

That would be enough

This has been issue 119 of To Win Just Once, published 5th November 2011. It incorporates Les Petites Bêtes Soyeuses, a 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, 18th Nov.

Orders for *LPBS* and *Great White Hunter* and any other contributions to Pevans by Friday 25th November 2011.

(Next deadlines: 2nd/9th January, 6th/13th February, 12th/19th March)

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Games only	
Per game turn	£0.65
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Games played

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 The current game should reach finish soon—who's interested in the next one? Rules provided.

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To Win Just Once

(incorporating Les Petites Bêtes Soyeuses)

TERRY PRATCHETT'S

Pevans reports from Spiel...

...where Ankh-Morpork is one of the new releases

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MARTIN WALLACE

Issue 119: November 2011
(LPBS 246: August 1664)

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Chatter

The first thing you will notice about this issue of *To Win Just Once* is that it looks a bit different. I've done something very dangerous: I've read a book on design! The book is the "The Non-Designer's Design Book" and it provides some straightforward principles for non-designers to follow. So I've had a look at *TWJO* and made some changes.

I've kept the overall page layout, but made some changes to how things are aligned. I've also looked at the fonts I use and changed my sans serif font. The aim is to make sure everything is clear and different sections are separate and consistent. My biggest problem is with the tables for *LPBS*, since I need different formats for them.

Expect a bit more tinkering next issue and your suggestions and comments are welcome.

In the meantime, I've been to Essen for this year's games fair, Spiel '11. In recent years I've been there on business, so it was a relaxing change just to be able to wander round and look at things. As I always used to do, I tried to walk every aisle of every hall, but I expect I've still missed things—there's just so much going on.

I've made a start on my report from the show and the first instalment will be in this issue. I will be adding to this, particularly as I play more of the new games, and will publish more in later issues. My full report (which will mention every new board game and every publisher that I saw) will be available on my website (www.pevans.co.uk/Reviews) and I will update this as I have additional material.

Some *LPBS* players will be aware that I had a problem with my main computer last month. I started getting error messages that suggested my hard disk was about to fail. I used the CHKDSK utility to fix the immediate problems, but bits of the disk continued to fail—very disconcerting! Clearly a new hard disk was required.

My thinking was that, if the old disk could be 'cloned' to a replacement disk, I wouldn't have to re-install all my software and restore my back-ups. I talked to the company that has previously repaired my laptop and they reckoned it should be straightforward. I took the box to them and, a few days later, collected it again with a cloned hard disk inside. I powered it up and it's been running since with no problems. So a big hand please for Enigma Computers (www.enigmacomputers.co.uk) in South Ruislip.

The most galling thing about this, my first hard disk failure in some 25 years of owning a PC, was that the computer was still within its warranty. When I

bought it from Mesh two years and 11 months before, it came with a three-year warranty. Unfortunately, Mesh ceased trading earlier this year! A different company has bought the name, but, not surprisingly, didn't take on the previous company's warranties (to be fair, they did offer to waive labour charges if I sent the computer to them).

Note that there are two months' reports for *LPBS* in this issue. The last three months (turns) were the summer campaign season, when most of the characters are with the army and don't have much to do. I thus set an interim deadline for the July turn and circulated the report to players with a deadline for the August turn. Both reports are in this *TWJO* and full details are available on the website.

This reminds me that *LPBS* could do with a few more players. I have just under 50 players at the moment and newcomers are always welcome. Recruit a couple of friends and join in!

The October stats from my website show that *TWJO* 118 was downloaded 71 times during the month and 174 in all since publication. Issue 117 shows a total of 153 downloads to the end of October and 116 is up to 184 since publication (mid-July).

Letters

Jonathan Palfrey is worried about my alcohol consumption.

I looked through your report of the Great British Beer Festival. Assuming that you drank a pint of each beer, I worked out that you ingested just over 25 units of alcohol, equivalent to about two and a half bottles of wine (depending on the strength of the wine...). And yet you apparently continued taking notes coherently; remarkable.

I drink almost daily, but not that much. There may have been a few occasions in the past when I drank that much, but I can't be sure, because I became seriously non-functional and lost count of my intake.

The pint glasses used at the GBBF are cunningly marked for pints, half-pints and, in recent years, one-third pints. I generally take halves and have even been known to throw away something really unpalatable. Hence I had about half what you calculated—over 6 hours or so.

Mind you, my notes do get rather more cursory towards the end of the day! One advantage of taking them electronically is that they are always legible.

I don't drink anything like the amount I used to when I was younger (when I started working, the usual lunch was a trip to the pub and a couple of pints along with something with chips). I've certainly lost count of my intake on more than one occasion, but always managed to find my way home!

A couple of *TWJO* subscribers live in Thailand. One of them, Ray Vahey, sent a note with his *LPBS* orders.

I've been busy the last few days, my family and I left Bangkok before the weekend and are now in Chiang Mai where I expect we'll stay at least a month to avoid the floods. We're very fortunate to be safe here: our neighbours from BKK are having a lot of trouble finding drinking water and food prices have doubled in the last few days and that's before the floods have reached that area.

The other is Mike Dyer, who adds the following.

A little [preoccupied] with all the flooding out here in Bangkok. So far so good, but it's looking grim.

The flooding hasn't been in the news much in recent days, but is still causing problems in Bangkok and over 400 deaths have been reported across Thailand. Fingers crossed for both of you and your families.

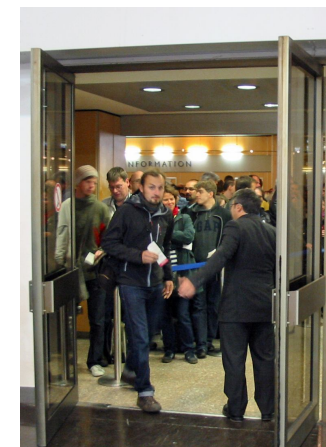
Spiel '11

Pevans reports from Essen

It's been a few years since I flew to Spiel and I was surprised how little had changed. I flew into Düsseldorf airport, trekked to the far end of the terminal to get the 'Skytrain' monorail/cable car to the station and caught a train to Essen. The 'regional transport' trains have great double-decker carriages and only take 20-odd minutes to do the trip. This is good as these trains are always packed solid and it's standing room only! I toyed with the idea of getting the stopping train. Yes, it takes over 40 minutes and the seats are hard, but at least you get to sit down and travel in some comfort.

Be that as it may, I'd better explain what I'm talking about. The Spiel games fair is the biggest board games event in the world and is held at the Messe (exhibition centre) in Essen for four days towards the end of October each year. Spiel '11 took place on 20th-23rd October this year and I was there for all four days. What makes Spiel special is that, although plenty of business gets done, it's a public fair and the emphasis is on playing the games. Most of the publishers' stands are spaces with tables and chairs for people to sit down and play.

I was there as a punter this year, which was very pleasant, and so I'm writing here about the new games I saw. I must give you a few disclaimers first. Despite being four days long, Spiel is not long enough to play all the new games. If, like me, you want to have a look at everything, there isn't time to play **many** of the new games! So my initial report is based on a first look at each game (though I have tried a few). I will be adding to and updating the online version of the report as I play more of the games



The crowd waits for 10 am

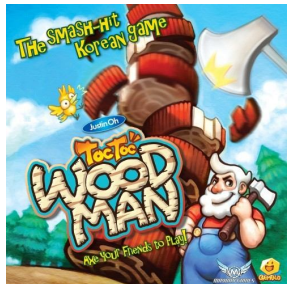
and expect more in subsequent issues of *TWJO*. I must also point out that when I say a new game is like—or in the style of—an older one, I am not suggesting that it is a copy, this is a shorthand description for those who are familiar with the older game.

The other problem is how to organise my report. Well, Spiel takes up several halls at the Messe, so let me give a quick tour of the halls in this report. Confronting you as you come in (to hall 12) is the large stand occupied by international distributor Asmodee. They are based in France and their stand is a showcase for several French publishers. Repos is the most obvious—as their guys all wear sombreros—but Ystari is there as well. Their new game, *Olympos*, is designed by the man who gave us *Vinci* and *Evo*, Philippe Keyaerts. It's also one of the games in this year's EuropeMasters tournament, so I'm quite familiar with it.

The main board shows Ancient Greece, mainland and islands and extending to areas that represent the mythical Atlantis. Players bring their pieces on at the top (northern) edge of the board and migrate south. The areas they hold provide resources and there can be some squabbling over these. The main use of resources is to buy 'discoveries' and 'wonders' which are laid out on the second board. Discoveries provide advantages to players (such as military power to give them the advantage in those territorial squabbles) and are worth points at the end. Wonders (there aren't many of them) are just worth points, lots of points.



Each turn, players will either move a piece on the map board or buy something from the other board. Whatever they do will cost a certain amount of time, which is marked on the track round the outside of the board. The player in last place on this track then gets a turn—take quick actions and you can get several turns in a row. As time progresses, the Gods will interfere, helping or hindering the players. One aspect of the game is thus trying to make sure you get the benefits of this—or at least avoid the penalties. When players reach the end of the track they score up and the player with the most points win. I'm very taken with *Olympos* and am playing it with my games group. It gets an initial 9/10 on my highly subjective scale.



Behind Asmodee I found a company new to me, Mayday Games from the USA. They're best known for their card sleeves, but they were showing several new games. *Toc Toc Woodman* originates in Korea (designed by Justin Oh and published by Gemblo) and is a fun dexterity game—a kind of reverse-*Jenga*. The players build up a plastic tree, each layer consisting of a central 'trunk' with four pieces of 'bark' on the outside. Then they use the little plastic axe to try to knock off pieces of bark. You get a point for

each piece of bark, but lose points if you knock the trunk off! Knocking the tree down is a complete loss, of course. A trivial game, but one that's great fun—especially after the application of beer. 8/10 on my highly subjective scale.

Halls 11 and 10 merge into one and have high ceilings with skylights that make them very light and airy—especially in comparison to hall 12. In one corner is 2F Spiele, Friedemann Friese's label. So far I've had a go at one of his two new games: *Funkenschlag: Die ersten Funken* (*Power Grid: The First Sparks* in English, which edition comes from Rio Grande). Despite the name, this is not an expansion for *Funkenschlag/Power Grid*. Instead, the name emphasises that Friedemann has taken mechanisms from that game.

