

That would be enough

This has been issue 133 of To Win Just Once, published 4th April 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 12th April 2013.

Orders for *LPBS* and the *Bonking Game* and any other contributions to Pevans by Friday 22nd April 2013.

(Next deadlines: 17th/24th May, 21st/28th June, 26th July/2nd August)

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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.

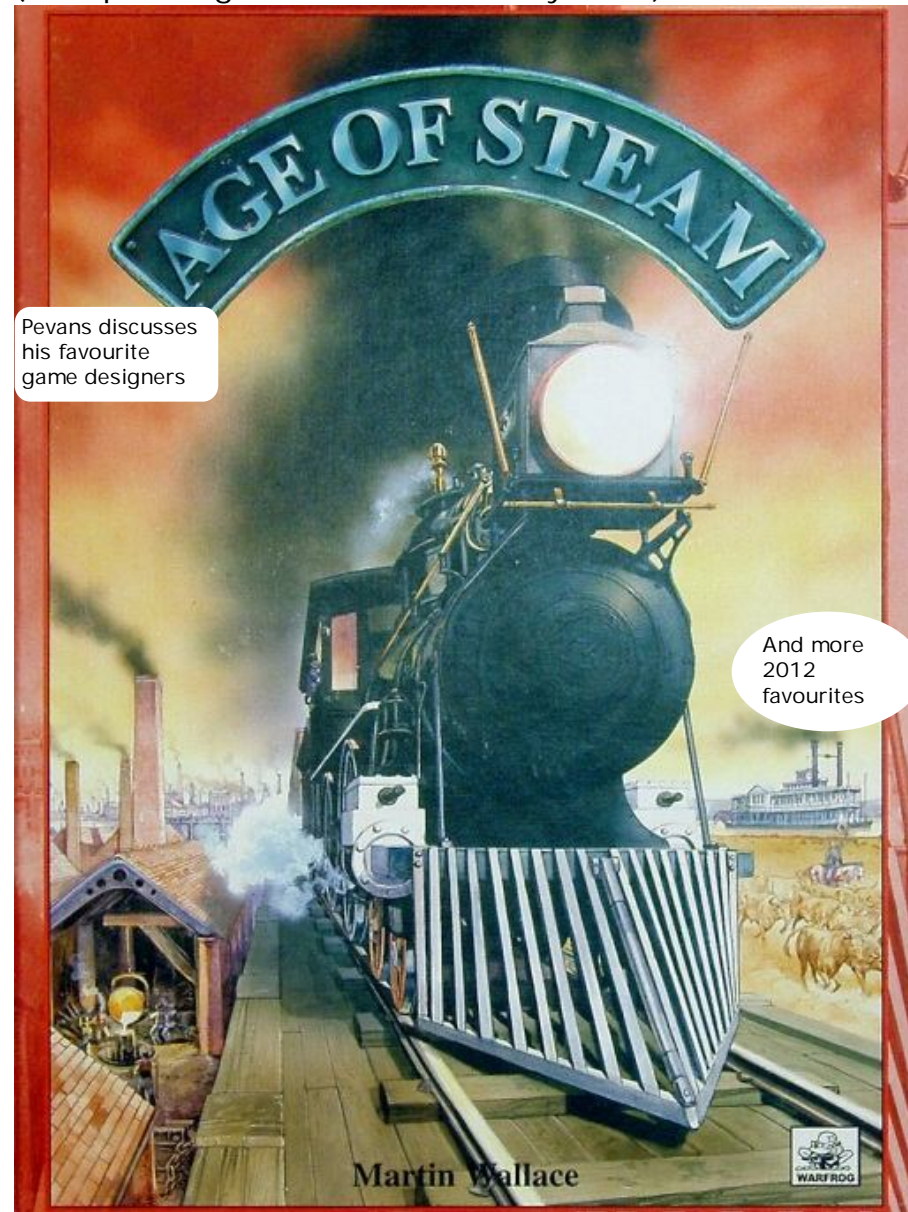
Star Trader A new game started recently. Mateusz Ochman is waiting for the next one: anyone else? Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Pevans discusses his favourite game designers

And more 2012 favourites

Martin Wallace



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Chatter

Aagh – rogue apostrophe alert! When I flipped open a copy of *TWJO* 132, the first thing I saw was “who’s” instead of “whose”. D’oh! How on earth did that get there? I guess it’s the usual problem with proof reading something you’ve written yourself: you tend to see what you’re expecting. Anyway, I shall keep an eye out for further infelicities.

I don’t think I’ve mentioned many deaths in *TWJO*, but this one seems significant for gamers. Allan B Calhamer, designer of *Diplomacy*, died on 25th February aged 81. *Diplomacy* is, of course, a classic game. It is particularly significant for the postal games hobby as the spark that started most of the ‘zines was postal *Diplomacy*. So, it’s sad to hear that the man who started it all has passed on.

