

That would be enough

This has been issue 118 of *To Win Just Once*, published 19th September 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, 14th Oct.

Orders for *Les Petites Bêtes Soyeuses* to Pevans by Friday 30th September; orders for *Great White Hunter* and any other contributions to Pevans by Monday 24th October 2011.

(Remaining deadlines for 2011: 18th/25th Nov, Initial deadlines for 2012: 2nd/9th Jan)

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Games only	
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Games played

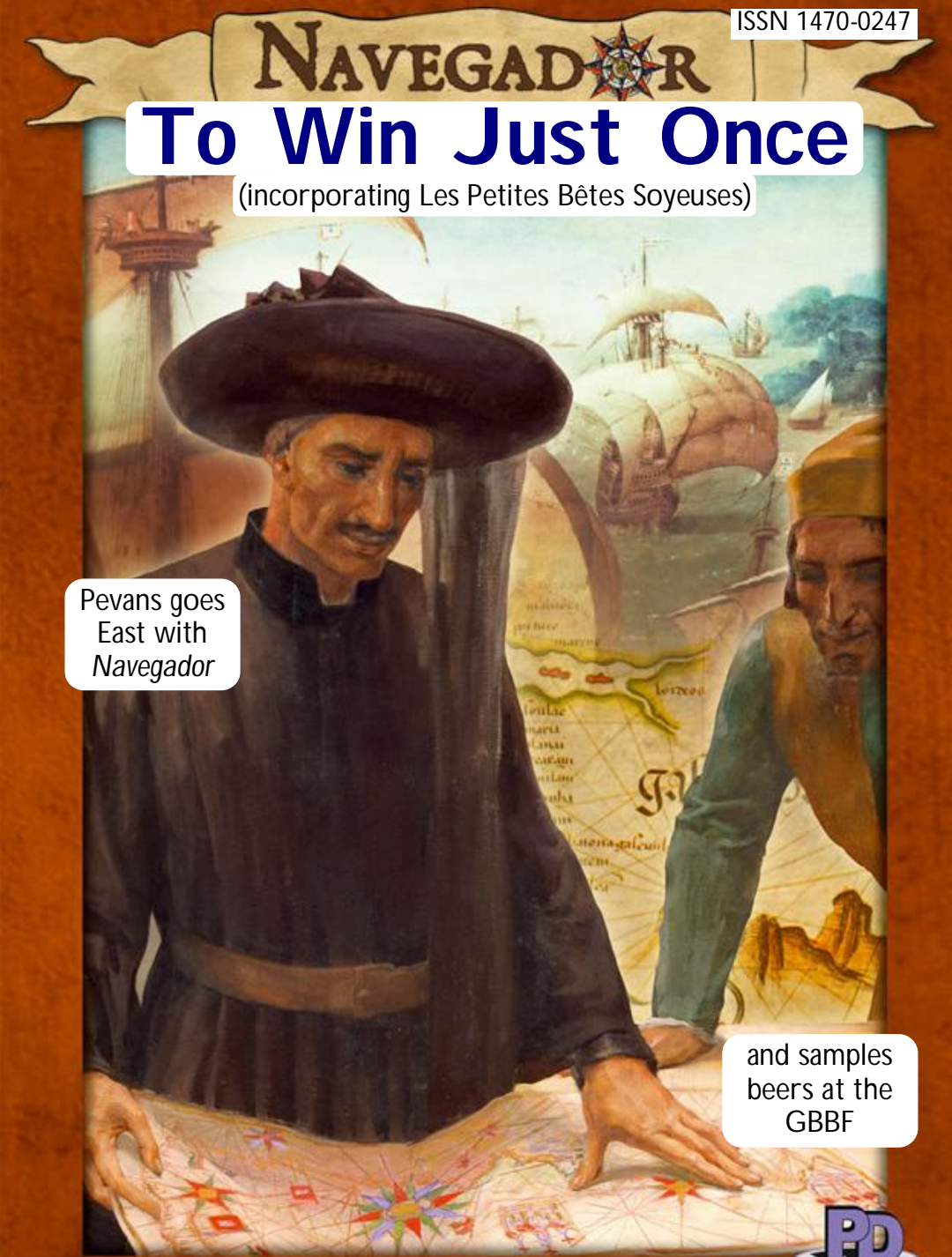
If you are interested in playing any game, please let Pevans know.

En Garde! Pevans needs a few more players for *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: 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. Or sign up for the next one. Rules provided.

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Chatter

It's been a bit of a rush to get this issue of *To Win Just Once* together before I disappear on holiday. My apologies if there are more errors than usual.

There'll be a six-week gap before the next issue as I'll be at the Spiel games fair in Essen towards the end of October. I expect *TWJO* 119 to be out in the first week of November. I'm not sure I'll have enough time to include much from Spiel, but I'll see what I can do.

Given this gap and the fact that most of the characters are on campaign (and thus have minimal orders to do), I'll try to get in an interim turn of *LPBS* in the meantime. This'll go just to players with the following turn in the next *TWJO*.

Last week I had the entertaining experience of taking an exam at a Pearson VUE centre. Most of the people there seemed to be taking the driving test as a computer simulation, judging by what I saw. I was doing a bookkeeping exam. It was all computer-based, but in supervised conditions. Well, in CCTV conditions.

The place was set up with lots of cubicles containing computers, each watched over by a camera. Outside there were a couple of people keeping an eye on everybody. Plus a waiting area and lockers in which you had to deposit everything—phone, keys, wallet—before being escorted to your cubicle.

The exam itself was pretty straightforward—hey, bookkeeping isn't rocket science! I was a bit disappointed only to get 98%, but there you are. Anyway, I now have a formal qualification to back up my experience and help me find work.

This issue has my tasting notes from this year's Great British Beer Festival that I couldn't fit in last time. Plus my review of *Navegador*, the latest from Mac Gerdts and PD-Verlag.

The August figures from my website show that the PDF version of *TWJO* 117 was downloaded 64 times. Issue 116 was accessed a further 44 times and 115 15 times more. The search terms used to find the site seem to be mainly specific game titles: *Puerto Rico*, *Settlers of Catan* and so on.

Letters

Simon Burling tacks a note onto his *LPBS* orders.

I have been playing *Puerto Rico* on line at PR-game.com if anyone is interested.

I hadn't come across this one. I play a number of board games across the internet, notably *Brass*. I shall give this a try, since I do enjoy the odd game of *Puerto Rico*.

Great British Beer Festival 2011

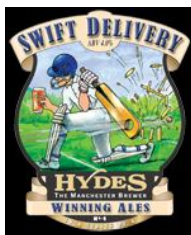
For me, the first week of August means that I have a date with a few hundred beers—at the Great British Beer Festival. It was held at the Earl's Court exhibition centre (for the last time—Earl's Court hosts the Olympic volleyball next year and is then being re-developed!), which provides plenty of room for bars: 23 of them. Not to mention all the food, memorabilia, games and information stands.



All those beers (mostly British, but including examples from all over the world) and just an afternoon to spend—how to organise things? Well, I just looked through the programme and picked out beers I fancied trying! Starting with 'session' beers and working up to stronger stuff later on. Not to mention the darker stuff—I do like a drop of porter.

I usually start with a beer I'm familiar with as a way of getting my taste buds up to speed. On my way in I spotted Summer Lightning (from the Hop Back brewery in Wiltshire, 5% alcohol by volume [abv]), which used to be a regular tippie a few years ago. It's a pale yellow beer with a nice, refreshing nose. It has a refreshing taste, too, but the strength of the bitter tang took me by surprise—clearly it's quite a while since I last drank it! It went very well with the tasty (and Cornish!) pasty I had for lunch.

Time to get into the serious tasting. I like my beer bitter and have had a preference for pale bitters ever since I discovered Batham's many years ago. Sadly, there was no Batham's at the Festival, but that's the kind of beer I look for initially. My first selection was Swift Delivery (Hydes, Manchester, abv 4%). I was attracted by the tasting notes: "light refreshing golden Summer beer ... bursting with lovely citrus and floral flavours." Plus it was at the nearest bar. This is a golden beer with a good tangy aroma. It is nicely hoppy—rather like the Summer Lightning—but a bit sharper. Some cheddar would have been good with this. A decent pint: say, 7/10.



For my next beer, I shifted to the east of the country to try Moonlight (3.6%) from the Grafters brewery in Lincolnshire. This is a very pale yellow in the glass with a strong smell—slightly of old socks, I thought. It has a strong taste, too (thankfully not involving any aged footwear), with a real bite that got the saliva flowing. A bit too strong for me, so I'll give it 6/10. Grafters do a range of interesting beers, so well worth trying if you're in the Gainsborough area.



Sticking to the yellow beers, but moving much further north, I went for Sundancer (3.6%) from High House Farm in Northumberland. This is their seasonal ale for summer, "packed with flavours of summer berries". It is a golden yellow beer with a nice, hoppy nose and a nice, hoppy taste. I didn't find any summer berries, just a good, full-bodied beer with both hops and malt in evidence and a bitter finish. Another 7/10.

Raven Ale (3.8%) comes from even further north: the Orkney brewery. Raven is a bit darker than the others I've been drinking, more of a golden yellow. It smells of fruit and malt: "biscuit malt and spicy citrus fruit" say the notes on the brewery's website. The taste is much the same, with a good dose of bitterness and a nice, dry, hoppy finish. Lovely stuff and my favourite beer so far: 8/10.