The story of the game is that the players are Stone Age tribes doing their hunter-gatherer thing. The aim is to have the largest tribe on the board when at least one tribe reaches the critical number. The board—built up of tiles, the number depending on the number of players—shows different food sources for the tribesmen. However, they also need the right tools to get the food (spears to bag a mammoth, for example). The tools—and technologies, like fire—are available for purchase at the beginning of each round (like the power stations in *Power Grid*, but they're not auctioned off, just bought, which speeds things up a bit).



The food is needed first to feed the existing tribe members and then to expand the tribe further. However, players need to work this out carefully. Expand too fast and you won't be able to feed your people. What's more, the turn sequence is very important in this game and it depends on how many pieces players have on the board. The best approach may well be to loiter at the back and make a surge at just the right time—though that's hard when everybody's trying to do the same.

If you know *Funkenschlag/Power Grid*, you will find a lot that is familiar in *First Sparks*. However, beware: a lot is different and some things are the reverse of what you're used to. There is enough different here that *First Sparks* stands on its own. It is a bit lighter than its predecessor and provides a different challenge for both those who know *Power Grid* and those who don't. I give it 8/10 on first acquaintance.

Carrying on through hall 10 takes you into number 9. This is a good place to find more of the small, independent publishers. It's also where some larger companies have extra playing space. The first to get my attention was the Czech Board Games crew, who hauled me off the aisle to look at the new games from their collective.

First up was *Infarkt*. Yes, a game about heart attacks! The game is designed by Vladimir Brunner and gives each player a board with six health indicators (blood pressure, depression etc). They decide what to do each 'day', but everything they do

affects their health. The best thing to do is throw a party—and get the other players to drink, eat and wreck their own health. Sooner or later someone will have a heart attack. Then someone else ... and another ... and the last person standing wins the game. What a wonderfully sick idea for a game! Played in the right way with the right people, this sounds like fun, but it's probably not an ideal family game. I give it an initial 7/10 on my highly subjective scale.



Attracting more attention was *Speedway Champions* with its chunky models of speedway drivers on their bikes. The models have two poses, either driving straight or slewing the bike, setting the direction to move. The players jostle for the racing line, which is prominent on the oval track and the key to the race. However, the first thing players have to do is configure their bikes for the race. They also need a bit of luck as each move is dependent on the roll of 1-3 dice—players choose how many to roll. *Speedway Champions* is designed by Jan Jaluvka and published by Stragoo Games, who are very proud of having kept the retail price down to €40. I do like race games, so I'm looking forward to trying it.

At the back of hall 9 we get the beginning of Spiel's companion show, Comic Action. The comics-related stands continue into hall 8, taking up the available space there.



For the first time this year, part of hall 7 was opened up and several games companies were exhibiting in this space. (The organisers made a big thing about this in their publicity, but it was noticeable that the show did not use the whole of hall 8.) A left turn at the back of hall 8 takes us into number 7.

I couldn't resist a company called Gung Ho Games, especially as they had a pirate game to show me. Even though it was in pre-production form, I had to sit down and gave it a go. *Pirates of Nassau*, designed by Richard Glazer, Tom Merrigan and Gabrio Tolentino, has the players as pirates, each with their own ship. Each turn they roll their dice and choose where to move on the abstracted board of the Caribbean. Depending on the dice rolls, they can attack merchant ships or visit other islands (to smuggle or sack!), playing cards from their own set (each player has the same values available) to ensure victory. Either of these actions will provide treasure in different types of goods or cash, then they have to evade or fight the Royal Navy to return to Nassau.



Once they're back in port, players can buy additional crew and equipment or even upgrade their ship. In a clever piece of design, players' ships are constructed of cardboard sections that can be extended (with an extra mast and gun ports) by adding a new piece into the middle. The artwork is good enough that you have to look to see the join! Once you've gone through the deck, the game's over and players score for their relative positions in the various attributes: notoriety, ship, crew and treasure. I thoroughly enjoyed the game (well, I did win!) and give it an initial score of 8/10 on my highly subjective scale. *Pirates of Nassau* should be available before Christmas.

A left turn again from hall 7 takes us into hall 6, which is like entering a different world. This is where the role-players hang out! The hall is stuffed full of stands selling costumes, (plastic) weapons and other games paraphernalia (rules seem to be down the list a bit). There are some fantastic costumes to be seen and some people are in full prosthetics—I just soak up the atmosphere, but there's little to be seen in the way of board games. This is also the hall with the wargames publishers. A right turn at the far end takes us into hall 4 (hmm, slight numbering hiccup here).

A couple of stands in was FryxGames, where the three of the Fryxelius brothers were showing two games. There was a definite familial similarity between the three, but I was readily able to distinguish between them as each had a different style of facial hair. Their first game, *Space Station*, is a card game of building space stations. Players use the cards in their hand to add to the station, expanding it turn by turn.



They also have some crew available and manning a module provides a benefit. Players can also use event cards to affect their opponents, who may then be busy repairing their station. Players have to make the best use of the cards and crew available to them, scoring points each round for the modules on their space station. The rules are only a couple of pages long as the complexity of the game comes from the cards. It sounds like my kind of game and I look forward to trying it.

By contrast, *Wilderness* is a board game in which the players fight to survive. While there is a race element to the game—the first to get home wins—the main fight is with the game system. Players suffer from thirst, hunger and exhaustion, each marked on a track.

Of course, being hungry and thirsty makes you more exhausted. Hunting for food and water is also tiring, but holds out the possibility of improving things if you find some. However, it also takes up time. And there is the ever-present threat of predators, not to mention the hazards of different terrain. Players have to decide what to risk as they strive to win the game. Clever stuff and a game that lends itself to story-telling. It was not surprising that *Wilderness* sold out at the fair.



Through a foyer-type area (useful for a cup of coffee or sandwich) at the end of hall 4 is hall 5, which will loop my tour back to the top of hall 10. However, the first thing I saw coming into hall 5 from this end was the busy stand shared by several French publishers. These include Le Joueur, whose excellent card game, *Sandwich* (ah: a good French word that!), I commented on in last issue (and gave it a definite 8/10).

Across the aisle were my old friends at Wattsalpoag, the US publisher. They had one new game as well: *Fistful of Penguins*. Jonathan Franklin is the man behind this one. It's a quick, simple, Yahtzee-like dice-rolling game. However, here the dice show animal symbols, not numbers. Each different animal scores in a different way. Lions are worth lots of points, but you don't score anything else—that's predators for you. Squirrels steal from other players, while Moose only score if there's a Squirrel to go with every Moose! And the penguins give you neat penguin tokens (good-looking translucent plastic pieces) that allow you to roll extra dice or re-roll.

The game is great fun, plays quickly and provides a real temptation to push your luck and roll the dice just one more time... I was not surprised that the game had sold out well before the end of Spiel. Luckily, Wattsalpoag have plenty more in their

warehouse and it should be readily available. I give *Fistful of Penguins* 8/10 from my first meeting.

At the far end of the hall, just before heading back into hall 10, I finally found Treefrog Games, the new name for Martin Wallace's imprint. Their new position is excellent as they are the first thing people will see as they enter hall 5 from the main halls. Treefrog had made the most of it, too, using game artwork to great effect by merging elements from the various games on huge wall panels. It was arresting.

The games being played were, of course, *Ankh-Morpork* and *A Few Acres of Snow*. I covered both of these in *TWJO* 116, so I won't go into detail here. *Ankh-Morpork* is great fun, but don't expect a deep strategy game: it's chaos all the way. (It was also to be seen in other languages on several other stands—Iello (French), Kosmos (German), Mayfair (American) and so on). *A Few Acres of Snow* is a terrific card-driven wargame on the French/British conflict over what is now Canada. I give 'em both 9/10 after playing each several times.

Martin had one new game on show. *Old Men of the Forest* is a relatively simple card game. Each participant plays a card, the two who played the highest cards each claim one card from those played. They use the right set of these to get an Orangutan card from the middle of the table, which will score them points at the end of the game. However, any surplus cards are tucked under the Orangutan and count as penalties at the end. It's neat, quick to play and all profits go to the UK Orangutan Foundation.

That's a quick trot around some of the highlights of Spiel '11. There'll be more next time as there are still lots of new games I want to tell you about.



The Treefrog stand with its highly effective backdrop

Games Events

MidCon comes up next weekend (11th-13th). I always like this convention as, apart from anything else, it's an opportunity to play more of the new releases from Spiel. This year it's in a new venue, so it will be interesting to see how this works. Regardless, I expect it to be the usual fun weekend of games playing in pleasant surroundings with a great bunch of people. The new location is the Hallmark Hotel in Derby and you can find out more from the con's website: www.midcon.org.uk

A new one on my radar is Edinburgh Unplugged Games Day, the third of which is on 27th November. It's 10-10 at Sandeman House, Trunk's Close, 55 High Street, Edinburgh EH1 1SR and entry is "by donation". For more, see the Facebook page for Edinburgh-Unplugged-Games-Day-III.

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 Allsop Arms (137 Gloucester Place, London NW1 5AL). The pub has an extensive menu as well as some good beer and is convenient for Baker Street and Bond Street Tubes as well as Marylebone station. An excellent afternoon.

UK Games Expo: the 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. 18th-21st October 2012, 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 119 was written and edited by Pevans. The LPBS masthead (page 21) is by Lee Brimmicombe-Wood, as are the illustrations on pages 15, 22 and 26. The other drawing on page 21 is by Tim Wiseman, and Nik Luker did those on pages 24 and 29. Game artwork is reproduced by courtesy of the respective publishers. Pevans took the photos and played with Photoshop. © Paul Evans, 2011

Great White Hunter

Turn 7

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

Key

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.

Board features				
	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				

This turn's shots

As expected, the two gorillas spotted last time are finished off. Matthew Wale does best out of this, closing the gap to Al Tabor in the lead

Dominic Howlett picks off a Monkey, propelling himself into the pack fighting over third.

But there's a long way to go yet...

Press

"Silly bloody hunter game," fumes Chris Baylis. "I shot directly between two animals – did you move them on purpose?"