Postage increase

Yes, postage rates go up again at the start of April. The Royal Mail is making a big thing about not putting up the rates for a letter. Which is true, as far as it goes. A standard (up to 100 gram) letter in the UK is the same price. For anything heavier than this, they have reduced the number of different weight bands (and removed “Standard Parcels” altogether). The effect of this is to make things that would have fallen into one of the vanished bands more expensive.

International postage rates are also affected. These have definitely gone up as well as being re-organised into fewer weight bands. As with UK postage, the effect is to make most things more expensive.

As far as *TWJO* is concerned, UK postage remains the same (the magazine is under 100 grams and jut small enough to count as a letter). However, the increase in international postage means that I have had to put up the subscription rates for Europe and the rest of the world. The games-only subscription stays the same, of course.

The big impact is on Games from Pevans – the new rates make sending any sort of package anywhere more expensive (the minimum for a second class packet, for example, is now £2.60 rather than £2.20). The Royal Mail seems to be intent on making mail order expensive for everyone except big players (who can get volume discounts), not to mention making their competitors’ prices seem reasonable.

TWJO online

Well, I know February is a short month, but the website stats tell me issue 132 was downloaded a grand total of zero times in the week of February it was available. Mind you, issue 131 got just 11 downloads in Feb – clearly not the most popular issue – taking it to just 91 over the six weeks since publication. And issue 130 gained no more to add to its 288 downloads since it was published.

'Zine scene

It's the end of an era – two eras, in fact, as we've just seen the last issue of *Counter* and the last *Games Gazette*! However, it's not actually the end of either magazine – though both are changing. As it says on the cover of *Games Gazette* 191: "Games Gazette is dead! Long live Games Gazette!"

Yes, after 32 years as a paper publication, editor and publisher Chris Baylis has decided to take his magazine online. Chris cites the increasing cost of postage (see above) as a major factor in his decision.

The last issue is Chris's usual mix of reviews: board games, wargames, role-playing games and computer games. I don't always agree with Chris's opinions, but it's always worth reading what he's got to say – and he sees a lot of games I don't (and vice versa). The big advantage of moving to an online format is that it allows his readers to comment. I shall certainly be doing so.

Games Gazette is now at www.gamesgazette.co.uk



The change at *Counter* is rather different. With issue 60 (15 years of publishing quarterly issues), the original editorial team – editor Stuart Dagger, Alan How and, originally, Mike Clifford – has retired. The reins are being taken over by a new team: Ben Baldanza and Greg Schloesser, who'll be editing. The new team is American, but they've both been writing for *Counter* for ages, so I don't expect any major changes.

Anyway, getting back to issue 60, it has the usual thorough reviews of board games from a wide range of writers who know their stuff. As you'd expect the old team signs off and there's a fascinating piece from Gordon Lamont detailing Fragar's trials and tribulations in getting their latest game, *Spellbound*, produced in time for Spiel last year.

The other major piece is from nine of the contributors giving their top five games of 2012. What I found most interesting was how many different games featured in these lists – 27 in all, including some I've not even heard of! Further evidence, if we needed it, of just how many games are published in a year these days. My top five (see last issue) would add another two titles.

The game that features in the most lists, six, is *Keyflower*, which is also in my top five, of course, and which I reviewed last issue. *Terra Mystica*, of which I know nothing (!), is in five lists and *Clash of Cultures* (ditto) in four. Nor am I familiar with *Trains*, which is in three lists. There are clearly plenty more games from last year that I need to get to grips with.

For more about *Counter*, see www.counter magazineonline.com

Moving on to the postal games 'zines, issue 18 of *Fury of the Northmen* mentions the passing of Allan B Calhamer. Editor Colin Bruce also notes that this year is the fiftieth anniversary of the first postal *Diplomacy* game, run in John Boardman's *Graustark*. Sadly, *Graustark* is no longer with us, though John Boardman is still going strong and publishing his SF (and other things) 'zine, *Dagon*, which is now up to issue 638.

However, the most important thing about *Fury of the Northmen* 18 is the final turn of its first *Britannia* game. It was a stunningly close game with the winner, playing the Blue nations (Belgae, Picts, Angles and Normans), just one point ahead of second place. Now I've always understood that the green nations (or black, as I remember them: Welsh, Caledonians, Jutes and Danes) are a good bet for second place, but to get second by just one point is so close! Colin hasn't yet revealed who was playing which colour, but let me just say that, as a Welshman, I have a long history of being typecast in *Britannia*!