Black Five (4%) caught my eye as a dark bitter. Well worth trying, I thought. It's brewed by the Greenfield brewery in Lancashire. It really is a dark beer, too: a reddish black that looks close to porter. However, the beer is much lighter than porter. The nose has hops with a touch of roast coffee beans—or even chocolate. It tastes like a good bitter: some malt and plenty of hops. On top of that were some definite hints of chocolate and even liquorice. Gorgeous: 9/10.



I couldn't resist Grapefruit (4.7%) from St Peter's brewery in Suffolk. Sharp, pale bitters are often described as smelling or tasting of grapefruit—and sometimes they really do. This, however, is rather different. It's a beer made with grapefruit. In fact, it's the brewery's wheat beer with grapefruit added. Wheat beer is another style of beer that I like, but this one is a bit strange. The sharpness of the grapefruit is at odds with the mellow malt of the beer. Bizarre but good: 8/10.

Time to move on to something a bit stronger and try some India Pale Ale. I went for Raj IPA (5.5%) from the Tryst brewery (in the Forth valley in central Scotland). As expected, there are plenty of hops in this one. It's a good amber colour with a strong nose and a good taste, combining the hops with the malt. The alcohol is noticeable, but Raj doesn't come across as an IPA. A decent 7/10.



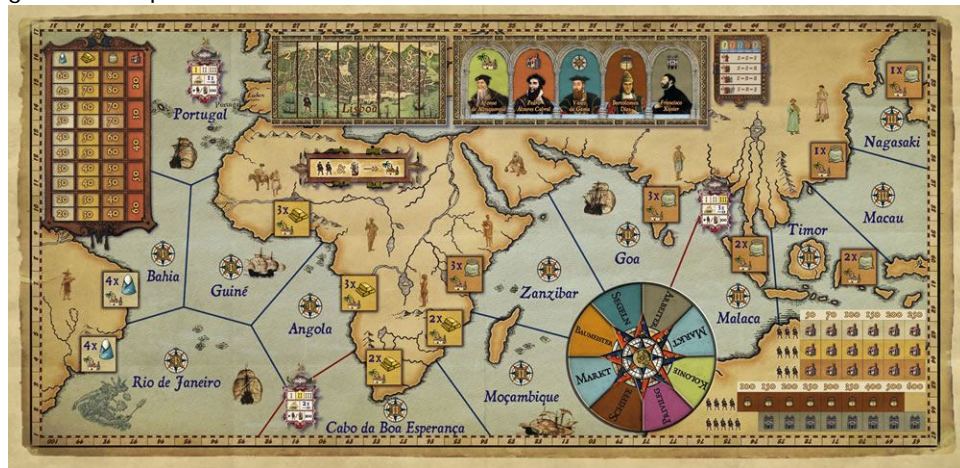
I was hoping to get a glass of the Triple Chocoholic (Saltaire brewery, West Yorkshire, abv 4.8%), which went down so well last year. However, lots of other people seem to agree with me and it had sold out. I couldn't resist Over and Stout (5.2%), which was on tap at the same bar. This is from the Goose Eye brewery in West Yorkshire. It's a lovely dark beer, but without much of a nose (though that may have been the state of my palate by this point). The taste is rich and full of dark roast flavours along with the dry hops and a touch of liquorice. Good stuff: 8/10.

I finished off with Fellowship Porter (5.1%) from the Redemption brewery in London. This is, of course, another dark beer, though thinner than the stout. It has a gorgeous nose of roasted aromas. It's dry and bitter in taste with lots of roast aftertaste. A good finish to a fine afternoon: 7/10.

Eastward ho! *Navegador* reviewed by Pevans

For some reason there was a slew of Portuguese games at Spiel '10. That is, games about Portugal or with Portuguese themes, rather than games produced in Portugal (though there were some of those, too). *Vinhos* (see TWJO114) is one of these, covering the Portuguese wine industry. Another is *Navegador* (Navigator), the latest from designer Mac Gerdts, using his famous roundel mechanism. [I know I'm fighting a losing battle here as everybody calls this a "rondel". However, in my book, the English word is roundel—a circular decoration (as used by the RAF, amongst others, on their planes). The **German** word is "rondel". I suspect this has been mis-translated since there is a word "rondel" in English. It's a type of poem. I rest my case.] It's published by PD-Verlag, who now produce all of Gerdts's games in Germany (in multi-lingual editions), and Rio Grande.

As the name suggests, *Navegador* is about the Portuguese explorers. Perhaps explorations would be a better term, since none of the actual explorers appear in the game. Instead, we have a board (English on one side, German on the other) that shows the (southern) Atlantic and Indian Oceans and continues to the East Indies and Japan. The oceans are bounded by the various continents, where the players find colonies, and divided into sections. In particular, there are two dividing lines that trigger the second and third 'phases' of the game, when things get more expensive.



Players get a set of wooden ships in their colour, a marker for the roundel, another to mark the number of workers they have and their own board (see above) to hold the factory, church and shipyard pieces and victory point counters they collect. They start with one church, one shipyard, a 'wild' factory (it can use any of the three commodities) and some cash. Two of their ships go in the Atlantic off Lisbon and they're good to go.

The roundel is divided into eight segments, each of which is a particular action. Players can start on any action they want. In following turns they must move their marker to another action. They can move up to three segments for free; any further and it costs a ship for each extra segment. In the terms of the game, this is a high cost. Moving more than three spaces is something you won't do unless it's really important.

Going to the market is clearly the most important action as it's on the roundel twice. It's also the main way players generate cash—and you will need plenty of cash. Players can sell what their colonies produce—sugar from South America, gold from Africa and spices from India and the Far East. The price of each is shown on a track on the board and goes down as more are sold. A fourth track alongside these has prices running the opposite way. This is used for the factory price for every commodity, depending on where the marker is on the commodity's track. Thus, as a commodity is sold from colonies, the price for the same commodity from a factory goes up.

For each commodity, players can only use colonies or factories in a single action. There is thus an incentive to buy factories for commodities that you don't produce from your colonies. It's also useful to have the opposite of other players' holdings. If they're selling gold from their colonies, they're pushing up the price for your gold factories. And vice versa. Of course, having both factories and colonies in the same commodity would allow you to get the best price regardless. However, you need to invest a lot of cash and actions to achieve this and then you're only getting income from half your investment.

There are plenty of things to spend money on. One, another action, is buying ships. You get a cheap ship for each shipyard piece you have: the cost of any more depends on the phase of the game. Ships always start at Lisbon, so they need to be moved. Moving ships is another action. You can move all your ships: one space in the first phase, two in the second and three in the third. When ships move into an unexplored area, one of them is lost, but the player takes the 'exploration' disc from that area (and will score victory points for these at the end of the game).

They also get the cash value of the cheapest colony in the area, thus ensuring they can afford to buy the colony in their next action. The 'buying colonies' action allows a player to buy as many colonies as they can afford. But only in areas where they have at least one ship per colony. They must also have at least two workers per colony. Workers are shown by a track on the board and players can buy more—one more action on the roundel. They get a cheap worker for each church they have; the cost of further workers depends on the phase of the game.

Churches, shipyards and factories (for a specific commodity) can all be bought using the 'Buildings' action. The wooden pieces are set out in rows at the beginning of the game. There's a price shown against each space, increasing as pieces are bought. Players also have to have enough workers for what they're buying, so even if they have the cash, they may not be able to buy all they want.

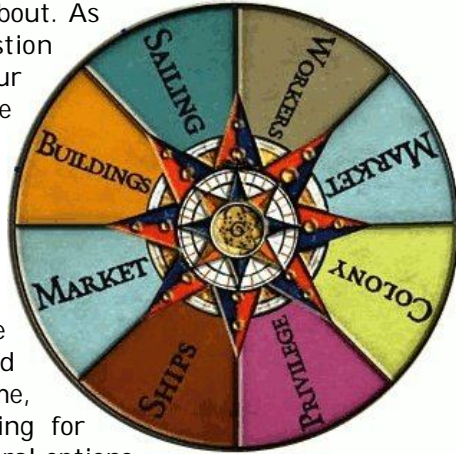
This leaves just one action: gaining 'privileges'. At the end of the game, players will get points for their colonies, factories, exploration discs, shipyards and churches. The basic score for each of these is shown on players' boards. The privileges are cardboard chips in these categories and increase the player's score for that category. Playing a privilege also brings a cash bonus, depending on how many items of the category they already have. Only a few privileges are available (depending on the number of players) and players can only take one in each action. They cost a worker. Since players need a minimum number of workers for buying buildings and colonies, getting rid of a worker needs careful consideration. They can be expensive to buy, too, and buying them uses up another action. However, taking privileges is really important as it's a key way to improve your score.

I've missed out one wrinkle and this is Henry the Navigator—the fifteenth century Portuguese king who sponsored many expeditions. In the game he is represented by a tile that provides an additional 'move ships' action. When a player gets the tile, they have one circuit of the roundel to use it or lose it. It can be a significant tactical advantage, allowing a player to move their ships twice in a turn or move and then colonise. In particular, on the first turn, it allows one player to move into an area just explored and buy a colony before the person who explored it gets the chance. Whether used or lost, Henry passes to the right and it's worth keeping an eye on just when you'll have this useful tactical option.

The game continues until ships reach Nagasaki, at the opposite end of the board from Lisbon, or all the buildings have been bought. Players get another action apiece and then it's time to tot up the scores. As already mentioned, players get points for colonies, factories, exploration discs, shipyards and churches. Their score for each depends on what privileges they've picked up (but will always be worth something). In addition, ships on the board, workers and money are all worth points. And the player with the most points is the winner.