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 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

Scores			
Player	Shots	This turn	Total
Chris Baylis	Q7	2	3.33
Mike Bird			5
Andrew Burgess			4
Charles Burrows	R8,Q7	2	6
Ash Casey			2.5
Mark Cowper			1.25
Mike Dommett	N2	2	5.67
Mike Dyer			3
Jerry Elsmore	P1,N3	1.33	11.3
Alex Everard			5
Russell Harris			11
Pete Holland	P1,N3	1.33	9.91
Emrys Hopkins			10.33
Dom Howlett	C10	4	11
Andy Kendall	H2,I2	0	1.67
Nik Luker			10.5
Tim Macaire	R8,S12	0	3.38
Przemysław Orwat			4
Jonathan Palfrey			2.5
Colin Parfitt	L2,L7	0	1.25
Matt Shepherd			7.5
Robert Skynner			4
Mark Stretch			11.8
Al Tabor	N3	1.33	18.33
Gerald Udowiczenko	N2	2	4.8
Pam Udowiczenko			9
Matt Wale	S8,Q9	4	16.17
David Williams			6
Graeme Wilson	D17,O1	0	6.8
Paul Wilson	L4,F12	0	15

minimum score of 1 point. So if players A and B hit the second square of that lion and C gets the third, C gets 5 points and A and B get $2\frac{1}{2}$ each.

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

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

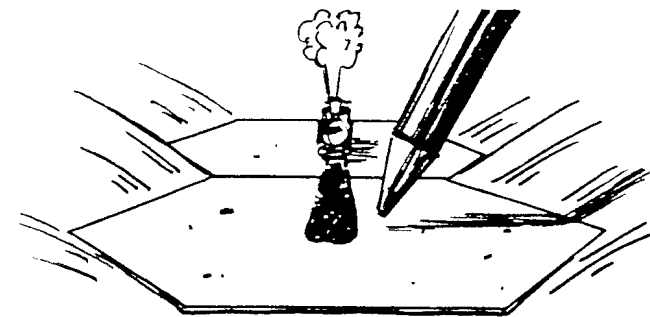
**Send your shots (and comments) to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Monday, 24th October 2011.**

Cambourne***Railway Rivals game 8—Turn 11****Races**

THURB seems to be far enough ahead to win, but who will be second and third? An even split of points in the races only left BLUE MOUNTAIN further behind.

Race	From	To	THURB	LATGALE	BLUE	JACOBBAHN	BALTIC
29	16	34		+2	10-2+7	20	-7
30	15	53	+2	10-6+4	-6+3	+6	20-6+3
31	24	56				20	
32	26	S1		20		-2	10+2
33	36	63	10+2	20-2			
34	45	61	20-2		+2		
35	43	S6	+5		20		10-5
TOTAL			37	48	34	44	27

Entries are points earned from races, +/- payments from/to others; JR = Joint Run



Builds

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

Builds: None

Score: 272 +37 = **309**

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

Builds: None

Score: 176 +48 = **224**

C) Gerald Udowiczenko—Blue Mountain Railways, Blue

Builds: (G49) – G47 (1 to Baltic Rail)

Score: 88 +34 -3 = **119**

D) Mark Cowper—Jacobahn, Black
Builds: (L48) – L47 – Valka – M46 (2 to LATGALE)

Score: 198 +44 = **242**

E) Paul Evans—Baltic Rail, Brown

Builds: none

Score: 140 +27 +1 = **168**

Next turn's races

Race	From	To
36	14 Ventspils	64 Aizkraukle
37	11 Liepaja	46 Gulbene
38	21 Stende	32 Riga
39	22 Broceni	41 Limbazi/Aloja
40	33 Riga	54 Rezekne
41	52 Karsava	S4 Belarus (Y71)
42	66 Ogre	S5 Lietuva (L71, N24, I25 or E25)

GM Notes

It's the final round of races this turn. Can I have Comments and Game End Statements from players please with their orders?

Any orders that do not have at the top the player name, company name

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 18th November

and company colour will have a point deducted for each omission.

My deadline is a week before the main magazine.

* Trains do not stop at Cambourne on Wednesdays

Icehenge**Star Trader game 5—Turn 14**

"Incoming ship!"

"Call the crew to action stations and prepare to deploy the shuttle craft with the prize crews."

The crew of the Flute Hull were getting into positions when a nervous voice called out that the intruder was not attempting to evade.

"Prepare to manoeuvre for hyperspace!"

"We don't have time..."

At that moment the first salvo of missiles arrived and the Tomiko knew the odds were against it.

And it only took two rounds of combat before the TOMIKO blew up, to the intense pleasure of MU HERCULIS, who had automatically intercepted when they jumped in with their Corco Iota Hull.

MU HERCULIS CORP bought 5 Alloys on Contracts at Gamma Leporis, the only trading before TEGWIN piled in and bought 19 Factories.

At Epsilon Eridani JANET sold Isotopes on Contract. PERF bought 7 Liquors for 8 HTs each and gained a Dealership. TEGWIN TRUCKERS sold 6 Petroleum for 9 HTs each and JANET sold on Contract at the same price.

SUNDOG sold 8 Petroleum for 2 HTs each at Delta Toucanis and TEGWIN TRUCKERS sold 5 more on Contract.

At Tau Ceti PERF sold 10 Alloys for 7 HTs apiece, to gain another Dealership, and TEGWIN sold more on Contract again! LISPING TREE bought 7 Isotopes for 3 HTs each and became Market Managers. PERF sold 4 Petroleum for 5 HTs apiece.

CAESAR WHOLESALe INC sold Alloys on Contract at Mu Herculis. It was busy in the Isotope Market. TRANSURANIC sold 6 Isotopes for 7 HTs each and got a Dealership. Then MU HERCULIS sold 7 for 8 HTs each and also gained a Dealership. SUNDOG, PUM CORP, LISPING TREE, JANET, and BULGAKOV's bids were rejected. SUNDOG did sell 9 Liquors for 11 HTs apiece and a further Dealership and SOLAR SPICE & LIQUORS sold 1 for 12 HTs. MU HERCULIS sold 5 Monopoles on Contract. JANET bought 6 Petroleum at 4 HTs each and LISPING TREE bought 6 using Agent Percent.

SUNDOG was buying Alloys at Sigma Draconis: 8 for 2 HTs each and a Dealership. PUM CORP bought 5 Isotopes at Sigma Draconis on Contract. PUM CORP sold 12 Monopoles for 8 HTs each and received a Dealership, while SOLAR SPICE & LIQUORS sold 5 on Contract. SUNDOG sold 14

Petroleum for 5 HTs each and acquired a Dealership, unsurprisingly, while TEGWIN sold 3 for 6 HTs each and MU HERCULIS sold using their Contracts. SOLAR SPICE & LIQUORS then bought 5 Spice on Contract.

At Alpha Centauri MU HERCULIS sold 6 Isotopes at 5 HTs each. LISPING TREE sold 5 Monopoles on Contracts. MU HERCULIS sold Spice on Contract as SSL sold 1 for 10 HTs.

Beta Hydri only had dealings in Spice, where SWISS MERCENARY's FLEET's respectable ship sold 10 Spice for 11 HTs each and gained a Dealership. SOLAR SPICE & LIQUORS sold 5 on Contract to finish the trading this Quarter.

MU HERCULIS DEVELOPMENT CORPORATION were pleased by their destruction of SUND OG's ship, but lost Reputation when they attempted to intercept another SUND OG ship and failed. Money was spent to raise Reputation, pointing out how safe it would now be and that the armed merchantman wasn't a threat to anyone, was it...?

TEGWIN TRUCKERS decided to invest in Alloy Factories, buying 19 at Gamma Leporis, and a fourth Warehouse. Large purchases and a rise in price is reliably predicted.

SUND OG were not expecting to lose their ship and not legalising the Maconia didn't help. They purchased a Warehouse at Sigma Draconis and increased their Reputation with sympathy from the smaller Corporations.

PUM CORP realised that they had bought 2 Monopole Factories last Quarter and brought them into production. They added an additional Warehouse at Mu Herculis.

LISPING TREE increased their Criminal Connections and bought a new Warehouse at Sigma Draconis.

TRANSURANIC TRADE CORPORATION loaded passengers; while they never threaten TEGWIN, they carry a useful trade.

SOLAR SPICE & LIQUORS bought 4 more Monopole Factories at Mu Herculis and disposed of OP 51 at Epsilon Eridani. A private deal with PERF resulted in nearly 150 HTs being swapped for some Tempus in the Sigma Draconis system.

SWISS MERCENARY FLEET took OP 18, buying 6 units, and increased their Criminal Connections.

PERF made the deal with SSL and were able to repay their loan to the Federal Banks early. They then took out a larger loan for 639 HTs over 4

Quarters, buying pods for the Alice, upgrading all their crews to A class and increasing Criminal Connections.

BULGAKOV LINES sold cargo pods and fitted some Passenger Pods instead to the Margerita. ❖

Corporation Table

Corporation letter & name	Connections			Initiative		Cash Rep		Player
	Bus	Crim	Pol	Bid	Pos'n			
A Bulgakov Lines	6	1	3	0	12th	102	26	Andrew Burgess
B Caesar Wholesale Inc	10	0	7	0	10th	667	40	Simon Burling
C Just Another New Energy Trader	10	0	7	5	8th	220	40	Mark Cowper
D Sundog	10	1	4	0+6	3rd	364	40	Mike Dyer
E Tegwin Truckers	10	1	9	11	2nd	545	40	Jerry Elsmore
F Solar Spice & Liquors	10	4	5	0	7th	305	40	Paul Evans
G PERF	10	2	7	0	11th	665	39	Witold Gertruda
H Cigarettes, Wine and Wild Women	8	2	0	NMR		415	20	
J Swiss Mercenary Fleet	8	8	5	0	9th	377	40	Martin Jennings
K Astradyne Enterprises	1	0	7	NMR		80	27	
L Lipping Tree	10	8	5	0+4	5th	66	39	Michael Martinkat
M Mu Herculis Dev't	10	1	7	25	1st	416	33	Przemyslaw Orwat
N Pum Corp	10	0	5	0	4th	254	40	Paul Holman
P Transuranic Trade Co	10	0	4	0	6th	539	36	Bob Parkins

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

Press

I say that streamlined hulls are very useful, by damn! Pevans Van Rijn

GM Notes

Swiss Mercenary took OP 18 from Turn 16. There were no new News Chits this turn. Current News chits (new ones

in bold) are:

Turn 16 C3

Turn 17 C8, P4

Turn 18 P6

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 18th November**

A busy month for the ladies

The two top socialites left in Paris are Field Marshal Gar de Lieu and Minister of State Revaulvin d'Or. Gar is not in evidence as he passes the whole of July in the company of his young lady: boat-trips on the Seine, picnics on the riverbank and mattress durability trials. Revaulvin pops in to the Fleur de Lys with Katy Did at the beginning of the month. Neither the club nor the lady sees any more of him after that as he's off to the gyms to practise with his sabre. This is a surprise for Binet de Bours, who is banging on the doors of the Fleur at the end of July, expecting to Toady to Revaulvin!

