

## That would be enough

This has been issue 116 of *To Win Just Once*, published 19th July 2011. It incorporates *Les Petites Bêtes Soyeuses*, a postal/online game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2011

### Deadlines

Orders for Cambourne and Icehenge to Mike Dommett by Friday, 29th July.  
 Orders for *Les Petites Bêtes Soyeuses* and *Great White Hunter* and any other contributions to Pevans by Friday 5th August 2011.

(Remaining deadlines for 2011: 2nd/9th Sept, 7th/14th Oct, 11th/18th Nov, 16th/23rd Dec)

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Games only	
Per game turn	£0.65
11-turn subscription	£6.50

### Games played

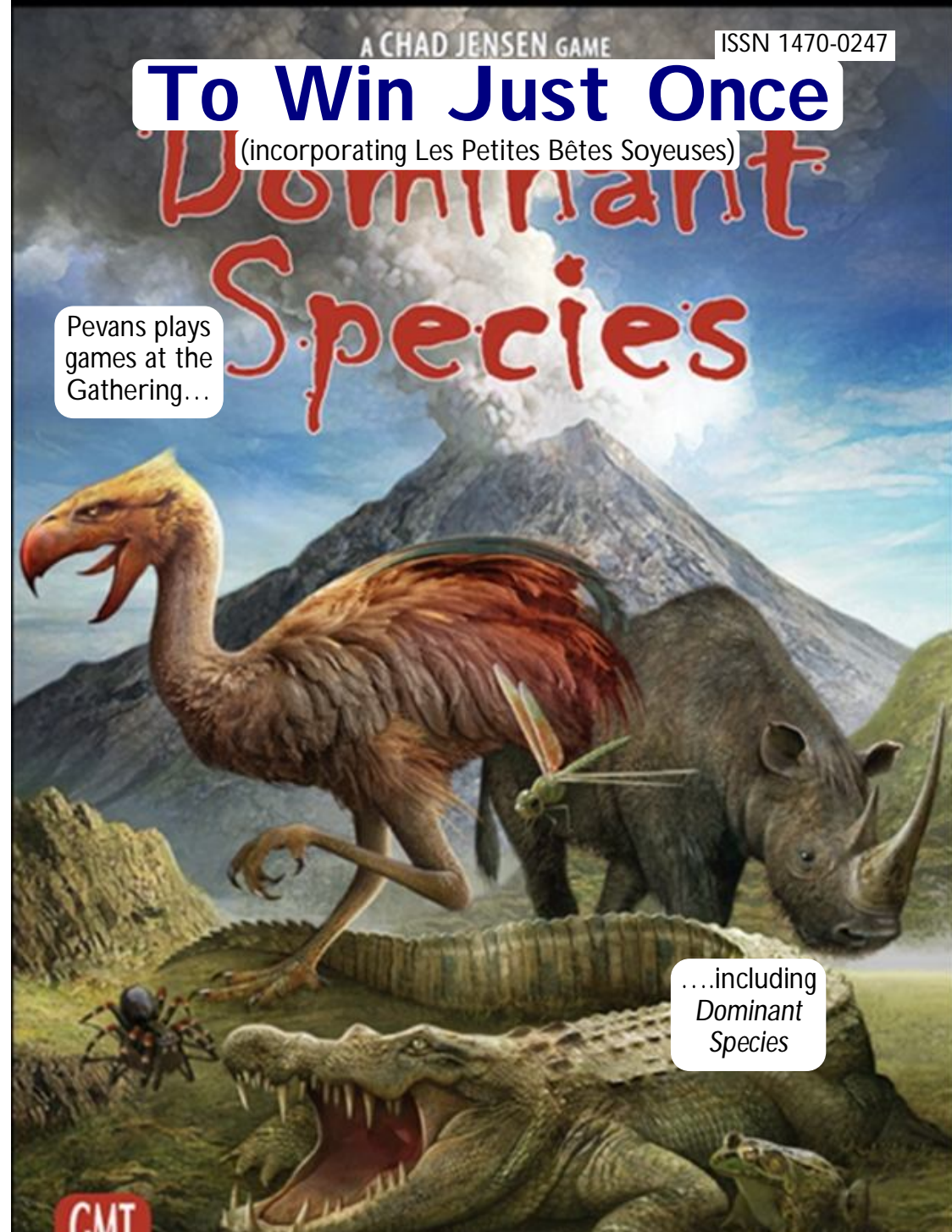
If you are interested in playing any game, please let Pevans know.

**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** Gerald Udowiczenko and Jonathan Palfrey are interested in the next game; anyone else?

**Star Trader** Replacements needed—a good way to try the game. Rules provided.

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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Pevans plays games at the Gathering...

...including *Dominant Species*

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## Chatter

I do apologise that this issue is only appearing when the following one was due! As I mentioned in my e-mails, real life has intruded and kept me rather busy in recent weeks.

Many of you will be aware that for the last few years I've been running a games distribution company, M 'n' P Games Distribution Limited (as it's currently known), which I jointly own with Markus Welbourne. Things were difficult through 2010, but I only realised just how bad in January when I did the first draft of the year's accounts. Not only were sales well down, but the company was owed a lot of money that I didn't think would materialise.

I came up with a plan for re-financing MnP and spent several months trying to raise the money needed. By the end of May, it was clear I was running out of time, so I took some professional advice. They agreed with me that the company was on the verge of insolvency. I thus had no alternative but to cease trading and find the best return for the company's creditors. Having reviewed the options, I put the company into administration on 30th June.

That kept me busy right the way through June and I've had quite a bit to do since then as well. I have just about completed all the paperwork required. The company's firmly in the hands of the administrator, who's looking for a buyer for the business and/or assets. Interested parties should contact Hugh Jesseman, Antony Batty & Company LLP, 3 Field Court, Gray's Inn, LONDON WC1R 5EF. Tel: +44/0 20 7831 1234. Or e-mail [hugh@antonybatty.com](mailto:hugh@antonybatty.com).

But what am I going to do now?! Answers on a postcard...

The last turns in Mike's *Railway Rivals* and *Star Trader* games were posted for players more or less on schedule and they've had another turn since then. Both reports are in this issue.

This issue's got rather big with the extra game reports. So my report of the new games I played at the Gathering will have to be split across two issues. The first part follows after this.

## Letters

Tim Macaire is another fan of Falco.

Glad to see the Falco books are popular with TWJOers: I love them. Your comment made me think about the old Avalon Hill *Republic of Rome* game: did you ever see it? 3-6 player semi-abstract political game, that worked equally well as a lesson in Classical

History or in how the system works in another Great Power committing troops across the world on a Senate vote. Might be fun to adapt as a postal game...

*Republic of Rome* is a game I know of, but have never played. It seems to have had a devoted following and Valley Games have a new edition on the way. I'm pretty sure it was adapted for postal play at some point.

## The Gathering of Friends 2011

There was a change of venue for the Gathering this year: we moved to Niagara Falls. It didn't make a huge difference for me—I flew from London to Chicago and caught an internal flight to Buffalo. A fair number of other Europeans flew to Toronto, which isn't much further away, but is in a different country! Getting to Niagara from Buffalo was a bit trickier, but I got a lift with some other attendees (the only up side to being nearly a day late, as I related in last issue).

The most obvious thing about the hotel is the big casino across the road—on Indian land. The centre of this building is a huge room full of slot machines, Roulette wheels and Blackjack tables. The biggest surprise on walking in was the cigarette smoke! It's not that long since the smoking ban came into force, but I'm so used to it that the smoky atmosphere in the casino was a real shock. Was this really the norm a few years ago?

What attracted us to the casino, though, was the selection of restaurants around that main hall. I ate there twice in the five days I was at the Gathering: a good Chinese meal and an excellent burger. There's no smoking in the eating areas, thank goodness. Apart from the casino, though, Niagara Falls had a really run-down feel to it: lots of empty and boarded up buildings and deserted streets. Though the casino was always packed out!

Having attended the Gathering for quite a few years now, it's as much about meeting up with old friends as playing games. However, there are plenty of games—most people bring some games and those who drive bring a lot! What's more, a fair number of games designers come along and bring prototypes with them. The Gathering is a great place to get lots of knowledgeable gamers trying out your brainchild.

My first game of the week turned out to be *Sun, Sea & Sand* (see my review in last issue), as my dinner companions wanted to try it and I was able to teach. Rather jet-lagged, the only thing I could cope with after that was *Q-Jet 21xx*, a re-theming of *Ave Caesar* to the next century where the chariots become hovercars. Although this came out in 2007, I hadn't played it before and was pleasantly surprised that it seems to be a complete clone of the original *Ave Caesar*. Just with little hovercar models instead of chariots.

The other thing about having recently arrived in the US from the UK is that you tend to be awake early in the morning. Well, earlier than I would usually be! This gave me time to deal with my e-mail after breakfast and still be in the function rooms before the gaming got into full swing.

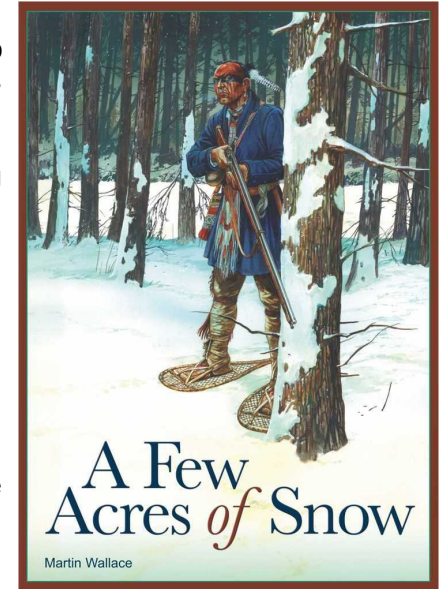
Courtesy of Martin Wallace, I had pre-production copies of his forthcoming games, *A Few Acres of Snow* and *Ankh-Morpork*, and the first expansions for *Age of Industry* and took the opportunity to try them out. Several times, in the case of the first two.

Knowing that Pete Card (of this parish) is something of a wargamer, I roped him in to help me learn *A Few Acres of Snow*. This is Martin's take on the wars between Britain and France over what is now Canada, spanning nearly 100 years. The irony being that, less than twenty years later, Britain lost the territory from which it had conquered Canada as the American colonists revolted against the taxes which had financed those wars.

The game focuses on the settlements and forts that the two nations established in this heavily-wooded, sparsely-populated, rugged land. Initially these are along the coast and the shores of the St Lawrence river. From these, the players found fresh settlements along the inland rivers which were the easiest method of transport across this terrain. This, of course, brings the British and French settlers ever closer together. Though one way of winning is to out-settle your opponent.

The game is card driven. In *Dominion* style, players have a hand of cards to play each turn. These are drawn from their active deck of cards. One of the actions available to them is to draft other cards from their nation's 'military' (troops, weaponry) and 'empire' (political resources) decks. These go into their discard pile and will thus eventually arrive in their hand as they shuffle and re-use cards. However, the players cannot be sure just when the cards they drafted will arrive—just like the Generals of the time, waiting for London or Paris to respond to their request for extra troops. Possibly with a shiplot of boots.

