

That would be enough

This has been issue 80 of *To Win Just Once*, published 9th November 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 23rd Nov.

Orders for *Les Petites Bêtes Soyeuses*, *Great White Hunter* shots and any other contributions to Pevans by Friday 30th November 2007.

(Initial deadlines for 2008 are 4th/11th January, 8th/15th February, 14th/21st March, 18th/25th April, 23rd/30th May, 27th June/4th July, 1st/8th August)

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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

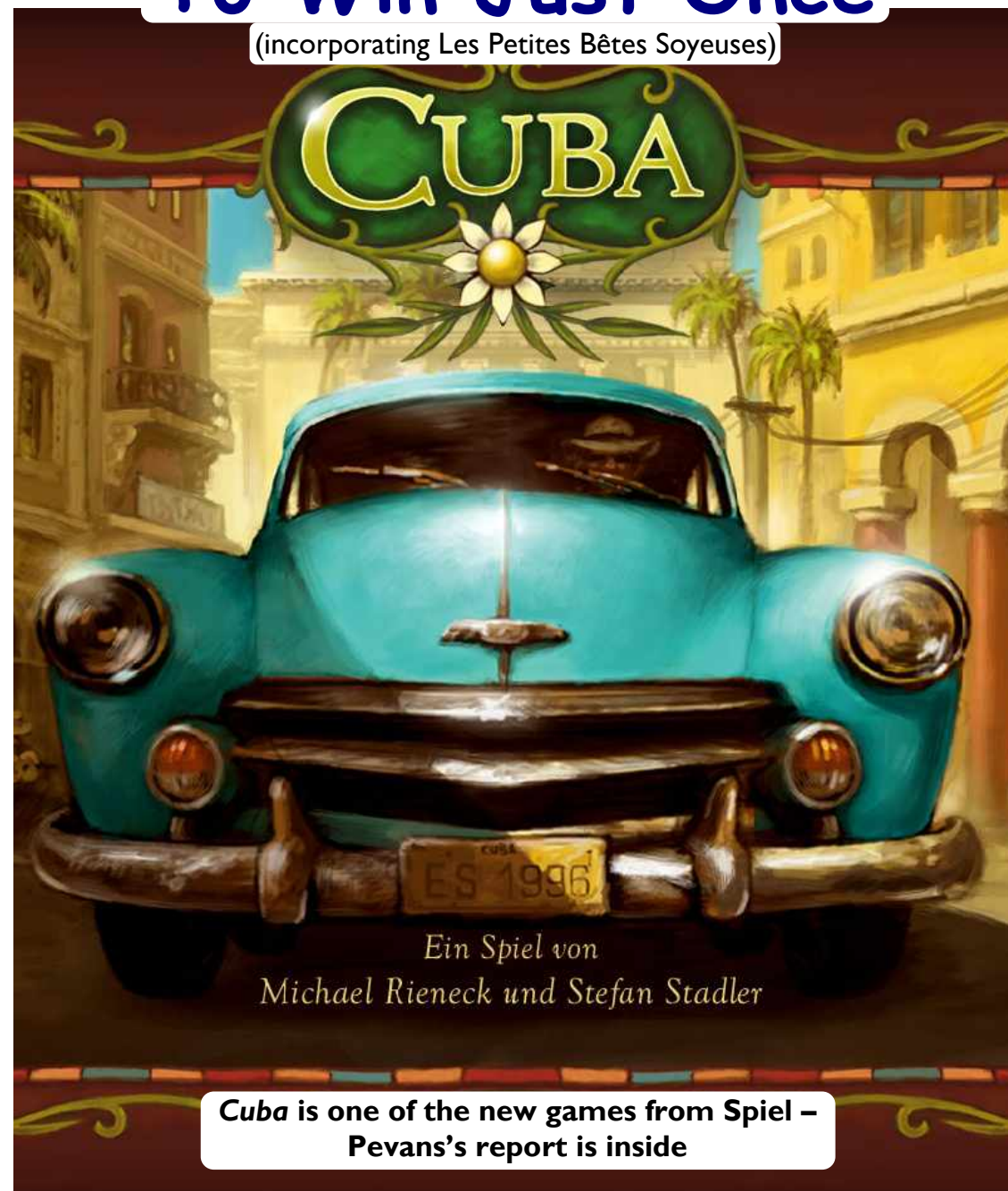
Railway Rivals Time for a new game: Ben Brown, Bill McKinley, Gina Teh, Tim Macaire, Gerald Udowiczenko and Nathan Richards are the players. We provide rules and a working copy of the map.

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

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

It already feels like Spiel happened quite some time ago, but it's still less than a month. It was a busy few days for me: looking at the new games (and even playing a few), conducting some business and taking part in EuropeMasters. And I've only seen a small fraction of the show.

My first pass at a report on the show follows – this will go on to my website and I'll add to it as I play more of the games. First, though, my report from the EuropeMasters tournament.

EuropeMasters 2007

For those of you who haven't come across EuropeMasters before, a word of explanation (old-time readers can skip to the next paragraph). This annual tournament has been going on for 20 years or so, originally under the name of Intergame. It is for teams of four, drawn from all over Europe. Most teams qualify as the best teams in their own country's equivalent tournament – SpielChamps in the UK. Each team member plays the four games against members of other teams – with a carefully planned rotation system to mix everyone up thoroughly. They score points according to their final position: 5 for 1st, then 3, 2 and 1. The team's score is the sum of its members' scores and the team with the highest score wins the trophy – and a stack of prizes. There are trophies and prizes, too, for the other top teams and the top-scoring individual (occasionally someone gets a perfect 20 points).

This year's competition was played over four excellent games – it makes a big difference that, if you're spending a whole day playing games, they are games you like. As usual, my team (cunningly called "To Win Just Once") was made up of Sebastian Bleasdale, Pete Card, Michael Colao and me. Equally usually, we didn't feel we had played the games enough in preparation. First up



The trophies and prizes on display

was *Yspahan* (Ystari Games), which I reviewed in *TWJO 77*. I do like this game and felt that I knew what I was doing. Wrong. On the first turn I was introduced to a tactic I'd not seen before! By the end of the game, I'd been soundly thrashed. However, I think I'll play the game better next time.

Origo (Hasbro) was second and saw me facing a Czech, a Frenchman and a Dutchman for domination of Europe – see my review in *TWJO 79* for more about the game. I stuck to the strategy that had served me well in previous games. And came third. At least I was getting better. The biggest problem with this game was that it was played rather slowly. This cut into the lunch break a bit, but I was able to use the time constructively. I visited the 'new games' exhibition in the rooms across the landing and took lots of photos (much easier than on the stands when people keep getting in the way!)

The afternoon started with *Leonardo da Vinci* (aka *Maestro Leonardo* from da Vinci Games), which is a fascinating game. Essentially it's a series of auctions as players bid (by placing their 'apprentices' and 'master' pawns) for the various raw materials they need to create the inventions of Leonardo da Vinci and to improve their own resources. Players get money for completing inventions, but must spend money in the auctions. The winner is the player with the most money after the final inventions have been completed. The result is a game with a kind of structure to playing it – rather like *Princes of Florence*. This time my strategy kind of worked and I ended up in second place, albeit only just ahead of third.

On this basis, I was clearly set for a win in the last game, *The Pillars of the Earth* (originally *Die Säulen der Erde* from Kosmos). Or was I? The game was reviewed by Nik Luker in *TWJO 76* and



The winners brandish their trophies

was very familiar to most of the British competitors as it was also used in the UK tournament this year. I missed SpielChamps this year, but I was very comfortable with this game. It was quickly clear that one of my opponents knew what he was doing. He took an early lead and I wasn't able to catch him. We were well ahead of the other two, though. *Pillars of the Earth* was the strongest result for the *TWJO* team. Michael Colao ensured we lived up to our name by winning – our one victory of the tournament.

Germany swept the tournament this year, with the top three teams all being German. The winners were "Epsilon kleiner Null" with the fantastic score of 62 points. Second was "Die Magier von Midgard" with 57. "Wir wollen doch nur spielen" took third on the tiebreaker (fewest last places) from Czech team "Paluba" – both on 55 points. The top-placed British team was the UK champions, "Sharkbait", in fifth place with 54½ points – which could easily have been a winning score. "To Win Just Once" ended up in 26th place (out of 32) with just 35 points. The individual prize was shared by Ingo Melzer and Frank Muzzolini, both of whom won 4 games out of 4 to score 20 points. Congratulations to all on their achievements.

As always, the tournament was excellently organised by Ronald van Lent and his team. Full details, including all the scores from this year's tournament, are on the website: www.europemasters.org. Keep an eye on this, too, for information about next year's tournament.

Spiel '07 Report

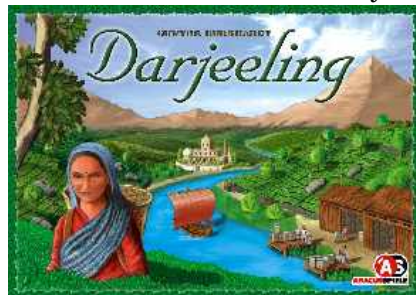
Every year I find that the Spiel games fair re-energises me – the new games and the enthusiasm of all the visitors are a real tonic for the jaded gamer. This year was a bit different as I had business meetings, which meant less time to play games – though I got to see just as many. So my initial report will be briefer than usual – I will expand it as I play more of the new games, though. Keep an eye on the website (www.pevans.co.uk/Reviews/Spiel2007.html) for updates.

First off, the show seemed quieter than usual with fewer people cramming the walkways – though there was still a huge crush when the doors opened at 10. The organisers, Friedhelm Merz Verlag, report that there were some 148,000 visitors over the four days (only 2,000 down on last year). They saw over 500 new games from publishers in some 30 countries. Spiel really is international these days – even the catering staff now respond in English, despite my best German.

Now on to the games. As usual I'll do this by publisher, in alphabetical order. This puts 2F Spiele at the top of the list. Friedemann Friese's new game this year is *Filou*, a fun card game about cats. Apparently the German equivalent of "a pig in a poke" is "the cat in the sack". This is a bluffing game where players aim to

get cats, but don't know how valuable the cat will be until they get it. Or it might turn out to be a rabbit – or even a dog. It's a quick-playing game and Rio Grande is producing an English language edition as *Felix*.

Abacus was revelling in winning the prestigious *Spiel des Jahres* this year for Michael Schacht's *Zooloretto*. As you'd expect this was going great guns throughout the show. The company's newest game, though, was *Darjeeling* by Günter Burkhardt. This looks very interesting – not least because of all the playing pieces. Such as the chute down which the 'demand markers' roll. Players collect tiles and match them up to make tea chests, which can then be loaded onto ships. At the beginning of the next turn, players score points according to which ship their tea chests are on. First to a hundred points wins. The tiles are initially laid out to represent India, China or Sri Lanka, each of which has its own challenges and makes for a different game. It looks well worth trying.