The other games, including *Diplomacy*, are going strong in *Fury of the Northmen* and Colin gives us a round-up of the remaining postal games 'zines that still appear on paper. He counts thirteen in total, including *TWJO*. I only see a few of them, so it was interesting to find out about the rest. The vintage postal games – *Diplomacy* (and variants), *Maneater*, *Railway Rivals* and *Sopwith* – all feature, alongside a huge range of other games. However, *TWJO* seems to be the only one running *En Garde!* these days.

For more, contact Colin at 30 Almoners' Avenue, Cambridge CB1 8PA or via [furyofthenorthmen \(at\) btopenworld \(dot\) com](mailto:furyofthenorthmen(at)btopenworld(dot)com)

The latest issue (196) of Neil Duncan's *The Cunning Plan* has a very funny picture on the cover. Over a photo of the (first) Blackadder is the caption: "Really, Baldrick? Under a car park? That was your cunning plan?" Brilliant!

Inside is the usual mix of *Diplomacy* games, Neil's observations on life, Alan Frost's *Zeitgeist* sub-zine and the entertaining/aggravating letter column. I always intend to respond to some of the stuff in the letter column. I leave *TCP* alongside my computer to remind me to send an e-mail. But the next time I pick it up always seems to be **after** the deadline!

To take a look, contact Neil Duncan at 25 Sarum Hill, Basingstoke RG21 8SS or via [issuepunkzine \(at\) hotmail \(dot\) co \(dot\) uk](mailto:issuepunkzine(at)hotmail(dot)co(dot)uk)

The very latest *The Tangerine Terror* has just fallen through the letter box. Howard Bishop's bright orange-covered 'zine is in the classic mould. An A5 booklet printed in a small typeface crammed with games reports with the minimum of white space. There is an impressive array of games, many unique (I think) to *TTT*, such as the recent addition of Pointless.

Contact Howard at 43 Guinions Road, High Wycombe HP13 7NT or via latics (at) globalnet (dot) co (dot) uk

Also just arrived is *Western Front* 127 with Brad Martin's usual mix of historical and current affairs articles and a wide array of games. I've joined other subscribers in playing a number of games online – with mixed results. I've been struggling with *History of the World* (my excuse is that it's played with the Avalon Hill rules!) and been put in my place at *Puerto Rico*, but I've had success at *In the Year of the Dragon*.

To find out more, contact Brad Martin, Maylands, 6051, Western Australia, AUSTRALIA or via westfront (at) westnet (dot) com (dot) au

Favourite Games from 2012

After looking at the *Counter* writers' favourite games (above) and my own top ten in last issue, time for a couple of my readers to give their selections. We start with Nik Luker, who has a top six.

Well, I'm not sure I can manage ten, but in no particular order...

1) *CO2* – a decent, solid business game with some neat ideas. The rules are a bit convoluted but, once you get your head around them, the game flows nicely. I like the balance of co-operation with backstabbing required to win.

There was quite a buzz about *CO2* at Spiel last year and Giochix had cleared out of their initial stock by the time I reached their stand. It's certainly one I want to try and Nik's recommendation only adds to that. Odd that it didn't turn up in anybody's list in *Counter*, though.



Designed by Vital Lacerda, who gave us *Vinhos*, and published by Italian publisher, Giochix, the theme of *CO2* is reducing carbon dioxide emissions. The players are CEOs of energy companies, which should provide an interesting tension, as they want to produce energy while cutting back on fossil fuels.

2) *Village* – for once one that's worthy of the hype bestowed upon it. Very smooth gameplay with a nice driver mechanism. Multiple paths to victory, excellent production, plays well with anything from 2 to 4 players.

Someone characterised *Village* to me as "a bunch of mechanisms looking for a game" and I quite understand that description. It's not bad, but I think there are much better games around. For my initial assessment, see *TWJO* 124.

3) *Hanabi* – I don't care much for fully co-operative games, but this is an absolute gem. Loads of player interaction and full of angst. Superb with any number of players.

A game I'd not heard of! A quick check on BGG and I find it's a card game from Abacus. However, their edition only has German rules, so the English speakers among us have to wait for R&R Games's version. This is due out about now (and will probably arrive a few weeks later in the UK) and seems to be a more substantial package, judging by the pictures on the website.

The aim of the game is, apparently, produce the perfect fireworks show by getting cards down in the right order. The twist is that cards are held the wrong way round so that they are only visible to the other players! A neat idea and a game I look forward to trying.

4) *Viva Java!* – a real quirky one and a rarity in that it can support up to 8 players, the rules morphing accordingly. I've only played with four so far, but the game is a refreshing departure from the usual Euro fare.

Another one that's new to me and a game that isn't listed on BoardGameGeek! Better add it quick, Nik.

5) *Oddville* – a clever card game that takes several well-known mechanisms and combines them into something new. Most enjoyable.