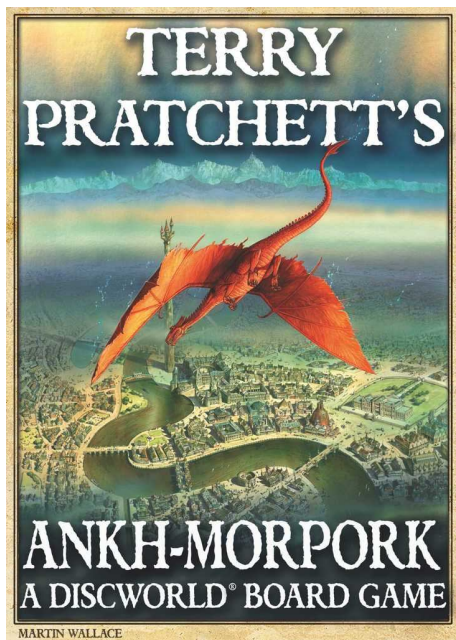
Given the timescale of the game and the historical difficulties of fighting these wars, the main military tactic is laying siege to your opponent's settlements and



forts. These can continue for several turns as both sides bring reinforcements into the fray until one or other gets the upper hand. Get it right, of course, and the siege can be over quickly. I particularly enjoyed following the historical example and winning as the British by taking Quebec. Though I also won as the French by out-settling the Brits—which is actually harder for the French to do.

I was very taken with *A Few Acres of Snow*, playing it several times over my five days at the Gathering. As it's a card-based game, I think it's lighter and more accessible than most wargames. It still provides a real challenge for both players. Not only do they have to make their military strategy work, they have to manage their cards. The two go hand in hand, of course, as you need the cards to make the strategy work. The British and French sets of cards are slightly different, giving the two some different options. I give it 9/10 on my highly subjective scale.

*A Few Acres of Snow* was due to be released at the UK Games Expo at the beginning of June, but I see from the Treefrog website ([www.treefroggames.com](http://www.treefroggames.com)) that it's been delayed.



*Ankh-Morpork* is completely different, though it's also a card-based game. This is a game of chaos for two-four players, re-creating the city that is the setting of many of Terry Pratchett's Discworld stories. The players are competing for control of the city in the absence of its ruler, Lord Vetinari. Depending on which 'Personality' card they draw, they will have one of five different victory conditions. Part of the gameplay is working out what other players' victory conditions are and making sure they don't achieve them. The drawback to this is that one of the personalities is Sam Vimes, Captain of the Watch, and he wins if no-one else has won when the cards run out!

Once again, players have a hand of cards which give them their actions for the turn. They play a card and may carry out the actions shown by the icons and text on the card. One of these icons can be playing another card, allowing players to get several cards down in a single turn. The actions allow players to get 'minions' on the board, purchase the single building allowed in an area of the city, remove other players' minions or buildings, get money and so on.

On top of this are random events that can trash a player's entire position. Yes, this is not a game that repays careful planning. It is completely bonkers and utterly chaotic. A big part of the appeal is the characters and events of the Discworld books that appear in the game from Cut-Me-Own-Throat Dibbler to Gaspode the Wonder Dog. I had a couple of excellent games at the Gathering when people (notably Discworld fans) threw themselves into the game and enjoyed the chaos. However, I also had a number of negative comments from gamers expecting something more from a Martin Wallace title.

I find *Ankh-Morpork* a lot of fun and recommend it to anyone who likes a bit of madcap entertainment in their games—and particularly if they have any affection for the Discworld. It's due out at this October's Spiel games fair or can be ordered in advance on the Treefrog website (where a Collectors' Edition is also available). Played with the right people, this is at least 8/10 on my highly subjective scale.

The *Age of Industry* expansion is a double-sided board with Japan on one side and Minnesota on the other. Each has some special rules. The Minnesota board (designed by Kevin Beckley) has lots of rules and is a major change to the basic game—mainly revolving around iron production. I left this and tried the Japan board (designed by Larry Whalen). Given that Japan is a series of mountainous islands, there's much less scope for building railways. Instead, the sea lanes play a bigger part in the game. The rule change I particularly liked, though, is that a



The Japan board for *Age of Industry* (courtesy of Treefrog)

number of cards are available to purchase and use instead of playing a card from your hand. This gives players a bit more flexibility—at a cost, of course. If you're a fan of *Age of Industry*, the expansion adds more to the game. If you're not, go get a copy of the game! I give the Japan map a definite 8/10.

Okay, that's enough about Martin Wallace's games. I did actually play a lot of other things. One of these was GMT's *Dominant Species*, described to me as "a wargame dressed up as a Eurogame". I was also told it needed all six players and I quickly saw why. Players represent different classes of animal—mammal, reptile, insect etc. Each class has its own advantages in relation to each other and you need all six in play to balance these. (Though I'm sure experienced players would compensate for a missing class.)

The game is played across hexagonal tiles of different terrain types with coloured cubes representing the species within a class. Placed on the points of the tiles, circular 'elements' show what characteristics allow animals to survive on those tiles—and which class is dominant. As you'd expect, different classes survive better with different elements—and can 'evolve' to survive better. However, the main thing the players do each turn is place their available pawns on the possible actions. There are limited positions for each action, so turn order can be important. And changing turn order is one of the actions available to players.

Actions allow players to add species to the board, migrate around the tiles, add to the elements that support their animal, add elements to the board and, crucially, score victory points. Not only do players need to take actions to improve their position, they may have to select some of them to prevent deterioration—such as removing elements from their animal. And animals attack each other, removing cubes from a tile and potentially changing which



It's not much, but it was our world. The cones show dominance and note the glaciation across the middle

animal has dominance on that tile. To add to the pressure on the players, the Ice Age is approaching. Each turn, glaciation spreads across the tiles, turning more of them into tundra.

I must say that I didn't find *Dominant Species* particularly wargame-like, though it did remind me of *Tyranno Ex*. While removing other players' cubes is a part of the game, most of the competition seemed to be for the actions. In particular, picking the right time to score some points seems important. Though I found I was struggling just to keep my animal in play. One nice point about the game is that you are not out even if you have no cubes on the tiles as the 'Speciation' action lets you place some more. This is a big game that I found quite absorbing. I look forward to giving it another go. A provisional 7/10 on my subjective scale.



Those all-important Actions

One of the games that was a particular hit at the Gathering was Hans im Glück's *Pantheon*. This is a semi-abstract game set in the Ancient World. The board shows the Europe, North Africa and the Near East around the Mediterranean Sea. This is overlaid with a hexagonal grid, showing the capital cities of various empires, six of which will be the starting points for the turns. Other symbols on the grid show where players can get rewards and place their columns. As well as wooden columns, each player has wooden 'feet' in their colour.

Key to the game are the cards players hold. They use foot cards to 'move' by placing feet out from the current capital to reach column spaces or collect rewards by connecting to the appropriate space. Money cards let players buy or upgrade a sacrifice tile in one of the four types. Playing sacrifice cards, possibly combined with tiles, allows a player to take a God tile (from this turn's selection) and gain the benefits of the God—either a one-off or a permanent bonus. The final option for a player in their turn is to draw more cards.

The turn ends when the last reward or God is drawn. Players score points at the end of the third and sixth turns for columns on the board (more points per



Just about everything that's in *Pantheon* (Courtesy of Hans im Gluck)

column the more columns they have on the board) and the number of demi-God chips they've collected. Hence, all the other things are means to an end: the key to winning the game is getting columns on the board and collecting demi-Gods. There is a definite advantage to picking up rewards and Gods to make it easier to place columns and grab demi-Gods. However, there are only limited places for those columns to go, so you can't afford to wait too long.

I played *Pantheon* several times at the Gathering and my experience is that you need a balance: get some columns down early while building up your resources to get more columns later. And take your opportunities to grab a demi-God or three. It's a neat game with some nice touches and plenty of replay value. I like it, but I don't find it particularly exciting: 6/10 on my highly subjective scale.

That's all I have room for in this *TWJO*. Still to come: *20th Century*, *Castles of Burgundy*, *Pergamon* and more...

## Games Events

The UK Games Expo has been and gone (I didn't get there—and that's another story) and so have Summer Stabcon and Manorcon.

Next up that I'm aware of is The Cast are Dice: 20th and 21st August at the Stoke-on-Trent Sixth Form College. This is a weekend of board games, with Shire Games providing a large library for people to borrow from. Sounds like fun and full details are on the website: [www.thecastaredice.co.uk](http://www.thecastaredice.co.uk)

This box concentrates on events I expect to attend.

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

**Games Games Games Days:** from noon(-ish) on the second Saturday of every month at the Allsop Arms (137 Gloucester Place, London NW1 5AL). The pub has an extensive menu as well as some good beer and is convenient for Baker Street and Bond Street Tubes as well as Marylebone station. An excellent afternoon.

**UK Games Expo:** the first weekend in June at the Clarendon Suites on the Hagley Road in Birmingham. This is a two-day public event that showcases games of all sorts with traders, demos and participation games plus guests and events. For gamers there are lots of tournaments and free gaming on the Friday and Saturday evenings. For details see [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk)

**Spiel:** *the* board games event of the year. 20th-23rd October 2011, 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:** 11th-13th November 2011 at the Hallmark Hotel in Derby. This is a long-running board games event moving to a new venue for 2011. **MidCon** is 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 116 was written and edited by Pevans. The *LPBS* masthead (page 13) is by Lee Brimmicombe-Wood, as are the pictures on pages 16, 18, 22, 29, 31 and 32. The drawing on page 27 is by Nik Luker and those on pages 28 and 30 by Tim Wiseman. Game artwork is reproduced by courtesy of the publishers. Pevans took the other photos (except where noted) and played with Photoshop.

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# Great White Hunter

## Turn 4

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

The Gorilla at the bottom of the E column and the Antelope in the D column are comprehensively finished off. Though sharing the points means not too many for each hunter.

In an impressive bit of coordinated shooting, Nik Luker and Matt Wale take out another Antelope (top right).

The Mikes D share a Monkey (on B15) and Pam Udowiczenko and Paul Wilson injure different snakes.

What's this about?

This game is essentially a variation of Battleships and is open to all readers of *TWJO*. Set in the late 19th century, a 20 x 20 grid represents an area of the African bush, while the players are all hunters looking to bag trophies. I have tweaked the rules this time to provide a bigger reward for being the first to hit an animal.

All you have to do each turn is nominate two squares to take pot-shots at: F9 and M17, say (the second is only used if the first misses). Letters (A-T) run across the grid and numbers (1-20) up and down

The first hit on each animal scores points in proportion to its size. For

### Key

Animals				
	Symbol	Size (Squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	20

Other symbols	
	Missed shot
X	

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 and only Snakes will go next to a Bush.

