

That would be enough

This has been issue 116 of *To Win Just Once*, published 17th August 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, 2nd Sept.

Orders for *Les Petites Bêtes Soyeuses* and *Great White Hunter* and any other contributions to Pevans by Friday 9th September 2011.

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

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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 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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Chatter

Ah, it feels good to be back on schedule with *TWJO*. Thanks to everyone for the support and sympathy. The magazine should get a bit more of my attention now—and I really must do something about Games from Pevans...

Anyway, getting up to date, my apologies to those of you who got a rather poorly printed copy of the last issue. It seems I had a faulty cyan cartridge in the printer. I have now replaced it and this issue should be up to standard.

Next up, I've spotted that YouTube has several videos of The Saw Doctors performing. Anyone who wants to hear the song this 'zine is named after should visit: <http://www.youtube.com/watch?v=fsD9k82uAjo>—I always find it inspiring.

I had an excellent time at the Great British Beer Festival a couple of weeks ago—it was a very relaxing afternoon. If I have room, my tasting notes will be in this issue. If not, expect them next time.

Website stats for July show that the PDF version of *TWJO* 116 was downloaded 88 times (in just 12 days). Visitors picked up *TWJO* 115 a further 51 times for 127 in total.

Letters

With a bit of prompting, I've finally remembered to include Jonathan Palfrey's Falco letter (sorry, Jonathan).

I see you've discovered Marcus Didius Falco at last, as I did in 1993. I've bought and read almost the whole series by now, except the last couple of books. It's not that the books get noticeably worse as they go on, but perhaps the series is somehow overextended, and although Falco is an amiable fellow it is perhaps possible to have a surfeit of him, eventually. The first book, *The Silver Pigs*, remains my favourite, although there are some other good ones along the way. In general I seem to prefer the ones in which he goes abroad (out of Italy), though it's not a completely reliable rule.

Lindsey Davis has her own Web site, with plenty of information and her own pugnacious views on this and that. She seems to have started the genre of ancient Roman detective stories, but she's been followed by a flock of competitors; I've tried some of them but not all of them.

Steven Saylor actually started at about the same time; he writes grittier stories set in an earlier and more dangerous period of Roman history. Perhaps good if you like that sort of thing; not exactly to my own taste.

Ruth Downie started up relatively recently and has produced four books about Ruso, who's a Roman military doctor stationed in northern England at the time of Hadrian (later than Falco's period). Ruso is fairly similar to Falco except that he's a doctor, and detective work isn't his profession nor even his hobby, he just seems to get dragged into it. Also, he's in deeper shit than Falco: he has even worse problems with life and is less good at coping with them—though he's a good doctor by the standards of the time. As if to add to his troubles, he accidentally acquires a native (British) woman, who's intelligent and spirited, but unlike Helena Justina in every other way.

If you like Falco, I think you'd probably like Ruso. Worth trying. I currently read Ruso in preference to Falco, because I've had so much of Falco and Ruso seems fresher.

I've also tried the first book of a series by Jane Finnis, *Get Out or Die*, in which the protagonist is a young female Roman innkeeper based in northern England. Not bad, I don't mind having read it, but I haven't rushed out to buy the sequels. Possibly worth trying.

I still read sf and some fantasy, but I have a sideline in historical novels such as these.

I don't know if you've ever read *Puck of Pook's Hill* (Kipling). There are some nice historical stories in there, set in various periods including Roman Britain. And Kipling was a good writer, who could bring the past to life quite vividly.

Ah, *Puck of Pook's Hill* was one of the books I would borrow from the library to re-read every so often when I was a lad. I haven't read it as an adult and I don't know whether the magic would still be there. The other book I took out from the library now and then brings us back to the Roman theme: Rosemary Sutcliff's *The Eagle of the Ninth*.

Sounds like I'll have to give the Ruso stories a try.

'Zine Scene

Back in the early Eighties, when I first got into postal games, there were a lot of 'zines around. They generally ran games of *Diplomacy*, *Railway Rivals* and *En Garde!*, but many of them branched out into other things. Nowadays the Internet has pretty much taken over, but there are still a few 'zines left.

It was thus good news to hear of a new one: *Fury of the Northmen*. This is edited and produced by Colin Bruce, late of this parish. The first issue is largely taken up with house rules for the games Colin intends to run, but it's a solid start. Apart from *Diplomacy*, Colin's starting postal games of *Britannia*, *Chess* and *Risk*. Running *Britannia* by post sounds very brave to me, but I can't resist it.

Fury of the Northmen costs £15 for a 10-issue sub and is available from Colin Bruce, 30 Almoners' Avenue, Cambridge CB1 8PA. You can also contact Colin at furyofthenorthmen@bopenworld.com.

While I'm on the subject, let me also mention Neil Duncan's *The Cunning Plan*, now up to issue 182. It's a bit on the thin side these days, with just a few games of *Diplomacy* and variants. However, it always makes fascinating reading as there is a lively letters column which usually features a fascistic rant from one or other (or even several) of Neil's splenetic correspondents. This provokes responses in the next issue, of course.

I have my fingers crossed that *TCP* survives Neil's recent redundancy—as well as his other, competing interests. If you want to join in, *TCP* costs 50p an issue from Neil Duncan, 25 Sarum Hill, Basingstoke RG21 8SS or e-mail him at issuepunkzine@hotmail.co.uk (bit of a clue there to one of Neil's other interests).

More sadly, let me belatedly note the passing of *Graustark*, the very first postal *Diplomacy* 'zine. John Boardman produced 791 issues before calling a halt in April as he could no longer find enough players. "Apparently so many people are playing by e-mail," writes John, "which was not possible when I started *Graustark* in 1963, that the relatively slower pace of postal play is not desirable to most players." *Graustark* will be sadly missed.

Apart from running many, many games of *Diplomacy*, the 'zine contained a lot of comment from John, including his occasional look at the Christian opposition to role-playing games, "Dungeons and Christian". John is continuing his SF and fantasy (and other things) 'zine, *Dagon*, and this column will appear there. *Dagon* is available from John Boardman, Unit 508, 5820 Genesis Lane, Frederick, Maryland 21703-5103, USA. A 10-issue subscription is \$15 in the US and \$40 anywhere else.

Science Fiction

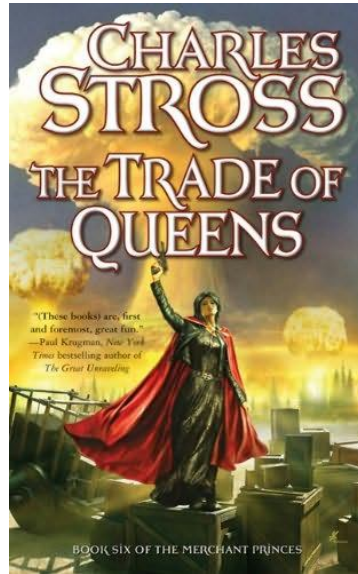
I guess I should report that I finally struggled through all 900+ pages of Neal Stephenson's *Quicksilver*—see *TWJOs* 113 and 114 for earlier comments. "Turgid" is still the word that springs to mind. The thesaurus gives me a few more: "dull", "hard going", "stilted", "self-important" and "ponderous". I appreciate that the author has put in a lot of research to portray historical events and people (presumably) accurately. However, this seems to drown out the story.

Things liven up in the second 'book' within *Quicksilver* ("King of the Vagabonds"), which is a completely separate story (initially) set in the devastated Europe of the same time (second half of the seventeenth century). Then I realised that the

main character of this section, Jack Shaftoe, has a brother called Robert. That would make him Bobby Shaftoe. Oh dear.

I kept expecting the occasional cryptic references to quicksilver or mercury to coalesce into something significant. Perhaps a strand running through the whole story that would pull the whole thing together? However, nothing materialised. *Quicksilver* was hugely disappointing given how much I have enjoyed Neal Stephenson's previous work.

By way of light relief, I interrupted my slog through *Quicksilver* with *The Trade of Queens*, the final instalment of Charles Stross's "Merchant Princes" series. I covered the first three books (*The Family Trade*, *The Hidden Family* and *The Clan Corporate*) in TWJO 107, but the other two have slipped past without mention. To recap (beware spoilers if you haven't read the books yet), the basic idea is that certain people have the genetic ability to move between parallel worlds. They originate in the Gruinmarkt, a parallel North America that is a feudal society. The world-walkers are a minority (the Clan), who preserve their ability across the generations by a careful breeding programme. Initially, they are only aware of one other world (ours) and the Clan's prosperity is based on smuggling—particularly drugs.



Our hero (Miriam Beckstein, aka the Countess Helge voh Thorold d'Hjorth) is the daughter of a prominent Clan family, but doesn't know her inheritance at first. She has been brought up in our USA after her pregnant mother fled an assassination attempt during a vicious civil war. The first books tell us how Miriam discovers her heritage, gets embroiled in the machinations of the Clan and finds a third world, New Britain. In this world (an America roughly equivalent to late Victorian times but ruled by an exiled British crown), Miriam is able to set up an alternative business model for the Clan.

The following books (*The Merchants' War* and *The Revolution Business*) take this further as the Clan is attacked on two sides. In Gruinmarkt, the nobles try to put the Clan in its place. In the US, the authorities have finally discovered the Clan and are trying to wipe out this nest of drug traders and terrorists. At the climax of *The Revolution Business* we discover that the Clan has a number of stolen American nuclear devices and one faction has decided to use them to send a message to the US leadership.

Thus the last book, *The Trade of Queens*, starts with a bang. Several, in fact. As Miriam/Helge and those around her realise, most of those in the Clan do not understand our world. They believe themselves to be safe since they have all the world-walking people. However, this does not take into account what the US can do with technology and research. Nor the authorities' reaction to an attack on American soil. The end result is truly horrifying, but all too believable in the context of George W Bush's White House.