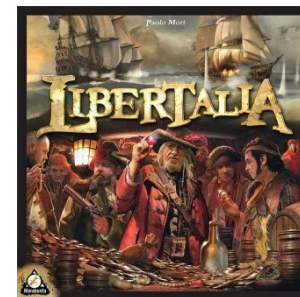
This one sounds interesting, too – and the pictures on BGG make it look interesting as well. The players are laying their cards to build up the town of Oddville, while managing their worker, money and resources. And sabotaging the other players' plans, of course. It's designed by Caro Lavezzi and published by What's Your Game? in Italy.

6) *Jagdfieber* – daft game of hunters shooting wolves, wolves eating rabbits and rabbits eating carrots, with a couple of sneaky twists that lift it above the norm. Best played at speed, it's all extremely good silly fun.

And that makes four out of Nik's six that I'd not even heard of (and I've only played one). This last sounds like my kind of game, though! The description on BGG makes it sound rather like *Nobody but us Chickens*, which is a long-standing favourite of mine (especially for family play).

Next up is Mark Cowper with his Top Five of 2012 – and some others.

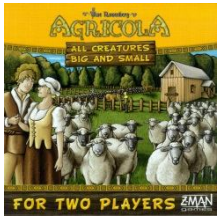
1. *Libertalia* – my Game of the Year by light years.



Another game that had a bit of a buzz at Spiel '12, but which I didn't see. The pirate theme is appealing and, apparently, the idea is to defeat your opponents by card play when each player has the same cards in their set. The designer is Paolo Mori whose previous games include the interesting *Borneo* and *Ur*.

2. *Zong Shi* – beautiful design and pieces, simple but good depth, sumptuous.

I kind of agree. *Zong Shi* didn't make my top ten, but I had great fun playing it (see my notes in TWJO 124).



3. *Agricola: All Creatures Big and Small* – two player *Agricola*: you just had to love it and I did!

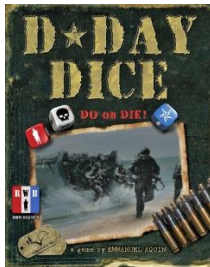
Not being a particular fan of two-player games, I gave it a miss – despite being a fan of *Agricola*. However, I enjoyed the two-player version of *Le Havre (Le Havre: The Inland Part)* when I tried it, so I should probably put my prejudices aside.

4. *Love Letter* – tried not to like this because of all the hype, but it is good!!

Well, the hype has passed me by, as I've not heard of this one. From BGG it looks like this comes from Japan (the designer is Seiji Kanai and Japon Brand is one of the publishers listed), which is interesting in itself. The description is intriguing, too, but its categorisation as a "deduction" game makes me wary: I've yet to meet a decent deduction game. Though that may just be my prejudice...

5. *D-Day Dice* – Bangalores ahoy!

Just to be clear, the Bangalore in question is an explosive device used by soldiers to clear a path through barbed wire entanglements and similar obstacles. You can see its application to a game about D-Day. *D-Day Dice* is a cooperative game with the players as a squad of soldiers taking part in the Normandy landings.



The game pitches the squad of players against the game system's defences as they fight their way across the various zones on the beach. From my experience, it is a really tough game. I certainly felt the pressure when I played it – and there's no way of retreating if things go bad! Designed by Emmanuel Aquin, it's published by Valley Games.

Jury out: *Tzolk'in The Mayan Calendar* – played once, need to play again.

Not played at all, in my case. I was intrigued by the prototype, with its interlocking cogwheels rotating on the board, wondering how Czech Games Edition would get it manufactured. They managed it, though, and it's had some good press. It's a worker placement game set in the ancient Mayan empire. Players have many actions to use to generate resources and gain points, but this depends on just where their workers are on the cogwheels. It sounds interesting, but I don't know

Biggest disappointment: *Qin* – just so lightweight.

I have to say that I gave this a miss when I saw it was a Reiner Knizia design. Much as I enjoy many of Reiner Knizia's games, his recent output has been

disappointing – and often a re-hash of an earlier game. This one is published by Eggertspiele, with R&R producing it in the US.

Stinker: *Pax Porfiriana* – analysis paralysis central; played 3 times; just not for me.

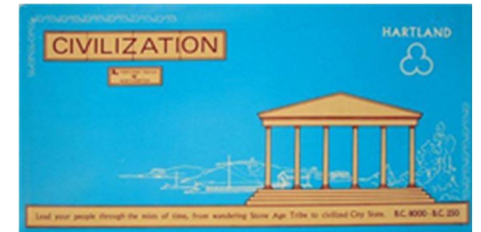
Oh dear! We'll just have to agree to differ over this one as it was number 4 on my list last issue. I think it's great stuff from Phil Eklund and Sierra Madre Games.

Thanks to Nik and Mark for your input. Would anyone else like to chip in?