Amigo had half a dozen new games. The two board games are *Gangster* (designed by Thorsten Gimmler) and *Patrizier* (Patrician, by Michael Schacht), both of which are being published in English by Mayfair. The first is, as the name suggests, about gangsters and is set in Thirties Chicago. Players move their car around the city districts, picking up and dropping off their men and maybe putting the bag on an opposing gangster. They score points for control of the districts and the player with the most points wins. *Patrician* is a tactical game of tower building in Italian cities. Each city can have two towers, players adding layers and trying to have control of the higher tower. Both look pretty good.

Amigo's card games include *4-in-1*, which collects together four classic trick-taking card games: *Meinz* (Günter Burkhardt), *Mü* (Frank Nestel), *Njet* (Stefan Dorra) and *Was sticht?* (Karl-Heinz Schmiel). Actually, *Meinz* is a new one on me, but the others are certainly well known and *Mü* and *Was sticht?*, in particular, have lots of fans. Another is a new edition of *Space Beans*, the stand-alone bean-themed card game from Uwe Rosenberg that features some rather familiar SF characters as beans.

The new, new card games start with the latest member of the *Bohnanza* family, *Bohnröschen* – Uwe Rosenberg's take on Sleeping Beauty. This is a stand-alone game, rather than an expansion, but players still have to plant, grow and harvest beans of different sorts. They also have to complete tasks to get to the end of the beanstalk. First one to make it with at least five coins wins the game. *Aus die Maus!* (Haim Shafir) is a cat and mouse game aimed at children. Players turn over cards, hoping to use their cat cards to catch mice cards when they appear.

Ziegen Kriegen is a trick-taking card game from Günter Burkhardt. Players are aiming to collect the most goat symbols on the cards they win, without exceeding the limit shown on the hill cards. However, the hill cards are only revealed after the first few tricks, by which time it might be too late! The final new game from Amigo is a new edition of *Maestro*, Rudi Hoffman's musically-themed variation of his set collecting game (*Ogallala/Blackfeet*). The game has been re-themed to TV show, Little Amadeus, as *Little Amadeus Maestro*, but it remains the same game.

Argentum had two new games for us at the show. *1001 Karawane* (1001 Caravans) has players exploring the desert – face-down hexagonal tiles – with their camels. They are looking for fabulous cities, oases and caravanserais with the aim of finding (or buying, if they make enough gold trading) artefacts. There are bluffing and memory elements to the game. Designed by Roman Mathar, this is a nicely produced game with some evocative artwork. The same is true of the second game, *Die Jagd nach dem Gral* (The Quest for the Holy Grail). Four groups are hunting the Grail – the Assassins, the Knights Templar, the Rosicrucians and the Illuminati. Players move the pawns around the board – providing they're prepared to reveal more influence over the pawn. Yes, this is a development of Eric Solomon's classic *Sigma File*.



1001 Karawane before exploring



Ziegen Kriegen with added rocks

Ted Alspach was at Spiel with the *Age of Steam* expansions he publishes as Bézier Games. This year's crop includes several on mounted boards, to the same standard as the original game. These cover Europe/America, plus the intriguing Mississippi Steamboats/Golden Spike, both of which are rather different from the usual game. Bézier also has two pairs of cardstock boards for Caribbean islands, which are 1 and 2-player games. Also on display was *Ultimate Werewolf*, a set of cards and player aids to help up to 31 people to play Werewolf. It includes a number of new roles.

Peter Burley had a prototype of his new game, *Kamisado*. This is an intriguing game played with coloured pieces on an 8 x 8 grid of coloured squares. When you move a piece, the colour of the square you land on is the colour of the piece your opponent must move next. The object is get a piece to the far side of the board, which is far more challenging than appears. Achieving this gives a player a more powerful piece for the next round. Simple, clever and very colourful.

Cwali had Corné van Moorsel's new game, *Gipsy Kings*. Like many of his games, this has hexagonal tiles and wooden sticks. In this case, though, they're rather bigger than usual. It's a thirty-minute game aimed at a family audience and that's as much as I know.



After the appearance of Czech Board Games last year, we have a new publisher this year, Czech Games Edition with two new games. *League of Six* is the one attracting most of the attention as it's a strategy game. Designed by Vladimír Suchý, the theme is tax collecting in medieval Europe. It looks very interesting, too, but I haven't played it yet.

What I have played is CGE's second game, *Galaxy Trucker* by Vlaada Chvátil. This is a fun game of space trading played over three rounds. The first thing to do each round is build your spaceship. This is simple: just take a square tile and add it to the grid in front of you – provided the connectors match. You need engines, of course, lasers, shields, crew quarters and storage space. And you need to fit them together. First to complete their ship starts a timer, limiting the time available to other players to finish their ships. Then the ships fly off, dealing with the hazards and opportunities provided by a set of cards – this involves lots of dice rolling. Players gain credits for goods they pick up plus bonuses for being the lead ship and having the 'prettiest' ship. Then they have to pay for any bits that they've lost off their ship (which happens all too often!). Most credits after three rounds wins. Good fun, but it's not a challenging game.

The first of Eggertspiele's new games is *Cuba*, a game set on the eponymous island before the revolution and designed by Michael Rieneck and Stefan Stadler. Each player has a set of cards and plays them one at a time each turn to carry out specific jobs, saving the last one for their votes in parliament. The jobs allow players to produce goods from their plantations, buy and sell at the market, load

goods onto ships (for victory points), erect and use buildings. At the end of the turn, the player with the most votes in parliament enacts new laws and players can choose (!) to pay their taxes – for victory points. On first playing, this looks rather interesting. The key to the game seems to be the buildings and I'm sure several strategies will emerge based on different buildings.

Second is the new game from Mac Gerdt's, *Hamburgum* (or *Londinium* if you're playing on the other side of the board). This is a terrific game of trading and building up your position within the city. Actions are, of course, limited by the famous 'rondel' mechanism. One of those is brewing beer – this is my kind of game! However, the key to the game is gaining 'prestige' by donating materials and money to the various churches around the city. There are significant bonuses for being the player who finishes each church. The game ends when all the churches are complete and the player with the most prestige wins. Cracking stuff and my favourite of the new games so far.



The large board and many playing pieces (including real brick) of *Hamburgum*

From new Dutch publisher Emma Games is *Wadi*, an intriguing little game of watering the desert. Players try to position their pumps ('shadoofs') to grab water from the flash flood coming down the wadi. Or steal it from their neighbours! The rules give several starting set-ups for the game, which provides plenty of variety.

This is the first game from designer Martyn F and is a promising start, though it's a bit abstract for me.

There were another two new games from Italy's Ghenos Games: *Race the Wind* and *Rugby World*. Both are re-creations of a sport, the former being yacht racing (with some very stylish playing pieces) and the latter Rugby Union. Leaving aside the banter about the relative merits of Wales's and Italy's rugby teams, these are both very appealing themes. Yacht racing has been done as a board game before, of course, so there's a certain familiarity to the game. This doesn't make it any less challenging and *Race the Wind* has a clever way of changing the wind direction plus gusts for players to take advantage of. *Rugby World* comes with teams from the major rugby playing nations (plus Germany) and some clever rules that reproduce the ebb and flow of the game on the pitch. It's probably a good way to learn the rules of rugby, too.

Giochix is a new Italian publisher and had two card games to show us. *Bulpl!* has players building a network of water pipes and sabotaging each other. It looks good fun *Medievalia* is more challenging as players strive to develop their medieval manor in competition with the others. Both are the work of main man Michele Quondam.



After galactic domination, Golden Laurel's new game has its tongue firmly in its cheek. *Kill the Hippies* has the players trying to convert (or kill) the most long-haired layouts. It's a fast-playing fun card game and went down well at Spiel.

Phoenicia made its Spiel debut alongside four brand new titles from JKLM

Games. *Caveman* is jointly published with the designers, MAG (Make A Game). Players start by with four members of their tribe and use them to collect the resources that are scattered across the board. These give players the advantages of various discoveries (fire, the wheel and so on). Or they can add new members of the tribe,



'cavekids', and hope they survive to adulthood. In addition, players get to use the dinosaurs to stomp on the other tribes! Good clean family fun. ☺

Power and Weakness is a two-player game from Andreas Steding (*Kogge*, *Whisky Race*). Players contend for supremacy in England using knights and magicians alternately. Limited actions mean players have to choose between scoring for the current turn or building their position for the next one. *Scandaroon*, designed by Tony Boydell and jointly produced with Surprised Stare Games, is the card game I played at UK Games Expo (see TWJO 76). The decision here is whether to use cards for their points or their special power. Finally, there is *Stop Lights*, a quick, fun card game of getting colours in a row from Sean Brown and Mr B Games.

Lookout Games's *Agricola* was particularly well received by gamers at Spiel. This is a heavyweight game of agricultural development by Uwe Rosenberg. Players start with an empty farm and a two-room hut and build these up through several harvests. At the end of the game, players score points for animals, crops, their house and other developments. I find it interesting that the game is specifically set towards the end of the seventeenth century. Presumably there is some particular reason for this. Despite being only available in German – and with a lot of text on the components – *Agricola* is proving to be very popular. English rules should be available shortly from the publisher and there are already translations on Boardgamegeek.



Lookout also had what they call the fan edition of *Bohnanza*. This is the original game with rather different artwork provided by fans of the game.

After their debut with *Khronos* last year, Matagot were back with *Utopia*. This has some wonderful model monuments for players to construct across the island on the board. However, I didn't get any deeper into the game.



A new game from Moskito and Karl-Heinz Schmiel is something of an event. The game is *Tribun* and is set in Ancient Rome. I was particularly taken with the cardboard chariot that is one of the components. Again,

I didn't get the chance to play it. The English language version (*Tribune*) comes from Fantasy Flight Games.

Pilot Games had a whole raft of new expansions for *Duel in the Dark*, their two-player wargame that was making its Spiel debut. This is a clever game where one player plots a mission for the Allied bomber fleet while the other tries to intercept it with fighters and flak. The expansions provide extra options sides.

Origins is a big board game from Phil Eklund and Sierra Madre Games. Subtitled "How we became Human", it traces the evolution of mankind across the planet. Players develop their hominid and its culture: domesticating animals, taming fire, learning language and so on. Civilizations expand and contract and compete with other cultures. All this and Ice Ages and global warming to deal with as well.