Hence the story is largely about how Miriam/Helge and her group can escape both the conflict with the rest of the Clan and the inevitable American retribution. The answer is, of course, New Britain. However, here, too, there is turmoil: revolution has overthrown the King. As in Russia in 1917, the revolutionaries are struggling to assert control and placate a populace tired of war and shortages. As in Russia in the 1920s (and France in the 1890s), it looks like one despot will be replaced by another as the revolution goes bad.

That is an awful lot to be encompassed within a single book and it is greatly to Charles Stross's credit that he manages to do so. He also does a good job of threatening each of the narrative strands with an impending doom that is clear to the reader if not to the characters involved. How all this is resolved I leave you to discover on your own, but this is a highly enjoyable end to a terrific series.

My only disappointment is that this is the end. One of the strands in the last couple of books has been an exploration team starting to look at other worlds that the world-walkers can reach. This has given some tantalising glimpses of different places Stross could have taken the story to. Perhaps we will return to these in the future. In the meantime, I absolutely recommend the romp that is the "Merchant Princes" series, but do start at the beginning (my view of Roger Zelazny's "Amber" books has always been coloured by starting with the second, *The Guns of Avalon*, and having chunks of the book go straight over my head).

The Gathering of Friends 2011 (part 2)

Back to my round-up of the games I played at this year's Gathering of Friends and another game that was popular. *Die Burgen von Burgund* (The Castles of Burgundy) is the latest from Stefan Feld and alea and an English language version is to come from Rio Grande. A couple of people had copies and these were much in demand. Each player has their own board, depicting their 'estate' in Burgundy, on which they will place the castles, buildings and other tiles they acquire. First-time players are encouraged to use the basic boards, which show a hexagonal area with a river running across the middle and their initial castle bang in the centre (as shown in the lower part of the picture over the page).

There is then a rather busy board that goes in the middle and displays the tiles available to players in the current round. Each round, players roll their two dice and then carry out two actions. They can get a tile from the board by taking it from the 'depot' with the number of one of their dice. This goes in the storage area on their board. Alternatively, a player can place a tile from storage onto their estate: it must go onto a space with the same number as an unused die, it must be next to a tile already placed and it must go on a space of its colour. Simple, eh?

Placing a tile on your estate usually brings you an immediate benefit—a castle gets you an extra action, an animal tile scores points and so on. If it completes one of the coloured regions of your estate, you get points according to the size of the region and how early in the game you complete it. This gives an obvious incentive to fill in the smaller regions first. There's also a bonus for being the first (and second) to fill all the regions of a colour on your estate.

Players can buy an additional tile from the central depot on the board each round, using the silver generated by 'Mines' or gained by selling goods (there are



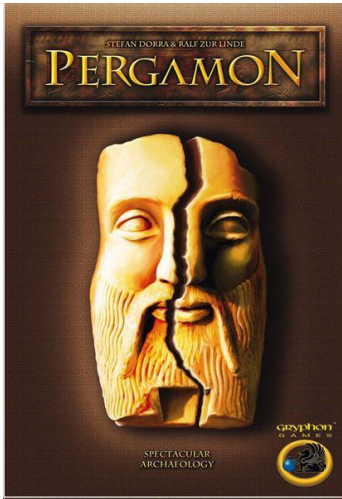
other mechanisms for making goods available, taking them and selling them). The usual problem with die rolling games is that you are limited in what you can do by the numbers you rolled. Here, you can modify a die by a point for each 'Worker' you spend—and can spend a die to get more workers.

Die Burgen von Burgund ends after five sets of five rounds with some final scoring and the player with the most points wins. My only problem with the game is that it slightly out-stays its welcome. I was ready for the end after 20 rounds. Having said that, it is a clever game with the slightly regimented feel that I find in Feld's games. There's a definite learning curve in getting to grips with the game, but this gives plenty of replay value as well. I give it a provisional 8/10 on my highly subjective scale and this is one I definitely want to play again.



Pawns of the round table...

Also from alea is a little Kiesling and Kramer game, *Artus*. The players position their 'Knights' around the round table. This rotates so that the positive and negative scores for each position are always in the same place relative to the King. Each player has the same set of cards and must play one each turn to move one of their Knights or the King. They score the value of the space the piece leaves. So you are trying to get your Knights into positions to score points, while not giving other players too many. The rotating table makes this rather tricky—and scoring lots of points in one turn tends to leave your Knight in a poor position for the next turn. It's a neat enough game, but not to my taste: 5/10 on my highly subjective scale.



The latest game from Eggertspiele went down well at the Gathering. *Pergamon* was designed by Stefan Dorra and Ralf zur Linde and is a game of collecting archaeological artefacts. These are represented by tiles, each of which shows two halves of different items. In order to get a complete artefact, players need to get two tiles that fit together—a third tile could give them two complete artefacts and so on. A line of tiles like this is a collection, whose value is the total of the complete artefacts.

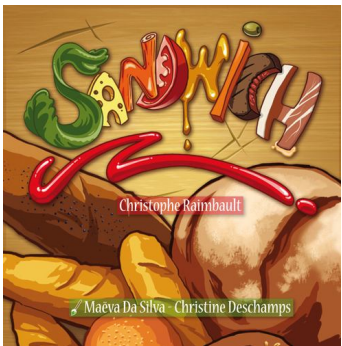
Tiles start in the five levels of the excavation site on the left side of the board. Tiles are added to each level at the beginning of every turn. Players then bid for research funds and for which levels they will excavate by placing a pawn in the track along the top of the board. The track neatly balances the likelihood of getting your money with the amount of money you ask for. Money is then spent to gain tiles and also to store tiles between turns.

Once you have a collection, you can exhibit it in the Pergamon Museum on the right side of the board, according to the value of the collection. At the end of specific turns, players score points for the value of their current exhibition(s). After twelve turns, the game ends. A few bonus points are available and the player with the most points wins.



A Pergamon tile

Pergamon is a clever game whose several mechanisms fit together very nicely. There is a definite luck element in the amount of money available each turn and which tiles appear when. The challenge for the players is to get the best out of the partial information they have each turn. To win they need to do this best across the game's twelve turns. It is excellent stuff and well worth 8/10 on my highly subjective scale.

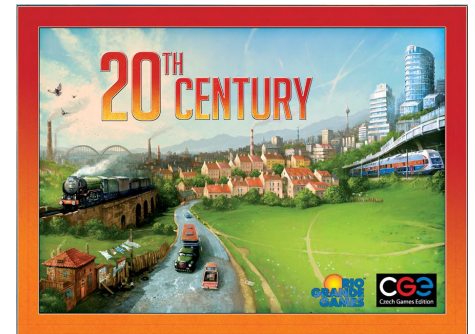


I was introduced to another new game by Kris Gould (of Wattsalpoag) when we went for a burger one evening. The game is *Sandwich*, a little card game from French publisher Le Joueur and is great fun. The cards all represent something that

could go into a sandwich. Players are dealt nine each, but don't play with these. Instead, they all flip over their top card and grab a card from another player. Thus players have some (!) control over the nine cards they end up with.

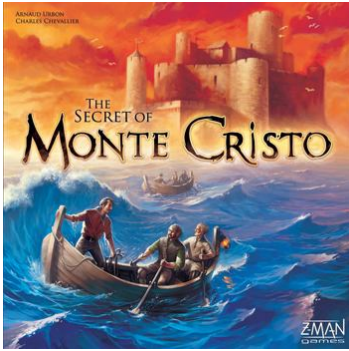
Then everybody makes three sandwiches, each with three ingredients, and gives them to the three players on their left. Once everybody's got their sandwiches, they evaluate them, ranking them top to bottom. The donor of each sandwich earns points according to how high up the ranking it is. After a few rounds, the player with the most points wins! What I really like about this game is that the crucial thing is giving the right sandwich to the right person. *Sandwich* is an excellent filler (ho, ho) and just right for when you're waiting for your burger to arrive. I give it 8/10 on my highly subjective scale.

Vladimir Suchy's *20th Century* appeared from Czech Games Edition at Spiel last year. I hadn't played it, so I jumped at the chance to give it a go. The aim of the game is to develop your 'country' while minimising the amount of garbage and pollution you create. This is how players score points in the final, sixth turn of the game, but they get points along the way as well, and bonuses for other things. They build up their country by buying land and technology tiles each turn. Land tiles add to the player's production, but also to their garbage and pollution levels. Technology tiles give players some bonus or special action and also increase or decrease the owner's pollution—marked on a track.



Land tiles are bought with the money players produce each turn, while their science production is used for technologies and to avert 'catastrophes'—more garbage and pollution. This is done on two different auctions before players get their production and recycle garbage. Players may score points each turn from the cities on their tiles and there are bonuses to be had at the end of the second and fourth turns. Plus, of course, the final scoring, which is the most significant.

I really enjoyed *20th Century*, though I didn't get the hang of the game to start with. There are a lot of things to think about and you need to understand the game to know just how important everything is. This is a clever, intricate game, where players have to consider the implications of what they do on all the different parts of the game. An excellent game that I am looking forward to playing again. 9/10 on my highly subjective scale.



It's getting increasingly difficult to identify which publisher a game originates from. Take *The Secret of Monte Cristo* as an example. Eggertspiele publish it in Germany, Filosofia in France, Lautapelit in Finland and Z-Man in the USA (that's Z-Man's cover on the left). The only thing that suggests which publisher was first is that the designers, Charles Chevallier and Arnaud Urban, sound very French. I like to give credit where it's due and identifying the original publisher (presumably Filosofia) is part of this.

However, as I'm writing for an English-speaking audience, the counter argument is that the English language edition (Z-Man in this case) is the one that matters. However, I'm in the UK—as are most of you—so a European edition can be with us before the US edition makes its way across the Atlantic (even if it was physically produced in Europe). The European edition will often be cheaper, too. All it needs is English rules, and many European publishers produce their games in several languages, to make the US edition superfluous.

Be that as it may, what about the game? Well, *The Secret of Monte Cristo* has a wonderfully illustrated board showing the Chateau d'If set in a seascape. Areas of the castle are identified in a faint overprint and the idea is that the players are searching these for treasures left behind by the hero of Dumas's book. The game has several interlocking mechanisms that constrain the player's options and control how they get these treasures.