### Scores

Player	Shots	This turn	Total
Chris Baylis	D15	1.33	1.33
Mike Bird			5
Andrew Burgess	L11,M11	0	0
Simon Burling			0
Charles Burrows	D14,E15	0	2.67
Pete Card			0
Ash Casey			2.5
Mark Cowper	M4,N6	0	1.25
Mike Dommett	B15	2	3.67
Mike Dyer	A14,B15	2	3
Jerry Elsmore	E20,E17	.8	8.97
Alex Everard			5
Bruno Giordan			0
Russell Harris			7
Pete Holland	E14,D15	1.33	3.58
Emrys Hopkins	D16,Q3	0	9
Dom Howlett	D18,F18	0	7
Andy Kendall	B13,C13	0	1.67
Rob Lee			0
Nik Luker	R2	4	6.5
Tim Macaire	C14,E17	.8	2.05
Bill Michell			0
Graeme Morris			0
Przemyslaw Orwat			4
Jonathan Palfrey			2.5
Colin Parfitt			1.25
Matt Shepherd	D20,F14	0	7.5
Robert Skynner			4
Mark Stretch	E17	.8	11.8
Al Tabor	C14,D15	1.33	12
Gerald Udowiczenko	E17	.8	2.8
Pam Udowiczenko	H16	5	9
Matt Wale	R3	4	12.17
David Williams	F14,L2	0	6
Graeme Wilson	E17	.8	2.8
Paul Wilson	J16,L5	5	14

example, a Lion is three squares and worth 15 points, so the first hit scores  $15/3 = 5$  points. If several players hit the same square at the same time, they share the points; if several players hit different squares of the same animal at the same time, they get the points for the square they hit.

Once an animal has been identified, subsequent shots share the points of the square they hit (there are no points left for the square(s) hit initially) with a minimum score of 1 point. So if players A and B hit the second square of that lion and C gets the third, C gets 5 points and A and B get  $2\frac{1}{2}$  each.

An animal is dead when all its squares have been hit. No more points can be scored for this animal.

After 15 turns or when the board is clear (except for any snakes), the player with the most points wins.

### Press

"Taking on board your comment last month about my over-thinking things," writes Emrys Hopkins, "I'll just take two random pot-shots this month."

"Excellent!" I responded. "Now, what are the odds..."

"The odds?" Emrys came back, "Not too bad, in fact. If my calculations are correct, I have a 12.2257% chance of hitting something with my first shot and a 12.2642% chance with my second shot if the first one misses. This works out as a 22.9905% chance of scoring something. This assumes you get a second shot if your first shot hits a bush. If you don't, the odds drop to 22.5675%.

"I am ignoring snakes as their number is unknown so both percentages are understating my chances.

"Damn it—now look what you made me do!"

Andrew Burgess points out his skill: "My skill at GWH knows no bounds—three shots into empty squares surrounding a bush, followed by a hit on the bush itself!"

**Send your shots (and comments) to Pevans at  
180 Aylsham Drive, UXBRIDGE UB10 8UF or  
to TWJO@pevans.co.uk by Friday, 5th August 2011.**

## Cambourne\* Railway Rivals game 8—Turn 7

### Races

Race	From	To	THURB	LATGALE	BLUE	JACOBBAHN	BALTIC
1	11	S5				20	
2	13	41		+1	+1		20-2
3	22	S3				20	
4	25	34		20+1		10-1	
5	32	62	20				
6	56	65	20				
7	45	54	10-5+4	20-4-5	+10		
TOTAL			<b>49</b>	<b>33</b>	<b>11</b>	<b>49</b>	<b>18</b>

### Builds

**A) Jonathan Palfrey—The Heavily Underfunded Railway Business (THURB), Green**

Builds: (F57) – Ogre

(B54) – C54 – C51 – Limbazi

Score:  $38 - 10 + 1$  (correction)  $+49 = 78$

**B) Emrys Hopkins—Locomotive Latgale, (LATGALE) Red**

Builds: (P19) – N20 – M20 – Broceni – I22 – Skrunda

Score:  $64 - 9 + 1 + 33 = 89$

**C) Mark Wright—Blue Mountain Railways, Blue**

Builds: NMR

Score:  $49 + 11 + 2 = 62$

**D) Mark Cowper—Jacobahn, Black**

Builds: (A60) – Ogre

(K18) – K19 – K20 – Stende

(Karsva) – Y59 – Z59 – Z60 – Ludza

(Karsva) – X57 – X56

Score:  $51 - 12 + 49 = 88$

**E) Colin Parfitt—Baltic Rail, Brown**

Builds: (T18) – T21 (1 to BLUE, 1 to LATGALE)

(P51) – Q52 – Aluksn

(Q52) – Q55 – Gulbene (1 to BLUE)

Score:  $47 + 18 - 12 = 53$

### Next turn's races

Race	From	To
8	12 Liepaja	24 Jelgava
9	15 Kuldiga	54 Rezekne
10	21 Stende	64 Aizkraukle
11	31 Riga	43 Valmiera
12	35 Sigulde	51 Balvi/Vilaka
13	S1 Eesti (E43/M46)	44 Cesis
14	S2 Rossija (Z54/Z57/Zilupe)	61 Daugavpils



GM Notes

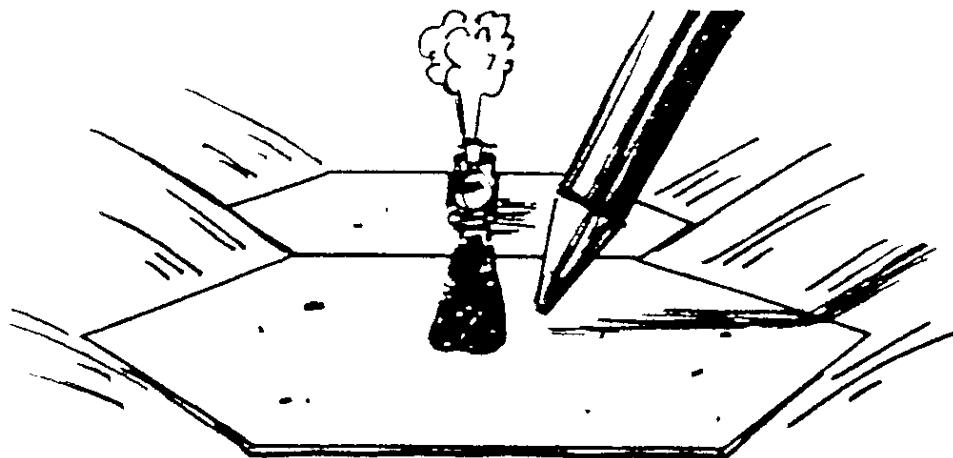
Scores have been corrected from the version originally sent to players.

No orders were received from Blue Mountain Railways.

Colin Parfitt (Baltic Rail) offers his railway to any takers as he has

resigned from the game. (Pevans stepped in as stand-by this turn.)

After the races, players can build up to 10 points, including known payments to others.



**Railway Rivals game 8—Turn 8**

Blue Mountain Railways creaks back into life and submits orders for round 1 races. We have our first joint runs, and the points spread about.

Races

Race	From	To	THURB	LATGALE	BLUE	JACOBBAHN	BALTIC
8	12	24				20	
9	15	54		10-3		20	+3
10	21	64	10			10	10
11	31	43	0-4	10	+12		20-8
12	35	51	20-7		+7		
13	S1	44		20+7			10-7
14	S2	61	20				
TOTAL			<b>39</b>	<b>44</b>	<b>19</b>	<b>50</b>	<b>28</b>

Builds

A) Jonathan Palfrey—The Heavily Underfunded Railway Business (THURB), Green

Builds: (C51) – F49 – Valmiera: (E50) – E46 (1 to Latgale, 1 to Baltic Rail)

Score: 90 +39 -10 +1 = **120**

B) Emrys Hopkins—Locomotive Latgale, (LATGALE) Red

Builds: (O59) – L60 (1 to Thurb) (L57) – Gulbene (T61) – Vilana – T63

Score: 86 +44 +2 -10 = **122**

C) Gerald Udowiczenko—Blue Mountain Railways, Blue

Builds: (S20) – R20 – O22 (1 to Latgale)

(O22) – P22 – Auce (O22) – M21 – L21 (1 to Jacobahn)

Score: 76 +19 -10 = **85**

D) Mark Cowper—Jacobahn, Black

Builds: (X56) – X55 – X54 – Vilaka – W53 – V53 – U53 – T52 – S52

Score 105 +50 -10 +1 = **146**

E) Paul Evans—Baltic Rail, Brown

Builds: (Q54) – Balvi – T56 – V57

Score: 53 +28 -10 +1 = **72**

Next turn's races

Race	From	To
15	14 Ventspils	63 Jekabpils
16	16 Skrunda	33 Riga
17	23 Tukums	46 Gulbene
18	26 Jurmala	52 Karsava
19	36 Saulkrasti	S4 Belarus (Y71)
20	S6 Baltic Sea Port (Saulkrasti, Riga, Jurmala, Ventspils, Liepaja)	55 Vilani/Zilupe
21	66 Ogre	42 Rujiena/Valka

GM Notes

Any orders that do not have at the top the player name, company name and company colour will have a point deducted for each omission.

My deadline is a week before the main magazine.

After the races, players can build up to 8 points, including known payments to others.

\* Trains do not stop at Cambourne on Wednesdays

## Icehenge Star Trader game 5—Turn 11

*"OK, there's something on the screen."*

*"Right on time and course."*

*"They are in for a surprise."*

*The Flute hull manoeuvred, ready to intercept the incoming ship, and the jamming equipment was switched on. As the liner burst into normal space, they were met by a barrage of gunfire.*

A large Arsenal pod makes a good persuader: two of TEGWIN's ships met the SUND OG ship in Tau Ceti System Space. One made an emergency hyperjump to safety, but the other fell into the pirate's hands. PUM provided the other harvest, leaving 3 ships in System Space untroubled by the Federal Patrols.

SUND OG repaid their loan, perhaps anticipating proceeds from their newly obtained fleet.

SOLAR SPICE & LIQUORS bought Warehouses at Alpha Centauri and Delta Toucanis.

SWISS MERCENARY FLEET's ship arrived on planet at Tau Ceti—too late to take advantage of OP 19—and they also launched the Guisarme.

TRANSURANIC TRADE CORPORATION loaded passengers, new class A crews for the Cleon and bought a Monopoles Factory.

JUST ANOTHER NEW ENERGY TRADER attempted to buy Petroleum Factories at Tau Ceti and settled for laying down a new Phoenix Hull.

PERF bought Cargo and Augmented Jump pods for the Alice, with A class crews, and increased their Criminal Connections.

LISPING TREE hired agent Percent. They took OP 19, Tempus, and bought 10 units of it. They also bought another Monopole



Factory at Mu Herculis.

Undeterred by their loss, TEGWIN TRUCKERS bought cargo pods for various ships, two Warehouses at Gamma Leporis and 6 Alloy Factories to go with them.

SOLAR SPICE & LIQUORS sold 5 Spice on Contract at Beta Hydri. TEGWIN sold 9 Petroleum for 9 HTs each and SUND OG sold 5 more on Contract. MU HERCULIS CORP sold 3 Monopoles at 8 HTs each and BULGAKOV sold 4 more at the same price. MU HERCULIS CORP then sold 14 Isotopes for 7 HTs apiece, gaining a Dealership and shutting out SUND OG, PERF, and JANET.

At Alpha Centauri, MU HERCULIS sold 5 Spice on Contract. LISPING TREE sold 6 Monopoles at 11 HTs each and gained a Contractorship. MU HERCULIS bought 10 Liquors for 8 HTs each, got a Dealership and shut out of PERF's bid of 7. Then LISPING TREE bought 8 Alloys for 7 HTs apiece for which they became Dealers as well.