The Game Master's latest is *Rotterdam*, designed by main man Hans van Tol. Players try to manoeuvre container ships across the board (the eponymous port) so that goods are delivered to the right place. What's good for one person doesn't necessarily help another, so these ships can end up anywhere. A highlight of

Spiel was the 'live action' games played on The Game Master's stand each day. The Game Master also had a new edition of *Skyline of the World* with improved artwork and rules.

From Valley Games is another game about ships and containers called *Container*. Designed by Franz-Benno Delonge and Thomas Ewert.

This is a rather counter-intuitive game. Players win by collecting containers in their section of the central island. However, these can only come from other players' ships, whose contents are auctioned off when they reach the island. Players load their ships from other players' warehouses, paying the asking rate for what's on offer. They stock their warehouses by buying the containers produced in other players' factories. This is potentially a very subtle game as players try to influence others to bring the containers they want to the island. They also have to make sure they have enough money – though they can take out loans at any time, at the cost of paying interest each turn. *Container* was pretty popular at Spiel and sold out. Valley Games has also re-printed *Hannibal*, the classic wargame of the wars between Rome and Carthage.

Martin Wallace's new game from Warfrog is *Brass*, which was previewed at UK Games Expo (see *TWJO 76*). This looks very interesting as it's about the Industrial Revolution in Lancashire. It's played in two halves, once with canals and then with railways. I look forward to trying it out. Martin was also showing off the limited edition of *Mordred* he's produced in aid of charity.

Ghost for Sale is the new title from Italian publisher What's Your Game?, designed by Acchitocca. This is a family card game of buying Scottish castles. Of course, they're worth more if they have a ghost. Or are they? A game of deduction and bluff.

Phew! Lots of good stuff here and a lot more that I haven't mentioned yet. I look forward to playing all these games over the next months. And I anticipate Spiel '08, which is scheduled for 23rd-26th October 2008. Keep an eye on the organisers' website for more information: www.merz-verlag.com/spiel.

Games Events

Last call for MidCon, which this year has the added attraction of a barrel of real ale laid on by the organisers. Now I'm even more sorry that I can't make it! Those

of you who are going will have a fun weekend of games playing in the pleasant surroundings of the Birmingham City Thistle Hotel (once upon a time known as the Royal Angus – the name has changed, but the venue hasn't). It's a great opportunity to try out the new games from Spiel – and probably buy a few as well. For full details see www.midcon.org.uk.

Coming up in December is Dicecon East on Sunday 2nd in Edinburgh. Highlight will be Frigor Games and their Spiel release, *Antler Island*. This is run by the Scottish Boardgames Association and more information can be found on their website at www.dicecon.com.

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. 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.

Maycon: late May bank holiday weekend, details to be confirmed. Keep an eye on the website – 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.

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 80 was written and edited by Pevans. The LPBS masthead (page 26) is by Lee Brimmicombe-Wood, as are the pictures on pages 21 and 22. The picture on page 29 is by Tim Wiseman and the one on page 30 is a montage by Pevans of drawings by Tim Wiseman and Nik Luker. The *Cuba* and *Darjeeling* box art is courtesy of Eggertspiele and Abacusspiele, respectively. Pevans took the photos and played with Photoshop.

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Ribblehead Viaduct Railway Rivals game 5 – Turn 12

Races

Race	From	To	NULC	PNCR	LATRINE	CR	NEW
36	14	53				+6	20-6
37	15	46		15-6	+2	+3	15-5+6
38	52	66				10	20
39	42	51			10-8	20+2	
40	65	36	+8		20-8	10-2	+2
41	33	23		20		10	
42	24	54		10-6	+5	20+1	
Total			8	33	21	80	52

Builds and points

A: NEW UNIFIED LOCOMOTIVE COMPANY (NULC)
Colin Parfitt (BLACK)
Builds: None
Points: 100 + 8 = 108

B: PEVANS'S NORTHERN COAL RAILWAY (PNCR)
Paul Evans (RED)
Builds: None
Points 257.5 + 33 = 290.5

C: LONG AND TORTUROUS RAILWAYS IN NORTHERN ENGLAND (LATRINE)
Steve Bunce (BLUE)
Builds: None
Points: 269 + 21 = 290

E: CHUFFIN' RAILWAYS (CR)
Nathan Richards (BROWN)
Builds: None
Points: 290 + 80 = 370

F: NORTHERN EXPANSION INTO WASTELANDS (NEW)
Gerald Udowiczenko (ORANGE)
Builds: None
Points: 217.5 + 52 = 269.5

Game End Statements

Colin Parfitt: NULC: 5th

"Is that it?"

"Yes."

"Well, at least it didn't rain."

Nathan Richards: Chuffin' Railways: 1st

Hmm. Well, it's been a close game. I thought I probably had the best network when racing started so it was a bit of a shock when LATRINE shot off into what seemed an enormous

lead. Fortunately (from my point of view), it seems like we managed to peg him back a bit in later rounds. I'm not sure how unlucky I've been in racing terms but, given that Mike noted it in his report for Turn 11, then I presume I must have suffered badly then and am entitled to whinge! However, to offset that, it must be said that I did get the whole of the south of the board to build on when TOOT dropped out. I'm not sure if that actually proved to be a significant advantage as both LATRINE and PNCR rapidly made their way into it. Still, either way, it seems likely that victory is mine! Today the Ribblehead Viaduct, tomorrow the world... or perhaps the Severn Valley at least. Anyway, many thanks to Mike for running the game and chalk me up for the next one.

Steve Bunce: LATRINE: 3rd

Well done Nathan and to all those who stuck with the game. Thanks to Mike for acting as the GM once again. When I received my map for this game it was hate at first sight. Confusing and trying to cover too much ground in my opinion. This led me to the conclusion that nobody was going to build a line that could deliver many results in solo runs, so I decided to save my points when it came to the extra builds on the racing stages and see what would happen (much to Mike's amazement early on). Basically I was right, joint runs were order of the day and people struggled to get more than a couple of decent runs going on any one turn. And my plan would have worked if Mr. Richards hadn't managed to piece

together some sort of cohesive track system. Cheers all!

Pevans: PNCR: 2nd

Well, that was a better result than I've managed recently – though it was disappointing to be so far behind Nathan.

I hoped that starting in the North East away from the others would be an advantage. However, it was just too expensive to connect into the mass of towns in the south. In hindsight, keeping others out of the North East and doing joint runs to the southern towns might have been a better bet.

Congratulations to Nathan and many thanks to Mike for running the game.

Gerald Udowiczenko: NEW: 4th

Congratulations to Nathan of Chuffin' Railways on winning game 5 of *Railway Rivals*. I'm not sure who will have come second and third, but I must assume it's between Steve & Pevans – unless I had a stormer and one of them forgot to send in orders (and if so why couldn't you have done so earlier and more often?).

As with most games of *Railways Rivals*, I hadn't played the map before, so was a little unsure of the best place to start. I think Pevans probably picked the better starting location (Newcastle) as he had no real direct interference from other players from the start, but as Nathan won and started in Sheffield, I'm not sure that really mattered, as long as people sorted out beforehand where they were

heading (co-operation in a *Railway Rivals* game... whatever next!?!). I think it also helped Nathan that Edward (Toot, Green) only lasted a few turns before dropping out.

Perhaps in hindsight I should have headed more to the centre of the map, but I was hoping that having the West Coast would give me an advantage, as no one could get there, but alas that wasn't the case. Whether it was due to the *Formula Dé* dice that Mike always seems to use for my rolls (and normal dice for everyone else), I was just unlucky that more of my stations weren't exclusive routes for me, or people built where I wanted to go (I'm not naming names, 'cause you were all guilty of it, but those other "Northern Railways" were out to stitch me up from the start I'm sure of it!), I'm not sure, but all contributed in the end.

Many thanks, as always to Mike for running an enjoyable game. I would however ask that there is an independent enquiry into the dice he uses for me, hopefully before the next game starts!

TEMPLECOMBE

Close but in the end I think that the best network won. NULC put himself

out of contention by wandering along the Lancashire coast and not going for a Pennine Crossing early on, and also by letting NEW get closest to the NE monopoly. LATRINE had a good southern network and tried out the theory of not wasting points building to places in the races. He finished third, by half a point, and a little more luck or shared runs might have got him closer. NEW suffered as always because I throw rotten dice for him, as he puts it. Perhaps he could have linked all the way to Newcastle for shared runs to the NE. He did try for a NE monopoly but couldn't run enough runs on his own track to profit from it. PNCR had a good eastern network, but didn't penetrate the Pennines leaving him needing to agree joint runs or pay a lot for running on other people's track. CHUFFIN' RAILWAYS had the best network, from the east and most of the west as well, and won, by a larger margin than I had expected. The map has few cheap routes to cross the Pennines and possession of them or an ally was vital.

TOOT's dropping out of the game did block the southern Pennine crossing point, the Woodhead Tunnel.

Railway Rivals game 6

We have six players for the new game, which will be in the Severn Valley map. Copies of the map are enclosed for players.

For the next deadline, let Mike have a name for your company and your preferences for colour and starting town.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 23rd November 2007.**

Mission of Gravity

Star Trader game 3 – Turn 23

“How long to the end of the shift?”

“About 50 minutes.” The two enforcers were walking along the back corridors of warehouses at Sigma Draconis. Though the System Authorities had deployed increased resources after each attack, the sabotage had continued.

“Something ahead on the scanners.”

“Metallic traces?”

“Could be a false lead again.”

There had been many such alarms.

“I heard a report.”

“So did I. Quick – I’ll call for back-up.”

The men raced into the larger public space. There was a figure with a backpack and red blood was pumping from a hole in the chest.

“Call for medic, but I think it’s too late.”

“Hey – the sensors indicate there are explosives in his back.”

A noise made them turn as a figure concealed in a hatchway raced away and further into the public areas.

Trading at Gamma Leporis consisted of CAESAR WHOLESale buying 5 Alloys on Contract and TRANS SOLAR TRADING selling 5 back to the market.

Epsilon Eridani saw TRANSURANIC selling 4 Alloys for 7 HTs each, beating ZWILLINGE’s bid to sell at the same price. TRADEWINDS sold 8 Isotopes for 3 HTs apiece, beating TSTI’s bid of the same value. ISKANDER FIRE & ACCIDENT sold 2 liquors at the price of 3 HTs and SOLAR SPICE LIQUORS & MONOPOLES sold 5 Monopoles on Contract. TRADEWINDS bought 8 Spice for 7 HTs each and gained a Contractorship.

At Delta Toucanis SOLAR WINDS sold 5 Isotopes for 3 HTs apiece. SOLAR WINDS sold 1 for 5 HTs, after which ZWILLINGE sold 8 Petroleum for 9 HTs each and became Market Manager. ISKANDER FIRE & ACCIDENT bought 5 more units on Contract.