The first of these is the slide, which contains a row of the player's marbles for each action of the round. The player whose marble is at the bottom gets to take the action and then places his marble at the top of another row. Apart from being a clever way of getting players to plan, this is a lovely tactile element to the game. Players place their pawns on the areas of the Chateau (or on the bonus actions at the top of the board) and then add treasures. Once there are four treasures in an area, it is scored. The player with the most pawns gets first choice, but can only take treasures which they can carry, using cards of the appropriate colour and capacity. This gives players plenty of scope to make mistakes! In addition, the value of treasures is variable and players can change this.



The slide

I'm afraid I was not impressed with *The Secret of Monte Cristo*, despite enjoying the marbles. The game is decent enough, but doesn't excite me. There is certainly plenty to do and decisions to make, but I found I didn't really care. The game is attractively produced and worth trying, but it only gets 5/10 on my highly subjective scale.

There is a little sub-genre of board games where one player uses hidden movement to try to evade the others. *Scotland Yard* is probably the classic, but there's *The Fury of Dracula* (only a few years younger) as well. And now we have *Letters from Whitechapel*, designed by Gabriele Mari and Gianluca Santopietro and published by Nexus Games (amongst others). As you may have guessed from the location, it's Jack the Ripper who's being hunted in this game. As his pursuers are London bobbies, my money's on Jack!



Day one ... and the bobbies are baffled...

The game is played over five 'nights' each starting with one of the Ripper's murders. The player taking the role of Jack has a limited number of locations to choose from and must then get back to his lair. The several policemen scamper round, trying to pick up the Ripper's trail and, hopefully, corral him in the narrow backstreets of Whitechapel. The night ends when Jack announces that

he's home (giving the police some idea of how far he's had to travel). The policemen then confer and a different one takes command (though trying to organise a bunch of gamers is very much herding cats) for the following night.

Jack won the game I played, but the big surprise was the location of his lair. We had been completely hoodwinked and were looking for him in the wrong part of London! This is an elegant game with lots of clever touches—there are some dummy police pawns so Jack can't be completely sure where the coppers are, for example. I also enjoyed working out where on the board were the offices where I worked in the 1990s—only a hundred years later. *Letters from Whitechapel* is a challenging game and a fine addition to the genre. It gets 7/10 on my highly subjective scale.



Pastiche in play—the large board (at the back) is just to organise the cards

At the urging of Greg Schloesser, who is a fan, my last game of the Gathering was *Pastiche*. The immediate thought on seeing the big box and the cards that reproduce Old Master paintings was *Masterpiece*. However, this is a very different game. It's also a departure for publisher Gryphon Games as everything I've seen from this imprint until now has been in a small box. At its heart are the large tiles showing the works of art—two from each artist. Alongside the picture are the various colours required for this painting and the points it's worth. The colours range from the simple primaries (red/yellow/blue) through secondaries (orange/purple/green) and tertiaries to the elusive Bisque. In addition, black, white or grey may be needed.

To complete a painting, players need the right combination of colours, represented by cards. To get cards, players lay a 'palette' tile each turn. This has splodges of the three primary colours and, depending on its placement adjacent to the tiles already on the table, players get some cards. These will be primary or secondary colours. Players can trade between themselves and the bank and mix cards to get more complex colours. And when they have the right combination, they can claim the painting that needs those colours.

The layers of game play (place tiles to get colours to make other colours to get the victory points) make *Pastiche* a decent challenge. The initial tile-laying is almost a game in its own right as players look for opportunities to gain colour cards. On top of this, they need to work towards the colours they need for the paintings they have in hand (there are also some on the table that any player can take). However, my experience was that it didn't really seem to matter which colours I had, as long as I had plenty. The options for trading and mixing colours meant that, if one painting had gone, I'd be able to use the cards for a different one. Rather less of a challenge than I expected. Despite Greg's enthusiasm and the lovely components, *Pastiche* gets 6/10 on my highly subjective scale.

I must mention one other game in this report and that's *Airlines Europe*, Alan Moon's latest game, published by Abacus (in Germany), Rio Grande (in the US) and others. There were just two copies available at the Gathering and they were constantly in play, so it wasn't until later that I got to play it. This is, of course, the latest development of Alan's original *Airlines*, published (by Abacus) twenty years ago and the game that made Alan Moon a name to watch. Its intermediate incarnation was as railway game *Union Pacific*, but the theme has returned to airlines in this one.

The board shows European cities connected in a network of air routes, each with spaces for players to buy. There are some nice tri-motor aeroplane pieces (the game is nominally set in the 1930s) to mark which airline's bought which routes, but at the heart of the game are the cards. These are shares in the various



airlines in the game. Essentially, players have two options each turn. Either buy a route for an airline, increasing the value of the airline, and pick up a card. Or play a couple of cards, establishing a shareholding and picking up some cash.

At several points, players will score points for their revealed shareholdings with the number of points depending on the current value of the airlines. Scoring happens when a scoring card is drawn from the deck. These are shuffled in at certain points, so players have a rough idea where they are, but can't predict exactly when they will appear. As with the previous incarnations of the game, it's important to judge correctly when the scoring cards are going to arrive so that you can get your shares onto the table in time. However, the game is a lot more complex than that!

The original *Airlines* was one of the seminal games in the Nineties and one I hugely enjoyed. I think *Union Pacific* was an improvement on that. It is one of those games that I will always want to play if someone suggests it. *Airlines Europe* retains the innovation of *UP*: an additional set of shares that can only be acquired by trading in other shares. However, it drops a central part of both earlier games: the second deck of cards which limit which type of route you can buy each turn (money is used to limit players' options instead).



On first acquaintance, *Airlines Europe* doesn't feel significantly different from *Union Pacific*, despite the changes, major and minor. The central idea of the game remains the same and it is just as much of a challenge. If you've not come across the earlier games, then this is one you definitely need to try. And if you have, try this to see what you think of the different approach. It gets

7/10 on my highly subjective scale.

Compared to getting there, my journey home from Niagara was thoroughly uneventful. Just the usual hurry-up-and-wait of flying anywhere. Just the thing to round off a highly enjoyable five days of games-playing.

Games Events

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. Knowing the Shire games crew, this will be good fun. Full details are on the website: www.thecastaredice.co.uk

Coming up in September is the latest Raiders of the Game Cupboard event: 10 am – 8 pm on 17th September. This is a "One Day Gaming convention featuring Board Games, Role-playing, CCG and many, many more." It's held at the Salvation Army Citadel in Burton-on-Trent and has the organisers have a track record of successful events. Phil & Co from Spirit Games provide a games library, so there's no shortage of games. For more about this event (and the previous ones), see the website: www.raidersofthegamecupboard.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.

Games Games Games Days: from noon(-ish) on the second Saturday of every month at the Aillsop 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

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.

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 for more.

Credits

To Win Just Once issue 117 was written and edited by Pevans. The *LPBS* masthead (page 26) is by Lee Brimmicombe-Wood, as are the illustrations on pages 27, 29, 30 and 40. The drawing on page 32 is by Nik Luker and those on pages 28 and 31 by Tim Wiseman. Game artwork is reproduced by courtesy of the respective publishers. Pevans took the photos (except where noted) and played with Photoshop.

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Great White Hunter

Turn 5

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

A lot of near misses there, but Pete Holland and Al Tabor do better than that and Al takes a clear lead.

Mike Dyer and Emrys Hopkins bag a couple of bushes. I'm not sure whether that's better or worse than missing completely. ☺

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 potshots 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 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

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	
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 and only Snakes will go next to a Bush.

Scores

Player	Shots	This turn	Total
Chris Baylis	H5,I6	0	1.33
Mike Bird			5
Andrew Burgess	L12,M12	0	0
Charles Burrows	I19,J17	0	2.67
Ash Casey			2.5
Mark Cowper	k8,k9	0	1.25
Mike Dommett	H19,J18	0	3.67
Mike Dyer	A20	0	3
Jerry Elsmore	J5,J6	0	8.97
Alex Everard	I7,J7	0	5
Russell Harris	I7,J8	0	7
Pete Holland	P20,O19	4	7.58
Emrys Hopkins	I6,Q13	0	9
Dom Howlett	T1,T2	0	7
Andy Kendall	H3,I3	0	1.67
Nik Luker	H14,I13	0	6.5
Tim Macaire	H20,I19	0	2.05
Przemysław Orwat			4
Jonathan Palfrey			2.5
Colin Parfitt	S20,B2	0	1.25
Matt Shepherd			7.5
Robert Skynner			4
Mark Stretch	J15,J17	0	11.8
Al Tabor	O9,P15	4	16
Gerald Udowiczenko	I8,B2	0	2.8
Pam Udowiczenko	J7,K19	0	9
Matt Wale	H19,B2	0	12.17
David Williams			6
Graeme Wilson	I8,S6	0	2.8
Paul Wilson	K18,Q12	0	14

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 2½ 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

Mike Dyer makes an observation: "I've observed how neglected the corner spots have been. Surely the trees here must be thick with Gorilla? Bang Bang!"

I'm not sure what Mark Cowper is on about, though: "Cows arse and banjo spring to mind".