Favourite games designers

At the back of *Counter* is a discussion piece based on readers' contributions. Each issue we are invited to send our thoughts on a new topic. I always intend to respond, but have never managed it yet! However, the latest subject for discussion is favourite games designers: readers are asked to send in their top three. This got me thinking: how do I decide who my favourites are? And then how do I rank them to get a top three?

The obvious place to start is with my favourite games and the people who designed them. Well, the greatest game in the entire space-time continuum is, of course, *Civilization*. This puts Francis Tresham at the top of the list. Francis also has the honour of having created a whole sub-genre of board games: 18xx. Yes, he's got a lot to answer for! However, apart from a few 18xx games and *Civilization*, we



This is the box *Civilization* comes in – accept no substitutes!

have just *Spanish Main* and *Revolution* and the earlier *Shocks and Scares* and *The Game of Ancient Kingdoms*. That's not an extensive oeuvre: there aren't many Francis Tresham games I can pull off the shelves.

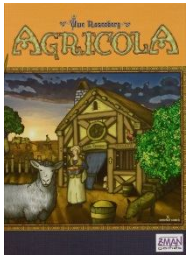
To be a favourite games designer, then, they must have produced a decent selection of games as well. What's more, I'll own a fair number of them. One name immediately pops up: Martin Wallace. A quick look on BoardGameGeek shows that the list of games designed by Martin goes on for nine pages. That's a lot of games. Scanning through the list, I am constantly reminded how good these games are, and how different they are: from *Lords of Creation* to *A Few Acres of Snow*. Martin also has two games in my top ten, the two games that I consider his masterworks: *Age of Steam* and *Struggle of Empires*. So Martin Wallace hits two criteria out of two.

However, I've thought of a third criterion and that is that I look forward to new games from my favourite designers. When I hear a new title is coming out from them, I want to see it. If Francis Tresham designed *My Little Pony – the Board Game*, I'd want to play it! (Hasbro has, of course, produced a *My Little Pony*

game, but I think I'll give it a miss.) Ditto Martin Wallace. Two of the games I want to play later this year (or whenever they appear) are *Mythotopia*, Martin's four-player game using the mechanisms from *A Few Acres of Snow*, and his second Discworld game, *The Witches*.

On this basis, it's pretty clear that Martin Wallace is top of my list as he hits all three criteria. He's designed some of my favourite games, there are lots of them (I own many of them) and I'm waiting eagerly for the next one. With only two out of three, I'm afraid Francis Tresham misses out though. He may have designed my favourite game of all time and I would love to see more games from him (and have just acquired a copy of *Revolution*), but there just aren't that many Francis Tresham games on my shelves.

As this discussion has progressed, I've been increasingly feeling there's an elephant in the room: Reiner Knizia. (Not that I'm saying you are in any way elephantine, Reiner!) Possibly the most prolific games designer there is (BGG lists over 400 titles), Reiner has produced some cracking games: *Medici*, *Modern Art*, *Ra* are all personal favourites – though none of them is currently in my top ten. I have a lot of his games on my shelves. But I no longer look forward to his new releases – and it's some ten years since any of my favourites appeared. (I think *Amun-Re* is probably the last of these and it was published in 2003.) So, even though Reiner has designed a game called *My Beautiful Pony*, he fails to make the top three cut.



The question is, who else does make the list? Well, the designer of another of my top ten games, *Agricola*, is Uwe Rosenberg. Okay, a lot of his output is expansions for *Bohnanza*, but *Bohnanza* is a cracking game and certainly made a mark. Ten years later, we got *Agricola* and this was followed by *Le Havre* and *Ora & Labora*. Not as prolific as some, but Uwe Rosenberg has designed some fine games and I look forward to what he does next, so he's there or thereabouts.

Let's see, who else... I will always look at a game from the Ragnar Brothers, but they haven't designed that many games – though most of them are on my shelves and *History of the World* is in my top ten. Richard Breese designs some very clever games, from the seminal *Keyword* to the recent *Keyflower* via *Reef Encounter*. Again, a new game from him is one to look at, partly because they don't appear that often. Alan Moon has to be another candidate, with *Airlines*, *Elfenland* and the hugely successful *Ticket to Ride* to his credit. There are plenty of excellent games in his extensive oeuvre and he's another designer whose new games I will always look at.

But I'm forgetting one of my favourite German games designers: the man with the green hair, Friedemann Friese. Since I was introduced to *Wucherer* (later *Landlord!*) twenty years ago, I've played every game of Friedemann's that I can. Not only does he design excellent, distinctive games, he has a wonderfully dark

sense of humour that comes through in many of them. Want a game about printing counterfeit money or cannibalism? Look no further! Then there's his wonderful take on the game of life, *Funny Friends*, and, of course, *Funkenschlag/Power Grid*. That's it: Friedemann's in!