Sigma Draconis saw much trading. PERF bought 6 Alloys for 4 HTs each and took a Dealership. PERF then bought 1 Isotope for 5 HTs and TRANSURANIC sold 7 for 2 HTs each to gain a Contractorship. PUM then bought 5 on Contract. MU HERCULIS sold 10 Monopoles for 9 HTs each and became Dealers. SOLAR SPICE sold 5 more on Contract. MU HERCULIS sold 5 Petroleum on Contract, after which both MU HERCULIS and SOLAR SPICE both bought Spice on Contract.

SOLAR SPICE & LIQUOR bought 9 Monopoles for 6 HTs each and a Dealership at Mu Herculis, undercutting PERF. MU HERCULIS sold 4 Alloys for 10 HTs apiece and CAESAR WHOLESALE sold 5 on Contract.

Tau Ceti saw MU HERCULIS selling 9 Alloys at 9 HTs and receiving a Dealership. Then PERF sold 2 more at 10 HTs each. PERF bought 10 Isotopes for 4 HTs apiece, after which SUND OG sold 8 for 2 HTs.

MU HERCULIS sold 6 Isotopes for 5 HTs each at Delta Toucanis and obtained a Dealership. PUM sold more on Contract. BULGAKOV sold 8 Spice for 14 HTs each and a Dealership, after which SOLAR SPICE & LIQUORS sold 5 more on Contract.

At Epsilon Eridani JANET sold 6 Liquors for 12 HTs each, PERF sold 5 Petroleum for 9 HTs apiece and then 12 Spice for 11 HTs each, gaining a Dealership.

Finally, at Gamma Leporis, PERF bought 6 Alloys for 4 HTs each and JANET and MU HERCULIS bought on Contract.

Press

I am neglecting part of my trade, by damn! Who'll sell me some Liquors?

Pevans van Rijn

Corporation Table

Corporation letter & name	Conn'n Levels			Init'ive Bid	Turn Order	Cash	Rep	Player
	Bus	Crim	Pol					
A Bulgakov Lines	6	1	3	0	6th	157	26	Andrew Burgess
B Caesar Wholesale Inc	10	0	7	0	9th	432	40	Simon Burling
C Just Another New Energy Trader	9	0	7	0	7th	160	38	Mark Cowper
D Sundog	9	1	4	5+6	2nd	86	28	Mike Dyer
E Tegwin Truckers	10	0	9	8	5th	244	40	Jerry Elsmore
F Solar Spice & Liquors	10	4	5	0	11th	428	40	Paul Evans
G PERF	9	1	7	7	3rd	54	40	Witold Gertruda
H Cigarettes, Wine and Wild Women	8	2	0	N		415	20	
J Swiss Mercenary Fleet	3	6	5	5	10th	224	40	Martin Jennings
K Astradyne Enterprises	1	0	7	N		80	27	
L Lispering Tree	8	7	5	4+4	4th	56	40	Michael Martinkat
M Mu Herculis Dev't	10	1	7	10	1st	451	40	Przemyslaw Orwat
N Pum Corp	10	0	5	0	12th	66	40	Paul Holman
P Transuranic Trade Co	9	0	4	0	8th	352	32	Bob Parkins

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

GM Notes

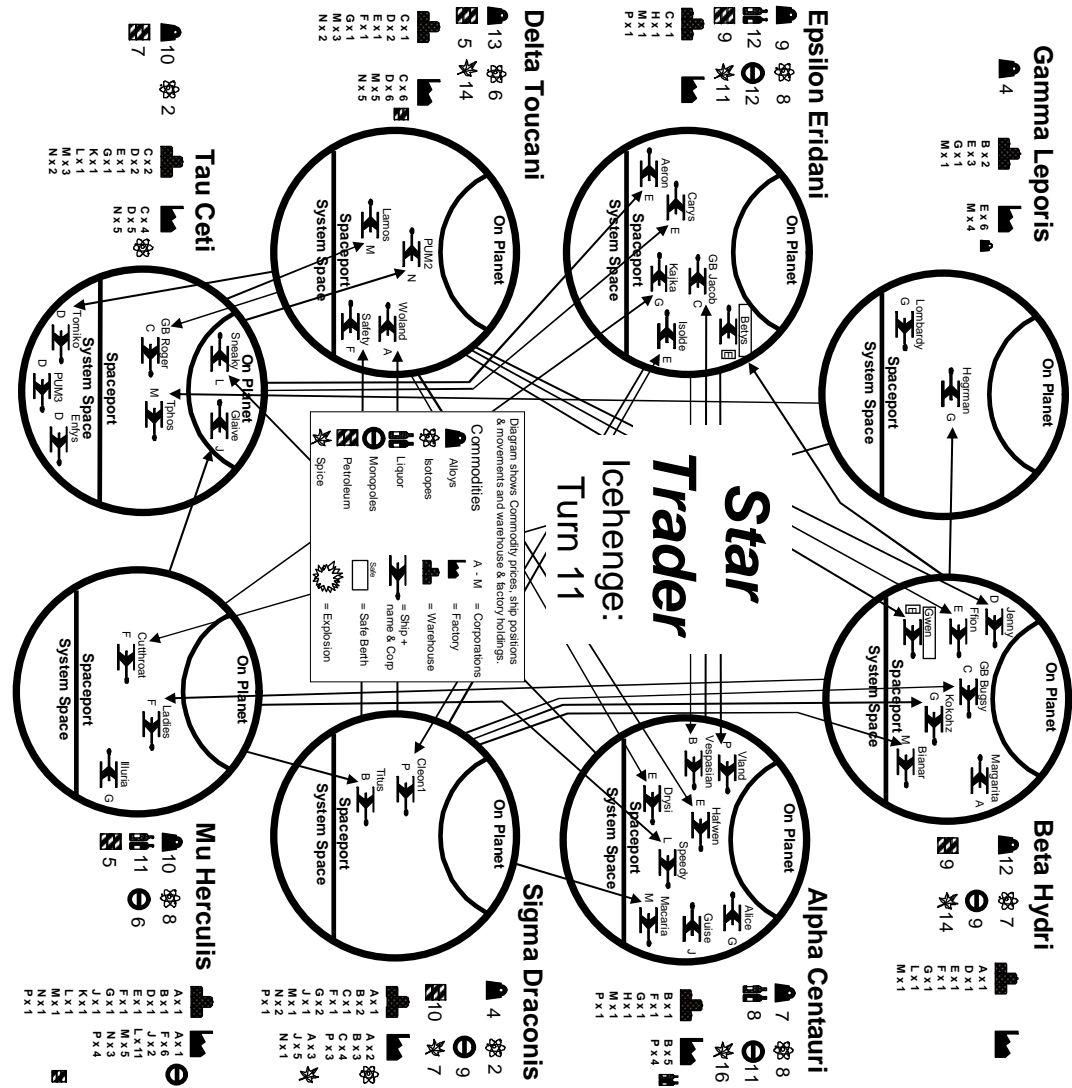
LISPING TREE took OP 19 (Tempus).

There were five new News Chits this turn. Current News chits (new ones in bold) are:

Turn 12 **B4, C8**

Turn 13 **C6, B6**

Turn 14 **C1, B8, P1**



## Star Trader game 5—Turn 12

*"Where's the ship?"*

*"It's not arrived, it's overdue."*

*"But has it been pirated or just got lost with the crew falling sick?"*

*The impact of the Viral Infection was devastating. All the crews have effectively been downgraded and this led to many ships failing their hyper jumps this Quarter. The passengers affected were not happy and the company agents without goods to sell were not amused either.*

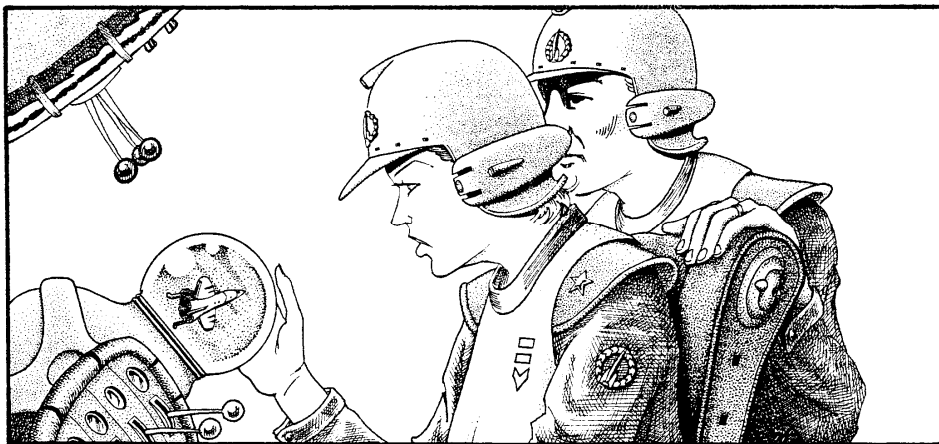
At Gamma Leporis TEGWIN TRUCKERS bought 13 Alloys for 7 HTs each and became Market Manager, after which MU HERCULIS TRADING COMPANY bought 5 more on Contract.

Epsilon Eridani saw JUST ANOTHER NEW ENERGY TRADER selling 2 Petroleum for 9 HTs each.

JANET sold 8 Isotopes at Delta Toucanis for 5 HTs each and gained a Contractorship, after which BULGAKOV LINES sold 2 at 6 HTs and PUM sold 1 on Contract. BULGAKOV then sold 5 Spice for 12 HTs apiece.

PERF sold 8 Alloys for 8 HTs each at Tau Ceti and collected a Dealership.

Mu Herculis was busy. MU HERCULIS bought 12 Monopoles for 9 HTs each, beating CAESAR WHOLESALE to the punch. SOLAR SPICE & LIQUORS bought 5 on Contract. CAESAR also sold 5 Liquors on Contract. PERF sold 1 Isotope for 6 HTs. LISPING TREE sold 8 Alloys for 9 HTs each and gained a Dealership.



SOLAR SPICE bought 4 Liquors at 9 HTs each on Alpha Centauri, after which MU HERCULIS sold 3 Spice on Contract.

Beta Hydri saw TEGWIN TRUCKERS selling 7 Spice for 11 HTs each. MU HERCULIS sold 7 Petroleum for 6 HTs apiece and TEGWIN sold 3 on Contract. PERF sold 5 Isotopes for 6 HTs each, undercutting SUND OG and TRANSURANIC. PERF sold 1 Alloy for 12 HTs.

At Sigma Draconis MU HERCULIS bought 12 isotopes for 4 HTs each and obtained a Contract. PERF failed to buy at 2 and CAESAR failed to sell at 6, but PUM bought 5 on Contract. MU HERCULIS sold 1 Monopole for 9, as did PERF and then SSL sold 5 more on Contract. PUM sold 5 Petroleum for 7 HTs each, PERF sold 1 for 8 HTs and MU HERCULIS sold 4 on Contracts. PERF was buying Spice: 13 at 10 HTs to gain a Dealership, with MU HERCULIS and SOLAR SPICE & LIQUORS both buying 5 on Contract.