**Send your shots (and comments) to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Friday, 9th September 2011.**

Cambourne* Railway Rivals game 8—Turn 9

THURB had a good series of races, and BALTIC RAIL didn't do badly either. Quite a few Joint Runs in evidence

Races

Race	From	To	THURB	LATGALE	BLUE	JACOBahn	BALTIC
15	14	63				10 JR	10 JR
16	16	33		10			20
17	23	46	10 JR		10 -5		10 JR +5
18	26	52	20 -2			5 JR	5 JR +2
19	36	54	20				
20	56	55	20			10	
21	66	42	20 -1	10 +4			+1 -4
TOTAL			87	24	5	25	49

Builds

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

Builds: (P56) – R55 – R53 (1 to BALTIC, 1 to Blue Mountain)

Score: 120 +87 +1 -6 = **202**

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

Builds: (Gulbene) – R56 – Balvi

Score: 122 +24 -8 = **138**

C) Gerald Udowiczenko—Blue Mountain Railways, Blue

Builds: (L21) – L22 – L24 – L25

Score: 85 +5 +1 +2 -5 = **88**

D) Mark Cowper—Jacobahn, Black
Builds: (S52) – Aluksne – Q51 – P50 – O50 – N49 – M49 – L48

Score: 146 +25 -8 = **163**

E) Paul Evans—Baltic Rail, Brown
Builds: (V57) – V59 (1 to THURB) (G22) – G23 – L24 – L25 (2 to BLUE)
Score: 72 +49 -9 +1 = **113**

Next turn's races

Race	From	To
22	12 Liepaja	25 Jelgava
23	13 Ventspils	S3 Rossija (Z54, Z57 or Zilupe)
24	24 Jelgava	62 Daugavpils
25	31 Riga	44 Cesis
26	35 Siguldo	S2 Rossija (Z54, Z57 or Zilupe)
27	42 Rujiena/Valka	55 Vilani/Zilupe
28	51 Balvi/Vilaka	65 Maduna

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 6 points, including known payments to others.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 2nd September 2011**

* Trains do not stop at Cambourne on Wednesdays

Icehenge Star Trader game 5—Turn 13

"So, you've come about the Weapons?"

The Emissary from the Grande Fromage, as he liked to title himself, nodded his assent.

"Where is your ship?"

He indicated the Corco Gamma Hull bobbing offshore.

"Right, and where is the other ship?"

"Other ship?" The SMF Captain was worried. Something that had been niggling at the corner of his mind was starting to push towards the front of his cranium.

"The ship to carry the Weapons."

Of course: his ship had no cargo carrying capacity.

It was not going to be a good day.

Alloys dropped in price at Gamma Leporis, which meant that PERF and MU HERC CORP failed to deal. CAESAR WHOLESale bought 5 on Contract, while TEGWIN TRUCKERS sold 5.

PERF had more success at Epsilon Eridani, selling 9 Isotopes for 6 HTs each and gaining a Dealership. TRANSURANIC sold 15 Liquors for 9 HTs each and became Contractors. SOLAR SPICE & LIQUORS used their Agent as Market Manager and sold 14 Monopoles for 11 HTs, leaving SWISS MERCENARY FLEET with no sales. TEGWIN tried to sell Petroleum and failed, but JANET sold 5 on Contract.

MU HERCULIS CORP was made Dealer in Alloys at Delta Toucanis, selling 6 for 10 HTs each. They also bought 4 Petroleum on Contract, while PERF sold 1 for 1 HT.

LISPING TREE bought 10 Isotopes for 3 HTs each at Tau Ceti and gained a Contractor's position. PUM sold 5 Petroleum for 5 HTs each. PERF sold nothing.

Mu Herculis was good for SUND0G. With their ship still hanging in System Space, they sold 3 Isotopes for 13 HTs apiece and, after PERF sold 3 Liquors for 15 HTs each, sold 1 for 17 HTs. CAESAR WHOLESale sold 5 more on Contract. PUM were selling Monopoles, 7 for 7 HTs each, and acquired a Dealership, leaving LISPING TREE and MU HERCULIS's much higher bids stranded. SUND0G completed trading at this system by bidding 11 HTs to sell Petroleum and being ignored.

MU HERCULIS did get to buy 1 Isotope at Sigma Draconis, bidding 5 HTs, with PUM buying 5 on Contract. CAESAR WHOLESale sold 2 Monopoles at 9 HTs each and SOLAR SPICE & LIQUORS sold 5 on Contract. PERF sold 3 Petroleum for 7 HTs apiece. SWISS MERCENARY FLEET sold 10 Spice for 7 HTs each and obtained a Dealership. MU HERCULIS bought another 1 and SOLAR SPICE & LIQUORS bought 5 on Contract. PUM's bid of 8 to sell was too high.

At Alpha Centauri MU HERCULIS sold 9 Isotopes for 7 HTs each to get a Dealership. JANET was unable to sell at the same price. SOLAR SPICE & LIQUORS bought 9 Liquors at 10 HTs each and took a Dealership. PERF sold 13 Spice at 12 HTs each and also became a Dealer. SSL didn't sell at the same price, but MU HERCULIS sold 5 on Contract.

Finally, at Beta Hydri TEGWIN TRUCKERS sold 12 Alloys for 10 HTs each and gained a Contractor's position. PERF sold 5 Isotopes for 5 HTs apiece and SUND0G sold 2 for 6 HTs each. LISPING TREE sold Monopoles on Contract and MU HERCULIS sold 7 Petroleum for 4 HTs each and also became Contractors.

TRANSURANIC TRADE CORPORATION lost money on undelivered Passengers, but took on more brave souls as they upgraded their Crews to A standard.

PUM CORP bought a Warehouse at Sigma Draconis and launched PUM4 at Tau Ceti with a mixture of cargo pods and an A class crew for all their fleet.

MU HERCULIS DEVELOPMENT CORPORATION repaid their loan, though it took the sale of several Warehouses. They then took out a new 500 HT loan for 4 Quarters, re-purchasing all the sold Warehouses and laying down a Corco Iota semi-military Hull in the Tau Ceti Shipyards. All crews were upgraded to A class, too.

SOLAR SPICE & LIQUORS, with Pevans van Rijn raging over his staff, landed the Cutthroat on Delta Toucanis and took OP 51, loading the jewels aboard. He was hiring new A class crews for all ships.

SUND0G failed to legalise their pirated hull at Mu Herculis and failed again to jump their pirated ship from Tau Ceti System Space to Mu Herculis, the prize crew still struggling to work the ship. Reputation was increased, pointing out how SUND0G was a wealth creator, and their ships' crews were upgraded to B class where possible.

SWISS MERCENARY FLEET attempted to load OP 33 without checking if its ship had the relevant pods.

LISPING TREE hired agent Z at Gamma Leporis and sold the Tempus for a moderate sum of money. Another Monopole Factory was bought at Mu Herculis and Sneak and Speedy upgraded their crews to A class.

JUST ANOTHER NEW ENERGY TRADER upgraded their crews to A class.

PERF also were trotting to the bankers, selling many Warehouses and finally the Lombardy, which went for 100% net.

BULGAKOV increased their Reputation substantially and bought a Warehouse at Tau Ceti and 3 Isotope Factories at Tau Ceti.

CAESAR WHOLESale INC launched Dominitian, and upgraded their remaining crews to A class.

TEGWIN TRUCKERS bought 19 Petroleum Factories at Delta Toucanis, together with 2 Warehouses. Insiders are predicting a price boost to Petroleum in the near future. A new Phoenix Hull has been laid down at Beta Hydri.

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	9th	64	26	Andrew Burgess
B Caesar Wholesale Inc	10	0	7	0	11th	452	40	Simon Burling
C Just Another New Energy Trader	10	0	7	0	6th	95	40	Mark Cowper
D Sundog	9	1	4	8+6	3rd	71	28	Mike Dyer
E Tegwin Truckers	10	1	9	0	12th	558	40	Jerry Elsmore
F Solar Spice & Liquors	10	4	5	15	2nd	266	40	Paul Evans
G PERF	10	1	7	0	7th	103	40	Witold Gertruda
H Cigarettes, Wine and Wild Women	8	2	0	NMR		415	20	
J Swiss Mercenary Fleet	5	6	5	10	4th	279	40	Martin Jennings
K Astradyne Enterprises	1	0	7	NMR		80	27	
L Lipping Tree	10	7	5	0+4	5th	292	40	Michael Martinkat
M Mu Herculis Dev't	10	1	7	20	1st	151	40	Przemyslaw Orwat
N Pum Corp	10	0	5	0	10th	99	40	Paul Holman
P Transuranic Trade Co	10	0	4	0	8th	407	34	Bob Parkins

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

Press

I won't have malingering crew on my ships—you're all fired, by damn!
Pevans van Rijn

Due to an unforeseen increase in Petroleum costs on the Wholesale Universal Energy Market, JANET apologises to its customers on Epsilon Eridani but it will have to increase its domestic Dual Energy Tariffs by 20% from this point forward. However, JANET are still cheaper than PERF, Transuranic Trade Co and PUM Corp, and all JANET intergalactic call centres are staffed by local bipeds with no more than 4 eyes and two eye stalks.

GM Notes

Remember you cannot have more Factories than the sum of your Political and Business Connections.

Some of you are trying to jump at very low chances of success. A ship that fails its hyperjump cannot take part in the rest of the turn.