As you can see, there's a lot to think about. As with all the roundel games, the first question is where to start. Once you've got your marker on the roundel, you've got the tactical options of which actions you can reach easily and the strategic question of how these fit with your long-term plan. In this case, *Navegador* has obvious moves for the first players. The first two can each explore a different area, setting themselves up for their first colony. The last player has Henry and can sneak in and grab a colony first. In a four-player game, this leaves player number three looking for something different to do. I've tried several options, but haven't found one that's clearly best.



A more open question is what the best overall strategy is. The obvious thing is to go exploring. However, this will use up ships, so you will need to buy more as the game goes on. In turn, this means some turns spent visiting the market to raise cash. And this will go better if you've got colonies to fuel this, so buying colonies is another necessary action. (It suddenly occurs to me that an alternative would be to buy factories rather than colonies—definitely worth doing if other people are buying the colonies.) A shipyard or two would be useful, too, so that these new ships are cheaper.

However, what you're not doing is buying privileges. You will score some points, but maybe not enough. Boosting your score in exploration discs and/or colonies will make a difference. Taking the privileges will cost workers, though, so you need to buy more workers as well—especially if you're going for factories rather than colonies. Phew! There's a lot of work involved in following a strategy in this game. On top of this, you will get tactical opportunities through the game and have decide whether to take them or stick to the plan. (I tend to take 'em and then re-jig the plan!)

There are plenty of other ways to go. I've seen buying churches be very effective. Take the privileges for churches and you can pull in a big pile of points—and you get cheap workers to buy the privileges with. The other point about this approach is that you're not likely to have much competition. Which illustrates another point: like many games, the best strategy in *Navegador* is to do something other players aren't. If they're taking gold-producing colonies, grab the sugar ones or build gold factories. And I've already mentioned the churches.

I am very impressed with *Navegador*. It marries the roundel mechanism very nicely with the flavour of the game. The game's twin driving forces of exploration (and colonisation) and development—building those factories, shipyards and churches—give plenty of scope for different strategies. The roundel itself and the actions of the other players provide lots of tactical opportunities—it's certainly playable purely tactically. Altogether an excellent game that provides a lot of entertainment and replay value: 8/10 on my highly subjective scale.

Navegador is a strategy board game for 2-5 players, aged 12+, and takes 60-90 minutes to play (and I think that's a realistic time once players have got to grips with the rules). It was designed by Mac Gerdts and is published by PD-Verlag (in Germany—www.pd-verlag.de) and Rio Grande (in the USA—www.riograndegames.com). Retail price is around €40/£45/\$60 (check www.boardgameprices.com for price comparisons).

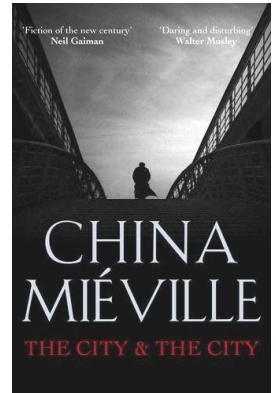
Science Fiction

For a while now I've been thinking that I really ought to try something by this bloke China Miéville. I've read good things about his stuff and, with that name, he certainly sounds like a science fiction writer. So I took the opportunity to pick up his latest, *The City and the City*. Wow! Let me say that again: wow!

The book starts fairly uninvitingly with a police inspector at a crime scene: a young woman's body dumped on a run-down estate. The character's names make the reader quickly aware that we are in foreign parts. Our hero is Inspector Tyador Borlú of the Beszel police. The evidence for the reader in these first chapters is that Beszel is a small state (maybe just a city) somewhere in the Balkans with a communist past.

The murder is the driver of the plot as Borlú finds out more about it. He recruits a smart young constable, Lizbyet Corwi, so that he has the necessary sidekick and they start digging. Their enquiries quickly take them into both the shadier side of Beszel—underground nationalist/fascist movements—and high politics. Even worse, for Borlú, is the international dimension that he discovers.

Beszel has an ancient rivalry with its neighbouring city/state, Ul Qoma (the book's title now makes sense!), even though they have much in common. Even nowadays the relationship is reluctant and circumspect—at times you feel that you're back in the Cold War. In fact, there's an out-of-date feel to Beszel running through everything, though there is also much modern stuff (mobile phones, internet) in evidence. It is to Ul Qoma that Borlú must take his investigation—about halfway through the book.



Here he picks up a new sidekick/rival, Senior Detective Qussim Dhatt. The two men have an interesting, prickly relationship as both of them have trouble trusting the other. However, the answer to the murder is in Ul Qoma and Borlú needs Dhatt's help. His quest turns out to be stranger than he could have thought and takes him to much stranger places than he expected.

What I haven't mentioned yet is the wow factor. And here I have a problem. Reading the book, you will only find this out gradually, so writing about it here will spoil things for anyone who intends to read it themselves. The rest of you already know, of course. So my suggestion is, **if you want to read the book for yourself, stop here!**

It becomes apparent very early on that there is something strange going on. There is the odd reference to "unseeing" things, of things that should not be there, of things that, if glimpsed, must go unnoticed. Gradually these become more frequent until it becomes clear that Beszel and Ul Qoma are not neighbours; they are intertwined. The two cities occupy the same space, but do not interact in any way: some areas are 'cross-hatched', some are in Beszel and some are in Ul Qoma.

What an absolutely brilliant conceit! The two cities have existed alongside and inside each other for centuries. Children are brought up to know which colours, postures, styles, mannerisms and architecture belong to their city and which are alien and must be unseen. And so the two cities continue, the inhabitants of each carefully avoiding those in the other, dodging unseen people (and cars!) on the street! This takes an intriguing murder mystery and elevates it into something superb!

When Borlú goes to Ul Qoma, he is actually walking the same streets. The difference is that he must now unsee the familiar and see the unfamiliar, the things he has been trained from infancy to disregard. At any time, he could just step across an invisible line and be back in his own city. In fact, anybody could do that—this is a mental discipline that all the inhabitants must maintain. As we later discover, visitors from outside the two cities must go through a substantial orientation before they're allowed in.

Of course, people do stray across the line, accidentally or deliberately. This is called a breach and is punished by Breach. Breach's operatives materialise and take away the transgressor. There is no appeal and no return. This is the enforcement side of the division between the cities. Everybody knows that Breach is there, but it is invisible until it's needed. Then it deals with the breach and disappears again.

Reading the book, I fully expected Breach to be involved—once I knew about it. So did Borlú, until it turns out that the perpetrators have gone to extraordinary lengths to avoid any breach. This is why Borlú has to go to Ul Qoma. Now the reader knows the set-up, though, the possibility of breach remains constant as Borlú navigates his way through the foreign city.

The City and the City is an utterly brilliant novel and I was hugely impressed. Time to get some more of Mr Miéville's books, I think.

Fantasy corner

While I was browsing the airport bookshop for reading material on my way to the States in April, I spotted Sean Bean glowering at me from the cover of the new, TV tie-in edition of *A Game of Thrones*. George Martin's series ("A Song of Ice and Fire", of which this is the first part) passed me by when it first came out, though I know it's much appreciated by a lot of gamers. I thought it would make good reading for a trans-Atlantic flight, so I added it to my 3 for 2 selection of books.



I was right, it's a good romp and I found it very entertaining. The appearance of a troubadour called Marillion suddenly reminded me that this was a talking point when the book first appeared. Ah, takes me back! But only to 1996—for some reason, I thought the book had come out well before that.

My guess is that most of my readers will have read this, so I won't go on at length. I thought it was a clever mix of medieval-style power politics in a fantasy setting. However, what I took on strongly were the hints of approaching Winter and the dire things this will bring. I was immediately reminded of Brian Aldiss's *Helliconia* trilogy and I'm guessing the later books will bring something similar: a deep winter that lasts for many human years and some alien creatures that thrive in winter.

If, like me, you haven't read *A Game of Thrones* and you like grown-up fantasy adventure, then I suggest you give it a try.

Games Events

Coming up on 1st October is the Autumn Tringcon, a day of board games organised by Keith Thomasson (of Heron Games) in Tring, of course. It's actually held in Marsworth Village Hall, Lower Icknield Way HP23 4LR. It's a day of free games playing (most attendees bring games with them) with a buffet lunch and tea. Numbers are limited, so book in beforehand at www.fwtwr.com/tringcon

Then, of course, it's time for the biggest games event in the world: Spiel at the exhibition halls (Messe) in Essen, Germany. It's four days from 20th-23rd October with lots of companies showing off their new games. What makes Spiel different is that it's about playing the games—selling them takes second place. It's something every gamer should attend (though not necessarily **every** year), but book your stay well in advance as Essen gets pretty busy. For more information, see the organisers' website: www.merz-verlag.com/spiel/e000.php4

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 last weekend in May 2012 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 118 was written and edited by Pevans. The *LPBS* masthead (page 24) is by Lee Brimmicombe-Wood, as is the illustration on page 24. The drawing on page 27 is by Bryan Lea. Game and book artwork is reproduced by courtesy of the respective publishers. Pevans took the photos (except where noted) and played with Photoshop. © Paul Evans, 2011

Great White Hunter

Turn 6

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

As expected, the Antelope and Gorilla that were found last time don't last long. Andrew Burgess picks off a Monkey, while Graeme Wilson and Niki Luker find some more Gorillas.

