

That would be enough

This has been issue 131 of To Win Just Once, published 18th January 2013. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2013

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike Dommert by 1st February.

Orders for *LPBS* and *Great White Hunter* and any other contributions to Pevans by Friday 8th February 2013.

(Next deadlines: 8th/15th March, 12th/19th April, 17th/24th May)

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Paper edition	UK	Europe	World
Single issue	£2.85	£4.00	£5.00
1-year subscription	£28.50	£40.00	£50.00

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Per game turn	£0.65
1-year subscription	£6.50

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Games played

En Garde! new players are always welcome in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: www.engarde.co.uk

Railway Rivals Anyone for the next game? Working map and rules provided.

Star Trader A new game started recently. Mateusz Ochman is waiting for the next one: anyone else? Rules provided.

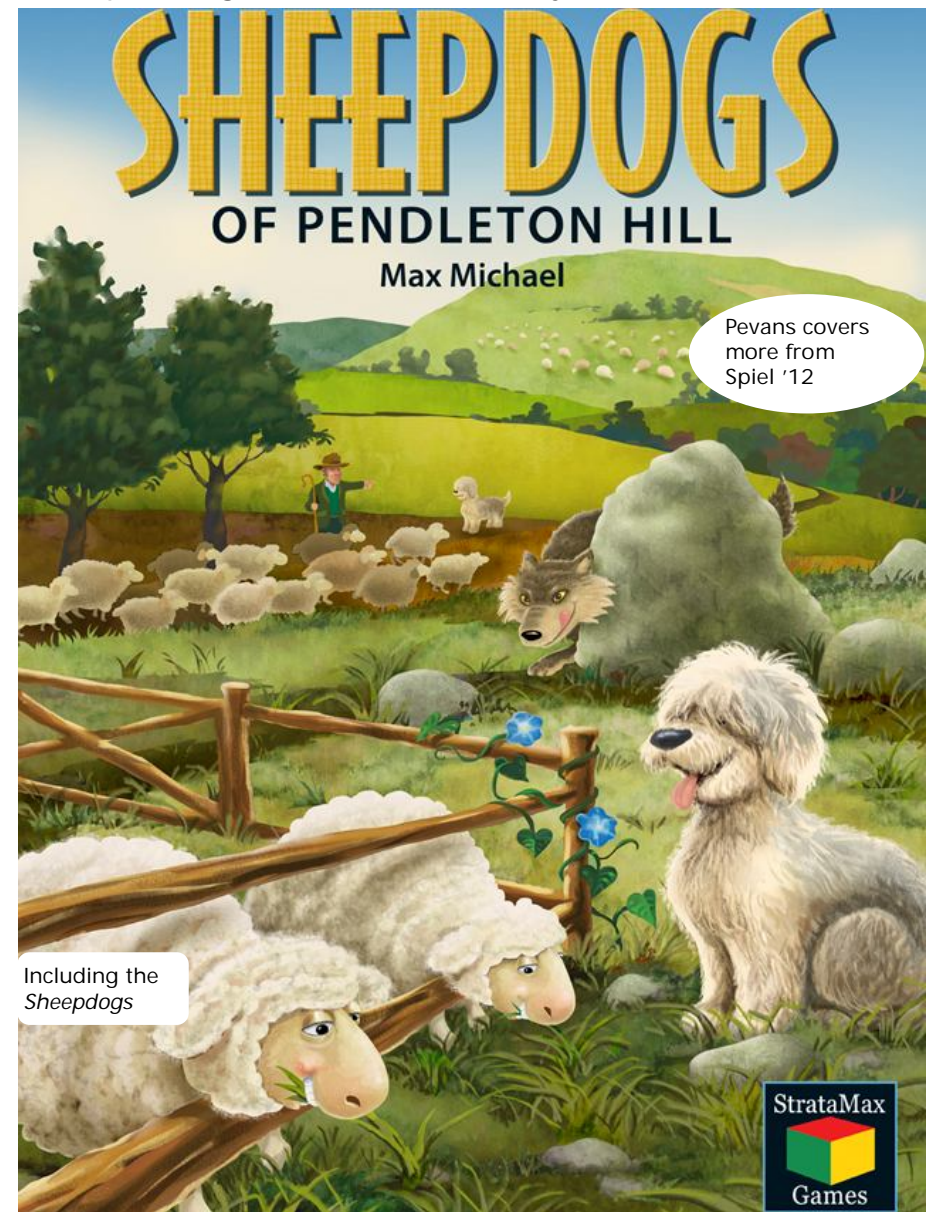
Printed and published by Margam Evans Limited
(Registered in England and Wales, number 05152842,

Registered office: 180 Aylsham Drive, Uxbridge UB10 8UF)

Tel: 05601 480486, E-mail: TWJO@pevans.co.uk, Web: www.pevans.co.uk/TWJO

To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Issue 131: Jan-Feb 2013
(LPBS 259: September 1665)

£2.85 (Europe £4.00, Elsewhere £5.00)
and online at www.pevans.co.uk/TWJO

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Chatter

Thanks to all for your Christmas and New Year wishes and welcome to 2013.

I ended up walking down Oxford Street one afternoon in the run-up to Christmas. I usually steer clear, but it was a convenient place to make a purchase. Oxford Street is always a pain when you know where you're going: it's full of shoppers and tourists who will just stop and gawk for no apparent reason.

This time I found a new impediment: people ambling purposelessly along the pavement with their attention fixed on their phones. Smart phones mostly – maybe they needed sat nav... Luckily I wasn't there for long: one bit of shopping and then dive back below ground on to the Tube.

The mince pie season seems to have ended. I expected them to hang about in the supermarket for a while, but they were gone by the first week of January. In their place we have the latest seasonal fare – hot cross buns! After all, it's only three months to Easter.

I was thinking I should do a little round-up of my favourite games of the last year (or so) for next issue. It's the sort of thing one does at the start of a new year. Then I thought I should spread the net more widely and ask my readers to nominate the games they liked last year.

So I invite you to let me have your favourites of the new(-ish) games you've played in the last 12-or-so months – no more than ten titles, say, and feel free to give me a sentence or three on each, explaining what you like about them. It'll be interesting to see if there's any consensus.

TWJO online

Issue 130 of *TWJO* was published in December and the PDF edition was downloaded 174 times during the month. Issue 129 picked up a further 61 downloads in December, to make 249 across the two months it's been available. *TWJO* 128 reached 245 in total since publication.

Letters

Mike Dommett spotted some astronomical news. He quotes the BBC:

"Our nearest single Sun-like star hosts five planets – one of which is in the 'habitable zone' where liquid water can exist, astronomers say." That's Tau Ceti. Now all we need is a study of Epsilon Eridani, Mu Herculis, Gamma Leporis and Sigma Draconis and *Star Trader* is justified!

Yep, all we need is psychic-powered space travel and we're away.

Reading Matter

You may have noticed that I haven't written about what I'm reading for a while. In part, this is because much of what I've been reading isn't science fiction. Hence, I've decided to re-title this column and broaden its scope so that I can include other things.

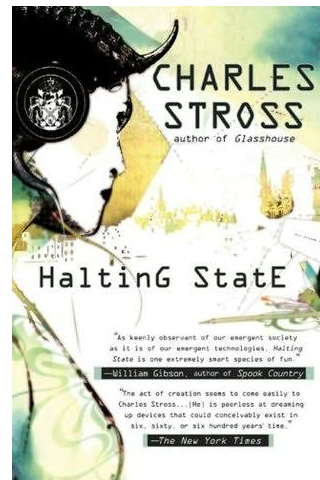
Let me start, though, with a bit of SF. CJ Cherryh has conned me! I've written before about her series of trilogies generally known after the title of the first book, *Foreigner* (I reviewed the third trilogy in *TWJO* 89, Oct 2008). The latest trilogy started with *Conspirator* in 2009, moved on with *Deceiver* in 2010 and *Betrayer* came out in 2011. Then she published *Intruder* in 2012 and we have *Protector* coming out this year! So it's not a trilogy after all. What a con!

However, let me say that I've enjoyed the three volumes so far. They have taken our hero, Bren Cameron, further into his position as a lord of the *atevi* (rather than his original role as the human liaison between the humanoid *atevi* and the human enclave on their planet). As always, the story is very much about the politics amongst the *atevi* and between them and the humans. Now, however, Bren is a mover and shaker, rather than the outsider he started as. I don't think I need to recommend these books to anyone who's read them. And, if you haven't, start with *Foreigner* and have a good time.

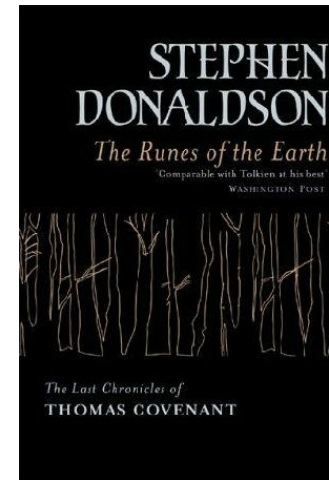
I also picked up Charles Stross's *Halting State* (published in 2007). Although categorised as SF, this seems to be more of a modern techno-thriller to me. The story starts with a bank robbery in a virtual world. Yep, a bunch of orcs breaks into a bank, ransacks the safe deposit boxes and makes off with the goodies. There are two problems: the first is that the stolen items represent a lot of real money. The second is that someone's called the police. What a brilliant start!

The story takes off from there as the police investigate and the reader discovers that there's a lot more going on at the company that's behind the virtual world. Some of the technology went over my head, but it's easy enough to get the gist of it. However, I find huge conspiracies implausible and the plot started to lose me as it went into conspiracy theory territory. It remained an entertaining read to the end, though, with some sympathetically drawn characters. I wasn't surprised to see that there's been a sequel (*Rule 34*), but I think I'll give it a miss.

And then we have *The Runes of the Earth* – "Book 1 of the Last Chronicles of Thomas Covenant." Damn. Weren't The Second Chronicles the last? Not least



because Thomas Covenant was dead at the end of them! Nevertheless, author Stephen Donaldson has returned to his fantasy setting of 35 years ago. I received this volume as a present – eldritch powers at work, no doubt (or maybe just Amazon) – along with volume 3.



Runes of the Earth centres on Linden Avery, former lover of the late Thomas Covenant and now holder of his white gold ring. She runs the establishment where Covenant's widow is cared for – she's in a persistent vegetative state – and fends off his son, who wants to release his mother. Their conflict builds as Avery realises that Joan Covenant is still connected to the Land – the magical realm that Avery and Covenant saved from Lord Foul ten years before. The climactic confrontation throws Avery back into the Land, carrying the wild magic of Covenant's white gold ring. And that's the end of the prologue, a mere 100 pages long. 600 to go!

Once I got into the story proper, I was taken back some thirty years to when I read the original Chronicles of Thomas Covenant. Bits of the story

kept coming back to me as Avery journeyed about the Land, which has changed an awful lot in the many, many years since she was last there. Like Covenant in the original stories, she carries a magical power that she does not know how to use. Unlike Covenant, she accepts the Land and has a reason to confront Lord Foul – he has kidnapped her adopted son.