ISKANDER became Contractors in Petroleum at Tau Ceti, selling 9 units at 11 HTs. That was after ALSAFI-TOLIMAN had sold 5 units first for 10 HTs each. CAESAR WHOLESale sold 10 Alloys at 5 HTs and also were awarded Contractor status. ZWILLINGE bought 5 Isotopes on Contract and TRANSURANIC sold 5 in the same manner

Mu Herculis saw VOGONS selling a single Alloy for 8 HTs. They were unable to sell any Isotopes as CAESAR WHOLESale sold 6 for 4 HTs each to gain a

Dealership. SWISS MERCENARY FLEET foiled VOGONS attempts to sell Liquor, selling 8 at 2 HTs themselves and acquiring a Dealership. ISKANDER and CAESAR WHOLESale were buying Monopoles, ISKANDER buying 5 for 12 HTs each using their Market Manager’s position, and CAESAR buying a single unit as the price rose. SWISS MERCENARY had high hopes of the price rising, hoping to sell Monopoles for 15 HTs and being unable to do so.

TRADEWINDS bought 6 Alloys for 3 HTs each to gain a Dealership, beating TRANSURANIC’s bid of 2 to buy. VOGONS sold 3 Alloys on Contract. TRANSURANIC did buy 5 Isotopes on Contract, while ZWILLINGE sold 5 on Contract instead. ZWILLINGE also bought 5 Spice on Contract.

ZWILLINGE were into Alloys at Alpha Centauri, buying 3 units for 4 HTs each. They also sold 6 Spice using Percent. Liquors were popular: TRANS SOLAR TRADING bid 11 HTs to buy 19 units in all and gained a Contractorship. To their dismay CAESAR WHOLESale chose this quarter to dump 10 Units of Liquor at 3 HTs. They got gaining a Contractorship while driving the price back down. Fortunately SWISS MERCENARY FLEET decided to buy 5 Units at 10 HTs and the price came up again, though doubtless not as high as TSTI hoped.

Beta Hydri saw ISKANDER selling 9 Alloys for 7 HTs apiece, outbidding TRANSURANIC at the same level. TRANSURANIC were less than pleased as the price of Isotopes rose, shutting out their bid of 2 to buy. ISKANDER used their Market Managership in Monopoles to sell 4 Monopoles for 16 HTs each and TRANS SOLAR sold 3 more at the same price before SOLAR SPICE, LIQUORS & MONOPOLES sold 5 on Contract. ALSAFI-TOLIMAN sold 3 Petroleum for 10 HTs each. TSTI sold 3 Spice at 10 HTs, ALSAFI sold 2 more for 11 HTs each, and SSL&M sold 5 on Contract.

Three sabotage attacks at Sigma Draconis this Quarter; firstly on ISKANDER who lost 10 isotopes to an unknown assailant, then on TRADEWINDS, who lost 5 Spice to a SWISS MERCENARY attack, and finally DARTH’S, who lost 7 Isotopes to an attack blamed on ISKANDER.

ISKANDER FIRE & ACCIDENT took Opportunity 41, buying 10 units of Tempus. They still increased their Reputation, though not by very much, before the impact of the sabotage drove it back down again. The Corco Iota Hull was launched, crewed with an A class crew, and equipped with Augmented Jump and 6 Light Weapon pods. It was named by the Chairman’s wife and bears the scrollwork title “Mercenary”. It is potentially the best weapon equipped merchant ship in the quadrant.

TRADEWINDS undermined VOGON’s Reputation, accusing the obstructive Corporation of being behind some of the recent bombings. The Corporation lost 4

Reputation as the accusations stuck. TRADEWINDS then took 4 units of Slaves with OP 31 and finished the Quarter buying new Warehouses at Sigma Draconis, Alpha Centauri & Mu Herculis.

ISNOT-ISTOO loaded their ships with passengers, once again leaving various Corporations with empty ships.

TRANS SOLAR TRADING were obviously rattled by the events of last turn and attempted to transfer goods between ships that were not in the same Spaceport. However, their Fleet jumped smoothly and Weaver delivered the passengers for the bonus. The Liquor Factories at Alpha Centauri were sold and, with the profits, the loan was paid off and 18 Spice Factories bought at Sigma Draconis. A Criminal Connection was taken out as tentative links were made with the underworld and a new Warehouse was bought at Epsilon Eridani.

VOGONS INDUSTRIES took OP2, bought 10 units and then realised that they had run out of money and were unable to pay the interest on their loan.

SWISS MERCENARY FLEET sold all of their Liquor and Monopole Factories. The Inquiry, despite their Reputation not being at zero and their high connection levels, still resulted in a small fine and with Connection Levels being reduced. It was just as well that they had disposed of their Factories, possibly anticipating the need to sell some of them with the drop in Connections.

CAESAR WHOLESALE went to the Federation banks and took out a 200 HT loan over 8 Quarters.

ZWILLINGE bought a level of Political Connections and 4 more Isotope Factories at Sigma Draconis. Reputation was improved and two new Phoenix Hulls were laid down, both cargo pod equipped, one at Tau Ceti and one at Alpha Centauri. And, finally, the brothers hired Agent Clint at Sigma Draconis and immediately went to work, assassinating Agent Poum. He was spotted making his getaway afterwards but escaped in the public areas.

Press

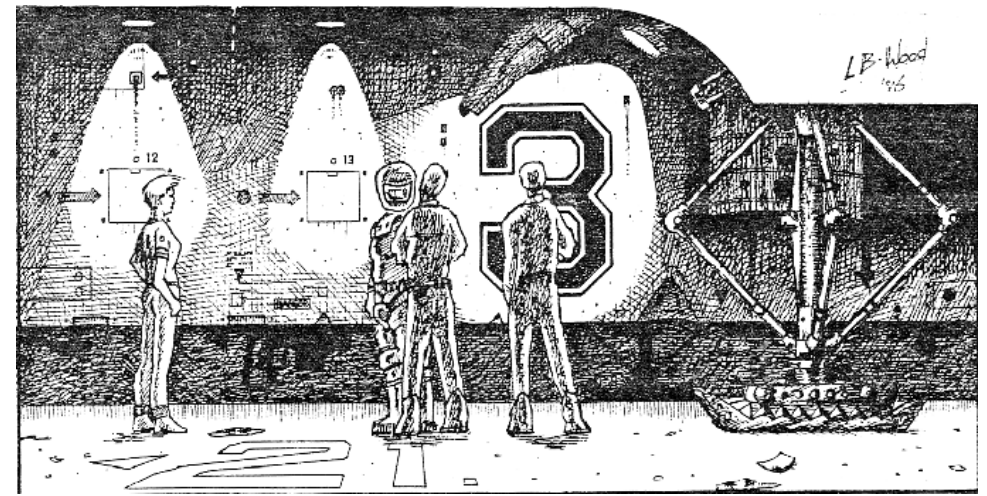
According to the Mu Herculis News, IFA has recently hired the "Blackhole" Private Military Company as an anti-pirate countermeasure. The IFA chairman, Mr Luca Corleone, confirmed "We hired the renowned pirate hunters to improve safety on space trade routes." Mr Corleone also denied IFA involvement in recent

Sigma Draconis sabotages "Our reputation suffered and we have undertaken certain steps to restore our good name". At the same time Mr Corleone has refused comments on the operational methods of the System Police.

PRESS ALPHA CENTAURI – In another blow to the struggling company, Alsafi-Toliman Acquisition's Vice President of Business Development Daisuke Fukui announced yesterday that he was leaving the holding company for other opportunities. Prior to his resignation, Fukui had been with the company for eleven years, stretching back into the period when it was doing business as Toliman Holdings, Inc. and was known primarily for maintaining controlling interests in several popular Centaurian resorts. Originally touted as the main catalyst behind the merger that expanded Toliman's business interests outside of Alpha Centauri, Fukui had been showing significant signs of stress coping with the vastly different commercial atmosphere outside of his home system. "In Alpha Centauri, drek just plain didn't blow up. Ever," Fukui was quoted as saying two months ago after yet another act of sabotage at one of

the company's Sigma Draconis warehouses. "You can even check our SEC filings. Not once has one of our hotels blown up while I've been VP. But this... this is just insane." The company chairman and board of directors would not comment at length on Fukui-san's resignation besides a short canned release stating that "Fukui's experience and dedication to [their] company will be sorely missed". "Did you know there were pirates out here? I sure as hell didn't," Fukui blurted during a particularly charged conference call informing shareholders of the loss of one of the company's ships in an attack several quarters ago. "And if I had known, I'd have ruttin' stayed in Centauri." As of noon today, Alsafi-Toliman stock was trading down 8%.

SMF Press: Amazing how a company with no criminal connections what so ever can do so much damage, must find out their secret one day.



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	8th	608	40	Rob Fuller
B Solar Winds Trading Co	10	0	8	0	12th	476	40	Steve Bunce
C Caesar Wholesale	10	9	2	0	10th	498	40	Simon Burling
D Trans Solar Trading, Inc	10	1	8	27	4th	510	39	Jerry Elsmore
E SSL&M	10	3	5	0+1	7th	733	40	Paul Evans
G Omicron-Mira Funding	10	2	3	N	13th	870	27	Thomas Frost
H Trade Wind	10	0	8	25+9	2nd	902	40	Colin Parfitt
J ISNOTISTOO	10	0	3	26	3rd	542	40	William Hay
K Swiss Mercenary Fleet	8	0	8	0	9th	1461	6	Martin Jennings
L Zwillinge	10	2	6	0	11th	303	29	Michael Martinkat
M Transuranic Trade Corp	10	0	3	6	6th	845	40	Bob Parkins
N Vogon Industries	10	7	0	25	5th	6	24	Nathan Richards
P Iskander Fire and Accident	10	8	5	40	1st	197	21	Przemyslaw Orwat

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

News

TRADEWINDS (Corp H) took OP 31, ISKANDER (P) took OP 41 and VOGON (N) took OP 2.