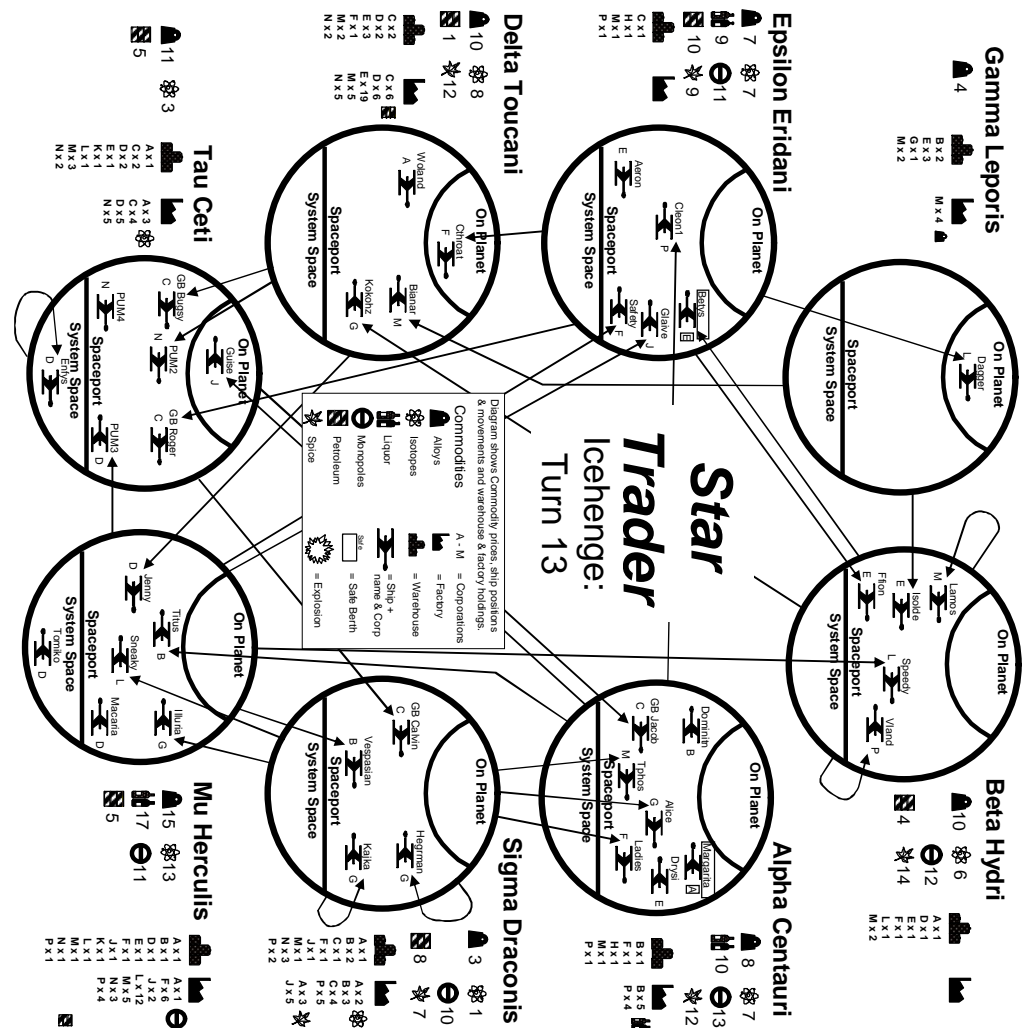
SOLAR SPICE & LIQUORS took OP 51 (P5).

EV 6 took place this turn and prices rose in the Mu Herculis system.

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

- Turn 14 P1
- Turn 15 C4, **B6**
- Turn 16 **C3, B3**
- Turn 17 **C8, P4**

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 2nd September 2011



Les Petites Bêtes Soyeuses 243

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 June 1664 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
Ipsorders@pevans.co.uk
by Friday, 9th September 2011**

May 1664

The Royal Marines seem to be involved in a lot of duels—perhaps it's the feeling of superiority they get from having a large, hefty sword at their side. Lieutenant-Colonel Jacques Blanc is first to wield his cutlass. With Ilk Lamore Bartat as his second, Blanc takes on Quasi Le Bossu. Le Bossu's entourage consists of Armand de Luce and Zachary The Money Goes, while his sword is a sabre. The big frame of Le Bossu is covered with bandages, reflecting his old injuries and making this a relatively even fight. Blanc starts by jumping back and then getting his heavy weapon moving. Le Bossu hits him with a slash, but Blanc ignores this to continue his own slash. As soon as he's hit, Le Bossu surrenders. The fresh wound convinces Le Bossu that he should skip his meeting with Warren Peece, so their arm wrestling contest will have to wait for another day.

Instead, Peece meets Monty Carlo for a duel that does not involve any member of the Royal Marines, being (13th) Fusilier versus (27th) Musketeer. Both men have rapiers with Peece being rather more skilled than Carlo. However, Peece is also the smaller of the two men. He opts for a furious lunge, which means he strikes immediately with a lunge. Unfortunately, Carlo has adopted the same strategy. His lunge provides a counterpoint to Peece's and both men are injured. Peece concedes. He is then too ill to duel a second Fusilier, Carlo's colleague Ali Vouzon.

It's back to the Marines with the appearance of Lou Smorreles. He would prefer to take on Jacques Madik first, but there's no sign of this Arquebusier. Instead,

Smorreles crosses swords with Robbie Sais-Quoi, Captain of the 69th. Smorreles has actually nominated Madik as his second and is surprised when a smelly oik on crutches appears. It turns out this fellow has been paid by Madik to take his place, with a string of 'ripe' mackerel around his waist. Smorreles gets rid of him by paying him some more money and the fight can start.

Again, the man with the cutlass is a big bloke, while his smaller opponent has just a rapier. Smorreles starts by parrying, in an effort to throw off his adversary, and then starts on a slash. Sais-Quoi blocks the slash with his rapier and attacks with a lunge and a cut. Both blows strike home while Smorreles recovers from his swing and parries again. It's Sais-Quoi's turn to regain his guard and this gives enough time for Smorreles to slash again. This blow strikes home and Sais-Quoi surrenders. He is no state to duel Ilk Lamore Bartat and the non-appearance of Jacques Madik leaves Bartat without a fight.

Major Gaz Moutarde is the next Marine to take to the field (well, patch of grass), Jacques Blanc re-appearing as his second. This time it's the Marine who's the smaller guy, taking on the hefty Arnaud Surfinmaise and his rapier. Moutarde's strategy seems to be completely defensive. He parries and dodges. Surfinmaise plays it canny, blocking the expected slash. Then he lunges, only to be parried by the solid cutlass. Surfinmaise blocks again, but Moutarde just ducks and dives. Surfinmaise follows him with a lunge, finally getting a touch. Moutarde surrenders promptly.

Surfinmaise is surprised to be untouched, but this gives him an edge for his second duel, with Lou Smorreles. This time Surfinmaise just attacks. His first lunge meets a slash coming the other way, reducing its effectiveness. He rides the blow and lunges again. His rapier makes contact with Smorreles's torso and the Marine concedes the duel.

There is no resumption of the long-running feud between the Dragoon Guards and Queen's Own Carabiniers as QOC Colonel Connor McKnight doesn't show up to fight DG commander Willem de Biest.



The best-laid plans...

Field Marshal Gar de Lieu and General Herve d'Conde use their joint influence to remove the incumbent commander of Second Army. The post is in the Field Marshal's gift and he appoints d'Conde to take over. There's a plan that worked.

Quasi Le Bossu calls in a favour to support his fellow Division commander, Tomas le Matelot, in getting rid of his Aide. This achieved, le Matelot offers the job to Robbie Sais-Quoi. Unfortunately, Sais-Quoi has just bought himself the rank of Major (following Jacques Madik, now Lt-Col, up the chain of command), which means he's no longer qualified for the job. There's a plan that didn't...

Noel Fornam Idya's ambitions are set a bit lower. He uses his influence to persuade the senior Major in his regiment, the 4th Arquebusiers, to move on. Jacques Madik has other ideas, though, and calls in a favour to keep the man in his position. The end result is that the Major stays and Captain Idya can't buy the promotion he wanted. In the 13th Fusiliers, Ali Vouzon purchases the Colonel's rank, allowing Monty Carlo to buy his way to Lt-Col.

The commander of the King's Musketeers, Zachary The Money Goes, admits Jean-Luc Beauchamp l'Rojik to the regiment and gives him some financial help. L'Rojik buys a Captaincy, as there's no vacancy at Major. Conversely, Yves Vrai Bretheauteque is able to be a Major, joining the opposing regiment of the Cardinal's Guard.

Willem de Biest orders the DGs to join the other volunteers on the frontiers, leading the regiment himself. Jacques de Gain follows the example of the Minister of State last month by investing heavily in Arms. Unlike the Minister he's then off into action, leading his battalion of the King's Musketeers. General Herve d'Conde joins the volunteers, too.

Balls!

Robbie Sais-Quoi's Grand May Ball kicks off this month's social events. Given this is held at Red Phillips, it isn't all that grand, but it does attract quite a few guests to Toady to Robbie and Violet Bott. New arrival Arsène Est is at the head of the list. He is followed by Binet de Bours. Edouard Pomme-Frites is next. Jacques Madik has Ada Andabettoir on his arm. Sal Munella accompanies Noel Fornam Idya, but is miffed that he spends his time arguing with Binet over the merits of their respective regiments. There is no such contretemps between the



more senior guests. Quasi Le Bossu brings Guinevere d'Arthur. Tomas le Matelot escorts Jacky Tinne. Warren Peece has Ingrid la Suède for company. And Zachary The Money Goes attends with Anna Rexique. It's an impressive guest list at this end of the social scale. Edouard is the man who gets the prize as he has the lowest social standing of those present.

In the Fleur de Lys Pierre Cardigan is holding court for the whole of May with Fifi at his side. They don't have too many guests in the first week as Robbie's ball proves a bigger attraction. Armand de Luce leads the way with Jenny Russe on his arm. Ali Vouzon brings Sue Briquet. Emma Roides accompanies Connor McKnight, while Lucy Fur is with Charles Rabbit-Vacuum. Ilk Lamore Bartat escorts Leia Orgasma, but Jean-Luc Beauchamp l'Rojik is on his own. Pierre le Sang brings Pet Ulante. Belle Epoque arrives with Rick O'Shea. CPS Uther Xavier-Beauregard brings Mary Huana and scans the guest list carefully.



Things liven up in the second week of the party. Pierre is the only person not to return—he's in the gyms with his rapier for three weeks. Yves Vrai Bretheauteque arrives in his nice new uniform as a Cardinal's Guard and has Frances Forrin on his arm—neatly explaining where he was the week before. (He was assisted by Indie Spencible standing down when they met on Frances's doorstep and by the absence of Devlin Carnate, who gets a Dear John letter from Frances.) Perhaps the uniform wasn't such a good idea as Jean-Luc, the new Musketeer, immediately spots an enemy.