LISPING TREE sold their Tempus for 350 HTs, took OP 20 and bought a Dagger Hull with cargo pods and A crew, and then took OP 12 and bought more Tempus. They hired an Agent and ran out of ready cash to pay interest on their loan, suffering the penalty.

SUND OG surprisingly managed to sell the Enfy at Mu Herculis having gained its legality. They spent the money improving their Reputation, despite having apparently pirated a ship from MU HERCULIS DEVELOPMENT CORPORATION.

MU HERCULIS DEVELOPMENT CORPORATION lost a ship and bought Warehouses at Beta Hydri and Gamma Leporis.

SOLAR SPICE & LIQUORS took OP 17 on Epsilon Eridani.

TEGWIN TRUCKERS sold three of their ships at Gamma Leporis for 110% of list price, repaid their loan, took out another loan for 300 HTs over 4 Quarters and increased their Criminal Connections.

SWISS MERCENARY FLEET increased their Business Connections and upgraded their crew back to A Class.

CAESAR WHOLESALE laid down a new Phoenix hull with Cargo and Light Weapon Pods called the Domitian at Alpha Centauri Shipyards.

TRANSURANIC bought a Warehouse at Sigma Draconis and two Isotope Factories at the same location and loaded passengers on its ships.

PUM CORP sold their Spice Factories at Sigma Draconis and laid down a new Phoenix Hull at Tau Ceti

JANET bought a Warehouse at Delta Toucanis, a Spice Factory at Sigma Draconis and launched the GB Calvin with Cargo, Passenger and Light Weapon Pods and a stuffed Tiger.

**Press**

Damn fine samples! But I seem to have drunk them all. More Liquors!  
Pevans van Rijn

**Corporation Table**

Corporation letter & name	Conn'n Levels			Init'ive Bid	Turn Order	Cash	Rep	Player
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A Bulgakov Lines	6	1	3	0	9th	209	26	Andrew Burgess
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C Just Another New Energy Trader	10	0	7	5	6th	80	40	Mark Cowper
D Sundog	9	1	4	10+6	2nd	56	25	Mike Dyer
E Tegwin Truckers	10	1	9	21	1st	846	39	Jerry Elsmore
F Solar Spice & Liquors	10	4	5	9	4th	342	40	Paul Evans
G PERF	9	1	7	0	12th	54	40	Witold Gertruda
H Cigarettes, Wine and Wild Women	8	2	0	NMR		415	20	
J Swiss Mercenary Fleet	4	6	5	0	12th	194	40	Martin Jennings
K Astradyne Enterprises	1	0	7	NMR		80	27	
L Lipping Tree	9	7	5	4+4	5th	36	40	Michael Martinkat
M Mu Herculis Dev't	10	1	7	16	3rd	297	40	Przemyslaw Orwat
N Pum Corp	10	0	5	0	7th	103	40	Paul Holman
P Transuranic Trade Co	9	0	4	0	8th	312	32	Bob Parkins

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

**GM Notes**

LISPING TREE took OP 12 (C6), Tempus, and OP 20 (C1), Dagger Hull.

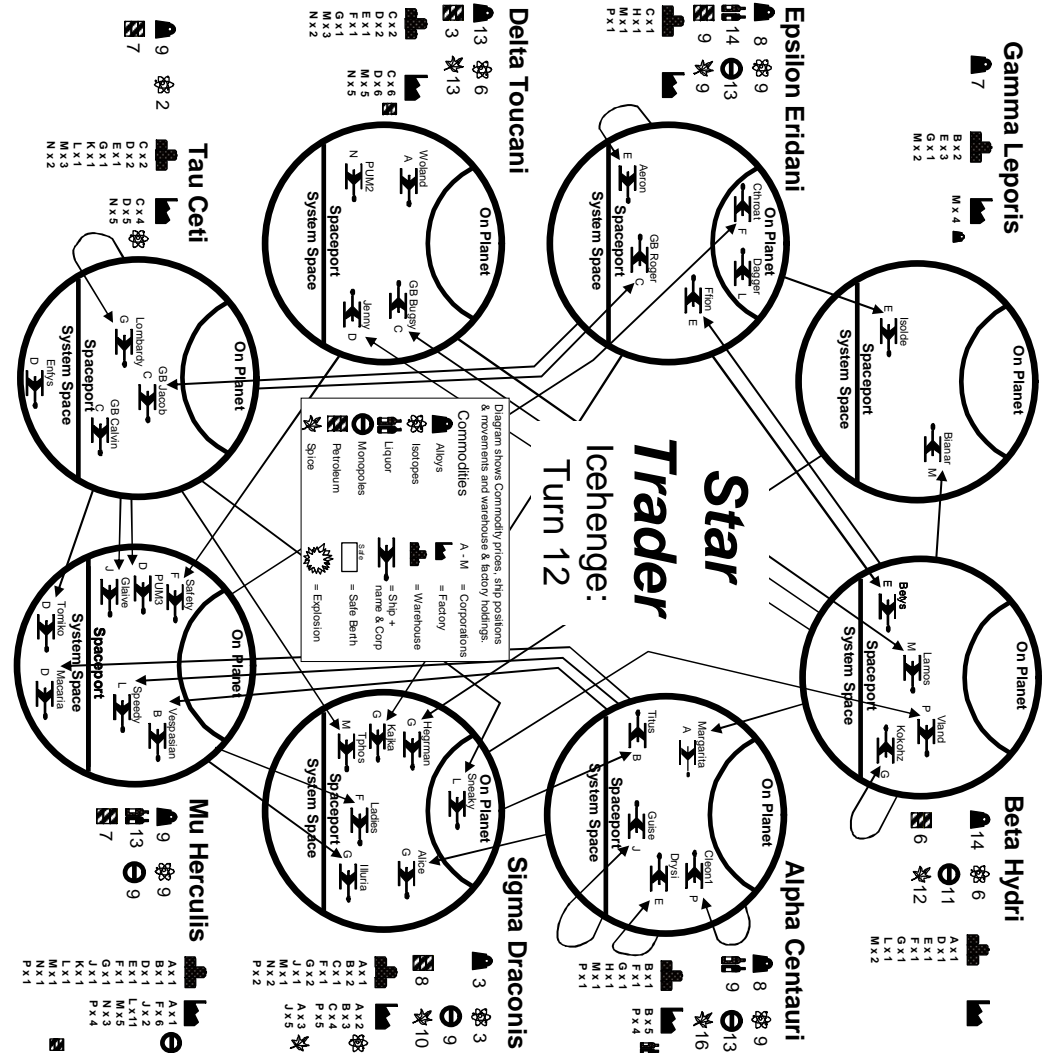
SOLAR SPICE & LIQUORS took OP 17 (B8), Weapons.

EV 27 took place this turn and all ships' crews were downgraded. (A D class ship keeps its crew.)

There were two new News Chits this turn. Current News chits (new ones in bold) are:

- Turn 13 **B6**
- Turn 14 **P1**
- Turn 15 **C4**
- Turn 16 **P5**

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD  
or by e-mail to mike\_dommett@yahoo.co.uk by 29th July 2011



## Les Petites Bêtes Soyeuses 242

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 May 1664 to  
Pevans at 180 Aylsham Drive,  
UXBRIDGE UB10 8UF or  
lpsorders@pevans.co.uk  
by Friday, 5th August 2011**

### April 1664

Socialites venturing out for early morning appointments at the beginning of this month are more than usually wary. First, there is the natural apprehension before a duel. Then the nervousness of evading the city watch. Particular to this month, though, is the fear that it's a hoax and all they'll gain will be the tag of "Poisson d'Avril".

Herve d'Conde is thus relieved when Egon Mad 2 appears with his rapier. Mad isn't, because he's the smaller man and his opponent has a sabre. D'Conde appears to have his wits about him, too, as he parries Mad's lightning lunge. He ripostes, gaining himself the first touch, but doing very little damage with the blunt end of his sabre. Mad is, of course, starting a furious lunge, but d'Conde is aware of this and jumps back from the cut that follows. Then he strikes back with a slash. Mad regains his ground and tries a slash of his own. His rapier doesn't make much impression on d'Conde, particularly compared to the cut that hits him at the same time. Mad croaks out his surrender while flat on his back. Luckily a stretcher is at hand to take him for medical attention.

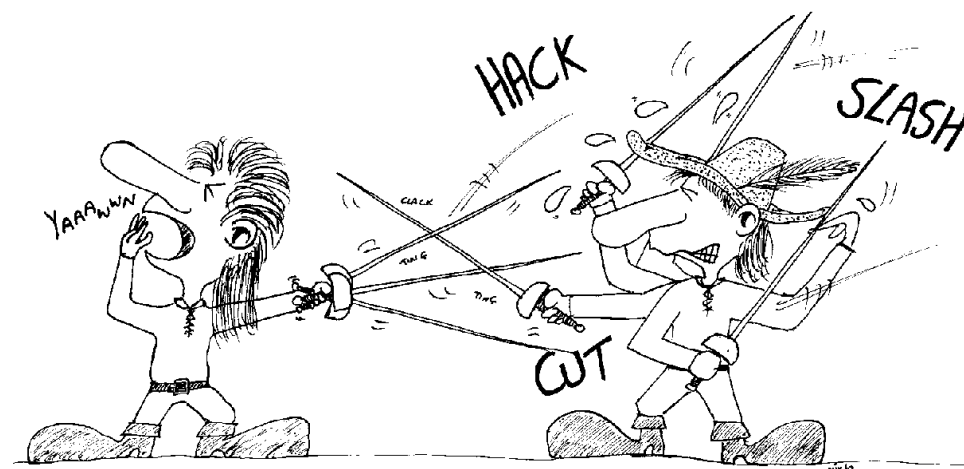
Jacques Blanc is of similar build to d'Conde and his opponent, Robbie Sais-Quoi, is not much bigger than Mad. The worse news for Sais-Quoi is that his rapier is facing the dreaded cutlass of Royal Marine Blanc. Ilk Lamore Bartat is on hand to second Blanc, while Sais-Quoi has no company beyond his rapier. Both men start defensively, expecting the other to attack. Sais-Quoi blocks against a slash,



while Blanc jumps back. Both men then go on the offensive. As expected, Blanc's slash is far more damaging than Sais-Quoi's lunge. Sais-Quoi concedes the fight and is able to walk away—from both this fight and his subsequent appointment with Lou Smorrels.

Barely scratched, Blanc takes his cleaned cutlass and Bartat and moves on to meet Jacques Madik. Madik is a beefy fellow, making this contest more equal. If only he wasn't using a rapier. Blanc jumps back again, but Madik is up to this and follows him with a standard lunge. Blanc gets his man with a slash, but this doesn't stop Madik getting in his own slash. Then he jumps aside to inspect the damage. This means both men's next slashes hit at the same time. However, the lighter rapier finally proves an advantage as Madik is able to attack again while Blanc is still recovering. Blanc has had enough and surrenders.