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

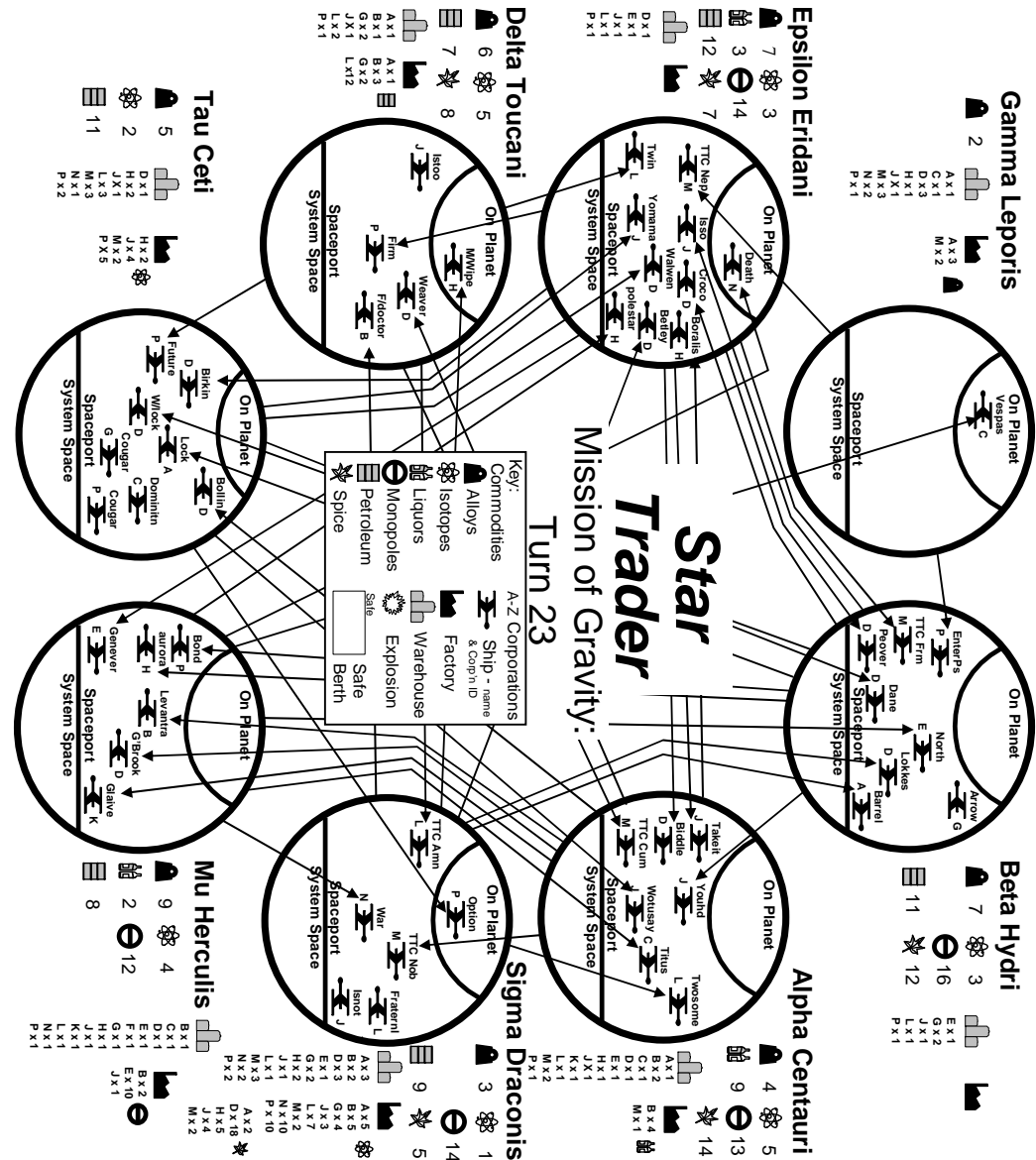
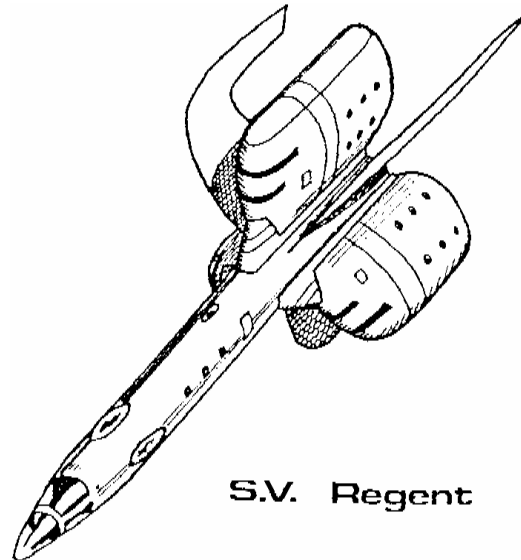
Turn 24 B6, C5, P8

Turn 25 P6, C2

Turn 26 C8, B9

Turn 27 P6

Orders to Mike Dommett, 119
 Victoria Road, ALTON
 GU34 2DD
 or by e-mail to
 mike_dommett@yahoo.co.uk
 by Wednesday, 23rd
 November 2007.



Great White Hunter

Turn 13

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

Sorry that the Antelope hit on I20 last turn didn't appear on the grid. Several of you spotted it nevertheless and it was duly finished off along with the other two Antelopes. That was it for the action this turn.

Not many animals left now and just a couple of turns to find it in.

Player	Shots this turn	Points this turn	Total Score
Guy Arnold			4.89
Ben Brown	I19, J20	0	6.68
Charles Burrows	P10, Q9	.5	11.16
Rob Carter			3.00
Mike Dommett	D13, J8	0	5.96
Jerry Elmore	J20, C3	.6	10.18
Bill Hay			4.00
Pete Holland	I19, C3	.6	11.61
Francesca Huskinson			3.00
Andrew Kendall			8.00
Nik Luker	F10, E11	0	7.89
Tim Macaire	D4, H20	1.5	5.93
Michael Martinkat			1.00
Bill Michell			1.00
David Olliver	C3	.6	9.94
Neil Packer	C3	.6	11.03
Colin Parfitt	J8, T12	0	3.60
Mark Stretch	D4, C3	.6	2.07
Al Tabor	H20	1.5	11.53
Gina The	Q9	.5	0.50
Barry Townsend			5.00
Gerald Udowiczzenko	D4, P10	0	3.00
Pam Udowiczzenko			1.33
Matthew Wale	P10, Q9	.5	8.37
Graeme Wilson	J8, P19	0	2.50
Paul Wilson	D4, Q9	.5	4.83

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, 30th November 2007.

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.

Les Petites Bêtes Soyeuses 206

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 February 1661 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpsorders@pevans.co.uk
by Friday, 30th November 2007**

January 1661

It's a New Year, but it starts just like any other: with Parisians hacking each other apart with their swords. That's the way we like it!

First up are CG Colonel Jean Laissez Faire and his regimental enemy, Major Benedict d'Over, Regimental Adjutant of the King's Musketeers. D'Over has his boss, Zachary The Money Goes, as his second. Laissez Faire has just his rapier. He's also on the wrong end of the size difference. D'Over starts with a furious lunge and runs his opponent through. Laissez Faire surrenders. And excuses himself from his duel with Beppe de Marko.

Lieutenant-General Euria Humble feels uncomfortable that his second, Stan Dandy Liver, is also seconding his opponent, Lt-Gen Gar de Lieu. However, the other two seem comfortable enough with the arrangement and the duel proceeds. Old wounds make de Lieu the definite underdog against the beefy Euria Humble. Not to mention the cutlass in Humble's hand opposed to de Lieu's less competent rapier. Both men start by blocking, which delays Humble's first slash just long enough that de Lieu has dropped his guard. One hefty blow is sufficient for de Lieu and he concedes the fight.

This brings us to Brigadier-General Alain Hermès and Major Ferdinand Franz, who have a dispute over Mademoiselle Di Lemmere. Despite being a cavalryman, Franz uses a rapier, as does his adversary. He is at a further disadvantage when



his physique is set against the strapping Hermès. Hermès starts with a lunge, which Franz parries and scores first blood with a riposte. Then Franz blocks, expecting a slash, but Hermès goes straight past his guard with a cut, the concluding part of his furious lunge. Franz goes for a furious lunge, getting in both parts of the attack while Hermès recovers his balance. Hermès comes straight back with a lunge and Franz capitulates.

Hanging Judge

The next order of business is the trial of General Co W Ard Extrême. The General appears to be in one of his depressed moods as he sits gloomily in the dock, not responding to anything. The Commissioner of Public Safety, Zachary The Money Goes, opens proceedings with the case against General Extrême.

“Co W. Ard Extrême is guilty of high treason, receiving stolen property and evading questioning on said matters, despite a generous amnesty offer. Quintessentially being stupid and thinking he is above the law!”

Then he addresses the judge, Minister of State Gaston de St Marque.

“I implore you to set an example and show that this administration means business! When we say we intend to rid the government of corruption, we mean it – no matter how much time has passed, or who the offenders are.”

Extrême offers no defence, so it is left to the Count de St Marque to issue his verdict and sentence.

“Co W Ard Extrême, you have been accused in this court of high treason and receiving stolen property – namely funds unlawfully taken from the Treasury by the traitor, Baron Vader, and paid to you in April 1658, either for your joint part in that criminal enterprise or as a bribe to ignore his offence. The Parisian Gazette fully reported the incident at the time, but no-one was able to pursue the matter due to the complicity of your corrupt government. Now, however, matters are very different.

“Despite the amnesty offered by my administration in good faith to all those who came forward and confessed their crimes, you chose not to reveal your part in the affair. I made it very clear at that time that those who did not make full confession and reparation would face the death penalty. Whilst you succeeded in evading the long arm of the law for nearly a year, the hour of your fate is now upon you and you must pay for what you have done. I therefore sentence you to be taken from this court to a place of execution and your head stricken from your body.”

There is commotion in the court as Stan Dandy Liver interrupts. “Oh, come off it! Not 'til he's paid his debts, please!”

“However, this court is not without mercy and takes due cognisance of your service to France in both the armed forces and at the helm of government. I am determined that France shall be a modern and enlightened country, which will take its place in the brotherhood of civilised nations if I have to drag it kicking and screaming into the seventeenth century. To this end, your execution will not be carried out by ‘breaking on the wheel’, like a common criminal, but rather by means of a marvellous new machine created by Dr Joseph-Ignace Guillotin, which he assures me should be both swift and merciful in removing your head from your body with a minimum of pain.

“And may God have mercy on your soul!”

Jobless Judge

De St Marque forestalls any possible reprieve by using his influence with the King to persuade him against commuting the sentence. Extreme is taken away for his date with Doctor Guillotin’s apparatus. Then de St Marque surprises everyone by resigning as Minister of State. He promptly announces that he will re-apply for the job – presumably this is intended as a kind of vote of confidence from His Majesty.

Stan Dandy Liver calls in a favour to make sure that the current Brigadier of Third Foot retains his post. This makes sure that Alain Hermès can’t get the appointment. Heavy Brigadier Horatio d’Escargot offers the job of Brigade Major to Zeus Aspillais of the CPCs. Aspillais has just bought his way to Major, which annuls his application to be Regimental Adjutant. He turns down d’Escargot’s offer as the position is currently occupied – by the senior Major in the ALCs.