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 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	O8,P8	0	1.33
Mike Bird			5
Andrew Burgess	N7,N8	4	4
Charles Burrows	O18,N19	1.33	4
Ash Casey			2.5
Mark Cowper	B10,C9	0	1.25
Mike Dommett	O18,O20	0	3.67
Mike Dyer	O17,O18	0	3
Jerry Elsmore	Q15,P16	1	9.97
Alex Everard			5
Russell Harris	M19	4	11
Pete Holland	P16	1	8.58
Emrys Hopkins	O18,N19	1.33	10.33
Dom Howlett	H17, I 17	0	7
Andy Kendall	G16,H15	0	1.67
Nik Luker	D10,Q8	4	10.5
Tim Macaire	C3,N19	1.33	3.38
Przemysław Orwat			4
Jonathan Palfrey			2.5
Colin Parfitt			1.25
Matt Shepherd			7.5
Robert Skynner			4
Mark Stretch			11.8
Al Tabor	P16	1	17
Gerald Udowiczenko			2.8
Pam Udowiczenko			9
Matt Wale	O18,P19	0	12.17
David Williams			6
Graeme Wilson	N17,N1	4	6.8
Paul Wilson	E10,P16	1	15

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

Firing Blanks: You will notice that as I do not wish to really harm any animals I deliberately missed with both shots last issue. For this issue I am firing sedating darts at squares O8 and P8. My African spies tell me there is an Antelope hiding there by a little known water hole (or Pub as we say in England). It's called the Antelope Inn.

Mike Dommett tries to whip up some cooperation: Circle round to the side and drive him out!

Mark Cowper explains his cryptic remark from last time: with my luck in this game, I couldn't hit a cow's arse with a Banjo.

**Send your shots (and comments) to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Monday, 24th October 2011.**

Cambourne* Railway Rivals game 8—Turn 10

Races

Race	From	To	THURB	LATGALE	BLUE	JACOBHAIN	BALTIC
22	12	25				20	
23	13	S3	+2		+2		20-4
24	24	62	10 JR			10 JR	
25	31	44	20+3	10+3			0-6
26	35	S2	10	10 JR	10 JR		
27	42	55	0-1	10+5	0-5	10 JR	10 JR +1
28	51	65	20-3+8	+3	0-4		10 - 4
TOTAL			69	41	3	40	27

The companies are splitting into 3 groups with THURB out in front.

Builds

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

Builds: None

Score: 202 +69 +1 = **272**

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

Builds: (T63) – T64 – Q56 (1 to THURB)

Score: 138 +41 -5 +2 = **176**

C) Gerald Udowiczenko—Blue Mountain Railways, Blue

Builds: (A58) – B58

(B52) – Limbazi

Score: 88 +3 -3 = **88**

D) Mark Cowper—Jacobahn, Black

Builds: (L48) – L47 – Valka – M46 (2 to LATGALE)

Score: 163 +40 -5 = **198**

E) Paul Evans—Baltic Rail, Brown

Builds: none

Score: 113 +27 = **140**

Next turn's races

Race	From	To
29	16 Auce/Skrunda	34 Riga
30	15 Kuldiga	53 Ludza
31	24 Jelgava	56 Kraslava
32	26 Jurmala	S1 Eesti (E43 or M46)
33	36 Saulkrasti	63 Jekabpils
34	45 Aluksne	61 Daugavpils
35	43 Valmiera	S6 Baltic Sea Port (Saulkrasti, Riga, Jurmala, Ventspils, or Liepaja)

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 4 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 14th October 2011**

* Trains do not stop at Cambourne on Wednesdays

Icehenge Star Trader game 5—Turn 14

"Well, he should be pleased."

"Yes, Mr. Tegwin likes to have a good result."

"All stored away?"

"Yes, in the Warehouses and on the Isolde."

"Where are we putting the Factory production?"

Gamma Leporis was devoid of trading this Quarter.

At Epsilon Eridani PUM sold 6 Isotopes for 5 HTs each and JANET sold 5 more on Contract. JANET sold 5 Petroleum on contract as well.

MU HERCULIS sold 8 Alloys for 8 HTs each at Delta Toucanis and then BULGAKOV sold 3 Isotopes for 7 HTs apiece. BULGAKOV and PUM were outbid in buying Petroleum by TEGWIN's TRUCKERS who bought 28 Petroleum for 8 HTs each and gained the Market Manager position. This pushed the price up until SUND OG sold 7 for 1 HT each and drove the price back down, leaving TEGWIN with a profit when they resold the Factories, but less than they had hoped.

Tau Ceti saw TEGWIN selling 2 Alloys at 9 HTs each. PERF's bids were ignored as their ship failed to arrive.

PUM CORPORATION sold 14 Isotopes for 10 HTs each at Mu Herculis, undercutting BULGAKOV, gaining a Contractorship and allowing CAESAR WHOLESAL E to sell 5 more using their Contract. SOLAR SPICE & LIQUORS sold 9 Liquors for 14 HTs each to gain a Dealership, while SUND OG's bid of 15 found no takers. MU HERCULIS sold 8 Monopoles for 8 HTs each and gained a Contractor's Position. BULGAKOV and PUM failed to sell at 10. SUND OG tried to sell Petroleum, but the price dropped and there was no demand.

Sigma Draconis saw MU HERCULIS buying 12 Isotopes for 3 HTs each and taking the Market Manager's position. PUM sold 5 on Contract at the same price. SOLAR SPICE & LIQUORS sold 5 Monopoles on Contract, MU HERCULIS sold 5 Petroleum on Contract and then SWISS MERCENARY FLEET sold 6 Spice for 5 HTs each to get a Contractor's position. SSL bought 5 Spice on Contract.

At Alpha Centauri JANET sold 9 Isotopes for 5 HTs each and a Contractorship, CAESAR WHOLESAL E's bid of 6 HTs being too high. SWISS MERCENARY FLEET sold 8 Monopoles for 9 HTs apiece and gained a Dealership, after which LISPING TREE sold 5 on contract and then used Agent Percent to sell a further 6. SSL bid 10 to sell, but sold none. SSL did better with Spice, selling 9 for 10 HTs each and getting a Dealership. MU HERCULIS sold 5 on Contracts, while CAESAR's bid of 15 HTs was ignored.

Lastly, at Beta Hydri, LISPING TREE sold 5 on Contract, and SUN DOG sold 1 Isotope for 6 HTs.

PUM CORPORATION went to the Federation Bank, paid off their loan and took out a new 60 HT loan for 4 Quarters at 1 HT a quarter interest. Pum then bought a Warehouse.

TEGWIN TRUCKERS sold all of their Petroleum Factories, purchased a Cargo Pod for Drysi and launched their new ship, the Ceinlys, with A crew and Cargo and Augmented Jump pods. They were still flush and went to the Federation Bank and paid off their loan as well. Meanwhile their fleet of liners loaded Passengers and their Factories at Delta Toucanis produced Petroleum—for which there was no storage available and it was therefore lost.

PERF took OP41 on Planet at Sigma Draconis and bought 7 units of Tempus. They then took out a 520 HT loan over 4 Quarters, bought a Warehouse at Alpha Centauri and hired new A class crews for all ships that hadn't failed Hyperjumps.

JUST ANOTHER NEW ENERGY TRADER loaded Passengers and bought 2 Spice Factories and 1 Warehouse at Sigma Draconis.

SUNDOG failed to intercept any ships flying past Tomiko, in fact it hardly seemed to try for some, but finally managed to Hyperjump Enfya to Mu Herculis where it sold for 90% of list price. The Maconia was turned down for Legal Papers, but did get a new B class crew.

LISPING TREE were another Corporation heading to the bank and repaying their loan, taking out a new 200 HT loan for 4 Quarters. A new Phoenix hull was laid down at Tau Ceti with A class crew and Cargo Pods, a new Warehouse was bought along with 3 new Isotope Factories as they reached the limit of what they could hold.

TRANSURANIC TRADE CORPORATION loaded Passengers and bought A class crews for the Vland .

MU HERCULIS DEVELOPMENT CORPORATION launched their semi-military hull with A class crew as the Nessus, with Augmented Jump Pod and 6 Light Weapon Pods.

SOLAR SPICE & LIQUORS hired an A class crew for the Cutthroat.

SWISS MERCENARY FLEET increased their Criminal Connections to 7.

Press

Being able to carry your merchandise is only rule 2 of smuggling. Rule 1 is "don't get caught"! Pevans van Rijn

Our reporters have visited the call centres run by JANET and have shocking news that multi-pseudo pod beings DO work there!

Buying a Military Hull is a quandary – the cheapest, the Dagger, can only carry the one pod and, if not a Battle Comm, then your Reputation will suffer. But it's streamlined. A Sword is much more expensive and carries 3 pods, which allows more option and it is even better at interceptions. The Spear carries 5 pods, allowing cargo and military pods to be mixed, but costs even more than the Sword and has a lower interception rating. Decisions, decisions...

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	144	26	Andrew Burgess
B Caesar Wholesale Inc	10	0	7	0	10th	537	40	Simon Burling
C Just Another New Energy Trader	10	0	7	5	6th	175	40	Mark Cowper
D Sundog	9	1	4	0+6	7th	200	31	Mike Dyer
E Tegwin Truckers	10	1	9	0	12th	619	40	Jerry Elsmore
F Solar Spice & Liquors	10	4	5	9	3rd	518	40	Paul Evans
G PERF	10	1	7	43	1st	460	40	Witold Gertruda
H Cigarettes, Wine and Wild Women	8	2	0	NMR		415	20	
J Swiss Mercenary Fleet	6	7	5	10	4th	345	40	Martin Jennings
K Astradyne Enterprises	1	0	7	NMR		80	27	
L Lipping Tree	10	7	5	0+4	5th	129	40	Michael Martinkat
M Mu Herculis Dev't	10	1	7	20	2nd	198	40	Przemyslaw Orwat
N Pum Corp	10	0	5	4	8th	204	40	Paul Holman
P Transuranic Trade Co	10	0	4	0	11th	442	34	Bob Parkins

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

GM Notes

You can only have as many Factories as you have Business and Political Connections added together.

