	Armand dan Gerous	5+	17	Poor		5		RP	3	Barry Townsend
FF	Ferdinand Franz	5+	17	Poor	Major GDM	4		RP	3	Mark Barrowcliffe
SdE	Singes d'Ecuireuil	5+	16	OK	Captain RM	2		RP	2	Saje Dowling
TIB	Thierry la Belle	4	9	Poor	Captain 13F	4		RP	3	Timothy Hunt
JM	Juste Minit	4	RIP							Mark Booth
CdT	Charles de Tanois	4	RIP							Chris Martin
X3	The Man with no Name	3	8	OK		6	Ada	RP	6	Andrew Kendall
ME	Michel Entire	3+	11	Poor	Subaltern PM/Bdr's Aide (GI)	6			3	Tim Macaire
AaGA	Alan à Ganatcher Aile	1	F	Poor	B.Captain 69A	5			6	Chris Boote

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, Withy = 5000-10000, Rich = 10000-25000, Ffithy = 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+