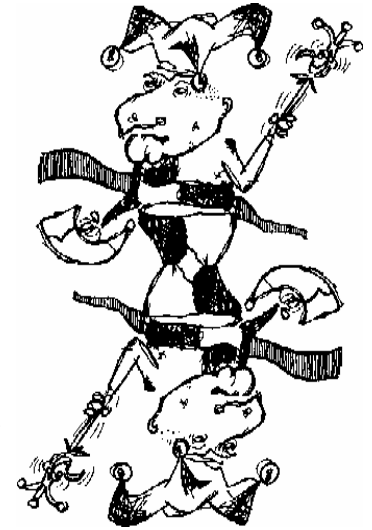
Colonel Averell d’Alton signs up new boys Indie Spencible and Jacen Moulan for the Royal Foot Guards, but turns down Emmanuel Banois’s application. Spencible buys himself a Captaincy, but Moulan is happy to be a Private. Banois may feel he’s the luckiest of the three, as Egon Mad 2 and Beau Romir volunteer their Battalions of the RFG and both new men go into action on the Frontiers. It’s the Royal Marines for Renault Culvert d’Eau. He is admitted by Gustav Ind and purchases the rank of Captain. J’accuse L’amour offers his services to the Grand Duke Max Dragoons, but Bud d’Wiser is not interested in a new recruit.

Charity Balls

The big event of January is Euria Humble’s New Year’s Ball in support of the Paris Orphanage – which Euria originally established in 1658. He and Edna Bucquette are pleased to welcome anyone prepared to donate some money to this worthy cause. Top of the donors list is Beppe de Marko. He and Kathy Pacific provide 500 crowns for the cause. Zachary The Money Goes and Anna Rexique donate 200. Aloysius Gnomeclencher and Deb Estaround give a hundred, as do

Stewart Senquiry and Leia Orgasma – though Stewart asks for a receipt “for tax purposes”. Renault Culvert d’Eau contributes a further 80 on his own. Gaston de St Marque and Bette Noire donate 50. So do Pierre de Vin Rouge and Mary Huana. Another 50 crowns come from Emmanuel Banois and 50 more from J’accuse L’amour. Zeus Aspillais and Sheila Kiwi stump up 30 crowns. Pierre de Mont-Réal intends to do the same, but, to the embarrassment of his escort, Polly Hydronne, he only has 6 crowns left in his purse. Mainly because the bailiffs have grabbed virtually all he had to repay his debts. Mind you, he was able to pay 20 Crowns to the Treasury as ‘Duelling Tax’. Alain Hermès and Ava Crisp are able to give 25 crowns. Beau de Cire provides a further 12 and Ferdinand Franz 10. Gregory Lessore de Saviour finds 7 crowns. Roget de Saurus does not want to give any money until Euria makes it clear that this is the price of entry and he forks over a token crown. Benedict d’Over, Roland Pollee d’Eaulee and Stan Dandy Liver will not provide any donation and are accordingly refused admittance. A good time is had by all, until Gregory realises that Stewart may have a higher social standing, but is not of noble birth. He issues the requisite challenge. Ferdinand is a bit surprised to be at the party, as he wasn’t expecting to be able to re-pay his debts. However, a little creative accounting allows him to re-schedule his loan – though it’s a bit larger than it was. To celebrate, he visits the gaming tables, but his wager is below the house minimum.

Alongside Euria’s Ball in the Fleur, Sean Sondamour is receiving guests from the upper strata of society. Most of these are with him for the whole of January: Averell d’Alton and Guinevere d’Arthur; Gar de Lieu and Katy Did; Horatio d’Escargot and Henrietta Carrotte; Jacques Shitacks; Lun a’Tic and Bess Ottede; Orson de Combat and Fifi. Devlin Carnate and Angelina di Griz visit for the first week. As the party gets going, Horatio spots Ferdinand at the Ball. Accordingly, he trots over to exchange challenges with this member of his enemy regiment. Unfortunately, this disturbance attracts the attention of Zachary The Money Goes. “Ah,” says the Commissioner of Public Safety, “that reminds me.” He calls over a lackey and riffles through the pouch of parchments the man carries. Extracting one, he hands it Horatio. Horatio reads it, unaware that several burly, uniformed men have entered the room. Before he can protest his innocence, he is dragged out to the Bastille. Zack then spots a similar document addressed to Alain Hermès and he, too, feels a heavy hand on his collar. However, it’s not all one way as Beau de Cire smacks Zack across the cheek and offers him the



opportunity to demonstrate how to use a cutlass properly. Having just paid 20 Crowns 'Duelling Tax', Zack can feel another payment approaching.

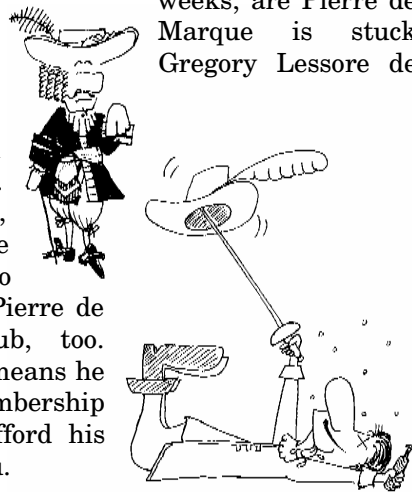
Clubs and clubbings

After which, the subsequent weeks in the Fleur are something of an anti-climax. Sean's party continues, the regulars being joined by Beppe de Marko and Kathy, who stay for the rest of the month. Stan Dandy Liver brings Lotte along for a couple of weeks. Zack and Anna and Gaston and Katy pop in for a week. This puts a bit of a damper on things as the guests watch the CPS with worried expressions. However, Zack doesn't produce any more warrants. The following week Horatio and Henrietta are back with some sordid stories of life in the Bastille. Euria and Edna join the party, too.

Things liven up a bit at the end of January as Gustav Ind has invited much of Paris to join him and Jacky Tinne for a drink. Quite a few Parisians take up the invitation. Alas, J'accuse L'amour and Renaul Culvert d'Eau seem not to have read the invitation closely enough. They don't meet the criteria for admittance and are left to kick their heels in the club's foyer. Michel Entire, however, has a personal invitation and is admitted despite his shortcomings. He joins Aloysius Gnomeclencher and Deb, Beau de Cire, Emmanuel Banois, Gregory Lessore de Saviour, Jacques de la Boite and Pet Ulante, Stand Dandy Liver and Lotte and Zeus Aspillais showing off his new conquest, Emma Roides.

Visitors to the other clubs are sparse. Benedict d'Over and Ophelia spend the balance of the month in Hunter's after their abortive visit to the Fleur. Jacques de la Boite and Pet start their January in Blue Gables. Then Roget de Saurus and Sue pop in. Stewart Senquiry is there for the second half of the month with Leia. Also visiting, for the first of those weeks, are Pierre de Vin Rouge and Mary. However, Gaston de St outside as he, alone, has not spotted that Saviour cancelled his proposed meeting.

The Frog & Peach sees Zeus Aspillais call in with Sheila before he goes wooing Emma. Renaul Culvert d'Eau is also lucky in love, winning the affections of Josephine Buonaparte. He takes her to Red Phillips to make sure all of Paris knows about this. Pierre de Mont Rouge intends to visit his club, too. Unfortunately, a financial embarrassment means he couldn't pay his dues this month and his membership has lapsed. Worse than that, he can't afford his stabling fees and his horses are taken in lieu.



Charlemagne le Gosse spends a week in the Fleur with Lois de Lowe. He has just the company of his rapier for the rest of January. Jean Laissez Faire also spends three weeks with his rapier. His fourth week being one of debauchery at the Bawdyhouses. The footpads consider him a prime target, but he's spent his cash. So, too, has Gaston de St Marque. He is mugged after visiting the Prix d'Or to conclude his month. Gustav Ind gets three weeks practice with his cutlass before hitting the Fleur as host. Aloysius Gnomeclencher puts in two weeks with rapier between parties. As does Jacques de la Boite. Devlin Carnate takes Angelina to the Fleur after parting with Sean Sondamour. Then it's two weeks practice with his sabre. Other two-weekers are Alain Hermès (rapier), Ferdinand Franz (rapier), Lucien d'Escaillehuitaillements (rapier), Roget de Saurus (rapier) and Roland Pollee d'Eaulee (sabre). Beau de Cire tires himself out by practising cutlass for a week and Emmanuel Banois fits in a week with his rapier.

Lucien d'Escaillehuitaillements is one of several visitors to the red light district after an abortive week courting a certain young lady. Also getting their oats are Beau de Cire and Emmanuel Banois, both of whom attract the notice of the footpads. The ruffians go away empty handed, though. Gregory Lessore de Saviour and Roland Pollee d'Eaulee receive no unwelcome attentions after their visits. There is success with the ladies for both Michel Entire and J'accuse L'amour. This follows both men turning up on the same lady's doorstep the week before. J'accuse stands down, but this doesn't help Michel. Pierre de Vin Rouge gets his chance when his intended's current beau is arrested. He blows it.

Mud and blood

In Alsace the heavy, intermittent rain continues. The resulting mud makes the Frontier regiments' attacks slow motion affairs again. They take heavy casualties. The cavalry regiments are thrown into the fray during a pause in the rainfall, but can't manage to move any faster. Stuck in the mud, the Dragoon Guards are blasted by enemy artillery. First to fall is the ever-valiant Colonel Sir Antoine Valois. RIP. After this the regiment falls apart. Except for Major Swender de Jewel, who rallies his Squadron to receive a Mention in Despatches. His rank is confirmed. The Archduke Leopold Cuirassiers keep away from the gunfire and Lt-Colonel Thomas Tудо is Mentioned for his manoeuvring skills.

Frontier Regiment 2 engages the enemy forces and keeps them busy. Captain Alan à Ganatcher Alie of the 69th Arquebusiers serves with this regiment and is brevetted to Major for his sterling work. Major Egon Mad 2's RFG Battalion bolsters the Frontier troops. The Major is Mentioned in Despatches ("huge stack of bodies"), while Private Jacen Moulán is lucky to survive with his head intact after a musketball bounces off his helmet. A baptism of fire indeed. Major Leffe Bier's Cardinal's Guard Battalion makes the difference and takes the attack to the enemy. His bravery brings brevet promotion to Lt-Colonel and a Mention.