Binet is in Red Phillips with Marie Antoinette for the first half of the month. A week's rapier practice takes him to his last week low. Julien Dupond is the other man to visit Red Phillips. He is there twice, with his mistress in each case. In week 1 he is accompanied by Thomasina Tancenjin. In week 3 Ava Crisp is on his arm! This accounts for his whereabouts in week 2 and week 4 sees him working out with his rapier.

Hunter's is the busiest club this month. Connor McKnight and Emma Roides are there for the duration, sampling a fine selection of chilled wines. They are joined, each week, by Rick O'Shea and Belle Epoque, who would prefer the rosé—but Connor's paying! In another room are Michel Marteau and Deb Estaround. They keep themselves to themselves for the month.

The Frog & Peach is the only other club to have visitors: Arsène Est and Lotte Bottle. This is interesting as Arsène's first venture in July was to court a different young lady! His advances were well received, too, as the lady in question was pining for the absent Jacques de Gain. However, no sooner had Arsène won her heart than he was off to pastures new—culminating in his conquest of Lotte. He still has to face Jacques on the field of honour, though.



Lothario Lovelace tries to live up to his soubriquet, "The Swordsman", in a similar fashion to Arsène. However, his first encounter is on a doorstep with new boy Armand Slice, who has the same idea. A duel will be required. Lothario continues on his way, but news of his antics gets back to Violet Bott, who chucks him out. He has a fresh sweetheart by the end of the month, though. The discouraged Armand heads off to the bawdyhouses to drown his ... sorrows. He lays five 10-crown wagers while he's there and wins four. This gives him a nice profit on the month and he is careful to avoid the footpads on his way home. He spends the second half of July practising rapier.

The bawdyhouses have one other guest: Arnaud Surfinmaise. The red light district starts his month. It continues in the gyms where he practises rapier for the rest of July. This leaves Jacques Shitacks, who spends the entire month practising. His weapon is a cutlass, of course.

An ill month on siege

In Eastern Europe First Army continues the Franco-Austrian campaign against the Ottomans. Second Division's siege goes on. Fourth Foot Brigade spots a novel weakness in the enemy's fortifications—the latrines! The 69th Arquebusiers and the Gascons storm across the defences and set about the enemy to great effect. It turns out the Turks were already in a weakened state as several diseases are causing havoc amongst the defenders. Unfortunately, the French troops are not immune and disease lays waste to the regiments of Fourth Foot in the following weeks. The dead are interred in a mass grave, including 69A Colonel Jacques Madik, 69A Lt-Colonel Robbie Sais-Quoi and Gascon Pepe Grandpeu. RIP.

Third Foot keeps its activities down to the occasional exchange of musketry. This produces nothing for 27th Musketeers' Colonel Warren Peece and nothing for Subaltern Euan Wattarmie.

The Fusiliers in Second Foot Brigade try to follow up on Fourth Foot's success. 13th Fusiliers storm the ramparts in front of them, but 53rd is beaten back by artillery fire. As Colonel of the 13th, Ali Vouzon organises his men effectively. He is brevetted to Bdr-General in recognition of his organisational abilities. He's too busy to do any looting, though. Not so Lieutenant-Colonel Monty Carlo. He sweeps through the Turkish positions, ending up with over two thousand crowns' worth of goodies. He is Mentioned in Despatches twice ("No shit on him") and His Majesty awards him the prestigious pat on the back.

There is a Mention for the Second Division Adjutant, RM Lt-Col Jacques Blanc, who pockets some 800 crowns' worth of booty as well.

A deadly month for the assault

First Division continues to harry and assault the Turkish forces established on Austrian territory. However, the Royal Marines still seem out of their depth (they're usually in boats to avoid this!), led by their junior Major, Gaz Moutarde. On the up side, their cutlasses are a good match for the enemy's scimitars and the Marines win their one skirmish this month. There is a Mention in Despatches for Major Moutarde ("He's only a Major, you know"), who thoroughly plunders the field of battle and takes fifteen hundred crowns away with him. Not so Captain Lou Smorreels. He continues his close encounters with Turkish musketballs. Sadly, one of them is very close. RIP.

Bdr-Gen Zachary The Money Goes leads the King's Musketeers in the only way he knows: bravely, but not recklessly bravely! The Musketeers rout a Turkish force in short order, bringing a Mention in Despatches to The Money Goes ("that was carefully calculated bravery!") along with the best part of a thousand crowns-worth of booty. New Major Jean-Luc Beauchamp l'Rojik has a charmed life: several musketballs hit him, but none of them with enough force to cause an injury! His name goes into the Despatches ("Lucky, lucky, lucky") and he pockets fifteen hundred crowns of loot. His Mention is enough to produce a Knighthood from the King, who appreciates a lucky soldier.

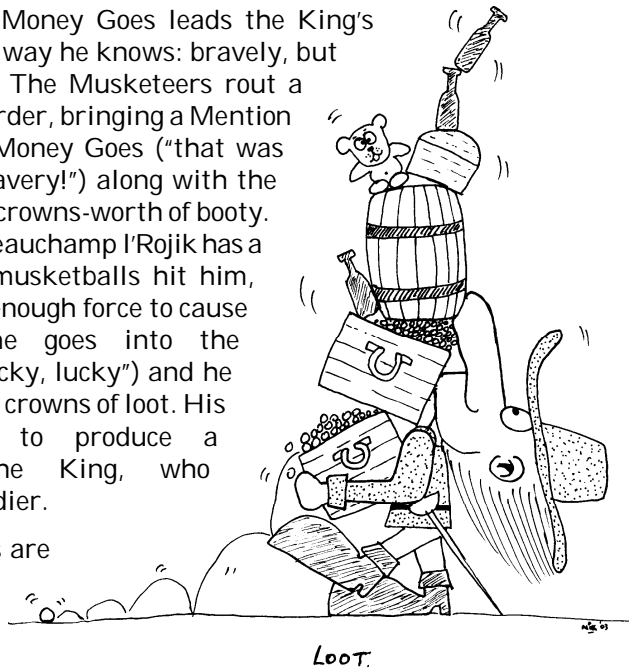
The Royal Foot Guards are just as successful as the Musketeers. However, their commander, Bdr-Gen

Indie Spencible, is just a little bit reckless. As he leads the regiment in a charge on Turkish positions, he waves his sword gallantly through the musketballs coming his way. Amazingly, he deflects one of the balls as it whistles towards him. Sadly, he deflects it through his head. RIP. Major Devlin Carnate holds the regiment together and follows through with the attack. His reward is over fifteen hundred crowns of plunder. Captain Amant d'Au collects the same amount as he follows commander into the fray.

Overall, this is a good month for Guards Brigadier Egon Mad 2. He is promoted to (brevet) Lt-General and takes a big share of the booty: well over two thousand crowns' worth. His Brigade Major, RFG Lt-Col Richard Shapmes, does even better: he staggers back to camp with closer to three thousand crowns' worth. The question now (in the camp, anyway) is whether Shapmes will continue in this role or quit to take command of the RFG.

The Royal North Highlanders are also serving in First Division. Bdr-Gen Willem de Biest is serving with them and takes command of a battalion. He soon discovers that his Dragoon Guards uniform is no protection against Turkish pikes. RIP.

First Division commander Tomas le Matelot is brevetted to General and Mentioned in Despatches and appropriates nearly fifteen hundred crowns from the Division's spoils. Divisional Adjutant Pierre le Sang gets almost two



thousand crowns of swag for his share. He is Mentioned, too. There are two Mentions for Noel Fornam Idya ("What's he doing?" "Filling his boots!"), who helps himself to almost fifteen hundred crowns worth.

The commander of First Army, General Gustav Ind, sees his prayers answered as he gains a promotion. This makes him Field Marshal for the year from September. He is Mentioned in Despatches ("very devout"), picks up well over fifteen hundred crowns in booty and is made a Marquis by His Majesty. Ilk Lamore Bartat, the Army Adjutant, is too busy to do anything but pick up over a thousand crowns of plunder. Ind's Aide, Lt-Col Jacques de Gain, gets a hundred crowns more than Bartat and a Mention in Despatches into the bargain.

The King is much dismayed by the news of the demise of the commander of the Royal Foot Guards (and Minister of Justice). In recognition of Indie Spencible's contribution to the regiment and the prestige of France, His Majesty decrees a state funeral for Spencible. To organise and finance this (and the wake) His Majesty appoints a committee of notable, wealthy Parisians: Earl Gar de Lieu, Count Zachary The Money Goes and Count Revaulvin d'Or.