Donaldson takes us on a tour of this older Land, which we can contrast (as memory allows) with the Land as it was when Thomas Covenant first arrived. The original story had a fairly conventional fantasy setting (with numerous Tolkien-equivalents) into which came an extraordinary protagonist who denied that it was real (and whose first act was to rape someone). *Runes of the Earth* is more orthodox in some ways, but always informed by the reader's knowledge of what has gone before. Avery must find allies and work out how defeat Lord Foul and his creatures while trying to distinguish truth from lies as Foul tries to manipulate her into doing what he needs.

One thing I had forgotten was how wordy Donaldson is. When it works, you don't really notice, but at other times the story bogs down. In particular, every confrontation, every trial continues until the characters have been driven beyond endurance and past the limits of what they can bear. The hyperbole gets wearying after a while. However, there's nothing wrong with Donaldson's imagination and this new story is still compelling. Bring on volume 2!

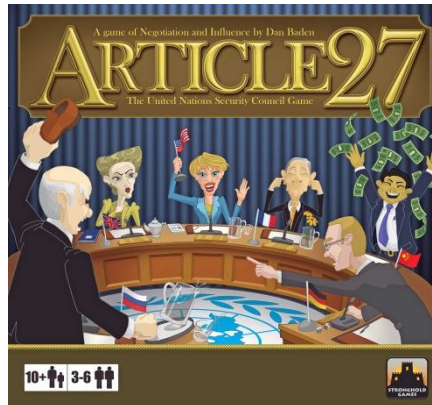
Spiel '12 part 2

Pevans is still in Essen

I've been playing more of the new games that were launched at the Spiel games fair last October, so I thought I should add to my initial report (in *TWJO* 129) with my notes on these. Here they are, in alphabetical order of title.

Stronghold Games have made quite an impact in the two years they've been going. They caught my attention by producing a new edition of *Survive!Escape from Atlantis* in their first crop of titles. While they've continued to renew old favourites, Stronghold quickly started publishing new games as well. They had examples of both to show us at Spiel '12. The new editions of *Crude* (aka *McMulti*) and *Outpost* looked terrific. Both classics, of course. For those of you not as long in the tooth as me, *Crude* (originally published in 1974) is a terrific oil industry game – drill, refine and sell petroleum – with some great components. *Outpost* (rather younger as it dates from 1991) is a game of production and development in a science fiction setting. The game's system has since been used in *Scepter of Zavador* and (in a condensed version) *Phoenicia*.

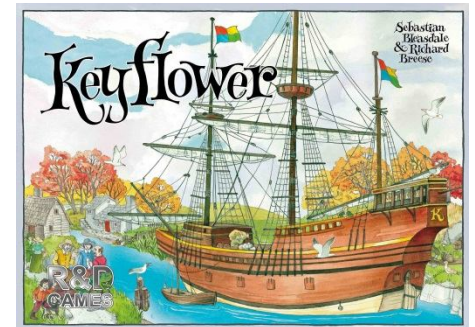
Stronghold's brand new games included the well-received *CO2* and *Article 27*. The latter is the one I've played, having first encountered it in pre-production form at the Gathering last year. Designed by Dan Baden, it is set at the United Nations with the players representing a country on the Security Council. In turn, each chairs a session, trying to get a resolution passed by the council. Players gain or lose points according to how closely their own policies (coloured chips held by the players) match the resolution on the table. However, they can also be bribed incentivised to vote for the resolution.



Article 27 is a fast moving game of wheeling and dealing reminiscent of *I'm the Boss* – it's helped by a timer that gives a maximum of five minutes negotiation time. It's been good fun both times I've played with some outrageous bargaining and surprising about-turns by players when offered enough money! Each player also has a secret agenda that generates extra points at the end of the game. *Article 27* is for 3-6 players (the more the merrier, I reckon), aged 10+ and takes 30 minutes to play (controlled by the timer). I give it a highly subjective 7/10.

In my first report from Spiel, I mentioned that my favourite of the games I played there was *Yedo*. Since then I've played *Keyflower*. Wow! There's a good pedigree here as the co-designers are Richard Breese (originator of the Key... series of games) and Sebastian Bleasdale (designer of *On the Underground* and regular at Swiggers games club). The *Keyflower* is one of the ships bringing workers to the players' villages at the end of each season (round) – others include the Sea Breese and the Sea Bastion (groan!).

The game is played over four seasons with the last, winter, being all about scoring points. While players can generate some points in the other three, the emphasis here is producing stuff. The two main components of the game are the stack of hexagonal tiles, representing buildings and ships, and the bag full of wooden 'meeples' – workers. Players use their workers to bid for tiles or to operate buildings – whether these are in their own village, someone else's village or being bid on. Workers in winning bids go back in the bag, while players get back those on buildings in their own village (regardless or who put them there).



There's an awful lot going in this game – most of it embodied in the buildings and what they do. Clearly, you're looking for the right buildings to produce the right resources, skills and workers to generate enough points to win. How you do this depends on which buildings are available and which ones you manage to get. Phew! I've played *Keyflower* several times now (mainly as a three-player game) and, while I'm comfortable with how to play the game and am having a lot of fun, I'm nowhere near winning. *Keyflower* is for 2-6 players, aged 13+ and takes about 90 minutes to play. It gets a provisional 9/10 on my highly subjective scale.

Portuguese publisher Mesa Board games has produced some interesting games and had two new titles at Spiel. The first of these (alphabetically) is *Kosmonauts*. The bold colours of the board, showing the solar system with the orbits of the planets (plus Halley's Comet), immediately caught my attention. However, this is not an intricate, realistic simulation of space travel like *High Frontier*, but a fast-playing race game.

Each player starts with their rocketship at Earth and aims to race round the solar system, visiting (nearly) all the orbiting objects (that is, the planets plus comet). Two things make this tricky. First, the planets (and comet) move in their orbit each round. So you're aiming at where the planet/comet will be when you arrive in its orbit (one tactic is to arrive ahead of it and wait for it to catch up). If a ship stays 'on' the planet, of course, it will be carried along – another useful

tactic, especially when using Halley's elliptical orbit to scoot from inner to outer parts of the system (or vice versa).

The second tricky bit is that movement is Newtonian. The ships continue moving in the direction they're going, unless players modify this by using up some of their fuel. It's a little tricky to get your head round at first. On top of this, players also need to re-fuel, which uses up a turn on a planet. Players get points for visiting the planets and comet, according to the order they arrive. The game ends once one player has returned to Earth, giving the others a couple of rounds to complete their trips. Most points wins, of course. *Kosmonauts* is not a particularly deep game, but it's good fun (provided it keeps moving at a reasonable pace) and you do have to think a bit. The game is for 2-4 players, aged 8+ and takes 60 minutes to play. It gets 7/10 on my highly subjective scale.

The second game from Mesa is a different kettle of fish. *Ragami* is about guardian angels. The board shows a city from above: blocks of buildings separated by streets. Down on the streets, souls are in conflict: open to temptation and beset by demons. Players each have an angel, on the rooftops, and a saint, on the street. They use these – perhaps with the support of other players – to resolve the conflicts and chase off the demons.

Dice are used quite a bit in *Ragami*, for indicating strength as much as for rolling. Each conflict is represented by a die with the uppermost face showing its strength. Each turn that a conflict isn't dealt with, its strength goes up until it is removed from the board (score one for the bad guys!). Similarly, each player has a



Playing *Ragami* at MidCon last November (P)

die that shows their reserve 'virtue' and this also increases each turn. They can also gain 'power points' (white cubes) by assisting other players, which is a neat touch. These can then be used to bolster their own strength resolving a conflict.

The number of actions available between all the players each turn depends on the roll of dice. One die goes against each action on the board to show how many times it can be used that turn. The positions are chosen by the player to the right of the start player, who can also alter the values of the dice (within limits). This is a very clever mechanism that provides players with some interesting decisions each turn. *Ragami* is a highly tactical game for 2-4 players, aged 10+, and takes 80 minutes to play. I enjoyed it, but found it a bit too abstract for my taste: it gets 7/10 on my highly subjective scale.

The Stratamax team seems to have got a taste for quality production since the second edition of *Tammany Hall*. I was introduced to their latest game, *Sheepdogs of Pendleton Hill*, with two words: "Big wood!" And indeed, inside there are both lots of wood and some large pieces. The big figures are players' shepherds, which will be placed on the hill depicted on the board. This is divided into sections each with a points value – which is higher the further up the hill it is.



Sheepdogs of Pendleton Hill on display at Spiel '12 (M)

The smaller wooden figures are the sheep – in the players' colours again. These go into pens at the bottom of the hill and will eventually set off up the hill in a group. Players score points when sheep meets shepherd. The points depend on how far up the hill the sheep gets, of course. The clever bit is that, within restrictions, players can place other people's shepherds and move other people's sheep. So your sheep may not get that far up the hill!

There's one final piece: the wolf! This provides another way of getting at other players by having their sheep taken out by the wolf. However, the game is not a free-for-all. Play is regulated by cards: each player has a hand and what they can do in a turn is limited to the actions available from cards in their hand. If you don't have a wolf card, you can't move the wolf. *Sheepdogs of Pendleton Hill* is not the deepest game, but it's entertaining and has some surprising tactical subtleties. It's for 3-5 players, aged 10+, and takes about 40 minutes to play. I give it 7/10 on my highly subjective scale for the time being.

And then I played (finally!) *Snowdonia*. Double wow! Tony Boydell has created



Snowdonia on display at Spiel '12 (M)

something special for Surprised Stare Games – and quite different from the card games he's designed in the past. I am only sorry it's taken me so long to get to it! The game is about the construction of the Tramroad railway up Mount Snowdon. While the board is illustrated with the mountain, the track is represented by the line of cards that is laid out around three sides of the board.

The cards show stations and the intervening stretches of mountain-side on which track will be laid. However, the railway bed must be excavated first. In game terms, this means removing the 'rubble' cubes laid on each card. Excavating is one of the

actions players can assign their workers to each round. So, too, are laying track and building stations. Both of these require raw materials – stone, coal and/or steel (produced from iron ore in another action).

The board shows the actions players can take, the raw materials available and other useful stuff – such as the weather. The amount of work that goes on depends on the weather: the work rate goes up if it's sunny, down if it's raining and stops altogether if the fog descends. The game cleverly pushes things on regardless of the weather, which stops it from bogging down.

Add into this cards that players can acquire and use for special actions during the game and/or bonus points at the end and locomotives that allow players to hire an extra worker and there's an awful lot going on. However, it's all so well integrated that you don't notice the complexity. *Snowdonia* is terrific stuff and I give it an initial 9/10 on my highly subjective scale. It's for 1-5 players (there's a solitaire option), aged 8+, and takes about 45 minutes to play.

I couldn't resist *Tweeet*, the latest game from Corné van Moorsel and Cwali. Apart from the appealing title, the game has some wonderful playing pieces: brightly coloured little birds (with either a red breast or a blue throat) and an assortment of bird food – nuts, fruit, caterpillars and ladybirds! It looks absolutely gorgeous.