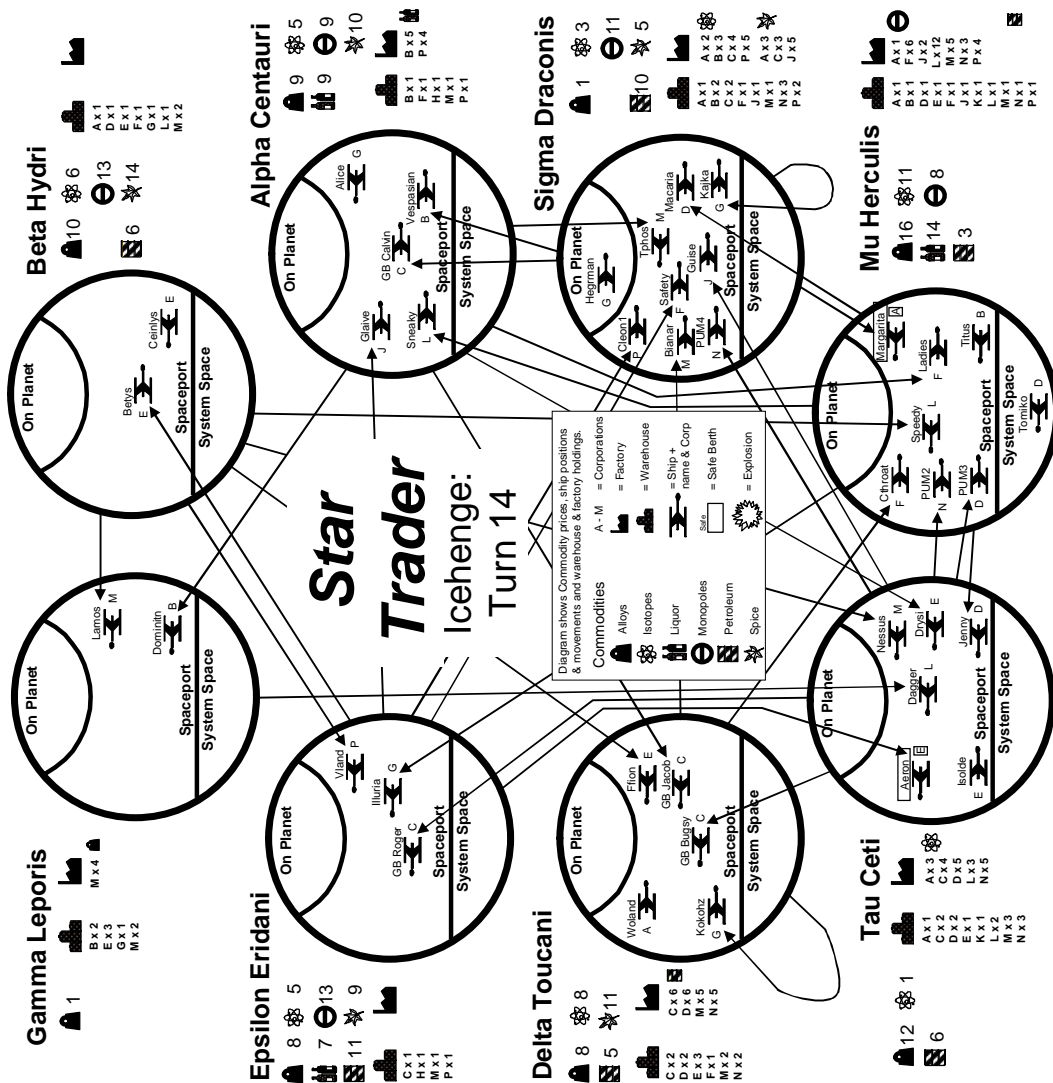
There were two new News Chits this turn. Current News chits (new ones in bold) are:

- Turn 15 C4
- Turn 16 C3, B3, **P3**
- Turn 17 C8, P4
- Turn 18 **P6**

Actions in the Opportunity Phase (taking OP chits, for example) take place before the Investment Phase (taking out loans, for example).

PERF took OP 24 this turn.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
 or by e-mail to mike_dommett@yahoo.co.uk by 14th October 2011



Les Petites Bêtes Soyeuses 244

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 July 1664 to Pevans at 180 Aylsham Drive,
 UXBRIDGE UB10 8UF or
lporders@pevans.co.uk
 by Friday, 30th September 2011

June 1664

As the French Army mobilises for this summer's campaign, there is still time to settle a few affairs of honour. First up are Arnaud Surfinmaise and Lou Smorrels, quarrelling over the affections of Ulla. Smorrels has nominated Jacques Madik as his second. Instead, he gets two urchins, hired by Madik, carrying a coffin labelled "Lou Smorrels—he died as he lived ... badly. RIP June 1664". They give Smorrels a papier-mâché cutlass before he chases them off. Surfinmaise wields a rapier, while Smorrels picks up his regimental cutlass. Smorrels is the heftier of the two duellists, but he is carrying several old injuries, which evens the odds a bit. Surfinmaise's advantage is his greater skill. Will it be enough? Expecting a lunge, Smorrels parries. Expecting a slash, Surfinmaise blocks. Only then do they slash and lunge, respectively. Both blows strike home, but the cutlass's slash does a lot more damage. Surfinmaise grits his teeth and carries on. His expertise pays off now, as he is able to get in another lunge while Smorrels is still recovering. Smorrels has had enough and concedes the fight. This allows Surfinmaise the opportunity to celebrate with the bottle of champagne Madik has sent.

Next is the turn of some regimental enemies: Picardy Musketeer Major Binet de Bours versus 4th Arquebusier Captain Noel Fornam Idya. Both infantrymen carry rapiers, as you'd expect, but de Bours is a featherweight going up against a welterweight. Idya expects a furious lunge: he parries and dodges. However, de



Bours just lunges, striking home after Idya's parry. Idya dodges again, avoiding de Bours's slash, and then attacks. First he slashes, then it's a furious lunge. The slash goes in at the same time as de Bours lunges, hurting de Bours for the first time. The lunge follows immediately and de Bours has had enough. He surrenders and Idya wins.

Arthur Sleep wants revenge on Arsène Est for stealing Angelina's affections, so he and his sabre meet up with Est and his. And Pierre Cardigan and Tomas le Matelot, who are Est's seconds. Est's size gives him a distinct advantage over Sleep, as does the strength of his arm. Sleep starts with a parry, just in case, but Est hits him with a slash. Sleep slashes back, only to get another slash in return. His furious slash continues with a cut, but Est is still going. He, too, is in the middle of a furious slash and his cut is the next blow. And the last one, as what's left of Sleep slumps to the ground. RIP.

Quasi Le Bossu is too injured to meet Warren Peece and Ali Vouzon just doesn't show up for their date. That leaves Willem de Biest's challenge to Amant d'Au, which was narrowly voted cause by Paris. The mismatch looks huge: the beefy de Biest is swinging a massive two-handed sword with Pierre le Sang at his side. D'Au isn't as large and has only a dagger (or three). The two adversaries' tactics are predictable. De Biest winds up and slashes. D'Au hops back and hurls his knife. The slash makes d'Au wince. The dagger buried in his chest makes de Biest surrender.



Money instead of the rope

After which, it's time for the relative peace of the courtroom. Two men are on trial, charged with disturbing the peace! Minister of State Revaulvin d'Or sits in judgement as Commissioner Uther Xavier-Beauregard prosecutes. First in the dock is Jacques Blanc and Xavier-Beauregard has the first word.

"Your Excellency," he begins, "The miscreant standing before you has repeatedly ruptured the tranquillity of Paris, brawling in public, uttering foul oaths, quite possibly molesting farmyard beasts, for all we know, and undermining the authority of the State by his contempt for law and order. Contempt for the organs of the State amount to contempt for the State itself, and by extension to its head, which is to say contempt for the King. (God Save Him!) In short, treason, for which there can only be one penalty. Your Excellency, Jacques Blanc must be put down, like a rabid weasel."

Blanc raises his eyebrows at this, but offers no defence. Instead, Jacques Madik insists on speaking. He claims that Blanc "interfered" with his horse several months ago. He produces a battered Royal Marine hat and three mouldy herrings as evidence and repeats Xavier-Beauregard's demand that Blanc receive the death sentence. D'Or moves swiftly on to his verdict—and sentence.

"I find you, Sir Jacques Blanc, guilty of many crimes and misdemeanours, a reckless disregard for the sacred life of man and the King's peace, a fomenter of discord and wrangling and a parvenu with little respect for your betters. I commend the Commissioner for bringing this prosecution, thereby bringing to an end that well-meaning forbearance which you have chosen to disregard and which has led only to strife and riot. I hereby sentence you to the confiscation of all property. Bring on the next case."