They are still exchanging insults when Jean-Luc's CO arrives. Zachary The Money Goes pays little attention to his escort, Anna, as he supports his man against Bretheauteque and then disappears behind the bar to take some measurements. Warren and Ingrid have followed Zack and Anna from Red Phillips and Warren follows his example by getting on the case of his regimental enemy, Ali. Their argument attracts Uther's attention and he intervenes. Pushing Ali out of the way, he serves a warrant on Warren, arresting him for "disturbing the peace, outraging public decency, uncouth behaviour and incontinent displays". Warren is led away by the burly fellows who materialise at the CPS's gesture. The last arrival, Jacques Blanc, accompanied by Josephine, makes the mistake of remonstrating with Uther. It turns out there's a warrant for him, too, on the same charge.

The party looks a bit depleted the following week after this. Jacques B and Warren are in the Bastille, of course. However, Uther is also missing as he takes the chance to court a young lady whose beau is, umm, temporarily absent. Charles has also departed, looking to get in two weeks' rapier practice. Zack is there, but pre-occupied with interviewing the staff. Numbers rise slightly for the last week as Warren and Uther return, both accompanied by the same lady as before. However, Jean-Luc is not there as he's gone to get some female company at the Bawdyhouses. Zack is there again, but does disappear into the club's cellars for a while.

Not at a party

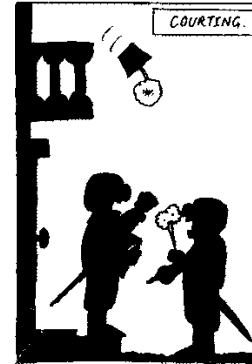
As well as Pierre's party, the Fleur has several members in situ this month. Gar de Lieu and Maggie Nifisent are there the whole time, as are Jacques Shitacks and Madelaine de Proust. Gar enlivens things in the last week by placing almost a couple of grand on the gaming tables. He doubles his money, increasing his social status into the bargain. And ensuring there's no dividend for the Fleur's bond holders this quarter. Revaulvin d'Or pops in with Katy Did a couple of times in between practising rapier. And Egon Mad 2 brings Edna Bucquette to the club once and then heads for the gym with his rapier.

Benedict d'Over and Ophelia Derriere take residence in Bothwell's for the duration. They find Richard Shapmes in the club for the second week so that he can show off his new conquest, Ella Fant. Then it's two weeks' rapier practice for Richard. Quasi and Guinevere are also there for one week to host Tomas le Matelot and Jacky. Tomas presents Quasi with a fine bottle of port, which goes



down very nicely after dinner. Both Quasi and Tomas spend their other two weeks practising sabre.

Jacques Blanc's first week is in Hunter's with Josephine Buonoparte and his last is practising cutlass.



It takes Lou Smorrels two weeks to court Ulla Leight. The first one is wasted as he meets Arnaud Surfinmaise on her doorstep and neither will back down. However, Lou is then able to bring her to the Frog & Peach for the second half of the month.

Robbie Sais-Quoi almost spends the whole of May in Red Phillips with Violet. However, he's the one person who doesn't spot that Dominiue Olivie Hugo was sent into action last month and so won't be around to host his social evening. What's more, it's not clear what club Dominiue has joined, so Robbie spends a week wondering if he's just in the wrong place. While Robbie's away from Red Phillips, Arsène Est arrives with Angelina di Griz on his arm, Jacques Madik turns up with Di Lemmere and Arnaud Surfinmaise comes on his own. The club is thus reasonably busy when they all return for the last week. This leaves Binet de Bours, who visits his club for one week and works his way through several bottles of red wine in a very determined manner. He practises rapier for a week to work it off and then hits the Bawdyhouses.

This month's iron man is Gustav Ind, who practises sabre all month. He's the only man in the gyms at the start of the month, but they get pretty busy after that. Apart from those already mentioned, Noel Fornam Idya puts in three weeks with his rapier and Monty Carlo three with his. Edouard Pomme-Frites spends two weeks practising rapier and then one week in the Bawdyhouses. Gaz Moutarde puts his week at the Bawdyhouses between his two weeks' cutlass practice. Perhaps he should have taken his cutlass to the red light district, as he is ambushed by the footpads and loses a wodge of cash. Indie Spencible visits the Bawdyhouses first and then practises rapier for two weeks. The other difference is that Indie only takes enough cash for a drink and so misses out on any female company. His sabre keeps Charles Rabbit-Vacuum busy for two weeks, too.

Campaign prep.

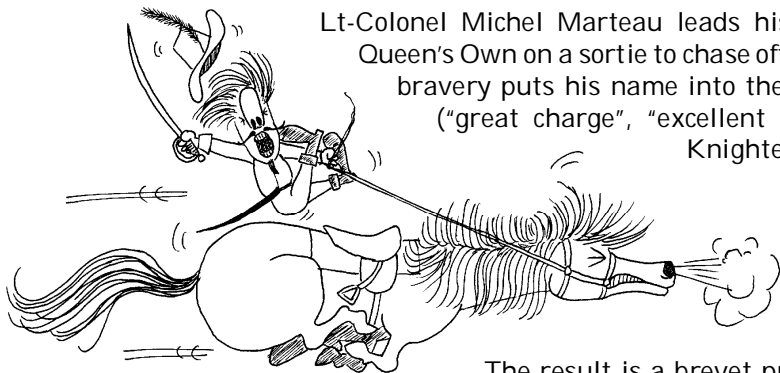
The improving weather (it is almost summer, after all) means more military manoeuvres on the frontiers and the French troops are involved in some vigorous skirmishing. Brevet Colonel Jean-Paul Goatier of the Gascons rides his luck for another month until to find that it's run out. A volley of enemy musketry takes his head off. RIP.

The Dragoon Guards show how it's done, charging down some Spanish infantry that have the temerity to take pot-shots at them. Brigadier-General Willem de Biest leads the way, gaining himself a Mention in Despatches ("fine figure of a guardsman") and a pocketful of loot—worth nearly half a grand.

Frontier regiment 1 doesn't get much trouble. This means the attached first battalion of the Picardy Musketeers still doesn't see any action. Captain Escalade le Pole and Subaltern Dominiue Olivie Hugo survive happily.

The second Frontier regiment takes the brunt of an attack, but have a battalion of the Royal Foot Guards to fall back on. RFG Major Devlin Carnate is a bit subdued (he's just got a "Dear John" letter from Frances), but his men stand firm. Brevet Captain Amant d'Au has his rank made permanent.

There is a big attack on Frontier regiment 3, too. They come through this happily with the help of their attached support. However, Bdr-Gen Euria Humble refuses to leave his quarters while the bullets are flying. He is cashiered and stripped of his rank. Major Jacques de Gain acquits himself well at the head of the second battalion, King's Musketeers. There is a brief Mention ("acquitted himself well") and he collects a couple of hundred crowns' worth of booty.



Lt-Colonel Michel Marteau leads his squadron of the Queen's Own on a sortie to chase off the attackers. His bravery puts his name into the Despatches twice ("great charge", "excellent finish") and he is Knighted. A little bit of loot is just icing on this cake. Captain Arthur Sleep follows in his boss's wake with equal bravery.

The result is a brevet promotion to Major, just in time for the campaign season.

Frontier regiment 4 is the big disappointment as they are overrun by Spanish cavalry. General Herve d'Conde, attached, isn't alert enough and falls under the enemy hooves. RIP. Major Eric de Miabeille extracts his squadron of the Queen's Own with minimal casualties. He is Mentioned ("fine work in the face of a superior force").

The last piece of military news is an announcement from Field Marshal Gar de Lieu that the Royal Marines will be in action during the campaign season, replacing the Cardinal's Guard in the Guards Brigade. ❖

Press

Announcements

To the officers and men of the 27th M: Party hard in May, lads, but no fighting—we're off to the Front at the end of the month so save your anger for the enemy scum!

Your commanding officer,

† WP

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

To Pvt Amant d'Au

Dear Numskull, Your feud with Jacques Blanc has been highly entertaining for le tout Paris, but this time you have gone too far. I should not, of course, expect any tact or humility from someone who first joined the QOCs, and then transferred to the -ahem- infantry; but you should still know better than to insult somebody with better breeding than yourself, better manners and much better hair. Since she is too much of a lady to get involved with a brawl, I challenge you in the name of Meggie the mare.

† Willem de Biest

In the interests of accuracy...

In the lurid account of the scene made by that oaf Jacques Blanc at Bothwell's, I believe I was incorrectly identified as the object of his animus. My good friend QLB, who outshines JB socially but as yet has no title of nobility was in fact the unfortunate who suffered JB's boorish insults, and now has an appointment to settle the point.

† UXB

Dear Quasi, Apologies for the weapon, but Le Roi won't clear us for arm wrestling.

Yours, etc,

† WP

My dear chap, you are most welcome to arm wrestle to your heart's content.

† Le Roi

Social

Cher Pierre Cardigan, merci pour votre jolie party.

† CRV

As we near the main campaign season (what fun for you all!), it is time for our annual war planning session and games. I therefore request, nay, require all Ministers of The Crown and all officers of SL 19 or better to join me in my club in Weeks 3 and 4 of next month (June). Planning in the back room, games in the main salon. Your mistresses are welcome and your costs will be paid, though as the spring grass is late this year, your horses must eat at their own expense.

† General d'Or, Brave,
But You Know That

Pierre Cardigan will be hosting a party all month: SL 9+ and mistresses welcome.

I give my sincere apologies to all gentlemen of Paris who shall be at the party I arranged in the 3rd week. I shall not be in attendance of my own party due to the glorious Picardy Musketeers being rushed to the front to bolster the grand defence of France! I will of course make any monetary reparations to any gentlemen affected.

Yours Regrettably,

† DOH

Rank brings with it definite responsibilities and certain fine cheeses, women and duties.

As Chancellor of France, a past Field Marshal and General of our great nation, I feel it is incumbent on me to understand the needs of those who serve the King with such distinction.

To this end, I plan a week of ~~parties~~ meetings, during the course of which I will meet with those gentlemen who represent the people and the military. My staff have drawn up a timetable for these ~~debauched~~ earnest gatherings and sharing of ~~wives~~ ideas.