There isn't a board as such. Instead, the playing area is constructed ahead of the advancing birds from cardboard strips divided into hexagonal spaces. Spaces may



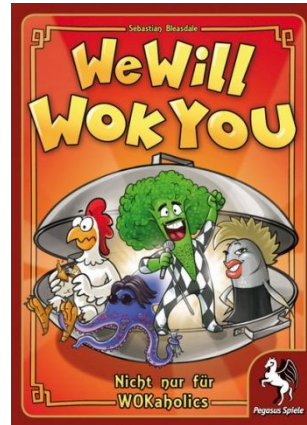
Tweeet on display at Spiel '12 (M)

show food, in case the appropriate piece is placed on it, or hazards for the birds to avoid. In turn, players move their bird across the terrain and land on some food. They must use enough food for the distance they've moved and then pick up the food they land on.

The last strip of terrain is placed face down to show a row of nests. The game ends when all the birds are on their nest – or have run out of food. Players' scores are the value of the food they have remaining. However, the game is played in teams – robins versus bluethroats – and it's the average score across the team that matters. This allows odd numbers of players without any special rules.

This sounds simple, but you quickly discover the tactical subtleties when you play. Dawdle and you can find no food left. Rush ahead and you won't have as many points as those behind. Eat the wrong bits of food and your teammate has nowhere to go! *Tweeeet* is a great family game and a nice filler for gamers. It's for 2-6 players, aged 7+, playing in 30 minutes and I give it 7/10 on my highly subjective scale.

When Sebastian Bleasdale suggested we play *We Will Wok You* and giggled, I assumed he was having me on. Nope: it's a card game he designed, published by Pegasus Spiele. Though the theme is all Pegasus's work, he insists. The cards come in three types. The Wok cards show the ingredients required for a dish, while the Ingredient and Coin cards are self-explanatory.



In turn, players can take a coin from alongside a row of ingredients, making them cheaper for the next player. Or they can buy a row of ingredients by putting down as many coins as are already there. A new row goes down, but it's going to be pretty expensive to start with. Or they take a wok card by placing a set of ingredients on the table.

When the cards run out, players score points for the dishes they are able to make from the cards they have on the table and in their hand. It's a neat game, enlivened by the illustrations on the card, and makes a decent filler. I wasn't particularly taken with it, though, and give it 6/10 on my highly subjective scale. *We Will Wok You* is for 2-4 players, aged 10+, and takes 40 minutes to play.

The latest from Friedemann Friese's 2F Spiele is called *Fremde Federn* – which I'm told translates as "To Adorn with Feathers". The English language version (from Rio Grande) is more prosaically titled *Copycat*. The cover picture shows Friedemann in the style of the famous election poster of Barack Obama, so clearly the game is about elections. Though it feels more like an office game as players spend a lot of their time deploying campaign workers into Federal offices.



Copycat (or, rather, *Fremde Federn*) on display at Spiel '12 (M)

As well as taking actions with their workers, *Agricola*-style, players have a deck of cards that they use, *Dominion*-style, to score points and/or buy cards. New cards are purchased from a track and unsold cards move along this, *Through the Ages*-style, to get cheaper each round. This is why the game is called *Copycat*: its key mechanisms have explicitly been taken (with permission) from other games – and there's a dash of *Puerto Rico* as well.

Having played it once now, the resulting game seems to work satisfactorily. However, it didn't really feel like any sort of election. I definitely need to play it again, but at the moment I give it an initial 7/10 on my highly subjective scale. *Copycat* is for 2-4 players, aged 12+, and takes about 95 minutes to play.

As always, these will be added to my full Spiel report, which you can find online at: www.pevans.co.uk/Reviews/Spiel12.html

Games Events

The latest *Queen's Lane Advertiser* assures me that Oxcon is happening: Saturday 19th and Sunday 20th January at The Mitre, 17 High Street, Oxford.

This is a small event, but usually hosts several formal tournaments. Contact [simon \(dot\) penney \(at\) wadh \(dot\) ac \(dot\) uk](mailto:simon(dot)penney(at)wadh(dot)ac(dot)uk).

After that, there's nothing I can see on the calendar until SoRCon in Colchester at the beginning of March – www.sorcon.co.uk for more information.

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, usually upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (a few minutes' walk from London Bridge station). Board games and very 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 2013 at the new venue of the Hilton Metropole at the NEC. 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 open gaming on the Friday and Saturday evenings. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 19th-21st October 2013, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.internationalespieltag.de.

MidCon: November 2013 at the Hallmark Hotel in Derby – the new venue for this long-running event from 2011. MidCon is a friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

For more extensive information on UK board games events, try the following.

The Labyrinth: <http://homepage.ntlworld.com/the-labyrinth/games/>

The Queen's Lane Advertiser: <http://www.boardgamers.org.uk/qla.php>

Credits

To Win Just Once issue 131 was written and edited by Pevans. The LPBS masthead (page 23) is by Lee Brimmicombe-Wood, as is the drawing on page 18. The illustrations on pages 24 and 29 are by Tim Wiseman and the one on page 26 is by Nik Luker. Game and book artwork is reproduced by courtesy of the publisher. Photographs were taken by Pevans (P) or Mike Dommatt (M), and Pevans played with Photoshop. © Paul Evans, 2013

The Light that Failed

Star Trader game 6 – Turn 4

"What?" The Grand Fromage, head of GAMLEPCO, leapt from his comfy chair.

"Lost?"

The factotum nodded.

"With all the Alloys on board?"

Another nod.

"I must consider..." A hand was waved in dismissal, and the factotum left the chamber, reflecting on the wisdom of ordering a hyperjump to a system where a known pirate was operating.

THE ASSOCIATION OF INTERSTELLAR ANARCHISTS blew up GAMLEPCO's Gimmel in Tau Ceti System Space, a fate avoided by BELISAR's Manstein which emergency hyperjumped back to Mu Herculis.

At Gamma Leporis, BELISAR POLITICAL bought 12 Alloys at 6 HTs each and gained a Contractorship. QUASAR then sold 6 Alloys for 4 HTs each and took a Dealership. Finally, GATES-LEARJET bought 5 Alloys for 5 HTs apiece.

Epsilon Eridani saw HOLYOKE ARBITRAGE selling 6 Isotopes for 7 HTs each, beating QUASAR to the punch, and then selling 8 Monopoles at 17 HTs apiece to gain a Dealership. This time, QUASAR sold 3 Monopoles for 18 HTs each.

BELISAR POLITICAL bought 12 Isotopes at 8 HTs and gained a Contractorship at Tau Ceti.

GAMLEPCO sold 4 Alloys through its Dealership at Mu Herculis. QUASAR sold 6 Alloys at 7 HTs each and gained a Dealership and THE ASSOCIATION OF INTERSTELLAR ANARCHISTS bought 4 Monopoles for 13 HTs apiece.

Sigma Draconis saw HOLYOKE ARBITRAGE picking up 12 Isotopes for 4 HTs apiece and gaining a Contractorship. They shut out GATES-LEARJET and MONOGRAM, who were trying to buy at 2. HOLYOKE then bought 10 Spice at 15 HTs each, taking another Contractorship and beating the AIA, who had bid the same price. Perhaps Businessmen are not all backing the Freedom Fighters after all! MONOGRAM sold their first 6 Monopoles off Mu Herculis for 16 HTs each and gained a Dealership to complete trading here

HOLYOKE ARBITRAGE sold 7 Isotopes for 6 HTs each at Beta Hydri and gained a Dealership. BELISAR POLITICAL sold 13 Alloys at a price of 7 HTs and got a Dealership as well.

There was no trading at Tau Ceti and system politicians are pressing Federation Forces to remove the Pirate from the system space.

HOLYOKE ARBITRAGE sold a Warehouse on Mu Herculis to raise funds to pay the interest payments on their loan.

GAMLEPCO lost a ship and part of its cargo was salvaged by its attacker. They were still solvent enough to repay their loan to the Federal Banks.

GATES-LEARJET loaded passengers for Gamma Leporis and Sigma Draconis.

ARCHANGEL LINES loaded Passengers for Epsilon Eridani, Beta Hydri and Sigma Draconis. They had already diverted their ship's planned jump to Tau Ceti, taking the HT loss from pacifying their undelivered passengers.

Press

Available Soon: Fair-trade Spice from Sigma Draconis – not produced in the sweat shops of capitalist exploiters. Join the cause!

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash	Rep'n	Player
A Archangel Lines	3 0 2	0	7th	251	35	Howard Bishop
B Monogram Industries	7 0 4	0	8th	141	30	Andrew Burgess
C Quasar Enterprises	10 0 5	5	4th	604	36	Mark Cowper
D Belisar Political	10 0 9	+4	3rd	231	40	Mike Dyer
E GamLepCo	3 0 5	0	2nd	6	24	Martin Jennings
F Holyoke Arbitage	10 8 2	14	1st	37	36	Przemek Orwat
G Gates Learjet	7 4 2	0	6th	87	26	Bob Parkins
H Association of Interstellar Anarchists	1 6 9	0	5th	154	N/A	Paul Evans

N under Initiative Bid means No move received, F indicates the Corp was floated

News

There were 3 new News chits this turn. Current chits are (new ones in bold):