The sentence is excellent news for Xavier-Beauregard, as he gets half of the confiscated assets. It also brings a smile to the face of Chancellor Jacques Shitacks, who's sitting in court (in full Ministerial regalia) to observe proceedings. He's keeping busy while he's there. To one side of him is a large chest of cash, which he is counting out into the smaller chests at his other side.

Warren Peece is hauled into court once Blanc's out of the way. Again, the Commissioner of Public Safety gives the case against the miscreant.

"Your Excellency, Colonel Peece has served France with great courage, which makes this court's duty all the more onerous. However, there can be no avoiding the issue. Along with his fellow conspirator, Jacques Blanc, he has run riot, undermining the authority of the State and the King. The punishment must be the most severe open to this court. Death!"

Peece blanches at Xavier-Beauregard's call for the death penalty. He calls Quasi Le Bossu to speak for him.

"My Dear Minister, members of the press and all you other people," declaims Le Bossu, "I am here to vouch for the good character of my dear friend Warren Peece. I find it hard to reconcile his good unblemished character with charges of 'outraging public decency, uncouth behaviour and incontinent displays'. He has always managed to hold his beer. I fear that he is the innocent victim, by some distant association, with the other accused, Rubber Undergarments Pisspot Blanc: a violent thug who duels those with serious wounds, including me last month..." There is a pause as Le Bossu lifts his shirt to show the court his nasty cutlass gash. "He regularly writes insulting press where he is always rowing with other gentlemen and his bladder is as leaky as a sieve. I therefore implore you to let Warren off with a warning to no longer associate with thugs like Blanc, whereas Blanc should be convicted of all charges."

After this impassioned plea, Minister d'Or ponders the matter.

"Warren, you too are undoubtedly guilty," he eventually pronounces, "and I am minded to make an example of you the better to protect His Majesty's realm from such malefactors as yourself. However, you have seen the error of your ways and provided vital evidence in the matter of the felon, Sir Jacques Blanc. In addition, the Commissioner and sundry other personages have made private suit for clemency which I am minded to heed. I hereby admonish you and urge you to a better and more sober life. But I must also recoup the costs of these hearings and make compensation to your victims. I therefore fine you 1000 crowns, to the benefit of His Majesty's exchequer."

This makes Shitacks smile again as he seals three chests and despatches them. One of them doesn't go very far—just across the court to d'Or.

In other news

Investing in Arms seems to be the thing to do: Indie Spencible puts in the contents of the chest he's received and a whole lot more. Jacques Shitacks makes an even bigger investment, while Tomas le Matelot and Jacques Madik invest what they have. Field Marshal Gar de Lieu bucks the trend by putting a substantial amount into Commerce. The question is, who's making the wiser bet?

Jacques Shitacks is a busy man this month. He uses some of his influence to make sure that his Aide resigns and then keeps the appointment empty. Gar de Lieu, on the other hand, appoints someone. He gives the job of Second Army commander to General Pierre Cardigan.

Jacques Madik calls in favours to remove the junior Captain in the 69th Arquebusiers. This allows him to appoint a more appropriate Regimental Adjutant: the senior Captain. He purchases the Colonelcy for himself and provides cash to Robbie Sais-Quoi, who buys his way to Lieutenant-Colonel.

Edouarde Pomme-Frites doesn't want to be left out of the campaign, so he signs up with the Crown Prince Cuirassiers. Sadly, he doesn't qualify to be a Subaltern and has to make do with just the rank of Trooper. Julien Dupond joins the Picardy Musketeers and is able to get himself an officer's rank: Captain. He stays in Paris, though.

The Rump in Paris

Not everybody leaves Paris with the army. But one who does is General Pierre Cardigan, now commanding Second Army. Several people don't realise this and turn up to his party. Oh dear. Connor McKnight and Rick O'Shea spend their month outside the Fleur, wondering where their host has gone. Willem de Biest is there three weeks out of four, spending the fourth twirling his two-hander.

Some people do make it into the Fleur de Lys, though. Revaulvin d'Or is the main man, spending all four weeks in the club with Katy Did. For three of those weeks, he is Toadied to by Jacques Shitacks and Madelaine de Proust: each time Jacques puts a thousand crowns on the table. He loses two and wins one, which leaves him out of pocket, but gaining some status. Jacques hits the club under his own steam in the third week, bringing Madelaine with him, but not gambling this time.

Gar de Lieu is the one other visitor to the Fleur, starting his month there with Maggie Nifisent. After this, it's to the gym. He spends one week practising rapier and two with a sabre.

Red Phillips is the only other club to get any business. Arsène Est rolls up with Angelina di Griz for the first week. Week two and in comes Julien Dupond with Thomasina Carrotte on his arm. So that's what he was up to the week before. The two of them stay in Red Phillips for the third week of the month. Arsène returns, but this time he is accompanied by Sue Briquet! Ali Vouzon will have something to say about that. Arsène and Sue stay for the last week, while Julien has other business to attend to.



Arnaud Surfinmaise starts June in the Bawdyhouses, where he gets some welcome female company and some unwelcome attention from the footpads. Luckily he's spent his cash before they get him. The rest of the month sees him practising his rapier technique—maybe he'll be able to fend them off next time.

Dominiue Olivie Hugo gets his duties out of the way before hitting the Bawdyhouses and then practises rapier for two weeks. Binet de Bours starts the month courting a certain young lady. Two weeks' rapier practice sets him up for a final week visit to the Bawdyhouses. Michel Marteau has a quiet week with his mistress before practising sabre for the rest of the month.

This leaves new boy Lothario Lovelace. He spends the month with the ladies. Not all of them appreciate his attentions, but he's lined up duels with Jacques Blanc and Robbie Sais-Quoi.

In Turkish lands I learned to fight...

This summer's campaign is something a bit different for the French forces. First Army marches off to join France's new Austrian allies and take on the Turks. First Division's mission is an assault on Turkish positions, while Second Division lays a siege. The end result reflects well on General Gustav Ind, commanding

First Army, and his rank is made permanent. His name goes into the Despatches and he picks up six hundred crowns in booty. His Aide, KM Major Jacques de Gain, gains a promotion too, becoming a Lt-Colonel. He is Mentioned and collects four hundred crowns of loot. There are two Mentions in Despatches for Army Adjutant Ilk Lamore Bartat, whose excessive bravery only nets a couple of hundred crowns' worth of plunder.

The Royal Marines are a bit surprised to find themselves serving in the Guards Brigade and it seems to put them off their stroke. As all his senior officers have duties elsewhere, Major Gaz Moutarde leads the regiment. There are a couple of Mentions for him, but nothing for Captain Lou Smorrels, despite having a close encounter with an enemy musketball.

Brigadier-General Zachary The Money Goes is in his element, leading the King's Musketeers to success against a Turkish position. He is Mentioned and racks up nearly two thousand crowns in exotic booty (pointy helmets, curved swords—or was that the Royal Marines?). Captain Jean-Luc Beauchamp l'Rojik does marginally better, getting a round two grand to go with his Mention.

The Royal Foot Guards do best, routing the Turkish infantry that faces them. Bdr-General Indie Spencible leads the regiment from the front to get his name into the Despatches. He takes fifteen hundred crowns' worth of booty away with him and is granted the title of Count. Major Devlin Carnate gets a hundred crowns more than his boss does from his plundering. For Captain Amant d'Au, it's two hundred less than Spencible—still a tidy sum.

There's an Earldom for Guards Brigadier Egon Mad 2 following a brief Mention in Despatches. He seizes the best part of two thousand crowns' worth of loot. His Brigade Major, RFG Lt-Colonel Richard Shapmes, hurls himself into the fight, dodging the enemy pikes with just a few scratches to show. He gets the best part of three thousand crowns in plunder. As commander of First Division, Lt-Gen Tomas le Matelot's rank is made permanent. That's all he gets, nor is there anything for his Adjutant, Bdr-Gen Pierre le Sang, or his Aide, Noel Fornam Idya.

Second Division has less opportunity for looting, but there's still some booty to be had. Lt-Colonel Robbie Sais-Quoi picks up a few hundred as the 69th Arquebusiers hold the line in Fourth Foot Brigade. His Colonel, Jacques Madik, gets no reward. 27th Musketeers does the same job for Third Foot, but this time the commander does get a reward: a bit less than a thousand crowns for Colonel Warren Peece. Second Foot has 13th Fusiliers standing their ground, but there's nothing for Colonel Ali Vouzon. His number two, Lt-Col Monty Carlo, gets in on the looting, collecting the best part of a thousand crowns for himself. Divisional Adjutant Lt-Col Jacques Blanc is Mentioned in Despatches.

Closer to home

Second Army's job is defending France. The cavalry doesn't do a particularly good job. The Crown Prince Cuirassiers are caught in a crossfire. What's left of the regiment makes a run—or should that be gallop?—for it. Sadly, Trooper Edouarde Pomme-Frites is one body left behind. RIP.

Fortunes are mixed for the Dragoon Brigade. Princess Louisa's Light Dragoons take a pasting, but Colonel Uther Xavier-Beauregard gets most of his men back to base, despite the bullets flying past his ears. He is brevetted to Brigadier-General and Mentioned in Despatches. Grand Duke Max's Dragoons take the fight to the enemy, chasing them off the field. There's no reward for Colonel Armand de Luce though.

The disgraced Euria Humble is attached to Frontier regiment 1, which has a successful month. Private Humble survives with no reward. PM Captain Escalade le Pole has volunteered with Frontier regiment 2. The regiment has a quiet month and le Pole gains a Mention in Despatches. Major Eric de Miabeille has brought his squadron of the Queen's Own Carabiniers into action and they are attached to Frontier regiment 3. Having cavalry on hand surprises their opponents and the regiment does well this month. There's a Mention for de Miabeille, which also brings him a Knighthood. He picks up a few hundred crowns in goodies, too.