Week 1 – With the Minister of State's blessing, I will host the Cabinet and all Ministers of France together with the Field Marshal at my club and expense. Ladies will be most welcome and after dinner entertainment will be provided so that the affairs of State can be discussed.

Shitacks leans forward, brow creased with intent: "Why, scribe, have you put a line though 'affairs', are not the

issues of State, affairs"?

"My Lord, apologies. I just sought to ensure the notes were not misleading."

"Well, you will bloody well just write what I tell you to write."

"My Lord, your wife might read them, and after that, well, err 'Yes', incident with..."

A long pause... Shitacks suddenly looks worried: "Continue."

Week 2 – I will host all Generals and their aides at my club and expense. Ladies welcome – again entertainment will be provided after dinner so that the gentlemen may retire to talk at length about Army requirements.

Week 3 – I will host all Colonels, their aides and their ladies at my club and expense. Entertainment will be provided for the ladies in order for the gentlemen to retire after dinner to ~~gamble~~ discuss the needs of the regiments.

Week 4 – I will host my friend Quasi Le Bossu and guests as agreed in advance. After a month of heavy hand shaking I will certainly feel the need of some extreme Bell Ringing.

Yours in arms,

† Shitacks, servant of France

Just a shame so few of them will be in Paris. † Le Roi

Personal

69th Captain: I say you good sir, what is the difference between a Marine and a Boat?

Public : We don't know.

69th Captain: It takes more than one small sherry to sink a Boat.

Yours,

† RSQ

Lord Percy Percy says, as fashion is tending towards the smaller codpiece, Viscount Shitacks will be mightily relieved.

To all Boozers and Bellringers

Good luck in the Summer Campaign, Mon Boozy Chums. I hope to see you all back at Bothwell's to celebrate our great victories in September, though previous years have not been kind to the B&B as we always seem to lose a few of our members on foreign fields. However, I still do not accept that wretched interfering Elf n'Safety's theories about drinking and driving one's horse under the influence of alcohol being a bad idea. No evidence. I say a little dutch courage from the hip flask spurs the best man on, so Bottoms up, onwards to glory for King and Country, May your ding never dong (damned good stuff this Kronenbourg 1664, helps with the creative Juices).

† Chairman Quasi

To the shade of A Gnomeclencher

The last of your tormentors is gone, justice being served on de Jewel by the hand of the CoPS himself. It's a pity as I wanted that pleasure for myself. I hope you can now rest in peace.

Yours In Memory,

† Quasi Le Bossu

From the Diary of Egon Madd

Seeing as my Brigade is off to the Front next month, I must get Igor to clear the cellar out and get extra ice in, as I'm expecting there to be a good supply of bodies for me to ship back to Paris.

My Dear Captain Madik,

How very sorry I was to observe your reluctance to attend our appointment on the field last month. Fortunately, my seconds did think to bring a champagne breakfast so the morning was not yet wasted. Still, tut tut, my good man, what shrill excuses you do make.

Of course we completely understand how desperately you required bed rest following your little victory. So flushed with success, yet those cuts must have stung awfully, did they not?

So I'll simply wish you a speedy recovery, and with compliments of the RM please do enjoy the cask of Red Herring that accompanies this note. If you feel, given your weakened condition, that you don't have the stomach for it yourself, then I certainly remember how Miss Ada did enjoy a taste of the seaside. Do give the little trollop my best.

Bon Chance,

† GM

It is indeed surprising that commanding officers are concerned when their activities with horses are exposed. In some Regiments, such as the Cardinal's Guard, such activities are almost mandatory.

Le Bladder Rouge

Introducing Jean Luc
Beauchamp l'Rojik

"So my brother Henri gets it all, eh?" thought l'Rojik as he stepped into the coach that would take him away from his ancestral home and toward a new life.

"The title, the lands, the money, the responsibility. I get the breeding, one

hundred crowns a month and the freedom to make my life what I want it to be. I also get Paris—the parties, duels, wenches and intrigues. The possibilities are endless. I can end up a rich, titled man, confidant of the King and respected by society, or I can end up a wastrel—whoring, drinking and gambling in houses of ill repute.”

Both sounded equally exciting.

“Goodbye Mama, Papa, and Henri. I will write often and think of you fondly.” Or not at all, he smiled as he waved to the solemn trio. “Goodbye.” “Go man,” He ordered the driver. “Get me out of this Godforsaken place and take me to Paris”.

My dear Marquis de Conde,
Allow me to be the first to congratulate you on your appointment as 2nd Army Commander, as fine body of men and horses if ever my good friend Sir Jacques Blanc were to judge them. I ask only that you follow the orders of the Field Marshal for I know that in all else you will conduct yourself with courage, honour and loyalty to His Majesty.

Bonne Chance and à bas les Anglais!

I had a word for the Chancellor—but I'm not going to say it!

Points Arising

**Next deadline is
Friday 9th September 2011**

Please get your orders in promptly: I'm aiming to adjudicate the turn and get the next issue out quickly before I go on holiday.

As we are no doubt kicking the cursed Spaniards about a battlefield next month, I issue this challenge to the Royal Marines' Lou Smorrels.

Whichever of our regiments has the lesser average results in Battle in the Summer Season shall act as a personal butler to the better for an entire month upon our return to Paris.

Yours, † RSQ

Dear General d'Or,

I humbly offer myself for the position as your Aide. I believe that I may be just the sort of chap you need.

Since I wished to neither over- nor under-state my capacity for good bottles of Red wine, I thought it best to determine my endurance in the only way that really counts. As such, please find enclosed my bar bill at Red Phillips for this last week.

I hope that, should you have been disappointed by other applications for the position as your Aide, you will consider my credentials in this matter. Certainly my commanding officer in the PM appreciated my guided tours of the Bawdyhouses of our fair city, and I am confident that my naturally good taste will serve us both well.

† Major Binet de Bours,
of the Picardy Musketeers

Apologies to Pete Card for identifying UXB as the target of QLB's challenge last month instead of JB.

June is the start of a new season. All characters start the month in Paris and **all duels must be fought**. Any

vacant appointments not taken by player characters will be filled by NPCs—unless appointed by a player character, who may order that they are left vacant (if you have a post or a rank that allows you to appoint other characters to posts, don't forget to appoint people).

June is the start of the campaign season. **All units listed on the “Army Organisation” table will be in action** (any volunteers will serve with the Frontier regiments). Characters who are part of one of these units can only avoid active service by resigning from their regiment and/or appointment.

Next turn is the last month characters can make investments. The return on investments is paid in September.

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 2 and is sent to a Frontier regiment

This turn we say farewell to Emrys Hopkins (Pas de Tout) and Justin Key (X2). Thanks for playing, guys, and we hope to see you back here some time.

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.

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 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

Jacques Madik asks NPC Captain 4 of 69th Arquebusiers to resign

Jacques Shitacks asks NPC Aide to General (JS) to resign

Trials

Jacques Blanc and Warren Peece will be on trial at the beginning of next month (after duels, but before anything else) on a charge of disturbing the peace (and "outraging public decency, uncouth behaviour and incontinent displays"). CPS Uther Xavier-Beauregard will prosecute and the Minister of State, Revaulvin d'Or, will decide the verdict and sentence (if found guilty, they may appeal to the King to commute their sentence—any character may use influence for or against this). Players are welcome to make statements and attend the trial, but will need to talk to RdO if they want to influence the outcome.

Duels

Results of last month's duels:

Jacques Blanc (with ILB, gains 1 Exp) beat Quasi Le Bossu (with ZTMG & AdL, under half Endurance).
 Jacques Madik didn't turn up to fight Lou Smorrels and lost SPs.
 Lou Smorrels (gains 1 Exp) beat his enemy Robbie Sais-Quoi.
 Quasi Le Bossu declined to meet Warren Peece as he was under half Endurance.
 Connor McKnight didn't turn up to fight Willem de Biest and lost SPs.
 Arnaud Surfinmaise (gains 1 Exp) beat Gaz Moutarde (with JB).
 Arnaud Surfinmaise (gains 1 Exp) beat Lou Smorrels.
 Warren Peece declined to meet Ali Vouzon as he was under half Endurance.
 Jacques Madik didn't turn up to fight Ilk Lamore Bartat and lost SPs.
 Robbie Sais-Quoi declined to meet Ilk Lamore Bartat as he was under half Endurance.
 Monty Carlo (gains 1 Exp) beat his enemy Warren Peece.

Grudges to be settled next month:

Euria Humble (Cutlass, adv.) has cause with Egon Mad 2 (Rapier, 5 rests) for pinching Edna.
 Devlin Carnate (Rapier, Seconds GI, adv.) has cause with Yves Vrai Bretheauteque (Rapier, 1 rests) for pinching Frances.
 Arnaud Surfinmaise (Rapier, adv.) and Lou Smorrels (Cutlass, Seconds JM, 3 rests) have mutual cause as neither stood down over Ulla.
 Binet de Bours (Rapier, adv.) and Noel Fornam Idya (Rapier) 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.
 Arthur Sleep (Sabre) has cause with Arsene Est (Sabre, Seconds TIM & PC, adv.) for pinching Angelina.
 Ali Vouzon (Rapier, 1 rests) and Warren Peece (Rapier, adv.) have mutual cause for being in enemy regiments.

Jean-Luc Beauchamp l'Rojik (Rapier, adv.) and Yves Vrai Bretheauteque (Rapier, 1 rests) have mutual cause for being in enemy regiments.
 Yves Vrai Bretheauteque (Rapier, 5 rests) and Zachary The Money Goes (Rapier, Seconds BdO & QLB, adv.) have mutual cause for being in enemy regiments.
 Willem de Biest (2-Hand, Seconds PIS, adv.) challenges Amant d'Au (Dagger, 2 rests).

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

Challenges to be voted on:

Willem de Biest challenges Amant d'Au for insulting Meggie the mare.