A cowardly month on the frontiers

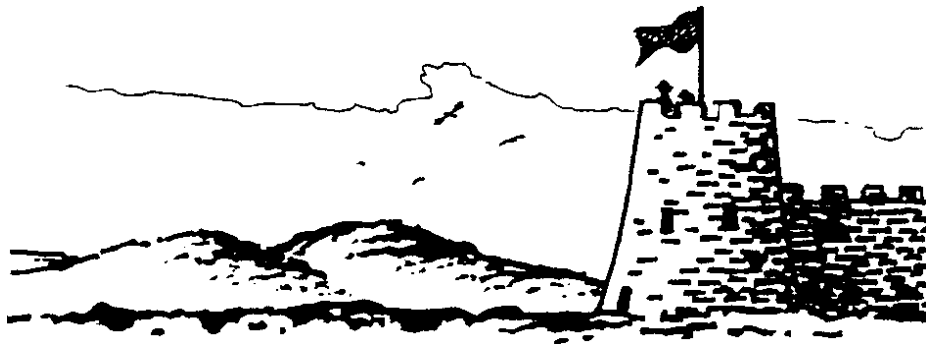
Second Army's role is defending the French borders. General Pierre Cardigan's circumspect bravery brings him a Mention in Despatches ("was he being brave or not?") and a couple of hundred crowns' worth of loot. Frontier Division commander Quasi Le Bossu gets a promotion, but refuses it, preferring to remain a Lt-Gen. A hundred crowns makes its way into his pocket. PLLD Lt-Col Charles Rabbit-Vacuum is Mentioned along with his hundred crowns.

Frontier regiment 1 makes a successful attack against a Spanish force. Only afterwards does anybody notice that Private Euria Humble is still in his tent. What's more, Yves Vrai Bretheauteque has not brought his Cardinal's Guard battalion into the fray. Humble is disciplined, while Bretheauteque is dismissed from the CGs.

PM Subaltern Dominiee Olivie Hugo is attached to Frontier regiment 2. When the regiment is overrun by Spanish cavalry, he leads the pack running away. He is cashiered as an example to others. Still, at least he's not in an unmarked grave, like his colleague in the PMs, Captain Escalade le Pole. RIP.

Major Eric de Miabeille's QOC squadron is serving with Frontier regiment 3 and does a proper job. He bounces enemy sabres off his breastplate and grabs 50 crowns of booty from the opposing cavalry.

The Cavalry Division is supporting the Frontier troops. The Dragoon regiments run into trouble, though, when they get too close to some Spanish fortifications. PLLD commander Uther Xavier-Beauregard is acting Dragoon Brigadier and is Mentioned in Despatches for this ("Oops!"). As the cannonballs fly, Colonel Armand de Luce turns the Grand Duke Max Dragoons around and gets them out of trouble. He is brevetted to Bdr-Gen and takes command of the Brigade (as Xavier-Beauregard doesn't want it—well, he's Commissioner of Public Safety). ❖



August 1664

Paris finally gets some hot sunshine this August and those who are left in the city mostly doze through the month. Arsène Est calls in a favour to support his application to the Cardinal's Guard and Pierre Cardigan uses his influence as well. Est buys the rank of Subaltern once he's been admitted. This is particularly interesting, as Zachary The Money Goes has given Est a couple of hundred crowns to join the King's Musketeers! Est gets cash from Cardigan as well and packs his bags to join first battalion on the frontier.

The Money Goes pays a bounty to new arrival Sheikh Yadik Al-Abowt as well. Once he's got off his camel, Al-Abowt at least does what's expected and signs up with the King's Musketeers. He's not qualified for the Captaincy he would prefer and has to settle for the rank of Subaltern. No sooner has he got his uniform than he's off to join the regiment on the battlefield.

Ilk Lamore Bartat signs up Jacques le Franc for the Royal Marines. He buys the rank of Captain with the money he's just borrowed. The Marines are a bit puzzled as to why someone has left a camel outside their barracks. Still, it's addressed to Jacques Blanc, so le Franc shrugs his shoulders and sets off for some action. Bartat makes him Regimental Adjutant for the month.

The Picardy Musketeers admit Donkey Hotay to their ranks. There's no space for any more Majors, so he is just a Captain. Pomme de Terre tries for

the 69th Arquebusiers, but is turned down. He wants some action, so he volunteers for a Frontier regiment.

Pierre le Sang accepts Armand Slice for the 53rd Fusiliers, where he buys a Captaincy—thanks to a substantial gift from le Sang—and marches into action. However, le Sang rejects Vaux de Ville's application. He goes for the 4th Arquebusiers instead, makes himself a Captain and joins the regiment at the front. As he's been disgraced, Yves Vrai Bretheauteque can't join a regiment so he has to serve with a Frontier regiment. 'X9' goes one better and joins the RNHB.

Ladies and lovers

Minister of State Revaulvin d'Or spends his August working on next month's state funeral. He is joined by Minister Gar de Lieu, who's taken on special responsibility for the wreaths, for the first week. When he returns to his mistress's the following week, Gar realises this may have been a mistake: he is refused entry. Unless it's the sample wreath he's carrying? No, Maggie Nifisent is to be found on Michel Marteau's arm in Hunter's for the rest of the month. Gar remains outside her place, pining.

Connor McKnight is also in Hunter's. He spends the whole month drinking with Emma Roides, but may have forgotten something else. Standing outside the club is Rick O'Shea. He was expecting to be Toadying to Connor inside the club, but the doorman has no record of this. Rick is outside the club for the whole month.

The Frog & Peach is the haunt of Binet de Bours this month. Marie Antoinette is with him and they are not disturbed by anyone else. Donkey Hotay pops in to Red Phillips after his successful courting, but doesn't bother to bring his lady friend with him. The second half of his month is taken up with rapier practice.



Arnaud Surfinmaise starts August in the Bawdyhouses with some female company. Next stop is the gym for two weeks' workout with his rapier. He concludes with a spot of courting, but without success. Jacques Shitacks spends the whole month practising—with a cutlass in his case.

This leaves Lothario Lovelace, who continues to charm his way through the womenfolk of Paris. He generally loves them and leaves them, but he still acquires one duel. Belle

Epoque is very pleased to see Lothario, as she's embarrassed that her current beau, Rick O'Shea, keeps being refused entry to Hunter's. Rick is not so sanguine and has cause with Lothario.

In Hungary

In eastern Europe, the French army continues to support its Austrian allies against the Turkish forces, culminating in this month's Battle of Saint Gotthard. Second Division continues its siege, but the Turkish positions fall to an assault by First Division. This success is good news for First Army commander, General Gustav Ind. His personal bravery ("What's he doing with that curvy sword?") brings him two Mentions in Despatches. He sweeps up the best part of two thousand crowns in loot. Army Adjutant Ilk Lamore Bartat is at his CO's side. His name goes into the Despatches, too, but his share of the plunder is only a bit over fifteen hundred crowns. Ind's Aide, Lieutenant-Colonel Jacques de Gain, does just as well as his boss in gathering booty and gets two Mentions ("fine little scavenger").

General Tomas le Matelot, commanding First Division, watches the regiments of the Guards Brigade pour across the Turkish defences, grabs his looting trousers and hurtles over the ramparts behind them. Counting the swag later, he comes to the total of two thousand, which he considers a good season's work. Le Matelot is also Mentioned in Despatches ("He *can* count to 2,000"). As Divisional Adjutant, Pierre le Sang grabs almost as much loot and gets a footnote in the Despatches. 4A Captain Noel Fornam Idya hangs around to fill his boots, too, piling up just as much as le Sang.

Guards Brigadier Egon Mad 2 is in the thick of the assault, identifying corpses that are of especial interest—particularly Turkish ones. This doesn't stop him pocketing fifteen hundred crowns worth of loot. Mad is Mentioned in Despatches twice as he can't stop cackling as he goes about his work. Having already bought the rank of Colonel, Brigade Major Richard Shapmes's promotion means he is brevetted to Brigadier-General. He gathers rather more loot than Mad does.

The Royal Foot Guards take the left flank and charge across the enemy barricades. In Shapmes's absence, they are led by Major Devlin Carnate. He is promoted into the vacancy at Lt-Colonel and his share of the booty reaches thirteen hundred crowns. Captain Amant d'Au concentrates on his plundering technique and achieves a score of seventeen hundred crowns.

The Royal Marines are on the right and hack their way through the enemy defences. Major Gaz Moutarde is charge of the regiment and is thus Mentioned in Despatches ("some damn' Major running things!"). Just over fifteen hundred crowns comes his way in plunder. Captain Jacques le Franc gets closer to two thousand for his efforts.

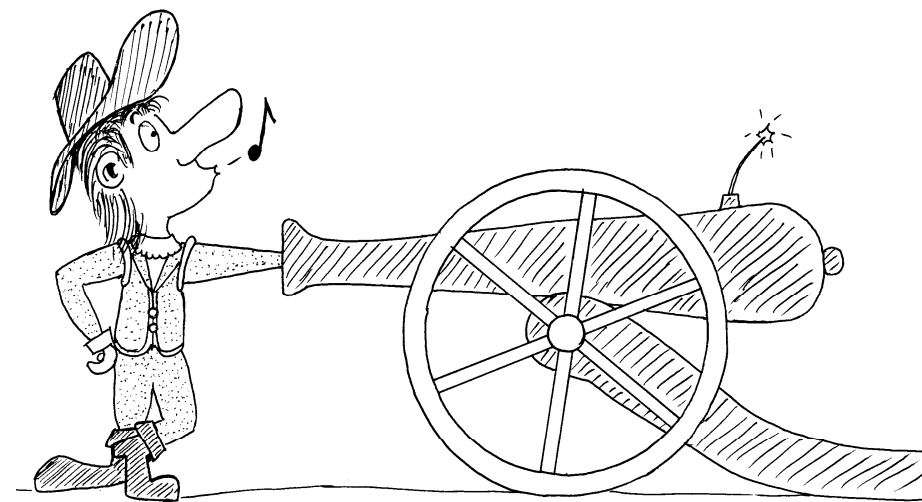
In the centre, the King's Musketeers are held up briefly, but then follow their colleagues as the defenders take to their heels. Colonel Zachary The Money Goes takes his opportunity to sweep up what is dropped by the fleeing enemy: he tots up the best part of fifteen hundred crowns. Major Jean-Luc Beauchamp l'Rojik collects slightly less, but finds time to get his name into the Despatches ("How do you spell that again?"). The new Subaltern, Sheikh Yadik Al-Abowt, finds his feet quickly and is brevetted to Captain. A thousand crowns comes his way, which more than covers the horse he needs to buy for his new rank. He is Mentioned, too, though the Despatch-writer isn't sure whether "Sheikh" is a title or his first name.

The Royal North Highland Border regiment is also serving in First Division, but does not acquit itself well. Volunteer 'X9' is one of the casualties. RIP.