Uther Xavier-Beauregard is of no more than medium build, but Swender de Jewel makes him look bigger than Blanc or Madik in comparison. Their meeting is a sabre duel and de Jewel's greater expertise evens the odds a bit. Pierre Cardigan acts as second to de Jewel, while Quasi Le Bossu accompanies Xavier-Beauregard. De Jewel goes for first mover advantage, opening with a furious lunge. The lunge itself does little more than break the skin, but the following cut is much more satisfying. His attacks completely avoid Xavier-Beauregard's block against the expected slash. Xavier-Beauregard assaults his opponent with a furious slash. The slash isn't enough to stop de Jewel, but maybe he should have thought harder. He's still getting back into an attacking position when the cut gets him. He's dead of the blood loss before Cardigan can apply a tourniquet. RIP. Xavier-Beauregard looks rather sheepish as Le Bossu slaps him on the back.



THE BENEFITS OF SUPERIOR EXPERTISE.

Xavier-Beauregard now seconds Charles Rabbit-Vacuum, along with Pas de Tout. His seconding duties finished, Ilk Lamore Bartat is Rabbit-Vacuum's adversary. Rabbit-Vacuum is a hefty bloke, but Bartat is even bigger and wields a cutlass to Rabbit-Vacuum's sabre. Bartat sees no need to be subtle and starts with a furious slash. Rabbit-Vacuum has the right idea and blocks. He catches the slashing cutlass on the blade of his sabre. Which snaps in half. Bartat whirls round and lands a cut. Which does no damage, of course. The undaunted Rabbit-Vacuum slashes with the stump of his blade, lacerating his opponent. His second slash strikes as Bartat gets in one of his own, evening the score. This time Rabbit-Vacuum has gone for a furious slash and his cut is quite savage. Bartat just keeps going, though, and lands another slash. Rabbit-Vacuum hits him again, but then surrenders. Bartat wins the fight, but has clearly been on the receiving end of a tough fight.

Quasi Le Bossu is another second who is now a principal. He is joined by Zachary The Money Goes and Armand de Luce for his rendezvous with Warren Peece. It doesn't look like the slightly-built Peece stands much chance against a bruiser



like Le Bossu, but the big man is carrying several old injuries. He still has a sabre, though, while Peece wields a rapier. Le Bossu starts with a superfluous block that offers no obstacle to Peece's lunge. First blood to the little guy and a win as Le Bossu concedes. "I thought you were just going to arm wrestle," mutters The Money Goes. Peece is elated by his victory, but disappointed that there's no sign of his second opponent, the retiring Pierre LeFart.

However, Monty Carlo does turn up. Only his lack of skill stops him being odds-on favourite as he out-bulks Peece in this rapier match. Once again, Peece's opponent doesn't expect him to lunge. He duly does so, scoring first blood as Carlo is gathering his wits. Carlo jumps back and is still trying to work out what's going on when Peece hits him with a cut. Carlo now has the tempo as Peece recovers his guard and lands a lunge of his own. However, his skill isn't up to continuing this and his next lunge coincides with Peece's. The two men surrender at the same time, resulting in an honourable draw.

### Soldiers go fighting

Charles Rabbit-Vacuum and Quasi Le Bossu now join forces to persuade the current Adjutant of Frontier Division to quit his post. The combination of

influence does its work and the post is vacated. As it's Le Bossu's command, he needs no help in appointing Rabbit-Vacuum to fill the vacancy.

Willem de Biest calls in some favours and spends some cash in his attempt to remove the Horse Guards Brigadier. However, this worthy refuses to resign.

Devlin Carnate volunteers his battalion of the Royal Foot Guards for some active service, taking newly elevated Subaltern Amant d'Au with him. Alongside them is Eric de Miabeille's squadron of the Queen's Own Carabiniers. Captain Escalade le Pole finally achieves his goal of persuading his battalion commander to go into action. It's not clear whether his colleague in the Picardy Musketeers, Subaltern Dominiue Olivie Hugo, was expecting this.

The only news in Government circles is that the Minister of State, Count Revaulvin d'Or, is investing heavily in Arms. Clearly, he knows something...

### Minister goes slumming

The first week of this month's social whirl is dominated by two parties. Pierre LeFart's farewell fling is in Hunter's while Willem de Biest is celebrating his Barony in Bothwell's. Pierre's goodbyes bring out a decent crowd. Arnaud Surfinmaise leads the way, followed by Ali Vouzon, who has Sue Briquet on one arm and a presentation sundial under the other. This is suitably engraved with expressions of good will (and a request to settle his mess bill). Binet de Bours is on his own, while Ada Andabettoir accompanies Jacques Madik. As he's greeting his host, Jacques is prodded sharply in the back. He turns to confront a regimental enemy, Lou Smorreels. They continue to exchange insults inside the club. Monty Carlo remains aloof from this contretemps, as do Revaulvin d'Or and Katy Did. Pierre is overwhelmed by the presence of the Minister of State, but less impressed by Robbie Sais-Quoi. Robbie is another member of the 69th Arquebusiers and joins Jacques in trading insults with Lou. Last on the list are Tomas le Matelot and Jacky Tinne.



At Bothwell's, Willem shares hosting duties with his other half, Henrietta Carrotte. Their guest list starts with Charles Rabbit-Vacuum and Lucy Fur. Gaz Moutarde has no 'plus one' and neither does Ilk Lamore Bartat. Jacques Blanc arrives with Josephine Buonoparte. Lois de Low accompanies Pas de Tout. Pierre le Sang has Pet Ulante on his arm. Quasi Le Bossu escorts Guinevere d'Arthur and introduces Uther

"Killer" Xavier-Beauregard. Mary Huana is with Uther and is rather put out when Jacques shoves between them. He remonstrates with their host, pointing out that Uther is not a member of the nobility and his presence at a party to celebrate Willem's new title is just wrong. His protestation cuts no ice and he's left to challenge Uther on his own. Warren Peece brings Ingrid la Suède to the party and last on the list is Zachary The Money Goes, accompanied by Anna Rexique. Zack becomes the centre of attention when he lays several thousand crowns on the gaming tables. He loses the money, but gains in kudos.



There's then a bit of a gap in the social calendar before Tomas le Matelot kicks off his party for First Army. Tomas and Jacky Tinne look forward to welcoming his new colleagues, but aren't prepared for just how raucous Bothwell's is about to become. Ali Vouzon of the 13th Fusiliers brings Sue with him and is joined by fellow 13F officer, Monty Carlo. Ali points out that he's now in charge of the regiment. However, they are confronted by Warren Peece, Colonel of the 27th Musketeers, who's brought Ingrid with him. There's no way they will see eye to eye and the squabble continues through the party. 69th Arquebusiers Jacques Madik (with Ada again) and Robbie Sais-Quoi (accompanied by Violet) pick another fight, this time with Ilk Lamore Bartat of the Royal Marines. The peaceful guests are Benedict d'Over and Ophelia Derriere, Noel Fornam Idya and Sal Munella and Pierre le Sang and Pet.

Tomas and Jacky are back for a second week and are relieved that things are a bit quieter—only Ali (he's Lt-Colonel now, you know!), Monty and Warren continue their dispute. Benedict and Ophelia, Noel and Sal, Pierre and Pet and Robbie and Violet return. Zachary The Money Goes and Anna join them.

### Socialites go clubbing

With all this going on, the Fleur de Lys is quieter than usual. Several regulars are in and Pierre Cardigan holds an informal 'at home' all month. Joining Pierre and Fifi are Armand de Luce and Jenny Russe, Connor McKnight and Emma Roides and Rick O'Shea and Belle Epoque. This group of eight remains ensconced in the Fleur all month. Things get a bit fractious in the middle weeks when Willem de Biest turns up and he and Connor argue over the merits of their regiments. Jacques Blanc brings Josephine along for those two weeks, too. Ilk Lamore Bartat adds to the numbers in the last week and brings his new conquest, Leia Orgasma.

The other members in the Fleur are led by Gar de Lieu, who spends April drinking quietly with Maggie Nifisent and watching Pierre's get-together. Jacques de Gain brings Vera Cruz to the club initially and then returns on his own. Jacques Shitacks pops in a couple of times with Madelaine de Proust in tow. After some unsuccessful courting, Herve d'Conde is in the Fleur for the rest of the month. Zack and Anna are there for one week, as are Revaulvin and Katy—the last week in their case. The question is: why Zack and Anna are wandering around with tape measures and eying up the furnishings? And what took Zack so long to discuss with his lawyers the week before?

Bothwell's is where to find Benedict d'Over. He is there with Ophelia even before Tomas's party. Richard Shapmes pops in for a couple of weeks and so does Indie Spencible. Richard is unaccompanied, as his courting has not gone well. And neither has Indie's. Quasi Le Bossu arrives with Guinevere in week 2 and they welcome Charles Rabbit-Vacuum and Lucy as their guests.



Warren Peece takes Ingrid to Hunter's the week after Pierre's party. Ali Vouzon and Sue hit Blue Gables—the club's only visitors this month. The Frog & Peach has Noel Fornam Idya and Sal in residence before Tomas's bash. And Violet Bott has an outing to Red Phillips, courtesy of her beau, Robbie Sais-Quoi. Gaz Moutarde thinks his luck is in when Lou Smorrels gives way to him on the doorstep of the young lady they're both interested in. However, she's not in, so his present is wasted. Both return the following week and are joined by Arnaud Surfinmaise for a rather

public argument outside the empty apartment.

Gustav Ind is this month's iron man, practising with his sabre for the whole time. New boy Edouarde Pomme-Frites puts in three weeks with a rapier before adjourning to the Bawdyhouses for a different kind of workout. Uther Xavier-Beauregard hides away with his sabre for the three weeks after Willem's party and after re-scheduling his loans. He's used some of the cash to pay Charles Rabbit-Vacuum the prize from his party last month. Pas de Tout also leaves the party for the gym. Dagger is his weapon, though. The recuperating Egon Mad 2 practises his rapier for three weeks, having found his injuries very successful in attracting the sympathy of a certain young lady. Much to the chagrin of Euria Humble. There's two weeks' practice for Charles Rabbit-Vacuum (sabre), Jacques Madik (rapier), Jacques Shitacks (cutlass), Quasi Le Bossu (sabre) and Revaulvin d'Or (rapier). Others make it to the gyms for the odd week.



## Frontier regiments go patrolling

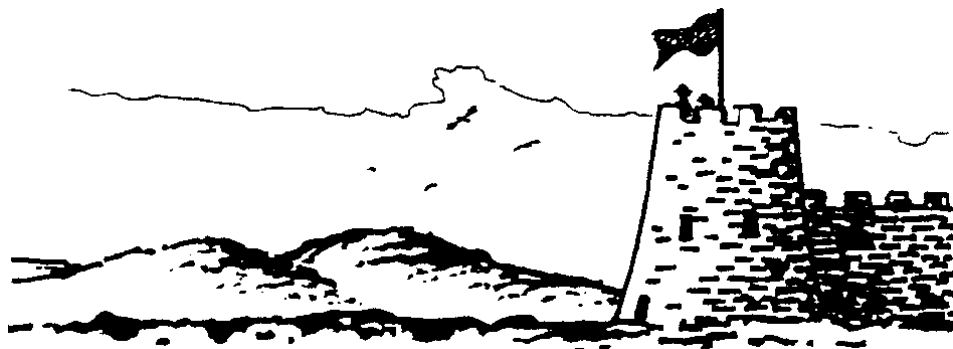
Lurking on France's frontier and trying to keep out of trouble, Lieutenant-Colonel Jean-Paul Goatier leads the Gascons to an undistinguished month. He is brevetted Colonel and Mentioned in Despatches ("Two months and he's still alive...").