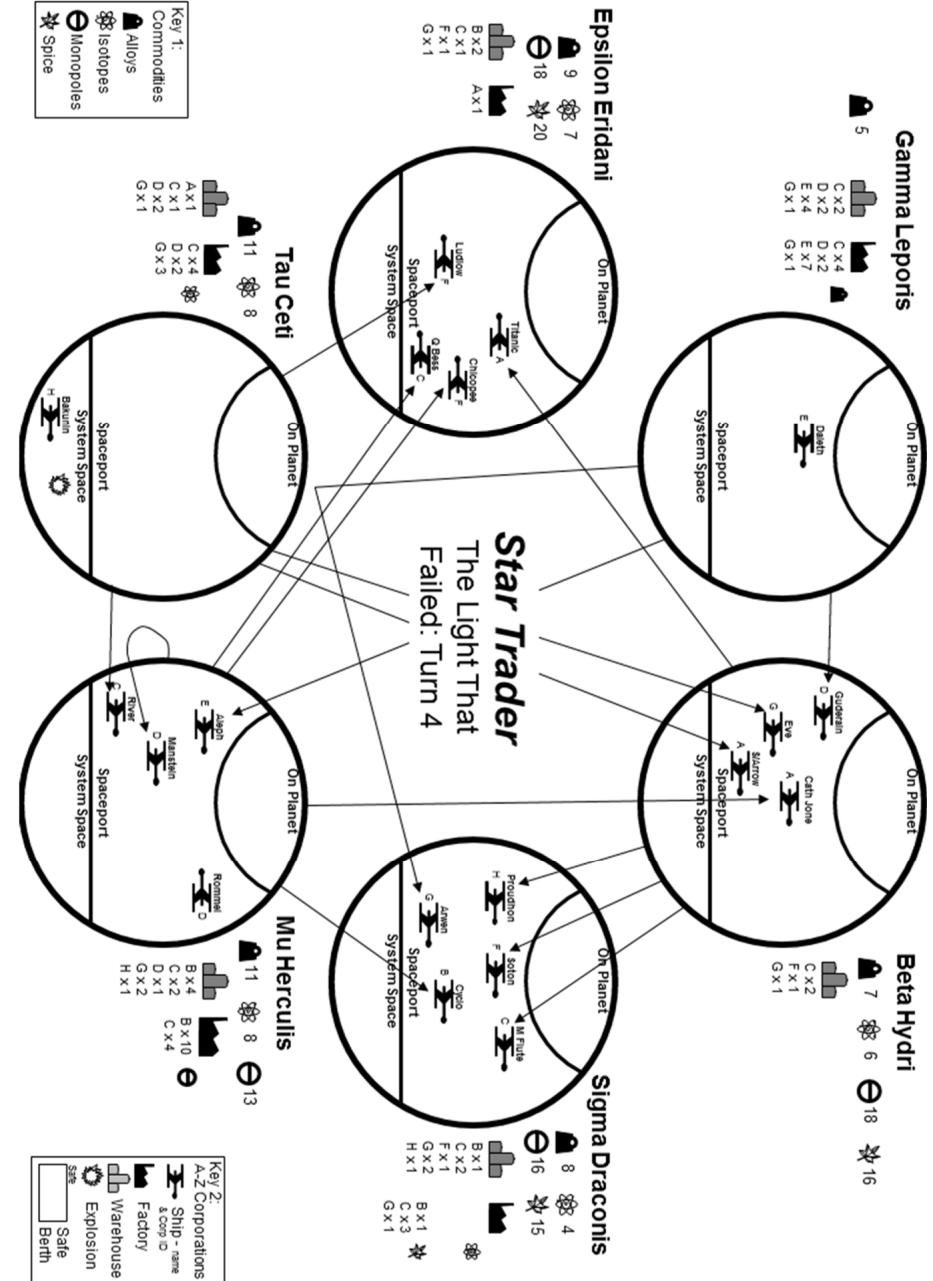
- Turn 5 **B2**
- Turn 6 **B8, P3**
- Turn 7 **C4**

Turn 8 **B6**

(Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

GM Notes

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 1st February 2013



Kingsley Halt

Railway Rivals game 9 – Turn 6

The North British Railway Company started connecting towns from its main line. Premier Football is Best built west from Perth and, further south, connected to Ayr on the west coast. McJacobahn built into England at Carlisle and also connected to Edinburgh. Wishie-washie & Coldness Railways built west to Inverness and then started connecting towards Oban and Pitlochry.

Builds

McJacobahn – Mark Cowper (Blue)

(E24) – GRETNA – D25 – CARLISLE; (Q19) – Q20 (1 TO PFB) (+12)
 (Q20) – Q21 – Q22 – R22 – R23 – S24 – T24
 (T24) – EDINBURGH; (MOTHERWELL) – R17 – S18 – AIRDRIE
 POINTS: 86 +12 = 98

Weeshie-Washie & Coldness Railway – Thomas Kok (Black)

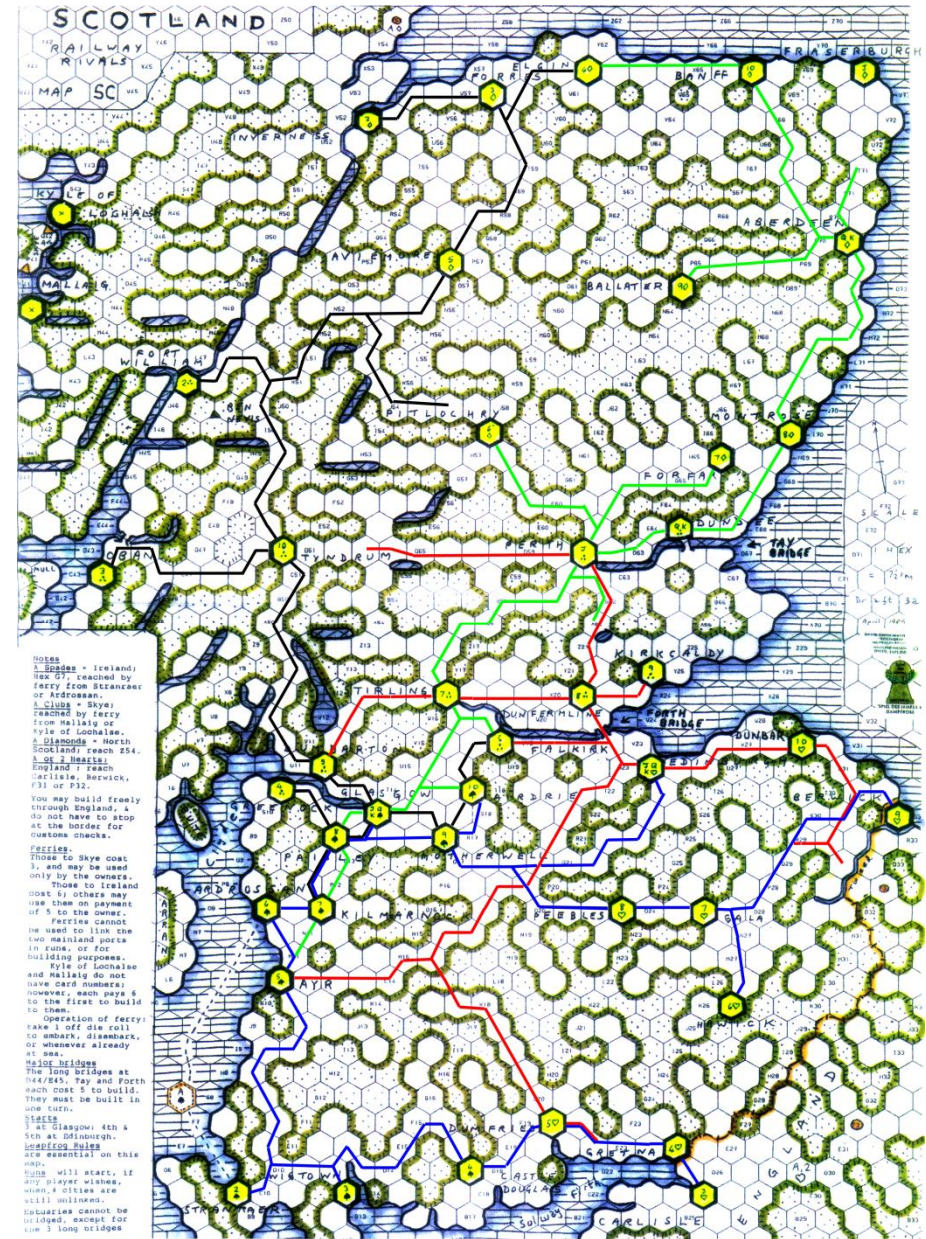
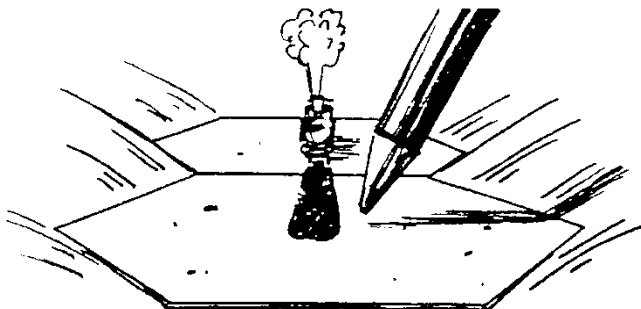
W56 – W55 – V54 – INVERNESS; (C49) – C48 (+6)
 (N53) – M54 – L53 – K54 – J54 – J55 – J56
 (C48) – C47 – C46 – D45 – D44 – OBAN (+6)
 POINTS: 80 +12 = 92

North British Railway Company – Jonathan Palfrey (Green)

(F61) – F59; (KILMARNOCK) – M11 (1 to JACOB)
 (F59) – PITLOCHRY; (P69) – P66 (+6)
 (P66) – P65 – BALLATER; (ABERDEEN) – R70 – T71 (+6)
 POINTS: 72 +12 -1 = 83

Premiership Football is Best – Gerald Udowiczenko (Red)

(W13) – V12 – DUMBARTON; (M15) – L14 – L13
 (L13) – L12 – L11 – AYR; (PERTH) – D58
 (D58) – D53
 POINTS: 34 +1 = 35



Next turn's races

Race	From	To
1	9S Motherwell	9H Berwick
2	4S Castle Douglas	KD Aberdeen
3	2S Stranraer	JC Perth
4	6H Hawick	9D Ballater
5	2H England	QC Dundee
6	7D Forfar	10C Tyndrum
7	JH Edinburgh	10S Airdrie
8	KC Dundee	8S Paisley
9	9C Kirkcaldy	KH Edinburgh

You may enter up to 6 races. After the races, you may build up to 12 points, including known payments to rivals.

GM Notes

Leapfrogs used: None.

Races start next turn. The nature of the map means joint runs are likely. Please make sure that such races are listed in BOTH sets of orders – though the route only has to be in one set, the other set can say to use the route given by the other player.

**Orders to Mike Dommatt, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 1st February 2013**

The Bonking Game

Turn 4

Paul Wilson bonks Nik Luker "as it looks that no one has picked him yet." Chris Baylis agrees: "Nik Luker for being a virgin bonker, having 0-0 as his current score." In turn, Nik bonks Howard Bishop "as being a member of the Clergy should afford no protection..." Matt Wale bonks Howard "for not being bonked up to now." While Bill Hay joins in: "Due to a lack of female companionship I have had to refrain from Bonking and instead bash the Bishop (Howard that is)." That's not quite enough to knock Howard out.

Howard's own target is Andrew Kendall "who's hiding under a protective Rohan blanket." Martin Jennings joins him: "Andrew Kendall because he did not get any votes last turn and it seems unfair to leave him out (the fact that he nominated me last turn has nothing to do with it)." Andy retaliates: "Martin Jennings – seeing as he's on the edge, I might as well help him over..." Support from Tim

Macaire – "Martin Jennings because he stopped cricket commentating (obscure CMJ reference there)" – isn't enough.

Bill Hay falls victim to his namesake, again. "Will Hay this time, on the grounds that he hasn't made a decent film since 'Oh, Mr Porter!'" says Colin Bruce. Mark Cowper does the decent thing and reveals a grudge from a different game: "Tim Macaire as he had the toughest character in *LPBS*, who gave QLB his only duelling loss."

Andrew Burgess bonks Peter Farrell: "I couldn't think of whom to choose, so I shut my eyes and put my finger randomly on the list, and his name is where my finger came down!" Charles Burrows chooses David Brister – "cannot have two people with the same name still in." Alex Everard goes for the other Brister: "Derek Brister, as there are clearly too many 'D.Bristers' and, as I have a son called David, I feel constrained to bonk the other one." Pam Udowiczenko joins in: "Derek Brister, because his is the first name I saw." Both Bristers go out.