Also serving

Their defences broken, the defenders flee and Second Division is able to mop up the remnants. As Divisional Adjutant, RM Lt-Col Jacques is Mentioned in Despatches and takes 700 crowns in booty. In Second Foot, the 53rd Fusiliers do well, but there's no reward for Captain Armand Slice who is reluctant to get into the action. Despite the poor performance of the 13th Fusiliers, its senior officers do well for themselves. Bdr-Gen Ali Vouzon sweeps up five hundred crowns for himself and is Mentioned in Despatches. Lt-Col Monty Carlo gets slightly less in loot, but a slightly more fulsome Mention.

27th Musketeer Colonel Warren Peece is acting Brigadier of the Third Foot. He does well enough in his new position to be brevetted to Bdr-Gen and take



RECKLESS BRAVERY

over permanent command of the Brigade. Well, permanent until the end of the month, anyway. In Peece's regiment, Subaltern Euan Wattarmie slips as he's clambering over the ramparts and impales himself on a pike that someone has carelessly left lying around. RIP. Captain Vaux de Ville survives his first combat in the 4th Arquebusiers, but gets nothing for it.

Art for art's sake

Second Army continues to hold the French borders against any surprises from the Spanish or English. General Pierre Cardigan adds a thousand crowns' worth of spoils to his coffers and is briefly Mentioned in Despatches ("Gen Cardigan...").

Supporting the Frontier footsloggers, the Cavalry regiments prance around, but don't achieve much. Dragoon Brigadier Armand de Luce has his rank made permanent, removing his connection with the Grand Duke Max Dragoons. Bdr-Gen Uther Xavier Beauregard, commanding the Princess Louisa Light Dragoons, does a bit more, posing on his horse long enough to have his portrait painted. The artist adds in some English artillery in the background, which is enough to bring him a Mention in Despatches ("fine portrayal of a twenty-pounder"). He is Knighted by the King, who may not know much about art, but knows what he likes.

Lt-Gen Quasi Le Bossu is at the head of the Frontier Division. He refuses the promotion he is offered, preferring to remain a Lt-Gen. He is still Mentioned in Despatches and receives a Knighthood. There's even a little loot to be had: Le Bossu gets 350 crowns' worth. Divisional Adjutant and PLLD Lt-Col Charles Rabbit-Vacuum plunders his way to a further five hundred crowns and is Mentioned.

Reduced to the ranks, Viscount Euria Humble is serving with Frontier regiment 1. He is clearly a fish out of water, failing to recognise his sergeant's commands and ending up deeper in disgrace. This may, however, be preferable to the fate of Private Pomme de Terre, who obeys orders, charges a Spanish position and is gunned down. RIP. Subaltern Arsène Est gets a bit more protection as he's serving with first battalion of the Cardinal's Guard, attached to Frontier regiment 1. He survives happily.

Second Frontier regiment holds its own, despite spending much of the month exchanging fire across the border with Spanish troops. There are a few casualties, Julien Dupond for one. RIP. Plenty of others survive, Dominiue Olivie Hugo for one.

Bolstered with second squadron of the Queen's Own Carabiniers, Third Frontier regiment has a good month. They see off a reconnaissance in force from an English Brigade. There is a Mention in Despatches for Major Eric de

Miabeille, commanding the QOCs ("Nobody expects the Queen's Own Carabiniers ... on the frontier!"). He also pockets 250 crowns' worth of booty.

Frontier regiment 4 sees off an attack, but does so without any help from Private Yves Vrai Bretheauteque. He is subject to disciplinary action that means he's even further in disgrace. ❖

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 whom it may concern.

I am recently become, it seems, a Brigadier (albeit brevet) and will, I perceive, require the aid of one, of rank Subaltern, who has, within his grasp, an appreciation of the infinite intricacies, hitherto by me unappreciated, of grammar and punctuation (and military stuff as well). Any takers?

† Ali Vouzon

Public Announcement:

As of September 1st 1664, The Fleur is under new management.

After many, many months of negotiation with the Crown Prince, I have now acquired the majority share of Fleur Bonds to take over the running of the club.

Now that I am back from The Front, I will be spending the next few months going over the books and checking stock levels, with the view to have a Grand Opening in time for Christmas and the New Year (December 1664).

At present nothing will change, but as with any new venture, some change will have to be made to ensure the club is working to its potential.

If anyone has any thoughts on how to improve The Fleur, then please let me know, either in the press or by private communication.

Yours,

† Zachary The Money Goes

Despatches from the Front

Salaam effendis,

I have travelled to your country in a bid to right the wrongs of the Turkish forces against the armies of King Pevans the Magnificent, ruler of the French Peoples and bastion of chivalry in the Western Hemisphere. Having, whilst serving as an Arab mercenary to the Turkish Sultan, witnessed the tragic deaths of noble French officers and men following the recent 'Battle of El Bogs', it seems the very least I can do is to offer my services to his Majesty King Pevans and to try and repay the

error and naivety of my undertaking Turkish service.

Indeed, having been captured by French troops during this battle, I was put to work as a hospital orderly and happened to be at the bedside of the unfortunate Col Jacques Madik to witness his passing. I alone was there to bear testimony to his last request and dying words which, as I recall, were "Save society ... go to France ... gasp ... to Paris ... follow the ... gasp ... stench of old kippers ... Uuunhh ... gasp ... look for a fop of a man with a bridle and stirrup fixation ... gasp ... Blanc ... Jacques Blanc ... gasp..."

I remember at this moment he became most agitated, seeking to rise from his bed. Eyes reddened and veins bulging with effort he cried out "AND STICK A HUGE SWORD UP HIS AR... rrrrgggghhhh...". With that he fell back, stone dead.

Blessings upon Col Madik; I later discovered that he had bequeathed to me in his will honorary membership of the 69A, one huge sword, a silver chastity belt for a horse, engraved with the words 'Non d'entrée pour J Blanc' and a map of Paris.

Since I was the only one at hand, I took it as a sign from Allah that this was a god-given task for me to undertake in honour and memory of poor Col Madik. Thus, given the opportunity, I shall seek for this Blanc infidel and, by the sacred beard of the prophet, I swear to 'stick a huge sword up his AR... rrrrgggghhhh.'

A thousand blessings upon you all (except for the infidel peeig Blanc & the RM dogs)

† Sheikh Yadik Al-Abowt
Honorary member of the 69A

Social

State Funeral:

To mourn the loss of B.Bdr-General Count Indie Spencible of the Royal Foot Guards during the Ottoman Campaign, I will be hosting a wake at my club in Week 1 of September. Everyone is welcome and all costs will be paid for.

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

All Boozers and Bellringers (past and future) are invited to a Wake at Bothwell's in September 1664, Week 2, to celebrate the life and times of Williem De Biest, one of our best. His huge sword (which needed two hands to hold) will be sorely missed. Mistresses welcome, all costs paid.

Regards,
† Chairman Quasi Le Bossu

I regret that, due to attendance at the wake and state funeral of Indie Spencible, I have to restrict my reception for the heroes (MiD or merit promotion) of the recent campaign to weeks 3 and 4 of September rather than all month as originally planned. I will endeavour to make it up to you at a later date.

† Earl Gar de Lieu

September Sheesha Show

My friends, come savour exotic Arabian delights courtesy of Sheikh Yadik and the returning heroes of the 69A.

For your pleasure and entertainment, explore the experience of the sheesha pipe, marvel at beautiful veiled dancers, watch a display of scimitar wielding and sample a wide range of authentic dishes such as fattoush, shawarma, falafel and the favoured delicacy of boiled sheep's eyes.

Bring your women, bring your friends, BUT don't bring any Royal Marines or you will be denied entry to the party of the month!

Week 3 of September at Blue Gables. Carousing costs met and a prize to the man/couple deemed by myself, as host, to be wearing the best Arabian attire. At the evening's end, a toast to the memories of the late Col Madik and Lt Col Sais-Quoi and the presentation of a memorial plaque to the 69A for those gallant officers and men lost in the summer campaign.

† Sheikh Yadik Al-Abowt
Honorary member of the 69A

A memorial service will be held at Hunter's on the 4th Week of September, 1664 for the late Baron Willem de Beist, who died valiantly in the service of France in July. All current or honourably discharged officers and soldiers of His Majesty's Army and their ladies are invited to attend as guests of Brigadier-General Sir Pierre le Sang.

Personal

Last will and Testament of Count Indie Spencible

If I should die in the service of his Majesty and La France, I would ask that this will and testament be published. It has been my pleasure to meet many interesting and noble persons (and some ignoble ones too) during my time in Paris. I appoint Le Roi as my executor and make the following bequests.

All my Arms Investments to Count d'Or with the request that he look after any of my cousins who may appear in Paris.

1,000 crns to Sir Ilk Lamore Barat of the RM.

Half of the rest of my estate to the RFG Benevolent Fund for poor and distressed ex-soldiers in the regiment – the Paris St Germain Pensioners.

The remainder is to be shared equally amongst current members of the RFG.

Your obedient servant as always,
Vive La France!

† Count Indie Spencible

Note attached to a camel that arrived at the Royal Marines' barracks in Paris this month:

Pour Lt-Col J Blanc – Rumour has it that your taste for all things equine is progressing to larger beasts, hence I forward to you this dromedary to see if you can 'rise' to the challenge. Beware, though, for he is a biter if handled roughly, albeit this may add to your 'entertainment'!

† Un nouvelle homme à Paris.

If I found myself in time of trouble and saw Euria Humble coming to me, I would not look on it as a blessing anyway. † C R-V

To His Majesty the King Sire, you are understandably saddened by the death of Count Indie Spencible. However, all need not be lost.

I believe that it is possible through the miracles of modern science to BRING THE COUNT BACK FROM THE DEAD.

Should Your Majesty request it, I am prepared to work night and day to restore the late Count to life.

I must warn Your Majesty that a successful outcome is not guaranteed and, even if I do achieve the desired result there is a strong likelihood that the Count's renowned repartee will be reduced to a small vocabulary of words, mostly concerning brains. Lest Your Majesty think that this is some petty scam to gain funds, I am prepared to pay all the costs of this work out of my own pocket.

Needless to say, I will not commence this without Your Majesty's express permission.