It's a good month for the Frontier Division, which brings brevet Lt-Gen Quasi Le Bossu promotion to his full rank and a hundred crowns. Divisional Adjutant Charles Rabbit-Vacuum is also Mentioned and collects twice as much loot. In his first month as Second Army commander, General Pierre Cardigan sees his rank made permanent. He is elevated to a Barony and acquires 500 crowns. ❖

Press

Announcements

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

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

To the officers and men of the 27th M:
Muster up, Lads. We're off to the Front. Vive La France!

Your commanding officer,

† WP

Dashing Lt.Colonel seeks position as Division Adjutant. Please advise RSQ, c/o 69th Arq.

TRAITOROUS PLOT UNCOVERED! HUGUENOT TRAITORS FOMENT WAR!

A dangerous plot by certain Huguenot malcontents and religious fanatics has been discovered! The traitors also planned to bring down the government by bringing false accusations of treason and aiding the King's enemies against his loyal ministers! BEWARE! These vipers are still at large, though will soon be caught! Spanish gold was to be planted in the accounts of key members of government, only to be discovered with the accusation that these loyal men were in the pay of the Cortes of Spain. It was further hoped that such false allegations would so offend our ally, Spain, that it would declare war to protect its honour. The traitors would then work for the defeat of our armies in order to wring concessions from a weakened state. The plot has been foiled! The ringleaders will soon be apprehended! By order of His Majesty, stay calm and carry on with all normal affairs (and by special dispensation even abnormal ones).

Long Live France!

Long Live His Majesty!

† Count d'Or, Minister of State

Gosh: how exciting! † Le Roi

Concerning all upright Military men of sound bearing, judgement and fortitude

Let it be known that I am looking for a new Aide. The lucky successful candidate will be expected to serve on me on all military, governmental and social occasions, keep a good house, bake, have a nose for cheese and an

eye for fine wines and will be expected to keep in good shape and, of course, always be eager for action. Oh bugger, scratch that! That was the list for my mistress! Just apply if you have seen combat, can hold your nerve and can keep silent at the right times. Honour, integrity and an appreciation of Bell ringing would all be good traits.

Yours,

† General, The Lord Shitacks

Despatches from the Front

My dear Quassi,

If I survive my trial, I'll be taking the lads off to the Front again. What with one thing or another, I don't have a good feeling about the next few weeks. If anything happens to me, you know where the papers are stored and how to get them to my family. Tell my parents that I love them and give my love to little Suzanna. I'm her favourite brother. Please tell her I died for the glory of France.

Ingrid has the purse of money that I've set aside for the Bellringers, so that you can give me a damn good wake.

Take care of yourself, my good friend.

Yours, etc,

† Warren

Matters of Honour

To Viscount Euria Humble

Sir, I understand that we have a disagreement over the delectable Edna. I am also sure that you are aware that as the Brigadier of the Guards' Brigade I am due to lead said Brigade during the upcoming Campaign. I feel that it is my duty as

a good Frenchman to ensure that I am as fit as possible the better to discharge my appointment. Therefore, I must decline to meet you on the field of honour at this time.

Perhaps we can settle this when I return from the Front?

† Bdr Gen Egon Madd

Social

Sorry to anyone who turned up for my party, but His Majesty's army calls and I could not pass up the chance to once again fight for King and country.

† Pierre Cardigan

TO: All gentlemen* of Paris

I am happy to give advance notice of my intention to host a veterans' return party at my club, The Frog & Peach, in the 2nd week of September once the summer campaign has come to a close. An open invite is extended to all*, regardless of social level.

I shall issue a reminder call in August and I hope that as many fine fellows and their ladies will join with me to toast the success of our armies* and the health of His Majesty.

† Colonel Jacques Madik

* This obviously excludes any RM who neither merits the title of gentleman nor is likely to enjoy any success in the field.

As outgoing Field Marshal, I would like to invite all soldiers who distinguish themselves (Mention in Despatches or merit promotion) at the front this summer to my club weeks 1-4 in September.

† Earl Gar de Lieu

Personal

Your Majesty, King Pevans

I am writing to you in advance of my trial for bad behaviour at the Fleur. Please accept my apology, King Pevans, for in any way disturbing the peace. I was endeavouring to stand up for the good reputation of my regiment, which another gentleman was attempting to besmirch. I had been drinking and got carried away. May I beg of you, King Pevans, that if I am found guilty, you will grant me clemency? I had already volunteered my regiment to the Front this month and would wish to join them in our defence of La Belle France.

Your humble servant,

† Warren Peece

Oh, just take your medicine like a man!

† Le Roi

Milord Count d'Or

Please accept my apology for the bad behaviour which resulted in me ending up in your courtroom. I was in my cups and the alcohol I had drunk over-rode my good manners. I will endeavour to remain more sober in future.

I understand that Lt Col Jacques Blanc will also be up before your court and I wish to testify to his bad behaviour. He is forever calling people out to duel on the slightest pretext, starting fights when a wiser gentleman would walk away. His hot-headed behaviour makes him a good officer and a good fighter for the cause of Le Roi. Unfortunately, it also makes him a boisterous party guest.

Your humble servant,

† Warren Peece

Count D'Or and Viscount Shitacks
My noble Lords, I unfortunately cannot attend your exciting gatherings as I am obeying royal orders to lead my troops against the heinous foe.

Your obedient servant,
† Viscount Spencible

Colonel Xavier-Beauregard
I'm not sure exactly what I have done, but if it was for my comments to the so-called Minister of Justice (ha, that's a laugh), I stand by each and every word.

Yours,
† Lt Colonel Jacques Blanc
Royal Marines

Major Moutarde,
What a surprise to receive your recent note, I was under the belief that you were an unlearned fellow who struggled with letters and quill. One must assume some kind Samaritan took pity upon you and agreed to put your mumblings and witterings to paper.

In response to your comments, I can assure you that the one or two minor nicks that I received during my comprehensive duelling victory with your regimental colleague Lt Col Blanc gave me little inconvenience and were soon forgotten when back in my club for the celebratory 'post cobbles' drinks. Indeed, it was only when I awoke the next morning and saw the small tear in my uniform tunic that I recalled the affair, as it was so brief at the time. You RM fellows really should learn the art of proper gentleman's duelling with a refined weapon rather than predictably appearing with that

cumbersome excuse for a sword. It caused me a fair degree of mirth to witness Lt Col Blanc huffing and puffing away while swinging wildly around himself in the clear hope that eventually he must hit something. Poor fellow, if I hadn't skewered him through to put an end to the farce I believe he would have succumbed to a coronary.

I hope this has clarified with you as to my good health and the fact that there was no need for you to concern yourself with whether, and I quote, 'those cuts must have stung awfully, did they not?' It must be my turn to ask you the same, dear chap. What a month May turned out to be for you, eh? Firstly, we hear you are taught a lesson by Monsieur Surfinmaise and concede to the finesse of his rapier and then, to cap it all, you fall victim to some oafs with cudgels who beat you to the floor and rob you of your savings. Now I'm sure that 'those cuts and bruises' must have stung awfully, did they not?!

Still, look on the bright side: if justice is done, then at least there's soon to be a Lt Colonel vacancy in the RM's, so perhaps you could purchase that ... having lost all your money, I'd be happy to come to an arrangement to lend you a few crowns; terms and conditions available, of course. I'm sure we could agree terms!

† Colonel Jacques Madik, 69th
Arquebusiers

To the coward Madik
Nothing else need be said.

† Lt Col Blanc
Proud and brave Royal Marines

To: The Coward that Lurks in the Stables

Dear cowardly Jacques,
It galls me that the Royal Marines has commanding officers such as you. It would embarrass me to be associated with the likes of you. Not to face me as a man can only be seen as prudent for an incompetent... but to have others challenge me in your (or your nag's) name is unconscionable. I see you've hired the largest assassin you can find in Paris. Tell him that his enormous blade does not compensate for his other ... shortcomings. I will choose to stroll by your 'champion' on that day as I have character and honour. I will not however acknowledge your thug in any way unless he draws a weapon. On the day of his death you will weep for losing your only friend... or was he more? Was your nag not enough, you randy cur? Paris has no room for cowards. His Majesty's Regiments have no place for you. I would say to the honourable men of the Royal Marines... would you answer to a man

who will not face his own enemies? I hope that after such blatant cowardice they run from your 'merry stables' to even the meanest Frontier Regiment. After his funeral I will look to you for satisfaction. I assume you will be late... you disgust me.

† Captain Amant d'Au, Royal Foot
Guard

P.S. Do have your bully boy bring a fine cheese. I find that killing a man when not at the front upsets my stomach. I like brie... yes, tell him brie.

Lt.Col Madick, why you stop Major in 4th resign? I has not done anything to yous, so why yous do this? † NFI

To the Royal Marines

If you would please stop poking other Frenchmen with your rusty bent swords and kindly go and attack the enemy of France, then I for one would be much happier.

† RSQ at the front

Points Arising

**Next deadline is
Friday 30th September 2011**

As most characters are on campaign, I've decided to have an interim deadline for the July turn. I will publish the results for players only, separate from *TWJO*.

I'll be in Essen for the Spiel games fair in October, so I've put the deadline for the August turn back to 24th October and that will be published with the

next *TWJO* in the first week of November.