Mike Dyer is "trying to decide between Pam or Gerald... will bonk Alex Everard while I ponder." In turn, Mike is chosen by Mike Dommatt "since no one has targeted him." Pam escapes attention, but her other half is in Al Tabor's sights: "Gerald Udowiczenko to help fulfil Howard Bishop's 'Udowiczenko Prophecy'. Bishop... isn't that another first name?" Gerald bonks "Ray Vahey, because he started it!" While Ray chooses "Rohan Keane in lieu of Ronan Keating playing."

Brad Martin picks up on the first name thing and chooses "Martin Adamson for usurping my surname as his first name." Graeme Morris tries to stay out of trouble: "Mateusz Ochman, on the basis that it's probably safest to bonk somebody who isn't (apparently) reading the column!" Matt Shepherd practises his evil mastermind laugh: "Since you are claiming immunity, I'm just gonna bonk Paul Appleby for having the same first name as you muhuhuhuh!"

And out go all the non-participants, having self-bonked themselves to at least 4. Now it gets interesting – three bonks will be enough for elimination next turn...

Chris Baylis adds a further suggestion: "As it's Christmas and New Year, and thus the time of the sales, we should get 2 bonks for the price of 1." I think that's going a little far. Despite being knocked out, Pete Holland still tries to bonk Pevans, but I shrug it off. ☺

This turn's scores

Player	Self	Total
Martin Adamson	4	5
Paul Appleby	4	5
Alex Ballestin	4	4
Chris Baylis	0	0
Mike Bird	4	4
Howard Bishop	0	3
Chris Boote	3	3

Player	Self	Total
Mark Booth	3	3
Geoff Bowers	4	4
David Brister	4	5
Derek Brister	4	6
Colin Bruce	1	1
Andrew Burgess	1	1
Charles Burrows	2	2

Player	Self	Total
Pete Card	3	3
Earl Chambers	4	4
Colin Cowper	2	2
Mark Cowper	1	1
Mike Dommett	0	0
Neil Duncan	2	2
Mike Dyer	0	1
Joe Farrell	4	4
Peter Farrell	4	5
Jason Fazackarley	4	4
Witold Gertruda	4	4
Bruno Giordan	4	4
Russell Harris	2	2
William Hay	1	2
Paul Holman	4	4
Bill Howell	4	4
Dominic Howlett	3	3
Martin Jennings	1	3
Rohan Keane	1	2
Andrew Kendall	0	2
Nik Luker	0	2

Player	Self	Total
Tim Macaire	0	1
Stewart Macintyre	4	4
Brad Martin	1	1
James McReynolds	4	4
Bill Michell	4	4
Graeme Morris	1	1
Mateusz Ochman	4	5
Przemek Orwat	4	4
Jonathan Palfrey	4	4
Matthew Shepherd	1	1
Gerry Sutcliffe	4	4
Alan Tabor	0	0
Gerald Udowiczenko	1	2
Pam Udowiczenko	0	0
Ray Vahey	0	1
Matthew Wales	0	0
Paul Wilson	0	0
Alex Everard	0	1

Self is the number of self-bonks (to date); Total is the number of bonks this turn.

What's this about?

The name of this game goes back to more innocent times and the game has also appeared under other titles. Each turn, each player bonks (= nominates) another recipient of this magazine who's still in the game. Those who are bonked enough times in a turn are out and can't bonk anyone else. Last man standing wins.

The game is open to anyone who receives *To Win Just Once*. Players just have to send me the name of another *TWJO* recipient (from the list above) and give a reason (it doesn't have to be significant). Players who don't bonk someone else bonk themselves (and self-bonks are cumulative from turn to turn). The number of nominations needed for ejection will reduce as the number of participants does.

(If you read *TWJO* and I've left you out of the list, drop a line to TWJO@pevans.co.uk and I'll add you in next time. If you don't want to be included, just wait and you'll be out next turn.)

**Send your bonk to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by 8th February 2013**

Les Petites Bêtes Soyeuses 259

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 the back page). You will also need a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

**Orders for October 1665 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF, UK or
ipbsorders@pevans.co.uk
by 8th February 2013**



September 1665

Everybody back to Paris! The return of the troops is greeted with much enthusiasm in Paris. After all, they've got lots of booty to spend. Some of them also have matters of honour to settle. First up is Bill de Zmerchant, whose challenge to Etienne Brule was voted cause. Brule brings a rapier to the duel, while de Zmerchant drags in a two-handed sword – with the help of his second, Monty Carlo. However, Brule is the bigger of the two men and may be able to take it. First blood goes to Brule who lunges while de Zmerchant is getting his big blade up to speed. The two-hander smacks home in a slash, but Brule ignores it to parry fruitlessly. Worn out, de Zmerchant surrenders. Hmm, could this outcome possible have been arranged beforehand?

Next up, Cardinal's Guard commander Euria Humble takes on the Minister of State, Revaulvin d'Or. They're both hefty lads, but evenly matched. Except that d'Or wields a rapier, while Humble has a cutlass. Gustav Ind accompanies Humble as his second. D'Or starts with a series of blocks and is successful in stopping Humble's initial slash. He jumps back from an anticipated cut, recovers his balance and attacks with a lunge. Humble is expecting this, though, and his own jump preserves him. Humble's advantage in Expertise comes to the fore now and he lands a slash while d'Or is still gathering himself. A lunge from d'Or evens things up until Humble hits him again. The tempo switches to d'Or as he gets in two lunges while Humble wrestles with his larger blade. The slashes are doing far more damage than the lunges, though, and Humble's third blow to land finishes off d'Or. Yes, the Minister of State dies as his appointment expires: RIP.



The final fight pitches Devlin Carnate (rapier) against Pierre Bezukhov II (sabre). Gustav Ind re-appears – as Carnate's second this time. Bezukhov expects to surprise his opponent by opening with a lunge. However, Carnate parries this and draws blood with his riposte. Bezukhov's attack is actually a furious lunge, but Carnate has this covered, too: he dodges the cut. He swings into a slash

– the attack he can deploy fastest – and scores a second touch. Bezukhov comes back with a lunge and finally gets through Carnate's guard. Carnate surrenders.

Time for a new Minister

The sudden demise of Revaulvin d'Or removes the favourite in the race to be Minister of State, leaving the field wide open. Despite having applied, Devlin Carnate quickly rules himself out and throws his weight behind the departing Minister of War, Gustav Ind. Gar de Lieu (currently Minister of Justice) falls at the first hurdle. Euria Humble has no backing and is next to go. Quasi Le Bossu supports the Chancellor, Jacques Shitacks, calling in his favour with the King to ensure Shitacks is considered. Ind and Carnate have some influence with His Majesty as well and use it to guarantee Ind is in the frame. The King carefully considers the two fine candidates before him: Ind or Shitacks? Ind or Shitacks? Eenie, meenie... and Gustav Ind gets the job, receiving the title of Viscount into the bargain. He then makes Humble a Minister without Portfolio and re-appoints Carnate to the same position. The other applicants for such a post (Armand de Luce, Pierre le sang, Quasi Le Bossu and Tomas le Matelot) are refused.

The candidates for Minister of War are Devlin Carnate, Euria Humble, Gar de Lieu, Jacques Shitacks and Tomas le Matelot. However, none of them is up to the mark and His Majesty leaves the job empty. The other Ministerial positions are occupied – for this month, anyway – so the applicants for these are disappointed.

This brings us on to the military positions for the next year. Field Marshal Pierre Cardigan turns down Jacques Shitacks and Pierre le Sang before giving Tomas le Matelot the command of First Army. In turn, le Matelot declines to appoint a Quartermaster-General, an Army Adjutant or an Aide. Nor does he repay his debts, but luckily has enough cash when the boys come to call. Cardigan leaves the other two Army commands vacant, although Shitacks and le Sang are keen to get either job. He then makes Quasi Le Bossu Adjutant-General. After sending a small chest to the Field Marshal, Le Bossu leaves the Division commands vacant for the time being – apparently he wants one for himself, but that will have to wait until next month at least. Finally, as his Aide, Cardigan selects Lieutenant-Colonel Arsène Est over the others clamouring for the job.

There are five applicants who fancy taking on the Quartermaster-General's role with Second Army. Of these, only Connor McKnight and Jacques de Gain meet

the initial requirements of the army staff. They feel McKnight is clearly the better candidate and de Gain loses out. The unsuccessful four go for Third Army QMG instead: de Gain gets it this time.

Brigadier is a big job and there is plenty of interest in the eight positions available. Top of the list is, of course, the Guards Brigadier. Armand de Luce, Ali Vouzon and Warren Peece are all qualified for the post. However, Vouzon uses the influence of his mistress to grease the wheels. This puts him streets ahead of his opposition and he walks into the job. He doesn't express a preference as to his Brigade Major, so this is decided by drawing lots: Voulo Vault gets the job, having just bought the rank of Major in the Royal Foot Guards.

Peece and de Luce are also candidates to be Brigadier of the Horse Guards. However, the Inspector-General of Cavalry doesn't consider de Luce up to snuff. Peece is appointed Horse Guards Brigadier and turns down Eric de Miabeille as Brigade Major. De Luce has new competition when it comes to the Heavy Brigade: Monty Carlo. The Inspector-General still doesn't like the look of de Luce, though, and the job goes to Carlo. Uther Xavier-Beauregard is up for Dragoon Brigadier alongside de Luce. He has a little influence and quite a bit of cash. This gives him more than enough of an advantage to take the role ahead of de Luce.

De Luce's competition for First Foot Brigadier is the incumbent, Iik Lamore Bartat. Bartat, too, has a few favours to call in and is a shoe-in to retain his job. He appoints a regimental colleague, Jacques le Franc, as his Brigade Major. The two Armands – Slice and de Luce – apply to be Second Foot Brigadier. Neither makes the second round of interviews. De Luce does no better when he is the only applicant for Third Foot Brigadier. Fourth Foot is then his last chance. This time he is considered suitable for the post. However, so is Donald O'Grady and he has the support (and influence) of Sheikh Yadik Al-Abowt. The appointment goes to O'Grady, leaving de Luce without a position.

There may not be any Divisional commanders, but this doesn't stop the staff looking to install Adjutants. There is plenty of choice for First Division Adjutant: Bill de Zmerchant, Charles Rabbit-Vacuum, Etienne Brule, Jean-Luc Beauchamp l'Rojik, Rick O'Shea and Tourtière Mangetout. L'Rojik gets lucky and takes the job. Mangetout and de Zmerchant don't make the grade for Second Division Adjutant. This leaves Brule, Rabbit-Vacuum and O'Shea. Rabbit-Vacuum has the advantage of being the incumbent and is re-appointed. Mangetout takes Cavalry Division Adjutant as he's the only applicant considered. Frontier Division Adjutant goes to O'Shea, leaving Brule and de Zmerchant out in the cold.