The Royal North Highlanders make the breakthrough, spearheaded by the Battalion led by Brigadier-General Revaulvin d'Or. His name goes into the Despatches and he is able to grab nearly two thousand Crowns' worth of booty as the opposition retreats. They are hastened on their way by Frontier regiment 3 and Beau Romir's Battalion of the RFG. There is 1500 Crowns for Captain Romir – though what he really, really wants is to see his name in the Despatches – and the best part of a thousand for new Captain Indie Spencible. ❖

Press

Announcements

The recent charity auction raised 750 crowns to promote Medical “Mad” Science.

In March I will be awarding this amount to reward the person who, in my opinion, has Paris's most enquiring mind.

If you feel that your mind qualifies for such an award, please send me your latest idea or scheme by the next deadline. All applicants will be invited to a ball in March where the winner will be announced (and the losers mocked).

Any additional donations to the prize fund will be gladly received.

† Stewart Senquiry

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

To all members of the King's Musketeers,
Regarding the new Duelling (Death & Bullying) Tax 1660, from now on I will cover all costs incurred when we fight the Cardinal's Guards.

Sometimes life just falls into a rut. Same old face next to you on the pillow. Same old dreary barman telling the same old jokes at the club. Same old crowned prince telling you tales of his heroism during battles that he, in fact, never even saw! Not even a duel to break the monotony.

Is this any life for a man of honour?

“No” I say.

The time has come to once again grab fate by the balls. Time to put my soft and delicate bodily parts in the way of harm on the road to death or glory.

So let's hitch up and move out – to Alsace (!!*). Whatever...

† Beau Romir

Matters of Honour

Marquis d'Or,

Since you deliberately can't be a....d to get my name right, I regard this as a slight on my honour which will need addressing on your return. How would you like it if it happened to you? How

about Revolting d'Og as a new moniker? Your deliberate and continuous lies about the mechanism of the tax (originally introduced by my glorious predecessor and later made less onerous by the gracious permission of His Majesty at my humble request) serve to undermine confidence in His Majesty's Government. † Orson de Combat

To the anonymous wit.

With regard to your slur on the Picardy Musketeers,

I will not lower myself to begin to answer such a childish slur. But, should you have the courage to reveal your identity, I will be waiting at the field of honour for you to answer for your pathetic scribble, though I strongly believe I will wait in vain because of the coward you obviously are.

† Colonel Pierre de Vin Rouge,
Picardy Musketeers

Social

General Jacques Shitacks would like to extend a warm invitation to all gentlemen over SL 17 to join him at the Fleur to escape from the winter blues; female company welcome, Weeks 1, 2 & 3.

Yours, † Shitacks

New Year Races

Devlin Carnate will be hosting horse races during the 3rd and 4th week of January. 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.

To all Gentleman of SL7 or less
As explained in my hand-written note delivered to your residence, the rooms at Blue Gables I wished to use for our discussions on the increased dangers of being waylaid on the way home from Bawdyhouses in Weeks 2 and 3, Jan 1661 were already booked by the 'Matrons of the Fallen Women of Montmartre Annual Sewing Circle'. I was told that 'You don't want to mess with these mothers', so I have re-arranged this meeting for Weeks 2 and 3 of this month (February 1661) – drinks at my expense, no mistresses, no Cardinal's Guard.

† Gregory Lessore de Saviour

To Subaltern Gregory Lessore-de-Saviour

You are hereby invited to attend an interview over lunch with Sir Pierre de Mont Réal in the second week of February at his club. All travel and related costs paid.

Yours, etc,

Parisian Headhunters Inc

Banish the January Blues! All gentlemen of SL13+ are invited to bring their ladies at my expense to a party at my club. Also – a New Year round of drinks in Week 2 to all those unable to come to the party – ask at your clubs for a drink for you (and your lady if you are lucky enough to have one). † Orson de Combat

General Jacques Shitacks would like to start the year by immersing himself in the honest goodness of Parisian culture. To this end, I invite all gentlemen and their ladies to the Fleur in week 4. Attendees to cover their own costs.

Yours † Shitacks.

Personal

To GdLi

You're welcome to Katy – she's fickle and damned expensive.

† Egon Madd

Dear Voice of the People,

I feel that if the CPS can ignore the auction of an estate of someone who is still alive, then the Chancellor can turn a blind eye to the profits made from it.

† Stewart Senquiry

Cher Orson,

When are you abolishing paying a fine for killing a peasant?

† Le bladder Noire

Lord Percy Percy says, as fashion is tending towards pointed shoes that need strings to hold them up, Gaston de St Marque has fashionable feet.

Cher Armand dan Dangerous

Le Roi is right – join a regiment. Don't split hairs about 'income' versus 'allowance' – it is still money coming into your pocket. We all started with little or nothing. I thought I was helping you by pointing out you'd overpaid your first lump – but perhaps you do not want to be helped. If you read the small print you will see that you only had to pay 15 crowns per month if you had less than 100 crowns income (0 = less than 100 crowns) up to the maximum of 60 crowns. Actually wanting to kill your opponent to settle honour is pretty pathetic really.

† Orson de Combat

Open Letter to the Gentlemen of Paris: Monsieur Gregory Lessore de Saviour's letter last month highlights an important issue plaguing the men of Paris: the footpads and other unsavoury types that frequent some of Paris's finest places of leisure. Having survived several tours of duty with His Majesty's armed forces now, I find it distasteful that I need carry a sword and watch my back while on leave in order to partake in such simple pleasures as betting on a horse race or enjoying a drink with a fine young lass.

The good gentleman suggested we structure our trips to such areas so as to only travel in groups, but I refuse to let slimy cowards who prey upon the free citizens of our city stop me from enjoying myself on my own schedule. Therefore, I move we take more serious action against the groups which are sullyng the more colourful areas of our fair city. Since it is not yet the campaign season, there are plenty of warm bodies lazing about Paris on leave from the military. Why not send a regiment or two of them to clean up the mess around the Racetrack and bawdyhouse? Failing that, I'm sure we could certainly scrape up enough volunteers from our own numbers to storm the 'blackguards' strongholds ourselves and pitch them outside the city limits (or into the Seine). But this is just one man's opinion. I anxiously await your views on this important civic issue.

† B. Brigadier-General Alain Hermès,
Commanding Officer, 27th
Musketeers

Cher Aloysius Gnomeclencher

You do not have to pay the tax. You did not kill anyone and I presume from your letter that you were not taking part in a gang-duel (whereby more than one member of the same regiment picks duels with one solitary individual simultaneously). For example, when Euria Humble would find himself almost each month facing several members of the QOC. Hope this helps – if you have offered anything into the coffers it should be returned to you.

† Orson de Combat

To a Gentleman of France, use of an edged weapon should be second nature. Of course, some are more naturally skilled than others.

† Aloysius Gnomeclencher

Dear Walter Butts,

I did say that command wasn't as easy as it seems. If you need any help moving up 13th Fusiliers, whether cash or advice, please let me know and I'll be more than happy to point you in the right direction.

Yours,

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

From the diary of Egon Madd

After all the trouble I went to to catch Katy, she immediately dumps me for someone else.

Next time I'm going to MAKE my own.

DUELLING TAX

Bah! It was Garbage before and it is garbage now... Waste of Money...

Sirs,

Some assistance please.

I recently received a communication from a longstanding English adversary of mine. In his letter he gloats about an English victory over our beloved France in something he refers to as 'Rugger'.

I have no idea as to what he is pertaining too, so any assistance/information would be gratefully received.

With thanks in advance,

† Pierre de Vin Rouge

King's Musketeers

Average IQ: Above zero but in the bottom 25% Quintile.

Lucky Colour: Royal Blue

Lucky Stone: Lucy

Quip: Let's open another barrel

From the diary of Egon Madd

My research on turning lead into gold has proved a success! Sadly it's costing me 10 Cr in materials to make 1 Cr worth of gold. Damn it, I'm going to have to find another source of income.

Dear Egon,

Will you be wanting me to remove your name from the War Memorial?

† Stewart

B. Bdr-General The Money Goes,

Do I understand that you don't read the letters that go out under your signature?

You are maintaining an honourable tradition, and are a true Gentleman of France.

† Aloysius Gnomeclencher

Poetry Corner

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

1 The artillery pieces behind the Prussian line
Are aimed and about to load
The Cavalry's stuck in the mud again
We could have left our horses at home
The General doesn't understand it
His eyes are only on the gold
And we see no breaches
'Cos there are no breaches
We need more cannon of our ow-ow-ow-ow-own!
2 Tell me why
I don't like Alsace
Tell me why
I don't like Alsace
Tell me why
I don't like Alsace
I don't like Alsace
I wanna par-ar-ar-ar-ar-ty back at home
3 The despatch rider is really keen
To bring news to the waiting world
My Major was popped
And I've filled his spot
But I'd rather be at home with a Paris girl
Wined and dined nothing on my mind
In a bawdy house if I'm so inclined
We can see no Guards
We can see no Marines
Where's the fodder that we need?
4 Tell me why
I don't like Alsace
Tell me why
I don't like Alsace
Tell me why
I don't like Alsace
I wanna char-ar-ar-ar-ar-arge
But I'm stuck in the mud, mud, mud,
stuck in the mud

5 The bombardments stopped on the battlefield now
Our enemy is up to no-good-again
The CO signals that we'll soon be moving
And the lesson today is how to die
Then the Prussians cackle
As their cannons crackle
(And it really scares the horses you know?)
And we see no breaches
'Cos there are no breaches
And I think it's about to snow, snow!
Oh Oh No
6 Tell me why
I don't like Alsace
Tell me why
I don't like Alsace
Tell me why
I don't like
I don't like (Tell me why)
I don't like Alsace
Tell me why
I don't like
I don't like (Tell me why)
I don't like Alsace
Tell me why
I don't like Alsace
I wanna inva-a-a-a-a-ade somewhere like Spain
† Anonymous (heard coming from the French lines somewhere in Alsace)
There once was a poor subaltern,
Whose prose was a matter of some concern,
But rather than fight,
Over his ability to write,
I decided to respond in turn.

† EH

A tale of two Parisians
1 Poor little Percy tripped on his long sleeve
(Aided no doubt by the soldier on leave)
'Wah!' cries the softy – listen, who cares
Dear little Percy starts saying his prayers.

2 Forward he comes, the tough man of the match
Knocked out his foe, he comes up to the scratch
Bloodied, unbowed, the pugilist cries
"Joy to Le Roi, Praise him to the Skies".

† Orson de Combat

Points Arising

Orson de Combat's appointment as Chancellor of the Exchequer is about to expire. Anybody wanting the job should apply with next turn's orders. However, if GdSM is re-appointed Minister of State in February, he will be able to appoint who he wants.

My apologies to Aaron Sibley for suggesting that he was Australian when I introduced him last time. The Aussie is Bill McKinley, who's joining the *Railway Rivals* game.