This month's reinforcements are individual battalions and squadrons and are attached to different Frontier regiments. First battalion, Picardy Musketeers serves with Frontier regiment 1. Captain Escalade le Pole and Subaltern Dominuie Olivie Hugo survive their first month in action—not that there is much action—with no reward.

Frontier regiment 2 is bolstered by the addition of the first battalion of the Royal Foot Guards. Major Devlin Carnate parades his men to over-awe the enemy and receives a Mention in Despatches ("good show!"). Subaltern Amant d'Au ducks, dives and keeps out of the way of the musketballs. There is a Mention for him, too ("Lovely little mover...") and he is brevetted to Captain.

First squadron of the Queen's Own Carabiniers joins Frontier regiment 3, where Brigadier-General Euria Humble is already serving, along with Private Yves Eau. There's nothing much for the troops to do except patrol their part of the frontier. Bdr-Gen Humble keeps out of the way and receives no reward. Private Eau doesn't return from a nighttime patrol that runs into trouble. His body is later retrieved by the QOCs. RIP. (Brevet) Lt-Colonel Michel Marteau leads this expedition in person, bringing him a promotion to make his rank permanent. He pockets a couple of hundred crowns in loot, too. Captain Arthur Sleep follows Marteau around, ostensibly to keep him out of trouble. This puts him at the front of the troops as well, but without any success.

Major Eric de Miabeille leads second squadron, QOC, to support Frontier regiment 4. Like Marteau, his personal bravery brings results. In his case, a Mention in Despatches ("Keeps putting himself forward"). ❖



## Press

### Announcements

"New Broom" at 13F

Following the retirement of our esteemed Colonel le Fart, I find myself taking on the burden of leadership of this fine regiment, and have taken steps to uphold the status of the 13F by enhancing my rank accordingly. In future, all communications pertinent to the 13F (plus any bribes etc) should be addressed to myself.

† Lt Col Ali Vouzon

General Seeks Aide: General d'Or seeks a reliable Major to join his staff and to organise his social diary while occasionally helping restore order in Passy and Batignoles. Applications by mail, please, with details of the number of bottles of good red wine you can down at one sitting.

† General d'Or

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

My dear M. de Jewel,  
I have such high regard for both you and M. Xavier-Beauregard that I

cannot in conscience second the one against the other. And to take the part of his opponent would undoubtedly unbind the ties of loyalty and obedience a public servant—in this case the Commissioner of Public Safety—should show his superiors. Therefore, I must decline your kind offer to act as your second and urge you both to settle the matter without recourse to arms.

Yours, regretfully,

† Count d'Or, Minister of State

To Gentlemen everywhere

I make it known that I was unable to engage in my anticipated duel with Gaz Moutarde due to the terrible odour that pervades him and his immediate surrounds.

Moutarde is an insidious individual, who, one believes, perfects this appalling personal stench in order to disable proper gentlemen from giving him his just desserts on the cobblestones. A more loathsome individual it would be difficult to find. Quite recently, I was able to act as a Good Samaritan by saving young Mademoiselle Andabettoir from his clutches. However, I have since been forced to expend a good few crowns on delousing the poor girl and on purchasing a sizeable batch of the latest perfumes in order to suppress the awful whiff of tuna that she'd picked up from her unwanted time in his presence.

† Capt Jacques Madik, 69A

## Social

Pierre Cardigan will be hosting a party all month at the Fleur, SL 9+ only, mistresses welcome.

I cordially invite Captains and lower rank members of 1st, 2nd and 4th Brigades of foot to my club, Red Phillips, in the 3rd week of next month. This is a social evening to allow me to introduce myself to your good selves and also to thank Robbie Sais-Quoi for his "small soirée". This invitation is also for members of the 27th and also non-military gentlemen of SL 5 or less. Feel free to bring your mistress.

Yours, † Dominiue Olivie Hugo

Sorry to all that attended my party last month. Due to my lack of an aide, I was unable to complete all my work and his in time to attend my own party. It really is a bad show indeed when a General that doesn't have a command has so much work to do that he can't even attend his own party. Hopefully, this shouldn't happen again.

† General Pierre Cardigan

The May Ball Approaches  
Robbie Sais-Quoi invites you to a grand May Ball at his club during the first week of May.

All may attend. One lucky person will leave with a small gift.

Bring your lady friends and enjoy a glass of wine on me.

Yours, † RSQ

## Personal

Dear Captain Robbie Sais-Quois  
Your Kind offer is accepted. I would be delighted to offer my services to you in return.

Yours etc, † Warren Peece

Dear Captain Tout, PLLD

It has come to my attention that you have a few cash flow problems. As administrator of the memorial trust fund in the name of Bragen Declan, any member of the Boozers and Bellringers can apply for a 'donation' to help them on their way. It's just what Bragen himself would have done—always helping a fellow boozier. Although, admittedly, his mode was more of the "emptying his cups for him whilst the member was visiting the latrines" rather than hard cash, so in his memory I am delighted to help out this month from the fund.

Yours,

† Chairman Quasi Le Bossu, B&B

Sorry for the Admin SNAFU at 13F  
Apparently a messenger arrived at Reg HQ a short while ago addressed to my good self. Due to a C\*\*k Up of the first order by one of the Admin Wallahs, I know neither the sender nor the content and apologise to the sender for my apparent rudeness in neither replying nor acting in response.

† Lt Col Ali Vouzon (13F)

To the Good People of Paris  
Really one has to laugh at the sheer folly and stupidity of these Royal Marine types. In the last month or two

we have seen them lose to the enemy at the front and then lose their women back at home.

Clearly not content with the aforementioned, we then see them next start to lose their money—and I must doff my hat to Pvt d'Au, who was quick to dupe 500 crowns off the hapless Lt-Col. Jacques Blanc. Well done to you, d'Au—much better to take the crowns and spend them wisely in the RFG, than languishing in a barracks that stinks like a herring barrel. † Capt Jacques Madik, 69A

Jacques Blanc,

It was a pleasant surprise to receive your current missive inquiring into my health and recent good fortune. I haven't seen you since my time in the stables. I often think back to those days... and wonder at the 'attention' you gave your steed on your late evening visits. I was further surprised at your newly acquired skill of literacy. I am eager to inform my seven year-old nephew that if my old commanding officer can master the art, anyone can. A tip from a peer: perhaps next time you might wait for the ink to dry. It seems that in your haste for praise on this new accomplishment you forgot to blot the paper and sealed it too quickly.

As to the body of your text, I would point out that I joined your regiment in October and left it in February. I feel my time with you was more than sufficient for my taste. I am also stunned that you believe The Royal Foot Guard of His Majesty Le Roi would accept ... what was the word ... whores? I would not besmirch the

noble and valiant men of The Royal Marines but I must point out that you, sir, are an incompetent officer who will surely lead many to an early grave. I weep for the day Sir Ilk Lamore Bartat moves on and you take command of such a fine regiment. I can only hope that your own incompetence will see you killed before your men. In lieu of this heart-warming image, I would be more than happy to settle the matter of your early retirement myself.

To the matter of coin. If you question my loyalty and honour, I will be happy to 'discuss' that matter with you at a time and place of your choosing. The coin means as little to me as your life. If you would like to take the coin and skitter away to some dark corner to save your wretched hide, simply resign your commission. I would see your retirement as my greatest service to His Majesty. † Private Amant d'Au

Viscount Indie Spencible

Sir:- as commanding officer of the Royal Foot Guards and also Minister of Justice I would ask that you see justice done.

I have enclosed a missive from a 'gentleman' of the RFG making accusations of a relationship between myself and my beautiful mare, Meggie. These are, of course, unfounded and a slur on my good name. I also believe some poetry was published for all to read which made similar assumptions. Sir, as a night [sic] of the realm and a Lt Colonel of the Royal Marines I find this type of behaviour atrocious. Firstly, surely some respect for a 'far' superior ranking officer should be forthcoming but do the RFG really

want low lifes such as Private Armant d'Au serving in their fine regiment and bringing the good name of the regiment down?

I would ask that he be dismissed immediately and also maybe some judicial charge brought against him.

With best regards

† Sir Jacques Blanc, Lt Col RM

Sir Jacques,

Thank you for your letter to the Minister which he has asked me to reply to on his behalf. It is customary, if you feel your honour has been slighted, to call out the respective party onto the duelling fields. It is not a matter for the Minister of Justice. Neither is the Colonel of the RFG expected to intervene in any petty dispute between one of his regiment and another. I therefore suggest you issue a challenge to Private Amant at the earliest opportunity

Yours, † Chevalier Humphrey  
Principal Secretary to Viscount Spencible, Ministry of Justice

Sir,

What is the point of rank in the army if Privates are able to address Lt. Cols with such disdain? I would hardly call 500 crowns petty and I would hardly call making accusations I fornicated with my mare petty. If they are petty then you, sir, are as big an idiot as the private who made these slurs upon my good name.

If they are so petty, please forward me 500 crowns on behalf of the idiot private and then enjoy his arse. Not tres jolie.

† Sir Jacques

Dear Tomas

Mon Ami, at long last common sense has prevailed and you have a position matching your talents. The First Division's gain is the Cavalry Division's loss. Here's a crate of 'Old Mother O'Leary's Goat's Horn' ale we have in the cellar that the Declans left behind to celebrate. I suggest we meet in May Week 3 to discuss tactics in the summer. I suggest we broaden our little gathering and invite the PLLD and GDMD to join us as it may be informative for them, in which case I'll bear the cost. By the way, you are correct in what we talked about in passing last week in that his Majesty La Roi is looking absolutely marvellous—it's such a pleasure to have such a wonderful King to serve and fight for.

Vive La Roi and the Glory of France!

† Quasi Le Bossu

### Poetry Corner

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

The lieutenant colonel and his Nag  
(Scrawled on a wall outside the Royal Marine compound)

There exists a special bond betwixt  
man and steed

Some take this bond too far

To one such as this, I would ask him  
Where, sir, is the woman for your  
arm?

Why, sir, are your pockets bulging  
with apples and sugar?

What, sir, must a nag do to earn  
them?

## Points Arising

**Next deadline is  
Friday 5th August 2011**

There's a new online *En Garde!* game starting up. "Restoration" is set in London (and beyond) in the 1660s. GM Martin Carter describes it as "a 4th/5th generation game, with lots of rule changes, significant houserules and a focus on hands-on roleplay, with the Greasy Pole and Turn Submissions taking a back seat."

"Expect it to have a playtest atmosphere," he continues, "it's far from polished, but it'll grow with us!" Restoration is hosted on rpol.net: <http://www.rpol.net/game.cgi?gi=47119&date=1309516808> is the direct link.

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

X3 (Sean Kavanagh) has NMR'd. Total now 1

YVB Yves Vrai Bretheauteque (Chris Boote) has NMR'd. Total now 1

YE (Justin Key) was floated as Justin has been working away from home.