Lothario Lovelace is a lucky man: he is made Captain of the Cardinal's Escort. Hmm, maybe "lucky" isn't the right word... And new boy Sebastian Nuisance signs up for the 27th Musketeers and buys the rank of Captain.

Some soldiers are less happy with life in Paris: they want action, the smell of burnt gunpowder and piles of loot. Celebrating his new appointment, Brigadier

Donald O'Grady orders the Fourth Foot back to the front. Brigadier Monty Carlo mobilises the Heavy Brigade. Yves Vrai Bretheauteque volunteers the Dragoon Guards. Michel Marteau leaves Paris to find some action, too, taking two squadrons of his regiment, the Queen's Own Carabiniers, with him.

A d'Or-shaped hole

There is a hole in the September festivities. The hole left by Revaulvin d'Or. It is most obvious by the people left outside the Fleur de Lys as Revaulvin is not there to host his Grand Victory Ball. Egon Mad 2, Gar de Lieu, Jacques Shitacks, Pierre Cardigan and Tomas le Matelot make up the gloomy group at the start of September. Jacques elects himself leader and attends the foyer of the Fleur for the rest of the month. Devlin Carnate, Gustav Ind and Uther Xavier-Beauregard join him the following week and it's Devlin, Gustav and Jacques for the last two weeks.

Inside the Fleur, Euria Humble starts September by hosting Connor McKnight and Rick O'Shea. Connor is accompanied by Emma Roides. The only other member in the club is Pierre le Sang. He brings Kathy Pacific with him. As they're having a good time, they do the same for the rest of the month. In the second week Gar de Lieu is also in the Fleur – he's there again in week 3. He spends much of his time in discussion with the management as he is commissioning a statue of the late Indie Spencible and would like to site it in the grounds of the club.

The Fleur finally comes alive in the third week when Sheikh Yadik Al-Abowt hosts the Public Safety Ministry's Autumnal Ball. The Sheikh has pushed the boat out even further with his latest bash and a lot of Parisians turn up to sample the decadence. He presents a purse containing 50 crowns to each of the male guests who attends and a silk Arabian veil to each of the female guests the gentlemen bring along. Amant d'Au is accompanied by Bess Ottede. Armand de Luce brings Jenny Russe with him. Arnaud Surfinmaise has Betty Kant on his arm. Mary Huana accompanies Armand Slice. Chopine Camus escorts Sheila Kiwi. Dexter Sinistre comes with Ava Crisp. Etienne Brule and Frele d'Acier are on their own. Jacques As shows off his new conquest, Thomasina Tancenjin – something Bill de Zmerchant will want to discuss with him. Jean-Luc Beauchamp l'Rojik is on his tod. Pierre Bezukhov II escorts Belle Epoque. Guinevere d'Arthur is with Quasi Le Bossu. Richard Shapmes has Ella Fant on his arm. Voulo Vault brings Ophelia Derriere. Ingrid la Suede accompanies Warren Peece. The event is a jolly affair with a variety of entertainers on hand –



jugglers, sword swallows, fire-eaters, bouncing dwarves and more. However, the emphasis is on traditional French themes rather than any Arabic influence

Halfway through the ball, a host of carriages arrives to take the guests to the Bastille for the "What's my Crime?" competition. An assortment of villains and criminals is arrayed in the courtyard and the guests have to match a crime to each. While the other guests are animatedly discussing the appearance of the felons, Ophelia slips off to have a quiet word with the gaoler. Voulo wins the competition with some remarkably accurate guesses and takes the 100-crown prize. At the end of the week, Ali 'The Axe' Al-Headsoff appears, resplendent in full executioner regalia, and pulls a name from the silk bag proffered by the Sheikh. Etienne Brule's name is then inscribed onto a "Year free from prosecution" scroll, which is then signed by CPS Al-Abowt.

After all this excitement, Al-Abowt's personal party in week 4 appears restrained – and has a more restricted guest list. Lothario Lovelace doesn't even get through the door due to his uniform as a member of the Cardinal's Guard. The Sheikh claims to have the body of Jacques Blanc and certainly has a coffin with his name on it. Dancing is the predominant theme at this party, with a small troupe of musicians playing a variety of dancing tunes for the guests. These start with Armand de Luce and Jenny. Then come Dexter Sinistre and Ava. Etienne Brule returns, along with Jean-Luc Beauchamp l'Rojik. Pierre Bezukhov II is back again with Belle. Tourtière Mangetout joins the party. Warren Peece and Ingrid are back, too. Although the original intention was to dance on the coffin, it's been set too high to allow this. Besides, someone seems to have poured oil on the lid...

At the end of the celebrations, the party moves to a convenient paupers' cemetery where Blanc's coffin is interred. (Armand and Ava have brought nosegays against the stench.) As the coffin is lowered down, Al-Abowt chucks in an old horse bridle, three lumps of sugar, a bag of apples and some oats, announcing that these may help Blanc to facilitate his desires and wants in the afterlife. Al-Abowt keeps the party there until the grave has been filled and then proceeds to dance on it. Armand and Ava join him. The Sheikh recites the following stanzas.

1 So Jacques Blanc at last is dead
A rotten cur as I often said
His life has run its sordid course
Besmirched by shame and sodomised horse
2 Now he lies beneath the ground
No more to hear the farmyard sound
Of squealing pigs and frightened sheep
Disturbed by him as he did creep
3 Towards the stables, bridle in hand
With a wooden crate upon which to stand
Thus so he sneaked behind many a filly
To surprise the poor mare with his rancid...

At this point, the Sheikh stumbles and falls and the poem remains unfinished! The prize for the best dancing is awarded by Captain Juan Ramirez, a Spanish infantry officer who has been brought to Paris by the Sheikh. Apparently, he is the man whose troops Jacques Blanc was fighting when he fell. Judging the dancing is easy, as only Armand and Ava have made the effort. Armand gets the purse of 100 crowns.

Fancy dress

Bothwell's is the venue for Armand de Luce's Homecoming Party, re-scheduled for the second week. First, however, several couples visit the club: Armand de Luce and Jenny Russe, Ilk Lamore Bartat and Leia Orgasms, Quasi Le Bossu and Guinevere d'Arthur and Warren Peece and Ingrid la Suède. Ilk and Leia and Warren and Ingrid return to Bothwell's the following week and try to keep out of the way of the party.

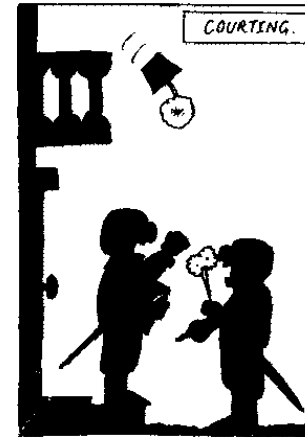
With Jenny at his side, Armand welcomes a fair number of guests. Chopine Camus and Sheila Kiwi head the list (alphabetically, anyway). Etienne Brule is on his own and is dressed as "that great warrior/troubadour, El Ka-bong". Etienne has great fun smacking people over the head with his guitar and yelling "Ka-bong!". Gaz Moutarde rolls up with Anne Tique, dressed as priest and tart – which doesn't need much in the way of costume. Jean-Luc Beauchamp l'Rojik is another bachelor. He is dressed in rags, which doesn't quite fit the Troubadours and Pedlars theme. On closer inspection, it's clear that the rags are actually the uniform of the Cardinal's Guard! Jean-Luc insists that beggars are invited to a better class of event. Quasi Le Bossu escorts Guinevere d'Arthur. Ella Fant accompanies Richard Shapmes. On Voulo Vault's arm is Ophelia Derriere, both of them in magnificent costumes. They are, says Voulo, the great troubadour, Alfonso X, King of Castile, Leon and Galicia, accompanied by his lover, Sofia Mayor Guillen de Guzman. There can be only one winner, of course, and the prize goes to Voulo.

Connor McKnight is in Bothwell's, too, for the second week. He brings Emma Roides with him and they remain separate from the party. Connor and Emma stay in Bothwell's for the rest of September and are joined by one Toady, Rick O'Shea. Ali Vouzon takes Alison Wunderlandt to Hunter's at the beginning of September and they stay there for the whole month, carousing "like drunken rabbits". Voulo Vault and Ophelia top and tail their month at Hunter's. And Arsène Est turns up with Lotte Bottle in the last week.

Armand Slice takes Mary to the Blue Gables for the first half of September. Tourtière Mangetout is there the following week, but he's on his own and quickly goes on his way. Apart from attending the Sheikh's week 3 ball, Arnaud Surfinmaise and Betty spend their time drinking quietly in the Frog & Peach.

Red Phillips gets off to a good start with three members in its halls at the start of the month. They are Lothario Lovelace, who brings Josephine Buonoparte with

him, Pierre Bezukhov II, with Belle, and Sebastian Nuisance. Pierre and Belle are back again the following week and Sebastian pops in again for week 3.



Jacques le Franc is unlucky in love: two weeks he goes courting and the object of his affections simply isn't there. He ends up in the Bawdyhouses to make sure he gets some female company. Gar de Lieu is also in the Bawdyhouses at the end of the month. Having been excused his regimental duties, Frele d'Acier starts his month there and would like some female company. Unfortunately, he's carefully brought just enough cash to pay for his drinks and no more. Oops! Jean-Luc Beauchamp l'Rojik and Sheikh Yadik Al-Abowt don't make that mistake.

After striking out at the start of the month, Eric de Miabeille goes courting again in the third week. This time he is successful and the result is a duel with Tourtière Mangetout, who visited the lady in question just the week before. Devlin Carnate and Uther Xavier-Beauregard both succeed at the first attempt, but neither publicises this. Though Uther's duel with Michel Marteau is a hint.

Other visitors to the Bawdyhouses are Egon Mad 2, Rick O'Shea and Sebastian Nuisance, none of whom attracts the attention of the footpads. Etienne Brule's one courting attempt fails and he's without any female company for the month.

Despite all the partying and after three months at the front, a lot of Parisians choose to work out with their weaponry. Charles Rabbit-Vacuum and Jacques de Gain practise all four weeks: Charles with Sabre and Jacques with rapier. Amant d'Au and Gaz Moutarde fit in a week's partying to leave three practising: Amant with dagger and Gaz with cutlass. Starting with a week out, Euria Humble, Pierre Cardigan and Tomas le Matelot all practise for three weeks, too: Euria with cutlass and Pierre and Tomas with sabre.

Lots of people split their time between the gyms and the clubs, spending two weeks each at practice: Chopine Camus (sabre), Dexter Sinistre (sabre), Eric de Miabeille (sabre), Egon Mad 2 (rapier), Frele d'Acier (sabre), Ilk Lamore Bartat (cutlass), Jacques As (rapier), Lothario Lovelace (rapier) and Uther Xavier-Beauregard (sabre). On top of this, there are numerous others who pop in to the gym for the odd week.