I remain your obedient Servant,
† Earl Egon Mad the Second.

That sounds like a tremendous idea—even if the conversation might be a bit repetitive, nevertheless... hang on, His Eminence would like a word...

† Le Roi

Egon Mad: see me.

† Le Cardinal

M. Lowlife Lovelace,
Our duel, sir, will have to wait. I have heard the trumpets and the drum and go to fight His Majesty's enemies. But a word of advice. The "lady" isn't worth it. One step up from the bawdy-house, if you ask me – indeed, isn't that rather the attraction? Let's not fight in future over such a trifle, I'd prefer to think we could come to some mutually satisfactory arrangement. Share and share alike is my motto.

† A. Slice

Lurking in the stables!
Is this the new sickness that is spreading amongst our soldiers?
Has the noble love between a man and beast got out of hand?
Or is this just something whipped up to fill the pages and to take the light away from the Dragoon Guards?
Read our exclusive stories on pages 2, 3, 4, 5, 6, and 10-14.

La Soleil

Lord Percy Percy says, as bravery is fashionable, the Frontier regiments seem to contain rather a lot of unfashionable men.

Poetry Corner

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

1 Oh Marie,
I was nobody,
Before you proclaimed me socially
2 Oh Marie,
You give me such glee,
We always drink so copiously
3 Oh Marie,

I'm hopelessly
in Love with you absolutely
4 Oh Marie,

You inspire me,
To write such terrible poetry

Points Arising

**Next deadline is
25th November 2011**

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

The new Military Appointments and any empty Government Appointments will be filled at the start of September—by NPCs where they are not taken by player characters. However, a player character who has a position that lets him appoint a post may choose to leave the appointment vacant. If you have applied for an appointment or hold a rank that allows you to appoint other characters to posts, don't forget to do so (or NPCs will get the jobs).

Note that the military appointments shown on the Greasy Pole (and character sheets) have expired. They are shown as a reminder (the incumbent gets +1 if he re-applies).

Jacques Shitacks' term as Chancellor of the Exchequer finishes at the end of next month. Anyone wishing to apply must announce this with their September orders.

By order of the King:

The state funeral for the late Count Indie Spencible, Minister of Justice and Colonel of the Royal Foot Guards, will take

place in week 2 of September.

His Majesty will be present and expects all characters with the title of Baron or higher and all Ministers to attend (they can do nothing else that week). Mistresses may not attend.

James McReynolds joins us this turn. Welcome to *LPBS*, James, and enjoy the game.

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

AdL Armand de Luce (Fran Weal) has NMR'd. Total now 1
JB Jacques Blanc (Dom Howlett) has NMR'd. Total now 1

X5 (Gerry Sutcliff) got the benefit of the doubt and was floated

Sean Kavanagh's character was removed as I have received no orders from him (NMR) and his previous character died of NMRs.

Mark Rogers has also left the game due to time pressures. Thanks for playing, Mark, and we hope to see you back 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.

Announcements

Amant d'Au applies for Regiment Adjutant of RFG

Amant d'Au applies for Captain, King's Escort

Arsene Est applies for Ensign, Cardinal's Escort

Arsene Est applies for Aide to Brigadier

Arsene Est applies for Regiment Adjutant of CG

Arsene Est applies for Aide to Lt. General

Arsene Est applies for Captain Cardinal's Escort

Ali Vouzon applies for Brigadier of Guards, Horse Guards, Heavy Brigade, Dragoon Brigade, 1st Foot Brigade, 2nd Foot Brigade, 3rd Foot Brigade, 4th Foot Brigade

Binet de Bours applies for Aide to General

Connor McKnight applies for Army Adjutant of First, Second and Third Army

Connor McKnight applies for Brigadier of Guards Brigade, Horse Guards Brigade, Heavy Brigade, Dragoon Brigade, 1st Foot Brigade

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). If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk.

Charles Rabbit-Vacuum applies for Division Adjutant of First, Second, Cavalry and Frontier Division

Charles Rabbit-Vacuum applies for Aide to Field Marshal

Charles Rabbit-Vacuum applies for Army Adjutant of First, Second and Third Army

Charles Rabbit-Vacuum applies for Commnr. of Public Safety

Devlin Carnate applies for Minister without Portfolio

Eric de Miabeille applies for Brigade Major of Horse Guards Brigade

Eric de Miabeille applies for Aide to General

Euria Humble applies for Minister of War

Egon Mad 2 applies for Province Mil. Governor

Egon Mad 2 applies for Division Commander of First, Second, Cavalry and Frontier Division

Egon Mad 2 applies for City Military Governor

Egon Mad 2 applies for Inspector General of Cavalry and Infantry

Egon Mad 2 applies for Adjutant-General

Egon Mad 2 applies for Minister of Justice, Minister of War, Minister of State

Gar de Lieu applies for Army Commander of First, Second and Third Army

Gar de Lieu applies for Minister of Justice, Minister of War, Minister of State

Jacques de Gain applies for Division Adjutant of First, Second, Cavalry and Frontier Division

Jacques de Gain applies for Aide to Field Marshal

Jacques de Gain applies for Army Adjutant of First, Second and Third Army

Jean-Luc Beauchamp l'Rojik applies for Brigade Major of Guards Brigade

Jean-Luc Beauchamp l'Rojik applies for Aide to General

Jacques le Franc applies for Regiment Adjutant of RM

Jacques le Franc applies for Aide to Lt. General

Jacques Shitacks applies for Army Commander of First, Second and Third Army

Jacques Shitacks applies for Chancellor of Exchequer, Minister of Justice, Minister of War, Minister of State

Michel Marteau applies for Division Adjutant of Cavalry Division

Michel Marteau applies for Aide to Field Marshal

Noel Fornam Idya asks NPC Major 2 of 4th Arquebusiers to resign

Pierre Cardigan applies for Army Commander of First, Second and Third Army

Pierre le Sang applies for Brigadier of 2nd Foot Brigade

Pierre le Sang applies for Minister without Portfolio, Minister of Justice

Quasi Le Bossu applies for Province Mil. Governor

Quasi Le Bossu applies for Division Commander of First, Second, Cavalry and Frontier Division

Quasi Le Bossu applies for City Military Governor

Quasi Le Bossu applies for Inspector General Cavalry and Infantry

Quasi Le Bossu applies for Adjutant General

Quasi Le Bossu applies for Minister without Portfolio, Minister of State

Rick O'Shea applies for Brigade Major of 1st Foot Brigade

Rick O'Shea applies for Division Adjutant of First Division

Tomas le Matelot applies for Army Commander of First, Second and Third Army

Tomas le Matelot applies for Commnr. of Public Safety, Chancellor of Exchequer,

Minister without Portfolio, Minister of Justice, Minister of War, Minister of State

Applications

This shows the applications announced, this time in the order in which they will be dealt with.

Minister of State: EM2, GdLi, JS, RdO, TIM

Minister of War: EH, EM2, GdLi, JS, TIM

Minister of Justice: EM2, GdLi, JS, PIS, TIM

Minister without Portfolio: DC, PIS, QLB, TIM

Chancellor of the Exchequer: JS, TIM

Commissioner of Public Safety: CRV, TIM

Army Commander: GdLi (AII), JS (AII), PC (AII), TIM (AII)
 Adjutant-General: EM2, QLB
 Inspector-General: EM2 (both), QLB (both)
 City Military Governor: EM2, QLB
 Division Commander: EM2 (AII), QLB (AII)
 Provincial Military Governor: EM2, QLB
 Brigadier: AV (AII), CMK (Guards, Horse Guards, Heavy, Dragoon, 1st Foot), PIS (2nd Foot)
 Army Adjutant: CMK (AII), CRV (AII), JdG (AII)

Duels

Results of last month's duels:

Armand Slice didn't turn up to fight Lothario Lovelace and lost SPs.

Grudges to be settled next month:

Devlin Carnate (Rapier, Seconds GI, adv.) has cause with Yves Vrai Bretheauteque (Foil, 1 rests) for pinching Frances.

Jean-Luc Beauchamp l'Rojik (Rapier, adv.) and Yves Vrai Bretheauteque (Foil, 1 rests) have mutual cause for being in enemy regiments.

Yves Vrai Bretheauteque (Foil, 5 rests) and Zachary The Money Goes (Rapier, Seconds QLB, adv.) have mutual cause for being in enemy regiments.

Ali Vouzon (Rapier) has cause with Arsene Est (Rapier, Seconds TIM & PC, adv.) for pinching Sue.

Aide to Field Marshal: CRV, JdG, MM
 Division Adjutant: CRV (AII), JdG (AII), MM(Cavalry), ROS (First)
 Aide to General: BdB, EdM, JLBR
 Brigade Major: EdM (Horse Guards), JLBR (Guards), ROS (1st Foot)
 Captain of the Cardinal's Escort: AE
 Captain of the King's Escort: AdA
 Aide to Lieutenant-General: AE, JIF
 Regiment Adjutant: AdA (RFG), AE (CG), JIF (RM)
 Aide to Brigadier-General: AE
 Ensign of the Cardinal's Escort: AE

Jacques Blanc (Cutlass, Seconds ILB, 2 rests) has cause with Lothario Lovelace (Rapier, adv.) for pinching Josephine.

Jacques de Gain (Sabre, adv.) has cause with Arsene Est (Rapier, Seconds TIM & PC, 2 rests) for pinching Vera.

Gar de Lieu (Sabre, 4 rests) has cause with Michel Marteau (Sabre, adv.) for pinching Maggie.

Rick O'Shea (Cutlass, Seconds CMK, 1 rests) has cause with Lothario Lovelace (Rapier, adv.) over Belle.

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

All duels (including any to be voted on) must be fought next month unless held over due to one or other duellist being at the Front. Orders conditional on a challenge being voted cause are acceptable.

New Characters

Colin Parfitt gets the Second son of a Merchant: Init SL 3; Cash 150; MA 2; EC 3 (X1).

Simon Burling gets the Second son of a well-to-do Marquis: Init SL 8; Cash 250; MA 6; EC 2 (X2).

Mike Bird gets the Second son of an Impoverished Gentleman: Init SL 4; Cash 40; MA 6; EC 5 (X3).