Wolfgang Kramer is another prolific designer, working on his own and in collaboration with others. Top of the list of his games must be *El Grande* and *Princes of Florence* (both with Richard Ulrich) plus the utterly brilliant *Midnight Party* (Hugo!) and other favourites from the 1980s. However, I can't say that I seek out his new game each year. The same is true of Klaus Teuber. He's now the king of Catan, but has several other terrific games to his credit – particularly *Adel Verpflichtet* (alias *By Hook or by Crook*, *Fair Means or Foul*, *Hoity Toity*), *Der Fliegende Hollander* and the entertaining *Galopp Royal* (sedan chair racing!).

Finding a third is getting tricky. One possibility is Mac Gerdts, originator of the 'roundel' mechanism with *Antike*. Okay, he doesn't have a long list of games to his name, but each one is a cracker, I've got them all and will happily pull any of them off the shelves at the drop of a hat. Plus, I look forward to his next game. Then there's Philippe Keyaerts, another man with a small range of excellent games: *Vinci* (aka *Small World*), *Evo* and, most recently, *Olympos*. Or how about Karl-Heinz Schmiel? Worthy of inclusion just for *Die Macher*, but he's also given us *Tyranno Ex*, *A la Carte* and *Tribune*.



However, I think my third choice is going to be Phil Eklund. This is very much of the moment as I've really only discovered Phil's games quite recently. *High Frontier*, his hard science game of exploring and exploiting the solar system is a tour de force. I am looking forward to the new expansion, due out this summer, which adds colonisation to the game (along with other things). I'm a fan of 2012's *Pax Porfiriana* and, most recently, I was introduced to *Bios Megafauna* (from 2011). Phil has designed some fine games and I'm looking forward to his next.

So, my top three are: Martin Wallace, Friedemann Friese and Phil Eklund. Followed by all the designers mentioned above. An ther are honourable mentions for: Ted Alspach, Sebastian Bleasdale, Richard Borg, Vlaada Chvatil, Carl Chudyk, Franz-Benno Delonge, Doris & Frank, Stefan Dorra, James Ernest, Alan Ernstein, Stefan Feld, Kris Gould, Michael Kiesling, Matt Leacock, Corné van Moorsel, Kevin G Nunn, Emanuele Ornella, Michael Schacht, the Splotter team, Jean Vanaise and the inimitable Tom Wham.

Who have I missed? Do you agree with my choices? Let me know your favourite games designers.



Survival on a desert island – cannibalism is an option!

Reading Matter

When I signed up for the King's Musketeers freeform – the weekend-long game that I mentioned in last issue – I thought I'd better brush up on my Dumas. Now, I thought there was *The Three Musketeers* and its sequel, *Twenty Years After*. I was very surprised to discover there was a second sequel, *Ten Years Later*. It is usually published (in English anyway) in three volumes: *The Vicomte de Bragelonne*, *Louise de la Vallière* and *The Man in the Iron Mask*. That's another surprise, as I thought *The Man in the Iron Mask* was a standalone novel.

Anyway, I started at the beginning with *The Vicomte de Bragelonne* – after all, that's the character I was playing! My next surprise was that this turned out to be a 658-page tome. No wonder the whole thing is published in three volumes! As the original title suggests, this is set some 30 years after the Musketeers' original adventures. They are much older men and Louis XIV is King – although, as the book starts, Cardinal Mazarin (essentially Richelieu's successor) is in charge.

The titular hero is Raoul, Vicomte de Bragelonne, adopted son of the Comte de la Fère (aka Athos). However, he actually plays little part in the action of the novel. We are soon re-introduced to d'Artagnan – still a Musketeer and the King's bodyguard. However, a disagreement with King Louis (after Mazarin has refused to help Charles Stuart gain his father's throne) sees d'Artagnan resign.

D'Artagnan now sets out to make his fortune (which, as I recall, is what he comes to Paris to do at the start of *The Three Musketeers*!). His comrades are not to be found (though we know Athos is up to something), so he raises money from Planchet (once his manservant, now a prosperous grocer in Paris) and sets out to put Charles II on the English throne. Which is just what Athos is doing! For a while it looks as though d'Artagnan is going to scupper Athos's plans, but the two end up persuading General Monk to restore Charles (as he did).

In the meantime, the elderly Mazarin has died, allowing Louis to assert himself as King in fact. He recalls d'Artagnan to lead the Musketeers – another ambition achieved! – and sets the strait-laced Colbert, Mazarin's protégé, to rein in the excesses of the superintendent of finances, Fouquet. As a first step, he arrests some tax collectors, whom the King condemns. Fouquet sets up a rescue attempt which is thwarted, quite by accident, by d'Artagnan and de Bragelonne – the first proper bit of swashbuckling in the book.