Holding the line

With the summer campaign out of the way, the army is not active any more. The Frontier troops return to their job of protecting the borders, where they are bolstered by lots of volunteers. Heavy Brigade has a happy time thundering around the countryside, impressing the peasants. Brigadier-General Monty Carlo

has his rank made permanent and gains 300 crowns from some thoroughly impressed peasants. Lt-Colonel Bill de Zmerchant is acting commander of the Archduke Leopold Cuirassiers and his impression is worth a hundred crowns.

As they aren't on horseback, the Fourth Foot Brigade finds it harder to awe the locals. However, they do impress any enemy troops with the temerity to scout the French positions. Like his cavalry counterpart, the Brigadier, Bdr-Gen Donald O'Grady, becomes a full Brigadier-General and acquires 300 crowns. He is also Mentioned in Despatches for his success in seeing off the enemy scouts.

New Colonel Yves Vrai Bretheauteque commands the Dragoon Guards and pounces on Spanish infantry patrols to great effect. He gathers some 350 crowns in booty. Equally new Colonel Michel Marteau suffers the opposite result with the Queen's Own Carabiniers. His cavalry patrol is ambushed by Spanish infantry. The first volley is devastating. The surviving cavalymen gallop for safety, leaving their fallen comrades behind. Including, it turns out, their CO, Col Marteau. RIP.

'X1' gets the worst regiment: Frontier regiment 2 is soundly beaten and 'X1' is one of the casualties. RIP. ❖

Press

Announcements

Last chance to invest:

The Three Sails Trading Company

An opportunity for riches exists for the quick and the bold to reap the rewards of investment in the trade to the New World. Shares in this venture are now selling at 200 cr a share to finance a fast ship that will carry high value, low weight goods to the ports of the New World and then back to France. We expect the ship to return laden with riches 6-12 months from its departure in the first week of October, 1665. It is a risky venture, gentlemen, but those that take risks are the ones that reap the rewards. Those that watch and wait are those that miss out on what the world has to offer.

To the young men of Paris:

Fancy a life of adventure and rich rewards? Join the greatest regiment in Paris, the 27th M! Costs paid for impeccable applicants. † WP

To: Anyone with knowledge and evidence concerning disturbing news emanating from the RMs barracks
It has come to my attention that certain 'unsavoury and illicit activities' are being conducted inside the barracks of this squalid little regiment. My agents have the premises under surveillance, but any information or evidence that may be of use to the Crown and State will be welcomed in order to facilitate the course of justice. Please send any information that you have direct to the Public Safety Ministry.

† Baron Sheikh Yadiq Al-Abowt
Commissioner for Public Safety

Despatches from the Front

Released under the Freedom of Information Act

Field Report by Lt-General Le Bossu on the Benefits Campanology in Battlefield Trials

In June, we trialled the large 8 foot tall bells as a means of communicating across the battlefield with the RNHB. These were unsuccessful, although they did provide adequate cover from musket fire. The main problem was the damned things were too heavy and got bogged down in the mud.

In July and August, we had more success with the smaller hand bells. Disguised as monks and singing a holy cantrip, the regiment were able to deceive the Spanish and pass through their entrenchments to the city walls, where we were able to force open the city gates for the remainder of our forces. The best thing was that we were able to collect a large sum of cash from the sinful Spanish en route with our collection plates. Further trials are recommended.

† Ugolin de Factorum
Ministry of Big Ideas

Social

***** HALLOWEEN PARTY

October Week 4 *****
Gentlemen of Paris (SL 10 and above), please bring your ladies and join me to celebrate All Hallows Eve with a fancy dress party at my club, October Week 4. Costs paid. Prize for the best costume.

Boozers and Bellringers Memorial Horse Race in honour of Zachary the Money Goes

This will take place at the Prix d'or Racetrack in Week 1 of October 1665. All existing members invited, new members always welcome. Afterwards, a wake will be held in Bothwell's, mistresses welcome, all costs to be met from the B&B coffers, that are currently bulging due to the generosity of Count Shitacks.

† Chairman Quasi Le Bossu

Week 2 – Another outing for the Rogues & Vagabonds

Anyone SL 9 and above and their mistresses are welcome.

Venue: Bothwell's

The theme this week is Gypsies & Travellers

A prize for the best costumes – 50 crowns for someone without a companion, 75 crowns for a themed couple. † Armand de Luce

I wish to announce a dinner party to the gentlemen of Paris and their ladies, to take place during Week 4 of October, 1665, at the Fleur de Lys. All gentlemen of the better sort (SL 9+) and their ladies are invited to dine and carouse at my expense. Also invited are the serving officers and other ranks of the 53rd Foot and their ladies (regardless of SL).

† General Pierre le Sang

Regimental Letters

Major As,

Be aware that, due to certain 'personal' (financial) issues, I may not

be able to spend quality time in Paris after this summer's campaign.

Should it be necessary to return to the fields of honour, I intend to take the 3rd Squadron with me, therefore please ensure your affairs are in order in Paris.

† CC, OC DGMD

Lt. Colonel Sinistre,

I would like to be excused regimental duties this month so I can devote myself to practicing with my sabre.

I would like to congratulate you on your brilliant display of horsemanship on campaign to avoid the volley of musket fire.

Kind Regards,

† Frele de Acier

Personal

Lord Percy Percy, how dare you call me a fraud. You are the fraud.

† (The real) Lord Percy Percy

To the Men of France,

I hope my actions at the front show and prove that the trumped-up charges against me levelled by the vile and egg-sucking so-called Minister of Public Safety were nothing but a sham. I serve my King fully and would never plot against him. I return once again victorious from defeating the King's enemies.

† Sir Richard Sharpness

Lord Percy Percy says, as conspicuous gallantry becomes a true gentleman, Bil de Zmerchant is as common as muck!

I am grateful for the trust His Majesty has reposed in me up to now and regret that he has dispensed with my services at this critical time. I am saddened that the affairs of the country do not go as His Majesty and people might wish and fear an age of injustice, penury and disorder may be upon us. Apres moi, le deluge!

Count d'Or,

A Loyal Servant of His Majesty

As last words go, that's not what I expected!
† Le Roi

Dear Bladder Jaune,

I thought perfidious Albion were reptiles by definition?
† C R-V

Sir,

There have been many recent squabbles between the fine, upstanding members of the Archduke Leopold Cuirassiers and the mangy curs of the Grand Duke Max Dragoons over matters of personal honour, but what could be more telling than how the two regiments have behaved on the field of battle? The Archduke Leopold Cuirassiers are continuing to do their duty for King and Country when the other lot are back in Paris celebrating the fact that their Lieutenant Colonel escaped with a few bumps and bruises after falling off his horse last month.

Vive le Roi! Vive la France!

Yours humbly,

† Sir Monty Carlo

Dare one enquire how his Majesty puts his trousers on?

What are "trousers"? † Le Roi

Cher Donald O'Grady,

It is good to see people informed of your intentions in advance. † C R-V

To Bill de Zmerchant

Sir, you 'may' have noticed that we were actually at the front along with all good Frenchmen the last three months. I say 'may', because I don't expect the Lobsters to notice much outside of their closed helms. We in the Grand Duke Max Dragoons understand though. We understand that you have attempted to crawl away to seek higher Office and avoid us. But it won't be enough. Be assured there are more Dragoons on their way. Also, your slur on two brave officers of the regiment will not be lightly forgotten.

Yours affectionately,

† Lt Col Dexter Sinistre

Count d'Or,

It is indeed welcome to have a literate Commissioner of Public Safety.

† C R-V

Points Arising

Next deadline is 8th February

Congratulation to Carl Chambers, whose response to my reminder for LPBS orders on 28th December was "Getting married today :)". Sent from his iPhone, so he was still keeping an eye on his e-mail.

Note that a horse race has been announced for next month – check the section in the House Rules if you're not sure how this works.

To Count D'Or

My dear Sir,

Should you need any more fireworks for your parties, I would only be too pleased to provide them. I have some new ones that I am particularly proud of.

Your humble friend,

† Viscount Madd

Poetry Corner

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

1 The beggars are coming to town my dear,

The beggars are coming to town

Some in rags, and some in jags

And one in a velvet gown...

2 The soldiers return to Paris, my King

The soldiers return to cheer

"Long life to the King", "Long life to the Queen"

We've had a victorious year!!

† Armand de Luce

Official announcement

His Majesty is saddened to hear of the sudden and early death of Count Revaulvin d'Or, who was a notable public servant. In his honour, the King decrees a state funeral, to be held in the first week of November. All Ministers of the Crown, Generals and the Field Marshal are expected to attend. Other characters need not attend, but will gain status equal to ¼ of their SL if they do. Bringing your mistress would not be appropriate.

The Crown Prince will lead a wake for d'Or at the Fleur in the following week. All characters may Toady to the Crown Prince (he counts as SL 25) in the Fleur de Lys for this week only. Any carousing is at your own expense (at SL 25!), mistresses are encouraged to attend.

Absent friends

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

- GJ Georges Jush (Dominic Howlett) has NMR'd. Total now 1
- GvS Glock von Spiel (Colin Cowper) has NMR'd. Total now 1
- X2 (Alex Ballestin) has NMR'd. Total now 1

X3 (Martin Jennings) was floated at his request.

X6 (Gerald Udowiczenko) was floated at his request.

Notes

The *En Garde!* rules are available to LPBS players at a reduced rate: see

Announcements

Armand de Luce applies for Chancellor of Exchequer

Armand de Luce applies for Minister of Justice

Duels

Results of September's duels:

Etienne Brule (gains 1 Exp) beat Bill de Zmerchant (with MC) - voted cause 5:4.

Euria Humble (with GI, gains 1 Exp) killed Revaulvin d'Or.

any month's Points Arising web page at www.pevans.co.uk/LPBS; or send a cheque (payable to Margam Evans Limited) for £8.40 (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.

Orders (and press) should be e-mailed to lpbsorders@pevans.co.uk - 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 instead.

Pierre Cardigan applies for Minister without Portflio

Pierre Bezukhov II (gains 1 Exp) beat Devlin Carnate (with GI).

Grudges to be settled next month:

Tourtière Mangetout (Rapier, Seconds AS, adv.) has cause with Eric de Miabeille (Sabre) for pinching Sue.

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

Duels held over until December:

Bill de Zmerchant versus Jacques As.

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

Jerry Spencer re-starts as Earl Leglise de Sant-Suplice, Orphaned First son of a wealthy Earl: Init SL 13; Cash 4550; MA 6; EC 2 (LdSS)

Neil Packer gets the Second son of a wealthy Gentleman: Init SL 4; Cash 500; MA 2; EC 2 (X1).

Gerry Sutcliff gets the First son of a wealthy Merchant: Init SL 4; Cash 275; MA 4; EC 4 (X4).

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain LL
Aides: to Crown Prince N	to Field Marshal AE
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General QLB
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety SYAA	
Chancellor of the Exchequer __	Minister of Justice __
Minister of War __	Minister of State GI

Shows who holds appointments outside military units:

ID for Characters, N for NPC, __ for vacant, CPS for additional posts held by the CPS.