We say goodbye this turn to Colin Parfitt, as real life is getting in the way for him, too. Thanks for all your input, Colin, and we hope to see you back here at some point.

I have removed Mark Moores' and Mark Wright's new characters as they have not sent any orders and their previous characters died of NMRs.

However, we welcome Rohan Keane to the game this turn. Have fun, Rohan!

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 £7 (inc postage to UK addresses) to LPBS, 180 Aylsham Drive, Uxbridge UB10 8UF.

There's a Yahoo! group for *En Garde!* players that provides a forum for players of different games to swap stories and ideas. Sign up and get talking at: <http://games.groups.yahoo.com/group/EnGardePlayers/>

**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

Gar de Lieu asks NPC Army Commander of Second Army to resign  
 Herve d'Conde asks NPC Army Commander of Second Army to resign  
 Herve d'Conde applies for Army Commander of Second Army

Noel Fornam Idya asks NPC Major 1 of 4th Arquebusiers to resign  
 Tomas le Matelot asks NPC Aide to Lt. General of First Division to resign  
 Willem de Biest applies for Brigadier of Horse Guards Brigade

## Duels

Results of last month's duels:

Herve d'Conde (gains 1 Exp) beat Egon Mad 2.  
 Jacques Madik (gains 1 Exp) beat his enemy Jacques Blanc (with ILB).  
 Jacques Blanc (with ILB, gains 1 Exp) beat his enemy Robbie Sais-Quoi.  
 Uther Xavier-Beauregard (with QLB, gains 1 Exp) killed Swender de Jewel (with PC).  
 Jacques Madik declined to meet Gaz Moutarde as he was under half Endurance.  
 Ilk Lamore Bartat (gains 1 Exp) beat Charles Rabbit-Vacuum (with UXB & PdT).  
 Pierre LeFart didn't turn up to fight Warren Peece and lost SPs.  
 Robbie Sais-Quoi declined to meet Lou Smorreles as he was under half Endurance.  
 Monty Carlo (gains 1 Exp) beat his enemy Warren Peece.  
 Warren Peece (gains 1 Exp) beat Quasi Le Bossu (with ZTMG & AdL).

Grudges to be settled next month:

Jacques Blanc (Cutlass, Seconds ILB, 1 rests) has cause with Quasi Le Bossu (Sabre, Seconds ZTMG & AdL, adv.) as he's not Noble but higher SL.  
 Jacques Madik (Rapier, Seconds RSQ, adv.) and Lou Smorreles (Cutlass, Seconds JM, 1 rests) have mutual cause for being in enemy regiments.  
 Lou Smorreles (Cutlass, Seconds JM, adv.) and Robbie Sais-Quoi (Rapier, 1 rests) have mutual cause for being in enemy regiments.  
 Warren Peece (Rapier) has cause with Quasi Le Bossu (Sabre, Seconds ZTMG & AdL, adv.) as he's not Noble but higher SL.  
 Connor McKnight (Sabre, Seconds ROS, 1 rests) and Willem de Biest (2-Hand, Seconds PIS, adv.) have mutual cause for being in enemy regiments.  
 Arnaud Surfinmaise (Rapier) and Gaz Moutarde (Cutlass, Seconds JB, adv.) have mutual cause as neither stood down over Belle.

Arnaud Surfinmaise (Rapier, adv.) and Lou Smorreles (Cutlass, Seconds JM, 3 rests) have mutual cause as neither stood down over Belle.  
 Ali Vouzon (Rapier, 1 rests) and Warren Peece (Rapier, adv.) have mutual cause for being in enemy regiments.  
 Ilk Lamore Bartat (Cutlass, Seconds JB & ROS, adv.) and Jacques Madik (Rapier, Seconds RSQ, 1 rests) have mutual cause for being in enemy regiments.  
 Ilk Lamore Bartat (Cutlass, Seconds JB & ROS, adv.) and Robbie Sais-Quoi (Rapier, 4 rests) have mutual cause for being in enemy regiments.

Monty Carlo (Rapier, 3 rests) and Warren Peece (Rapier, adv.) have mutual cause for being in enemy regiments.

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

Duels held over until June:

Euria Humble versus Egon Mad 2.

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

Ray Vahey gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 5; EC 5 (X1).  
 Justin Key gets the Second son of a small Merchant: Init SL 3; Cash 25; MA 5; EC 4 (X2).  
 Rohan Keane gets the Second son of a wealthy Earl: Init SL 9; Cash 500; MA 6; EC 4 (X4).

## 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 N	to Field Marshal N	
Provincial Military Governors: N/N/N/N/N		
City Military Governor N	Adjutant-General N	
Inspectors-General: of Cavalry N	of Infantry N	
Commissioner of Public Safety UXB		
Chancellor of the Exchequer JS	Minister of Justice IS	
Minister of War EH	Minister of State RdO	



### The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
ZTMG	Count Zachary The Money Goes	26	62	Comfy	B.Bdr-General	KM	17	Anna	Flr	4	Gerald Udowiczenko
RdO	Count Revaulvin d'Or	25	57	Comfy	General/State Min.		13	Katy	Flr	4	Jerry Spencer
GdLi	Earl Gar de Lieu	25+	75	Comfy	Fid Marshal/Min w/o Port		4	Maggie	Flr	4	Bill Hay
JS	Viscount Jacques Shitacks	23	57	Rich	General/Chancellor		3	Madelaine	Flr	4	David Olliver
DC	Marquis Devlin Carnate	23	F	Withy	Major RFG		9		Flr	2	Bruno Giordan
GI	Baron Gustav Ind	21	46	Comfy	B.General/1st Army Commndr		9		Flr	6	Ashley Casey
EH	Viscount Euria Humble	20	F	Withy	Bdr-General/War Minister		15		Flr	5	Matthew Wale
IS	Viscount Indie Spencible	19	55	Rich	B.Bdr-General RFG/Justice Min.		9		Both	1	Charles Burrows
EM2	Marquis Egon Mad 2	19	53	Withy	Bdr-General/Gds Brigadier		6		Flr	2	Tym Norris
JdG	Marquis Jacques de Gain	19+	57	Withy	Major KM/Gen's Aide (1st Army)		12	Vera	Flr	4	Ben Brown
BdO	Sir Benedict d'Over	17	26	Withy	Lt.Colonel KM		9	Ophelia	Both	4	Mark Stretch
HdC	Marquis Herve d'Conde	16	34	Withy	B.General		14		Flr	4	Simon Burling
PC	Sir Pierre Cardigan	15	38	Comfy	B.General		9	Fifi	Flr	4	Matt Shepherd
QLB	Quasi Le Bossu	15	31	Poor	B.Lt-General/Fntr Div Commandr		7	Guinevere	Both	6	Mark Cowper
SdJ	Sir Swender de Jewel	15	RIP								Ray Vahey
WdDB	Baron Willem de Bliest	14	39	OK	B.Bdr-General DG		7	Henrietta	Both	6	Tim Macaire
TIM	Baron Tomas le Matelot	14	28	Withy	B.Lt-General/1st Div Commandr		8	Jacky	Both	4	Tim Skinner
ILB	Sir Ilk Lamore Bartat	13	39	Comfy	B.Bdr-General RM/1st Army Adjutant		6	Lela	Both	6	Andrew Kendall
RS	Richard Shapmes	13	32	Comfy	Lt.Colonel RFG/Gds Brigade Maj.		7		Both	4	Charles Popp
YVB	Sir Yves Vrai Bretheauteque	13	15	Withy	Lt-General		4		Hunt	1	Chris Boote
CMK	Sir Connor McKnight	12	31	Comfy	Colonel QOC		3	Emma	Hunt	5	Graeme Wilson
JB	Sir Jacques Blanc	12+	42	Comfy	Lt.Colonel RMI/2nd Div Adjutant		4	Josephine	Hunt	4	Dominic Howlett
PLF	Sir Pierre LeFart	11-	8	Rich			7		Hunt	3	Olaf Schmidt
WP	Sir Warren Peece	11	28	Withy	Colonel 27M		6	Ingrid	Hunt	2	Pam Udowiczenko
AdL	Armand de Luce	11+	37	Poor	Colonel GDMD		4	Jenny	BG	2	Francesca Weal
ROS	Rick O'Shea	10+	41	Poor	Major RM/1 F Brigade Maj.		3	Belle	BG	6	Paul Wilson
AV	Ali Vouzon	9	28	Comfy	Lt.Colonel 13F		4	Sue	BG	1	Graeme Morris
UXB	Uther Xavier-Beauregard	9	26	OK	Colonel PLLD/CPS		5	Mary	BG	3	Pete Card
PIS	Pierre le Sang	9+	53	Comfy	B.Bdr-General 53F/1st Div Adjutant		5	Pet	BG	4	Bill Howell

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
CRV	Charles Rabbit-Vacuum	9+	37	OK	Lt.Colonel PLLD/Fntr Div Adjutant		3	Lucy	BG	5	Mike Dommett
AdA	Amant d'Au	8	F	OK	B.Captain RFG		3		BG	5	David Brister
PdT	Pas de Tout	7	20	Poor	Major PLLD/PLLD Regt. Adjt.		6	Lois	BG	3	Emrys Hopkins
X1		7	RIP								Colin Parfitt
EclM	Eric de Miabelle	7	F	Poor	Major QOC		5		HGds	3	Pete Holland
MM	Michel Marteau	7	F	Comfy	Lt.Colonel QOC		1		HGds	1	Neil Packer
NFI	Noel Fornam Idya	7+	32	Poor	Captain 4A/LtGen's Aide (1st Div)		1	Sal	F&P	4	Martin Jennings
YE	Yves Eau	6	RIP								Justin Key
X2		6	RIP								Mark Wright
ASip	Arthur Sleep	6	F	Poor	Captain QOC		2		HGds	3	David Williams
LS	Lou Smorreis	6+	23	OK	Captain RM/RM Regt. Adjt.		1		F&P	6	Mark Rogers
GM	Gaz Moutarde	6+	19	Poor	Major RM		3		F&P	2	Mike Dyer
RSQ	Robbie Sais-Ouoi	5+	36	Poor	Captain 69A		3	Violet	RP	3	Mike Bird
MC	Monty Carlo	5+	36	Poor	Captain 13F		5		RP	4	Andrew Burgess
JPG	Jean-Paul Goatier	4	F	Comfy	B.Colonel Gscn		4		RP	2	Geoff Bowers
JM	Jacques Madik	4+	41	Comfy	Major 69A		4	Ada	RP	5	Jason Fazackarley
BdB	Binet de Bours	4+	18	Poor	Captain PM		2		RP	2	Mark Booth
EPF	Edouarde Pomme-Frites	3-	1	OK			4			2	Gerry Sutcliffe
X3		3-	2	Poor			5			4	Sean Kavanagh
DOH	Dominiee Olivie Hugo	3	F	Poor	Subaltern PM		5			3	Colin Cowper
EIP	Escalade le Pole	3	F	Poor	Captain PM		2		RP	4	Dave Carter
AS	Arnaud Surfinmaise	3+	12	OK			5			5	Nik Luker
X4		2	RIP								Mark Moores

An F under SPs means that the character was at the Front, RIP means that he died.

+ against SL means it went up this month, - means it went down.

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, F lthy = 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+