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 3 and is sent to a Frontier regiment

YVB (Chris Boote) has been floated as Chris is in South Africa: "The land wi-fi forgot!"

This turn we say farewell to Mark Stretch (Benedict d'Over), who's decided to take a break from the game.

However, we welcome Colin Parfitt back to the fray with a new character.

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/>

Announcements

Zachary The Money Goes asks NPC Major 1 of King's Musketeers to resign

Duels

Results of last month's duels:

Egon Mad 2 didn't turn up to fight Euria Humble and lost SPs.

Arnaud Surfinmaise (gains 1 Exp) beat Lou Smørrels.

Noel Fornam Idya (gains 1 Exp) beat his enemy Binet de Bours.

Quasi Le Bossu declined to meet Warren Peece as he was under half Endurance.

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

Arsene Est (with TIM & PC, gains 1 Exp) killed Arthur Sleep.

Ali Vouzon didn't turn up to fight Warren Peece and lost SPs.

Amant d'Au (gains 1 Exp) beat Willem de Biest (with PIS) - voted cause 6:5.

Grudges to be settled next month:

None

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

Duels held over until September:

Devlin Carnate versus Yves Vrai Bretheauteque.

Jean-Luc Beauchamp l'Rojik versus Yves Vrai Bretheauteque.

Yves Vrai Bretheauteque versus Zachary The Money Goes.

Ali Vouzon versus Arsene Est.

Jacques Blanc versus Lothario Lovelace.

Robbie Sais-Quoi versus Lothario Lovelace.

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

David Williams gets the Bastard son of a Merchant: Init SL 2; Cash 135; MA 5; EC 5 (X1).

Gerry Sutcliff gets the First son of a Peasant: Init SL 3; Cash 11; MA 1; EC 3 (X2).

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	

Battle Results

First Army: 4

First Division: 4

Guards Brigade: 2

Royal Foot Guards: 1

King's Musketeers: 2

Royal Marines: 5

RNHB regiment: 5

Second Division: 5

2nd Foot Brigade: 4

13th Fusiliers: 3

53rd Fusiliers: 4

3rd Foot Brigade: 5

27th Musketeers: 3

4th Arquebusiers: 2

4th Foot Brigade: 3
 69th Arquebusiers: 3
 The Gascon Regiment: 5

Second Army: 2
 Cavalry Division: 4
 Heavy Brigade: 3
 Archduke Leopold Cuirassiers: 5
 Crown Prince Cuirassiers: 6
 Dragoon Brigade: 4
 Grand Duke Max's Dragoons: 2
 Princess Louisa Lt Dragoons: 5
 Frontier Division: 3
 Frontier regiment 1: 2
 Frontier regiment 2: 3
 Frontier regiment 3: 2
 Frontier regiment 4: 2

Army Organisation and next year's Summer Deployment

First Army (Siege)	GI/JdG/ILB/N
First Division (Assault)	TIM/_/PIS
Guards Brigade (Assault) – RFG KM RM	
RNHB Regiment (Assault)	
Second Division (Siege)	N4/N/JB
2nd Foot Brigade (Siege) – 13F 53F	
3rd Foot Brigade (Siege) – 27M 4A	
4th Foot Brigade (Siege) – 69A Gscn	
Second Army (Defence)	PC/_/_/_/N
Cavalry Division (Defence)	N2/N/_
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/OMG):
 ID for chars, N (+ MA for CO and Adj't) for NPC, _ for vacant

Frontier Regiments

(On campaign for June-Aug)

	F1	F2	F3	F4	RNHB
Colonel	N6	N1	N6	N2	N6
Attached	EH	X3 EIP	2 Sqn QOC		

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

Brigade Positions

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

Entries as Army Organisation Table

Femmes Fatales

No	Name	Sl	Attr	Last
64	Edna Bucquette	18	W	
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		
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derriere	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
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	AE
4	Anne Tigue	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	AE
56	Ingrid la Suede	10		
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	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	JD
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Low	5	B	

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
GdLi	Earl Gar de Lieu	26	72	Poor	Fid Marshal/Min w/o Port	4	Maggie	Flr	4	Bill Hay
ZTMG	Count Zachary The Money Goes	26	F	Comfy	B.Bdr-General KM	17	Katy	Flr	4	Gerald Udowiczenko
RdO	Count Revaulvin d'Or	25	69	Withy	General/State Min.	13	Madelaine	Flr	4	Jerry Spencer
JS	Viscount Jacques Shitacks	23	65	Withy	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	F	Comfy	General/1st Army Commndr	9		Flr	6	Ashley Casey
EH	Viscount Euria Humble	20	F	Rich	/War Minister	15		Flr	5	Matthew Wale
IS	Count Indie Spencible	19	F	Rich	B.Bdr-General RFG/Justice Min.	10		Both	1	Charles Burrows
JdG	Marquis Jacques de Gain	19	F	Comfy	Lt.Colonel KM/Gen's Aide (1st Army)	13		Flr	4	Ben Brown
EM2	Earl Egon Mad 2	19	F	Withy	Bdr-General/Gds Brigadier	7		Flr	2	Tym Norris
BdO	Sir Benedict d'Over	17	RIP							Mark Stretch
QLB	Quasi Le Bossu	15	F	OK	Lt-General/Fntr Div Commndr	7		Both	6	Mark Cowper
PC	Baron Pierre Cardigan	15	F	Comfy	General/2nd Army Commndr	9		Flr	4	Matt Shepherd
WvdB	Baron Willem de Biest	14	28	OK	B.Bdr-General DG	7		Both	6	Tim Macaire
ILB	Sir Ilk Lamore Bartat	14	F	Comfy	B.Bdr-General RM/1st Army Adjutnt	6		Both	6	Andrew Kendall
TIM	Baron Tomas le Matelot	14	F	Comfy	Lt-General/1st Div Commndr	8		Both	4	Tim Skinner
YVB	Sir Yves Vrai Bretheauteque	13	19	Withy	Major CG	4		Hunt	1	Chris Boote
RS	Richard Shapmes	13	F	Withy	Lt.Colonel RFG/Gds Brigade Maj.	7		Both	4	Charles Popp
CMK	Sir Connor McKnight	12	13	Comfy	Colonel QOC	3		Hunt	5	Graeme Wilson
JB	Sir Jacques Blanc	12	F	Poor	Lt.Colonel RMI/2nd Div Adjutant	4		BG	4	Dominic Howlett
ROS	Rick O'Shea	11	15	Poor	Major RM/1 F Brigade Maj.	3		BG	6	Paul Wilson
WP	Sir Warren Peece	11	F	Withy	Colonel 27M	7		Hunt	2	Pam Udowiczenko
AdL	Armand de Luce	11	F	Poor	Colonel GDMd	5		BG	2	Francesca Weal
MM	Sir Michel Marteau	11+	43	Comfy	Lt.Colonel QOC	1		Hunt	1	Neil Packer
UXB	Uther Xavier-Beauregard	10	F	Comfy	B.Bdr-General PLLD/Drgn Brigadier	5		BG	3	Pete Card

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
JLBR	Jean-Luc Beauchamp l'Rojik	10	F	Comfy	Captain KM	6		Hunt	4	Rohan Keane
PIS	Pierre le Sang	10	F	Comfy	B.Bdr-General 53F/1st Div Adjutant	5		Hunt	4	Bill Howell
CRV	Charles Rabbit-Vacuum	10	F	OK	Lt.Colonel PLLD/Fntr Div Adjutant	3		Hunt	5	Mike Dommert
AV	Ali Vouzon	10	F	Comfy	Colonel 13F	5		Hunt	1	Graeme Morris
EdM	Sir Eric de Miabeille	10+	F	OK	Major QOC	7		HGds	3	Pete Holland
AdA	Amant d'Au	8	F	Comfy	Captain RFG	3		BG	5	David Brister
NFI	Noel Fornam Idya	7	F	OK		1		F&P	4	Martin Jennings
LS	Lou Smorrrels	7	F	OK	Captain RM/RM Regt. Adjnt.	1		F&P	6	Mark Rogers
GM	Gaz Moutarde	6	F	Poor	Major RM	3		F&P	2	Mike Dyer
ASlp	Arthur Sleep	6	RIP							David Williams
AE	Arsene Est	6+	25	OK		5	Sue	RP	5	Ray Vahey
RSQ	Robbie Sais-Quoi	5	F	OK	Lt.Colonel 69A	3		RP	3	Mike Bird
MC	Monty Carlo	5	F	OK	Lt.Colonel 13F	5		F&P	4	Andrew Burgess
JM	Jacques Madik	5	F	OK	Colonel 69A	4		F&P	5	Jason Fazackarley
BdB	Binet de Bours	4	12	Poor	Major PM	2		RP	2	Mark Booth
ID	Julien Dupond	4	11	Poor	Captain PM	6	Thomasina	RP	4	Simon Burling
LL	Lothario Lovelace	4+	12	Poor		5		RP	4	Geoff Bowers
AS	Arnaud Surfinmaise	3	5	OK		5		RP	5	Nik Luker
DOH	Dominique Olivier Hugo	3	5	Poor	Subaltern PM	5		RP	3	Colin Cowper
X3		3	F	Poor	Subaltern	5		RP	4	Sean Kavanagh
EIP	Escalade le Pole	3	F	Poor	Captain PM	2		RP	4	Dave Carter
EPF	Edouarde Pomme-Frites	3	RIP							Gerry Sutcliffe

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+