I was expecting a lot more of Colbert versus Fouquet, but nothing much materialises at this point. Instead, His Majesty has a mission for d'Artagnan and we finally find out what Aramis and Porthos are up to. It turns out Aramis, who has been a man of the cloth for some years, is now Bishop of Vannes and a supporter of Fouquet. Porthos, who married into money, is helping him, though without really understanding that they're setting up a military base for Fouquet!

This puts d'Artagnan and Aramis on opposite sides, which is an interesting turn of events. However, much of the latter part of the book is taken up with the royal court and affairs of the heart. At the centre of this is the King's brother's new wife, Henrietta Stuart, sister of Charles II, who is breaking (male) hearts left, right and centre. It seems Philippe, the King's brother, cares more for his male companions! (Apparently the historical Philippe's preferences were definitely homosexual, something which Dumas just hints at.)

My main problem with the book is how slowly it goes. Dumas seems to delight in detailing court life while leaving the plot (such as it is) hanging for a chapter or three. Of course, it was originally published as a serial in newspapers, so presumably more chapters meant more pay. I'm also intrigued that there's no hint yet of what I know is coming in *The Man in the Iron Mask*. In fact, with the Musketeers divided, a lot has to happen yet. On with volume 2...

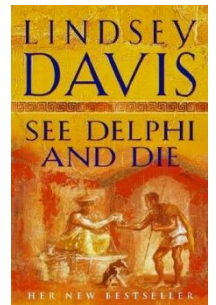
Romans in Greece

But first, the next of Lindsey Davies's Falco books: *See Delphi and Die*. Here our ancient Roman equivalent of a private investigator, Marcus Didius Falco, takes it upon himself to investigate the deaths of two young Roman women. Both died in Greece (visiting Olympia, in fact) as tourists with the same agency and Falco's brother-in-law (and sometime partner) thinks there's foul play.

This is, of course, an excuse to give us a tour of Greece as it was in AD 76 as part of the Roman Empire. Davis gives us her take on the Olympic Games and the Delphi Oracle. She also has a lot of fun with the Roman tourists, who appear to be just like modern tourists. They end up in unfinished hotels, suffering from the dirt and noise of construction work. Some are there for culture, some for romance and some to get away. And, even when things are going well, they complain that the food's not what they're used to, the wine is expensive and so on.

This led me to wonder how much of this is historical and how much is the author using modern day tourists as her template. When her readers smile knowingly at the way human nature has not changed over the centuries, is that because she's actually writing about us in Roman clothes? It's not a question I can answer without a lot more research, but I'd like to think that Davis knows her stuff and has some contemporary accounts to draw on.

With his wife, Helena, and an entourage of young relations (mainly) Falco sets off to investigate the deaths at Olympia. They end up following the survivors of the tour group around Greece as Falco tries to work out whodunit – one of the tourists or one of the men behind the increasingly dodgy-looking tour company? There are more deaths, complications and the traditional beating for Falco before he is able to resolve matters.



As always, the book is a good read and the plot romps along nicely. Along the way we get to see more of the first-century world – or Davis's view of it, anyway. The love affair between Falco and Helena continues. Davis makes her characters all too human and has a wonderfully apt – if grisly – end for us. If you're not already a Falco fan, start with the first book – I've only got three more to go.

Games Events

The next big board games event is Baycon, which takes place over the weekend after Easter. That is, 4th-7th April at the Exeter Court Hotel in Kennford (a few miles south of Exeter). It's a few years since I've been (since I have a date in the USA in April), but Baycon has always been an excellent event. For more details see the website at www.baycon.co.uk

The same weekend also sees Tringcon XXVI – Saturday 6th. This is a twice-yearly day of board games hosted by Keith Thomasson near Tring, as the name suggests. However, numbers are limited at the venue, so places *must* be booked in advance: see www.fwtwr.com/tringcon for details.

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. 24th-27th 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. MidCon is a friendly board games convention in a decent hotel. 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 133 was written and edited by Pevans. The LPBS masthead (page 22) is by Lee Brimmicombe-Wood as are the pictures on pages 19, 23 and 26. The illustration on page 24 is by Bryan Lea, the one on page 25 by Tim Wiseman and the one on page 28 by Nik Luker. Game and book artwork is reproduced by courtesy of the publisher. Except where noted, photographs were taken by Pevans, who also played with Photoshop. © Paul Evans, 2013

The Bonking Game

Turn 6

Chris Baylis starts us off in robust fashion by nominating "Pam U for a good bonking as she is still a virgin." Right. Colin Bruce joins him: "Pam Udowiczenko, for standing idly by while her hubby was being so cruelly set upon." Yes, I'm not sure if Colin's noticed that Pam was one of those cruel people.