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

Simon Burling gets the First son of a wealthy Merchant: Init SL 4; Cash 275; MA 6; EC 4 (X1).
 Geoff Bowers gets the Bastard son of an Impoverished Gentleman: Init SL 3; Cash 36; MA 5; EC 4 (X2).

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 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	

Battle Results

Dragoon Guards: 2
 The Gascon Regiment: 2
 Frontier regiment 1: 3
 Frontier regiment 2: 6
 Frontier regiment 3: 3
 Frontier regiment 4: 6
 RNHB regiment: 4

Brigade Positions

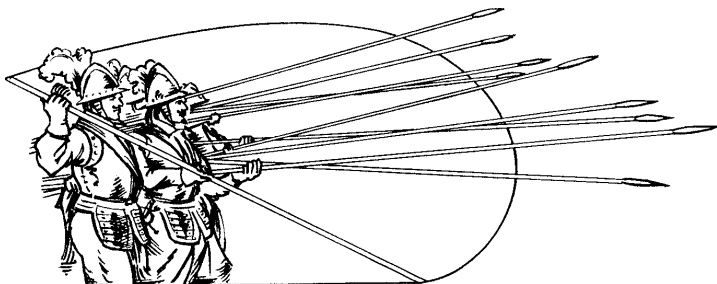
Guards Brigade EM2/N/RS
 Horse Guards Brigade N1/N/N3
 Heavy Brigade N6/N/N4
 Dragoon Brigade N4/N/N2
 First Foot Brigade N1/N/ROS
 Second Foot Brigade N1/N/N2
 Third Foot Brigade N5/N/N3
 Fourth Foot Brigade N5/N/N3

Entries as Army Organisation Table

Army Organisation and next year's Summer Deployment

First Army (Siege) GI/JdG/ILB/N
 First Division (Assault) TIM/___/PIS
 Guards Brigade (Assault) - RFG RM KM
 RNHB Regiment (Assault)
 Second Division (Siege) ___/___/JB
 2nd Foot Brigade (Siege) - 13F 53F
 3rd Foot Brigade (Siege) - 27M 4A
 4th Foot Brigade (Siege) - 69A Gscn
 Second Army (Defence) ___/___/N6/N
 Cavalry Division (Defence) N1/N/N4
 Heavy Brigade (Defence) - ALC CPC
 Dragoon Brigade (Defence) - GDMD PLLD
 Frontier Division (Defence) QLB/___/CRV
 Frontier Regiments (Defence)

Organisation and Deployment for the Campaign
 Season plus Army and Division posts
 (CO/Aide/Adj't/QMG):
 ID for chars, N (+ MA for CO and Adj't) for NPC, ___ for vacant



Frontier Regiments

(Defence for June-Aug)

Colonel	F1 N6	F2 N1	F3 N6	F4 N2	RNHB N5
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Attached

Also at the Front

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

Femmes Fatales

No	Name	Sl	Attr	Last
64	Edna Bucquette	18	W	EM2
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	RdO
42	Maggie Nifisent	16	B	GdLi
55	Jacky Tinne	16		TIM
52	Guinevere d'Arthur	15	B/W	QLB
10	Frances Forrin	14	B	YVB
21	Helen Highwater	14	W	
48	Fifi	14	B/W	PC
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derriere	13		BdO
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	CRV
30	Leia Orgasma	13	B	ILB
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	AV
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	CMK
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	PIS
43	Di Lemmere	10	I	JM
53	Angelina de Griz	10	B	AE
56	Ingrid la Suede	10		WP
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	AdL
32	Sal Munella	8	W	NFI
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	UXB
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	LS
5	Belle Epoque	6	B/I	ROS
13	Josephine Buonoparte	6	I/W	JB
24	Violet Bott	6	I/W	RSQ
15	Ada Andabettoir	5	B/I	JM
25	Lois de Low	5	B	

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

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank.	Regiment/Appointment	MA	Last seen	Club	EC	Player
ZTMG	Count Zachary The Money Goes	26	39	Comfy	B.Bdr-General	KM	17	Anna	Flr	4	Gerald Udowiczzenko
GdLI	Earl Gar de Lieu	26+	80	Comfy	Fld Marshal/Min w/o Port		4	Maggie	Flr	4	Bill Hay
RdO	Count Revaulvin d'Or	25	64	Comfy	General/State Min.		13	Katy	Flr	4	Jerry Spencer
JS	Viscount Jacques Shitacks	23	60	Rich	General/Chancellor		3	Madelaine	Flr	4	David Olliver
DC	Marquis Devlin Carnate	23	F	Withy	Major RFG		10		Flr	2	Bruno Giordan
GI	Baron Gustav Ind	21	44	Comfy	B.General/1st Army Commandr		9		Flr	6	Ashley Casey
EH	Viscount Euria Humble	20	F	Withy	/War Minister		15		Flr	5	Matthew Wale
EM2	Marquis Egon Mad 2	19	54	Withy	Bdr-General/Gds Brigadier		6	Edna	Flr	2	Tym Norris
IS	Viscount Indie Spencible	19	45	Rich	B.Bdr-General RFG/Justice Min.		9		Both	1	Charles Burrows
JdG	Marquis Jacques de Gain	19	F	Comfy	Major KM/Gen's Aide (1st Army)		13		Flr	4	Ben Brown
BdO	Sir Benedict d'Over	17	29	Withy	Lt.Colonel KM		9	Ophelia	Both	4	Mark Stretch
HdC	Marquis Herve d'Conde	16	RIP								Simon Burling
PC	Sir Pierre Cardigan	15	46	Comfy	B.General		9	Fifi	Flr	4	Matt Shepherd
QLB	Quasi Le Bossu	15	32	Poor	B.Lt-General/Fntr Div Commandr		7	Guinevere	Both	6	Mark Cowper
TIM	Baron Tomas le Matelot	14	30	Withy	B.Lt-General/1st Div Commandr		8	Jacky	Both	4	Tim Skinner
WdB	Baron Willem de Biest	14	F	OK	B.Bdr-General DG		7		Both	6	Tim Macaire
ILB	Sir Ilk Lamore Bartat	14+	46	Comfy	B.Bdr-General RM/1st Army Adjutnt		6	Leia	Both	6	Andrew Kendall
RS	Richard Shapmes	13	36	Comfy	Lt.Colonel RFG/Gds Brigade Maj.		7	Ella	Both	4	Charles Popp
YVB	Sir Yves Vrai Bretheauteque	13	29	Withy	Major CG		4	Frances	Hunt	1	Chris Boote
JB	Sir Jacques Blanc	12	32	Comfy	Lt.Colonel RM/2nd Div Adjutant		4	Josephine	Hunt	4	Dominic Howlett
CMK	Sir Connor McKnight	12	19	Comfy	Colonel QOC		3	Emma	Hunt	5	Graeme Wilson
AdL	Armand de Luce	11	33	Poor	Colonel GDMD		4	Jenny	BG	2	Francesca Weal
WpP	Sir Warren Peece	11	18	Withy	Colonel 27M		6	Ingrid	Hunt	2	Pam Udowiczzenko
PLF	Sir Pierre LeFart	11	RIP								Olaf Schmidt
ROS	Rick O'Shea	11+	41	Poor	Major RM/1 F Brigade Maj.		3	Belle	BG	6	Paul Wilson
AV	Ali Vouzon	10+	42	Comfy	Colonel 13F		4	Sue	Hunt	1	Graeme Morris
PIS	Pierre le Sang	10+	39	Comfy	B.Bdr-General 53F/1st Div Adjutant		5	Pet	Hunt	4	Bill Howell

ID	Name	SL	SPs	Cash	Rank.	Regiment/Appointment	MA	Last seen	Club	EC	Player
CRV	Charles Rabbit-Vacuum	10+	35	OK	Lt.Colonel PLLD/Fntr Div Adjutant		3	Lucy	Hunt	5	Mike Dommett
JLBR	Jean-Luc Beauchamp l'Rojik	10+	33	OK	Captain KM		6		Hunt	4	Rohan Keane
UXB	Uther Xavier-Beauregard	10+	32	OK	Colonel PLLD/CPS		5	Mary	BG	3	Pete Card
MM	Sir Michel Marteau	10+	F	Comfy	Lt.Colonel QOC		1		HGds	1	Neil Packer
AdA	Amant d'Au	8	F	Comfy	Captain RFG		3		BG	5	David Brister
NFI	Noel Fornam Idya	7	11	OK	Captain 4A/LtGen's Aide (1st Div)		1	Sal	F&P	4	Martin Jennings
PdT	Pas de Tout	7	RIP								Emrys Hopkins
EdM	Eric de Miabeille	7	F	Poor	Major QOC		6		HGds	3	Pete Holland
LS	Lou Smorréls	7+	25	OK	Captain RM/RM Regt. Adj.		1	Ulla	F&P	6	Mark Rogers
GM	Gaz Moutarde	6	15	Poor	Major RM		3		F&P	2	Mike Dyer
ASlp	Arthur Sleep	6	F	Poor	B.Major QOC		2		HGds	3	David Williams
RSQ	Robbie Sais-Quoi	5	16	Poor	Major 69A		3	Violet	RP	3	Mike Bird
MC	Monty Carlo	5	13	Poor	Lt.Colonel 13F		5		F&P	4	Andrew Burgess
JM	Jacques Madik	5+	17	Comfy	Lt.Colonel 69A		4	Di	RP	5	Jason Fazackarley
AE	Arsene Est	5+	15	Poor			5	Angelina	RP	5	Ray Vahey
BdB	Binet de Bours	4	11	Poor	Major PM		2		RP	2	Mark Booth
JPG	Jean-Paul Goatier	4	RIP								Geoff Bowers
AS	Arnaud Surfinmaise	3	9	OK			5		RP	5	Nik Luker
EPF	Edouarde Pomme-Frites	3	4	OK			4			2	Gerry Sutcliff
X3		3	F	Poor			5			4	Sean Kavanagh
X2		3	RIP								Justin Key
DOH	Dominieue 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

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+