The following didn't get their orders in on time ("No Move Received") and suffered the consequences.
AaGA Alan à Ganatcher Alie (Chris Boote) has NMR'd. Total now 1
CWAE Co W. Ard Extrême (Benedikt Löwe) has NMR'd. Total now 2 and is sent to a Frontier regiment
RBG Renaul Baptiste Grenoble (Olaf Schmidt) has NMR'd. Total now 1
SdE Singes d'Ecureuil (Saje Dowling) has NMR'd. Total now 1

Timothy Hunt (X4) was removed as he didn't send orders for this replacement character after his previous one died of NMRs.

AdG (Barry Townsend), BdW (Francesca Huskinson) and ILB (Andrew Kendall) were floated due to holiday commitments.

WB (Richard Newby) was floated at his request.

This turn we welcome Dominic Howlett and Dave Challoner to the game. Enjoy yourselves, chaps.

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 £7 (inc postage to 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

Averell d'Alton asks NPC Regiment Adjutant of Royal Foot Guards to resign
 Aloysius Gnomeclencher asks NPC Lt.Colonel of 13th Fusiliers to resign
 Aloysius Gnomeclencher asks NPC Major 1 of 53rd Fusiliers to resign
 Alain Hermès asks NPC Brigadier of 3rd Foot Brigade to resign
 Alain Hermès applies for Brigadier of 3rd Foot Brigade
 Devlin Carnate asks NPC Brigadier of Dragoon Brigade to resign

Gaston de St Marque applies for Minister of State
 Gregory Lessore de Saviour asks NPC Aide to Brigadier (PdMR) to resign
 Gregory Lessore de Saviour applies for Aide to Brigadier
 Indie Spencible applies for Regiment Adjutant of RFG
 Michel Entire asks NPC Captain 4 of Picardy Musketeers to resign
 Pierre de Mont Réal asks NPC Aide to Brigadier (PdMR) to resign
 Zeus Aspillais asks NPC Brigade Major of Heavy Brigade to resign

Trials

Alain Hermès and Horatio d'Escargot will be on trial at the beginning of next month (after duels, but before anything else). As there is no Minister of State, an NPC (of the appropriate standing) will act as judge. Hence, influence and witnesses may be used to affect the verdicts. Whether witnesses or not, players are welcome to make statements and attend the trials.

Duels

Results of this month's duels:
 Alain Hermès (gains 1 Exp) beat Ferdinand Franz (with SDL).
 Jean Laissez Faire declined to meet Beppe de Marko as he was under half Endurance.

Euria Humble (with SDL, gains 1 Exp) beat Gar de Lieu (with SDL).
 Benedict d'Over (with ZTMG, gains 1 Exp) beat his enemy Jean Laissez Faire.
 Egon Mad 2 didn't turn up to fight Gar de Lieu and lost SPs.

Grudges to be settled next month:
 Ferdinand Franz (Rapier, Seconds SDL, 4 rests) and Horatio d'Escargot (2-Hand, Seconds LaT, adv.) have mutual cause for being in enemy regiments.
 Gregory Lessore de Saviour (Rapier, Seconds AdG, 1 rests) has cause with Stewart Senquiry (Sabre, Seconds RBG & ZA, adv.) as he's not Noble but higher SL.
 Beau de Cire (Cutlass, Seconds GI & SdE, 5 rests) challenges Zachary The Money Goes (Rapier, Seconds GLdS, adv.).

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

Challenges to be voted on:

Beau de Cire challenges Zachary The Money Goes "to show me how to use a cutlass properly."

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

Benedikt Löwe gets the Bastard son of a very wealthy Count: Init SL 10; Cash 675; MA 5; EC 3 (X1).
 Simon Burling gets the Bastard son of a very wealthy Baron: Init SL 6; Cash 675; MA 4; EC 2 (X2).
 Dominic Howlett gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 2; EC 2 (X3).
 Dave Challoner gets the First son of a wealthy Merchant: Init SL 4; Cash 275; MA 2; EC 3 (X4).

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 EH	
Inspectors-General: of Cavalry N	of Infantry N	
Commissioner of Public Safety ZTMG		
Chancellor of the Exchequer OdC	Minister of Justice GI	
Minister of War SDL	Minister of State __	

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
CIG	Earl Charlemagne le Gosse	26	60	Comfy	B.General/2nd Army Commdr	14	Lois	Flr	2	Neil Packer
GdSM	Count Gaston de St Marque	26	43	Comfy	General	9	Bette	Flr	3	Nathan Richards
ZTMG	Count Zachary The Money Goes	24	57	Withy	B.Bdr-General KM/CPS	11	Anna	Flr	4	Gerald Udowiczenko
SDL	Count Stan Dandy Liver	24	40	Rich	Lt-General/War Minister	11	Lotte	Flr	4	Guy Arnold
CWAE	Count Co W. Ard Extrême	24	RIP							Benedikt Löwe
SS	Baron Sean Sondamour	22+	78	Withy	Fld Marshal	5	Ella	Flr	2	Pete Holland
OdC	Marquis Orson de Combat	21+	64	Withy	Bdr-General/Chancellor	6	Fifi	Flr	5	Francesca Weal
JS	Baron Jacques Shitacks	20	52	OK	B.General/3rd Army Commdr	3		Flr	4	David Olliver
BdM	Viscount Beppe de Marko	19	49	Fithy	Bdr-General	17	Kathy	Flr	2	Mark Moores
DC	Sir Devlin Carnate	19	41	Comfy	B.Bdr-General PLLD/1st Army QMG	4	Angelina	Flr	2	Bruno Giordan
GdLi	Baron Gar de Lieu	19	37	Poor	Lt-General	3	Katy	Flr	4	Bill Hay
BdW	Baron Bud d'Wiser	19	27	Comfy	B.Bdr-General GDM	11		Flr	2	Francesca Huskinson
RdO	Marquis Revalvin d'Or	19	F	Withy	B.General/1st Army Commdr	10		Flr	4	Jerry Spencer
BR	Baron Beau Romir	19	F	Comfy	Captain RFG/C.Prnce Aide	8		Flr	3	Graeme Morris
EH	Earl Euria Humble	18	36	Comfy	B.Lt-General/Adjutant Gen	15	Edna	Flr	5	Matthew Wale
AV	Sir Antoine Valois	16	RIP							Simon Burling
TT	Sir Thomas Tudo	16	F	Comfy	Lt.Colonel ALC/FMshl's Aide	6		Both	5	Ben Brown
AdA	Averell d'Alton	16+	48	Poor	Colonel RFG	4	Guinevere	Both	4	Martin Jennings
HdE	Sir Horatio d'Escargot	16+	48	Comfy	B.Bdr-General ALC/Hvy Brigadier	4	Henrietta	Both	3	Graeme Wilson
LaT	Lun a'Tic	15	46	Comfy	Lt.Colonel RFG/1st Div Adjutant	1	Bess	Both	2	Paul Wilson
LdE	Lucien d'Escallehuitaillement	14	18	Comfy	Major CG	3		Both	4	Nik Luker
PdMR	Sir Pierre de Mont Réal	14	16	Poor	Bdr-General	8	Polly	BG	5	Pam Udowiczenko
RdS	Roget de Saurus	13	37	Poor	Major RFG/Gds Brigade Maj.	7	Sue	BG	2	Gerry Sutcliff
JfS	Jean Laissez Faire	13	19	Poor	Colonel CG	2		Both	3	Filipe Silva
StSy	Stewart Senquiry	12	34	Comfy	Colonel CPC/3rd Army Adjutant	2	Leia	BG	2	Colin Parfitt
GI	Sir Gustav Ind	12+	54	OK	B.Bdr-General RM/Justice Min.	2	Jacky	Flr	5	Ashley Casey
BdO	Benedict d'Over	11	31	Comfy	Lt.Colonel KM/KM Regt. Adj.	6	Ophelia	Hunt	4	Mark Stretch

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
WB	Sir Walter Butts	11	15	Withy	Major 13F	5			3	Richard Newby
EM2	Egon Mad 2	11	F	Poor	Major RFG	2			2	Tym Norris
AG	Aloysius Gnomeclencher	10+	37	Comfy	Lt.Colonel QOC/HGds Brigade Maj.	6	Deb	BG	2	Mike Dommett
EB	Emmanuel Banois	9	19	OK		5		Hunt	3	Chris Martin
RPdE	Roland Pollee d'Eaulee	9	17	Poor	Colonel QOC	6		HGds	3	Pete Card
IS	Indie Spencible	9	F	OK	Captain RFG	4		Hunt	1	Charles Burrows
LB	Leffe Bier	9	F	Poor	B.Lt.Colonel CG	4		Hunt	1	Robert Carter
PdVR	Pierre de Vin Rouge	9+	31	Poor	Colonel PM	4	Mary	BG	3	Keith Bristow
GLdS	Gregory Lessorre de Saviour	8+	29	Poor	Subaltern KM	1		BG	4	Mark Cowper
JdIB	Jacques de la Boite	7	19	Poor	Captain PM	1	Pet	BG	5	Justin Key
RBG	Renaul Baptiste Grenoble	7	11	Poor	Major CPC	2		BG	4	Olaf Schmidt
SdJ	Swender de Jewel	7	F	Poor	Major DG	3			1	Ray Vahey
JM	Jacen Moulan	7	F	Poor	Private RFG	1			6	Aaron Sibley
ZA	Zeus Aspillais	7+	43	Poor	Major CPC	4	Emma	F&P	3	Jerry Spencer
AH	Alain Hermès	7+	29	OK	B.Bdr-General 27M	2	Ava	F&P	4	Rob Fuller
BdC	Beau de Cire	6+	31	Poor	Major RM	6		F&P	5	Andrew Burgess
FF	Ferdinand Franz	6+	26	Poor	Major GDMD	4		RP	3	Mark Barrowcliffe
SdE	Singes d'Ecuveuil	5	5	OK	Captain RM	2		F&P	2	Saje Dowling
RCdE	Renauld Culvert d'Eau	5+	23	Poor	Captain RM	2	Josephine	RP	2	Gina Teh
ME	Michel Entire	5+	22	Poor	Subaltern PM/Bdr's Aide (GI)	6		RP	3	Tim Macaire
JaLa	J'accuse L'amour	5+	21	Poor		6		RP	2	Mark Booth
AdG	Armand dan Gerous	4	0	Poor		5		RP	3	Barry Townsend
X4		3	RIP							Timothy Hunt
ILB	Ilk Lamore Bartat	2	5	OK		6			6	Andrew Kendall
AaGA	Alan à Ganatcher Allie	1	F	Poor	B.Major 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.