Battle Results

- Heavy Brigade: 1
- Archduke Leopold Cuirassiers: 3
- Crown Prince Cuirassiers: 5
- 4th Foot Brigade: 2
- 69th Arquebusiers: 3
- The Gascon Regiment: 5

- Dragoon Guards: 2
- Queen's Own Carabiniers: 6
- Frontier regiment 1: 1
- Frontier regiment 2: 5
- Frontier regiment 3: 3
- Frontier regiment 4: 4
- RNHB regiment: 1

Army Organisation and 1666's summer Deployment

First Army (Defence)	TIM/_/_/_/_
Guards Brigade (Defence) – RFG CG KM	
Second Army (Assault)	_/_/_/N5/CMK
First Division (Assault)	_/_/_/JLBR
1st Foot Brigade (Assault) – RM PM	
2nd Foot Brigade (Assault) – 13F 53F	
Second Division (Assault)	_/_/_/CRV
3rd Foot Brigade (Assault) – 27M 4A	
4th Foot Brigade (Assault) – 69A Gscn	
Frontier Division (Assault)	_/_/_/ROS
Frontier Regiments (Assault)	
Third Army (Field Ops)	_/_/_/N5/JdG
Cavalry Division (Field Ops)	_/_/_/TM
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 if needed) for NPC, __ for vacant

Brigade Positions

Guards Brigade	AV/N/VV	First Foot Brigade	ILB/N/JIF
Horse Guards Brigade	WP/N/N5	Second Foot Brigade	N2/N/N4
Heavy Brigade	MC/N/N5	Third Foot Brigade	N6/N/N1
Dragoon Brigade	UXB/_/_/N3	Fourth Foot Brigade	DOG/N/N5

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

Frontier Regiments

				(Defence for Sept-Nov)	
Colonel	<u>F1</u>	<u>F2</u>	<u>F3</u>	<u>F4</u>	<u>RNHB</u>
	N7	N2	N2	N5	N4
Attached					
Also at the Front					
	Heavy Brigade (Archduke Leopold Cuirassiers, Crown Prince Cuirassiers)				
	4th Foot Brigade (69th Arquebusiers, The Gascon Regiment)				
	Dragoon Guards				
	Queen's Own Carabiniers - 2 Sqn 3 Sqn only				

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

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	PIS
54	Madelaine de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	QLB

Regiments		RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PDM	13F	PLLD	53F	27M	4A	69A	Gscn	
Col	EH	JdG	CC	N2	ILB+	CC	N6	AV	UXB+	ASII	N5	N6	N6	N5	N6	N6	N5+	N2	N3
LCol	AdA	AE	JLBR	BdZ	ROS	DS	EB	N5	CRV	TM	N5	N4	N4+	N4	N4	N1	N6	N1	N3
Maj	N4	GI	SYAA	N3	EdM	N5+	N3	N3	JIF+	JA	N2	N2	N2	N4	N4	N2	N3	N4	N5
Maj	VV+	N5	N3	N3	N5+	N2	N2	N2	N1	N2	N5	N4	N4	N2	N1	N2	N2	N5	N5
Capt	N5	LL	N6	N5	N5	N2	N5	N6	N3	N4	N4	N4	N2	N1	N1	N2	N5	N5	N5
Capt	N2	N1	N5	N4	N6	N5	N6	N1*	GJ	N4*	N6*	N6*	N6*	N6*	N6*	N5*	N5*	N5*	N5*
Capt	N4*	N1	N5	N4	N6	N5	N6	N1*	GJ	N4*	N6*	N6*	N6*	N6*	N6*	N5*	N5*	N5*	N5*
Capt	N2*	N5*	N5*	N5*	N5*	N5*	N5*	N5*	N5*	N5*	N5*	N5*	N5*	N5*	N5*	N5*	N5*	N5*	N5*
Capt	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*
Capt	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*	N3*

This table shows the ten senior positions in the 17 regiments by rank. Entries are Character abbreviations, N (+MA) for NPCs, blank for vacant. * shows the regiment adjutant; + shows ranks held by characters with a (senior) brevet rank at an appointment at a lower rank.

No	Name	SL	Attr	Last
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		AV
11	Laura de Land	13		
16	Ophelia Derriere	13		VV
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	ILB
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	AE
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	AdA
1	Sue Briquet	11	B	
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		CC
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		WP
6	Viv Ayschus	9		
57	Ava Crisp	9	I	DS
59	May Banquot l'Idée	9		
2	Betty Kant	8	I	AS
19	Jenny Russe	8	W	AdL
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	ASII
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	PB2
13	Josephine Buonoparte	6	I/W	LL
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
GI	Viscount Gustav Ind	27	53	Withy	Major	CG/State Min.	9		Flr	6	Ashley Casey
DC	Count Devlin Carnate	27+	119	Poor	Colonel	RFG/Min w/o Port	10		Flr	2	Bruno Giordan
RdO	Count Revauilvin d'Or	26	RIP								Jerry Spencer
GdLi	Viscount Gar de Lieu	26+	99	Rich	General	/Justice Min.	8		Flr	4	Bill Hay
EM2	Viscount Egon Mad 2	24	60	Withy	Bdr-General	/Min w/o Port	9		Flr	3	Tym Norris
JS	Count Jacques Shitacks	24	51	Filty	General	/Chancellor	3		Flr	4	David Olliver
JdG	Viscount Jacques de Gain	23+	91	Rich	B.Bdr-General	KM/3rd Army OMG	17		Flr	4	Ben Brown
PC	Marquis Pierre Cardigan	20	60	Withy	Fld Marshal		9		Flr	4	Matt Shepherd
EH	Count Euria Humble	20+	88	Rich	B.Bdr-General	CG/Min w/o Port	16		Flr	5	Matthew Wale
TIM	Marquis Tomas le Matelot	20+	69	Withy	General	/1st Army Commndr	8		Flr	4	Tim Skinner
QLB	Sir Quasi Le Bossu	17	47	Rich	Lt-General	/Adjutant Gen	9	Guinevere	Both	6	Mark Cowper
MM	Sir Michel Marteau	16	RIP								Neil Packer
UXB	Baron Ilk Lamore Bartat	16+	76	Rich	B.Bdr-General	RM/1 F Brigadier	8	Leia	Both	6	Andrew Kendall
ILB	Marquis Uther Xavier-B'regard	15+	71	Withy	B.Bdr-General	PLLD/Drgn Brigadier	9		Both	3	Pete Card
AdL	Sir Armand de Luce	15+	48	Withy	Bdr-General		5	Jenny	Both	2	Francesca Weal
PLS	Sir Pierre le Sang	14	36	Comfy	B.General		7	Kathy	Flr	4	Bill Howell
JLBR	Sir Jean-Luc Beauchamp l'Rojik	14	18	Rich	Lt.Colonel	KM/1st Div Adjutant	6		Both	4	Rohan Keane
EdIM	Marquis Eric de Miabelle	14+	70	Withy	Major	QOC	13		HGds	3	Pete Holland
CRV	Sir Charles Rabbit-Vacuum	14+	51	Withy	Lt.Colonel	PLLD/2nd Div Adjutant	3		Both	5	Mike Dommert
RS	Sir Richard Shapmes	14+	49	Comfy	B.Lt-General		8	Ella	Both	4	Charles Popp
SYAA	Baron Sheikh YadiK Al-Abowt	13	28	Comfy	Major	KM/CPS	5		Flr	3	Jason Fazackarley
EdSS	Earl Eglise de Sant-Suplice	13	Comfy				6			2	Jerry Spencer
WP	Baron Warren Peece	13+	55	Rich	Bdr-General	/HGds Brigadier	11	Ingrid	Both	2	Pam Udowiczenko
CMK	Baron Connor McKnight	13+	52	Comfy	Bdr-General	/2nd Army OM Gen.	3	Emma	Both	5	Graeme Wilson
ROS	Rick O'Shea	13+	42	OK	Lt.Colonel	RM/Fntr Div Adjutant	3		Both	6	Paul Wilson
YVB	Sir Yves Vrai Bretheauteque	12	F	Withy	Colonel	DG	5		Both	1	Chris Boote
AV	Baron Ali Vouzon	12+	63	Rich	Bdr-General	/Gds Brigadier	7	Allison	Hunt	1	Graeme Morris
AE	Arsène Est	12+	49	OK	Lt.Colonel	CG/FMshl's Aide	6	Lotte	Hunt	5	Ray Vahey

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
EB	Sir Etienne Brule	12+	43	Withy	Lt.Colonel	PM	2		Hunt	4	James McReynolds
MC	Sir Monty Carlo	11	F	Withy	Bdr-General	/Hvy Brigadier	10		Hunt	4	Andrew Burgess
X6		11	0	Poor			3			4	G Udowiczenko
JIF	Sir Jacques le Franc	11+	52	Withy	Major	RM/1 F Brigade Maj	12		BG	6	Charles Burrows
VV	Voulo Vault	11+	50	Comfy	Major	RFG/Gds Brigade Maj.	2	Ophelia	Hunt	2	Mark Booth
AdA	Amant d'Au	11+	39	Comfy	Lt.Colonel	RFG	4	Bess	Hunt	5	David Brister
GM	Gaz Moutarde	10	29	Withy	Major	RM	3	Anne	Hunt	2	Mike Dyer
DOG	Sir Donald O'Grady	10	F	Withy	Bdr-General	/4 F Brigadier	5			3	Bob Bost
BdZ	Bill de Zmerchant	9	F	OK	Lt.Colonel	ALC	5		Hunt	3	Tim Macaire
CC	Chopine Camus	9+	32	Poor	Colonel	GDMD	4	Sheila	BG	4	Stewart Macintyre
ASli	Armand Slice	8+	34	Withy	B.Bdr-General	53F	5	Mary	BG	5	David Williams
TM	Tourtierre Mangetout	8+	31	Withy	Lt.Colonel	53F/Cav Div Adjutant	3		BG	4	Howard Bishop
LL	Lothario Lovelace	7	15	Comfy	B.Captain	CG/Capt.C's Esc	5	Josephine	RP	4	Geoff Bowers
DS	Dexter Sinistre	7+	39	Poor	Lt.Colonel	GDMD	1	Ava	F&P	3	Martin Adamson
GJ	Georges Jush	6-	2	OK	Captain	GDMD	5	Betty	F&P	4	Dominic Howlett
AS	Arnaud Surfinmaise	6+	20	OK			5	Betty	F&P	5	Nik Luker
GvS	Glock von Spiel	5	13	Comfy	Major	4A	3			5	Colin Cowper
X1		5	RIP								Gerry Sutcliff
PB2	Pierre Bezukhov II	5+	32	Comfy			2	Belle	RP	3	Carl Chambers
JA	Jacques AS	5+	24	Poor	Major	GDMD	1	Thomasina	RP	4	Joe Farrell
X3		4	0	OK			2			4	Martin Jennings
X2		3-	2	Poor			4			3	Alex Ballestin
SN	Sebastian Nuisance	3	5	Poor	Captain	27M	4		RP	4	Paul Appleby
FdA	Frele d'Acier	3+	16	Poor	Subaltern	GDMD	4			3	Peter Farrell

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, Flthy = 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+