Derek Brister gets the Bastard son of a very wealthy Gentleman: Init SL 4; Cash 675; MA 1; EC 2 (X4).

James McReynolds gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 2; EC 4 (X6).

Tables

Army Organisation and next year's summer Deployment

First Army (Defence)	__/_/_/___
Guards Brigade (Defence) – RFG CG KM	
Second Army (Assault)	__/_/_/___
First Division (Assault)	__/_/_/___
1st Foot Brigade (Assault) – RM PM	
2nd Foot Brigade (Assault) – 13F 53F	
Second Division (Assault)	__/_/_/___
3rd Foot Brigade (Assault) – 27M 4A	
4th Foot Brigade (Assault) – 69A Gscn	
Frontier Division (Assault)	__/_/_/___
Frontier Regiments (Assault)	
Third Army (Field Ops)	__/_/_/___
Cavalry Division (Field Ops)	__/_/_/___
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Dragoon Brigade (Field Ops) – GDMD PLLD	

Organisation and Deployment for the Campaign Season with Army and Division posts (Commander/Aide/Adjutant/QMG)

Entries are ID for player characters, N (+MA where needed) for NPC, __ for vacant

Brigade Positions

Guards Brigade	__/_/_/___	First Foot Brigade	__/_/_/___
Horse Guards Brigade	__/_/_/___	Second Foot Brigade	__/_/_/___
Heavy Brigade	__/_/_/___	Third Foot Brigade	__/_/_/___
Dragoon Brigade	__/_/_/___	Fourth Foot Brigade	__/_/_/___

Current CO/Aide/Brigade Major of each Brigade; entries as Army table

Regiments

	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	RS		ZTMG		CMK			ILB		N3	AV	UXB	PIS	WP			
LCol	DC	N2	JdG	N1	MM		N4	JB		N4	MC	CRV		N5	N5	N3	N5
Maj	N4	N4	JLBR	N3	EdM	N2	N5	ROS	N3	BdB	N5	N6		N3	N5		N5
Maj	N6		N5	N2				GM		N1				N4	N4		N2
Capt	AdA	N1	SYAA	N2	N1	N5	N3	N1	N2	N5	N3	N3	N4	N2	N2	N1	N1
Capt	N2	N5	N6	N3	N2	N6	N5	JIF	N5	N3	N2	N5	ASiI	N5	N5	N1	N2
Capt	N5	N2	N3	N3	N2	N3	N3	N3	N6	N4	N3	N6	N6	N3	NFI	N5	N1
Capt	N5	N6	N2	N4	N5	N2	N1	N3	N3	DH	N3	N4	N3	N3	VdV	N5	N3
Capt																	
Capt																	

This table shows the ten senior positions in the 17 regiments by rank.

Entries are Character abbreviations, N (+MA) for NPC, blank for vacant

* shows the regiment adjutant. + shows ranks held by characters with a brevet rank or an appointment elsewhere.

Frontier Regiments

	(Defence for Sept-Nov)					
	F1	F2	F3	F4	RNHB	
Colonel	N6	N5	N7	N2	N5	
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.

Battle Results

First Army: 2

First Division: 2

Guards Brigade: 1

Royal Foot Guards: 1

King's Musketeers: 3

Royal Marines: 1

RNHB regiment: 3

Second Division: 3

2nd Foot Brigade: 2

13th Fusiliers: 4

53rd Fusiliers: 2

3rd Foot Brigade: 1

27th Musketeers: 5

4th Arquebusiers: 4

4th Foot Brigade: 1

69th Arquebusiers: 1

The Gascon Regiment: 4

Second Army: 1

Cavalry Division: 4

Heavy Brigade: 4

Archduke Leopold Cuirassiers: 3

Crown Prince Cuirassiers: 4

Dragoon Brigade: 5

Grand Duke Max's Dragoons: 5

Princess Louisa Lt Dragoons: 3

Frontier Division: 2

Frontier regiment 1: 5

Frontier regiment 2: 3

Frontier regiment 3: 2

Frontier regiment 4: 1

Other Appointments

Ensign of King's Escort __	Captain of King's Escort __
Ensign of Cardinal's Escort __	Captain of Cardinal's Escort __
Aide to Crown Prince __	Aide to Field Marshal __
Provincial Military Governors: __/__/__/__/__	
City Military Governor __	Adjutant-General __
Inspector-General of Cavalry __	Inspector-General of Infantry __
Commissioner of Public Safety UXB	
Chancellor of the Exchequer JS	Minister of Justice __
Minister of War __	Minister of State __

Shows who holds appointments outside military units:

ID for Characters, N for NPC, __ for vacant,

CPS for additional posts held by the CPS.

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	MM
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	
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	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idée	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	BdB
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
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	69	Poor	Fld Marshal/Min w/o Port	4		Flr	4 Bill Hay
ZTMG	Count Zachary The Money Goes	26	F	Withy	Colonel KM	18		Flr	4 Gerald Udowiczenko
RdO	Count Revaluin d'Or	25	60	Withy	General/State Min.	13		Flr	4 Jerry Spencer
JS	Viscount Jacques Shitacks	23	51	Withy	General/Chancellor	3		Flr	4 David Olliver
DC	Marquis Devlin Carnate	23	F	Rich	Lt.Colonel RFG	10		Flr	2 Bruno Giordan
GI	Marquis Gustav Ind	21	F	Withy	Fld Marshal/1st Army Commndr	9		Flr	6 Ashley Casey
EH	Viscount Euria Humble	20	F	Rich	/War Minister	15		Flr	5 Matthew Wale
EM2	Earl Egon Mad 2	19	F	Rich	B.Lt-General/Gds Brigadier	9		Flr	2 Tym Norris
JdG	Marquis Jacques de Gain	19	F	Withy	Lt.Colonel KM/Gen's Aide ()	13		Flr	4 Ben Brown
QLB	Sir Quasi Le Bossu	15	F	OK	B.General/Fntr Div Commandr	8		Both	6 Mark Cowper
PC	Baron Pierre Cardigan	15	F	Withy	General/2nd Army Commndr	9		Flr	4 Matt Shepherd
ILB	Sir Ilk Lamore Bartat	14	F	Withy	B.Bdr-General RM/1st Army Adjutant	6		Both	6 Andrew Kendall
TIM	Baron Tomas le Matelot	14	F	Withy	B.General/1st Div Commandr	8		Both	4 Tim Skinner
RS	Richard Shapmes	13	F	Rich	B.Bdr-General RFG/Gds Brigade Maj.	7		Both	4 Charles Popp
YVB	Sir Yves Vrai Bretheauteque	13	F	Withy		4		Hunt	1 Chris Boote
MM	Sir Michel Marteau	13+ 42	OK		Lt.Colonel QOC	1	Maggie	Hunt	1 Neil Packer
CMK	Sir Connor McKnight	12	19	Comfy	Colonel QOC	3	Emma	Hunt	5 Graeme Wilson
JB	Sir Jacques Blanc	12	F	Comfy	Lt.Colonel RM/2nd Div Adjutant	4		Hunt	4 Dominic Howlett
ROS	Rick O'Shea	11	15	OK	Major RM/1 F Brigade Maj.	3		BG	6 Paul Wilson
AdL	Armand de Luce	11	F	Poor	Bdr-General/Drgn Brigadier	5		BG	2 Francesca Weal
WP	Sir Warren Peece	11	F	Withy	B.Bdr-General 27M/3 F Brigadier	8		Hunt	2 Pam Udowiczenko
AV	All Vouzon	10	F	Comfy	B.Bdr-General 13F	6		Hunt	1 Graeme Morris
UXB	Sir Uther Xavier-Beauregard	10	F	Comfy	B.Bdr-General PLLD/CPS	7		BG	3 Pete Card
JLBR	Sir Jean-Luc Beauchamp l'Rojik	10	F	Withy	Major KM	6		Hunt	4 Rohan Keane
PIS	Sir Pierre le Sang	10	F	Withy	B.Bdr-General 53F/1st Div Adjutant	5		Hunt	4 Bill Howell
CRV	Charles Rabbit-Vacuum	10	F	Comfy	Lt.Colonel PLLD/Fntr Div Adjutant	3		Hunt	5 Mike Dommert
EdM	Sir Eric de Miabeille	10	F	OK	Major QOC	7		HGds	3 Pete Holland
AdA	Amant d'Au	8	F	Withy	Captain RFG	3		BG	5 David Brister

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC Player
SYAA	Sheikh Yadi Al-Abowt	7	F	Comfy	B.Captain KM	4			3 Jason Fazackarley
AE	Arsene Est	7	F	OK	Subaltern CG	5			5 Ray Vahey
NFI	Noel Fornam Idya	7	F	Comfy	Captain 4A/Gen's Aide ()	1		F&P	4 Martin Jennings
GM	Gaz Moutarde	6	F	Comfy	Major RM	3		F&P	2 Mike Dyer
BdB	Binet de Bours	5	17	Poor	Major PM	2	Marie	F&P	2 Mark Booth
JD	Julien Dupond	5	RIP						Simon Burling
MC	Monty Carlo	5	F	Comfy	Lt.Colonel 13F	7		F&P	4 Andrew Burgess
LL	Lothario Lovelace	5+	19	Poor		5		RP	4 Geoff Bowers
DH	Donkey Hotay	4	9	Comfy	Captain PM	3		RP	2 Dave Carter
JIF	Jacques le Franc	4	F	Comfy	Captain RM/RM Regt. Adjnt.	6			6 Charles Burrows
X5		4	0	Poor		2			4 Gerry Sutcliffe
AS	Arnaud Surfinmaise	3	3	Poor		5		RP	5 Nik Luker
X4		3	RIP						Mark Rogers
PdT	Pomme de Terre	3	RIP						Mike Bird
X8		3	RIP						Sean Kavanagh
DOH	Dominiee Olivie Hugo	3	F	Poor		5		RP	3 Colin Cowper
EW	Euan Wattarmie	2	RIP						Colin Parfitt
VdV	Vaux de Ville	2	F	Poor	Captain 4A	2			4 Tim Macaire
X9		2	RIP						Derek Brister
ASli	Armand Slice	2	F	Poor	Captain 53F	5			5 David Williams

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, Fithy = 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+