Charles Burrows concurs with the sentiment so far: "Pam as poor Gerald is out already." Mike Dommett has an ulterior motive for his choice: "Pam because we won't be sexist." "With Gerald out of the way I think that makes Pam Udowiczenko a fair target!" says Mike Dyer. And Bill Hay reckons "Udowiczenko down Udowiczenko to go (Pam)."

Six bonks to Pam and out she goes. Her last shot is for Mark Cowper, "because his is the first name I saw." Mark prevaricates: "Tim Macaire (well he started it, actually no I started it, but anyway)."

In his turn, Tim opts for Alex Everard "while he's not paying attention." Andy Kendall joins in bonking Alex – "just because he's back in his rightful place doesn't mean he shouldn't be persecuted further." Andrew Burgess is with them: "I would like to bonk Dave Relaxer, but as he's not playing, it'll have to be an anagram of his name – and only Alex Everard fits the bill." Four bonks and out! But Alex still has a parting shot: Mike Dyer "because he DOES show up in the correct alphabetical order."

Another anagram gives Nik Luker his target: "Colin Bruce as his name turns out to be an anagram of Crueli Bonc, which says it all really..." Brad Martin is completely reasonable in selecting "Colin Bruce as he was 'foolish' enough to allow me to win a game of *Britannia* in his 'zine." Pah! With a self-bonk from turn 1, Colin just survives.

Howard Bishop is merciless: "Nik Luker is looking disappointingly bonkless." And then he goes and spoils it all by saying something stupid, like "Sorry, Nik." The Jennings ruminates: "Well, he is my GM for *Star Trader* and I seconded him in *En Garde!*, so only fair that I should bonk him – my vote for The Dommett."

Graeme Morris returns to an old favourite: "Will Hay for starring in those awful 'Ealing comedies' that I had to watch as a kid. If he's not the same Mr Hay, then he should have made that clear before I got all agitated."

Nomenclature drives Matthew Wale: "Matthew Shepherd for having my first name – how dare he!" Mr Shepherd has a similar idea: "Paul Wilson for being a Paul." And Paul Wilson bonks Andrew Kendall "as it as it seems no one has yet."

Finally, Colin Cowper and Neil Duncan self-bonk their way out of the game.

This turn's scores

Player	Self	Total
Chris Baylis	1	1
Howard Bishop	0	0
Colin Bruce	1	3
Andrew Burgess	1	1
Charles Burrows	2	2
Colin Cowper	4	4
Mark Cowper	1	2
Mike Dommett	0	1
Neil Duncan	4	4
Mike Dyer	0	1
Alex Everard	1	4
William Hay	1	2
Martin Jennings	1	1
Rohan Keane	3	3
Andrew Kendall	0	1

Player	Self	Total
Nik Luker	0	1
Tim Macaire	0	1
Brad Martin	1	1
Graeme Morris	1	1
Matthew Shepherd	1	2
Alan Tabor	1	1
Pam Udowiczenko	0	6
Ray Vahey	2	2
Matthew Wale	0	0
Paul Wilson	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 nominations needed for ejection will reduce as the number of players goes down.

(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 22nd April 2013**

Kingsley Halt

Railway Rivals game 9 – Turn 8

North British Railway Company edges ahead, but is outscored this round. No joint runs and Wishie-Washie is kicking itself for not connecting in the Banff area. The North British Railway Company built to Fraserborough, but no one else built at all. The ferries to Ireland and to Skye remain unconnected – Skye because no one has built to the terminals for starters.

Race results

Race	From	To	Jacob	Wishie	NBR	PFB
10	3S	Wigtown	8H	Peebles	20	
12	KS	Glasgow	3C	Oban	20	
13	10H	Dunbar	6D	Pitlochry		10-7+7 20-7+7
14	QH	Edinburgh	5C	Dumbarton	+3-6	10-1-3 20+6+1
15	5D	Aviemore	4C	Greenock	20	
16	10D	Banff	JS	Glasgow	20-6	10+6
18	8C	Dunfermline	8D	Montrose		20-3 +3
Total			20	51	49	50

Builds

McJacobahn – Mark Cowper (Blue)

Builds: None
POINTS: 164 +20 = **184**

North British Railway Company – Jonathan Palfrey (Green)

Builds: (T71) – U71 – V70 – W71 – Fraserborough (+6)
POINTS: 141 +49 +6 = **196**

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

Builds: (W66) – X66
POINTS: 94 -1 +51 = **144**

Premiership Football is Best – Gerald Udowiczenko (Red)

Builds: None
POINTS: 80 +50 = **130**

Next turn's races

Race	From	To
11	AS	Ireland
17	JD	Fraserburgh
19	AH	England
20	3D	Forres
21	6C	Falkirk
22	4D	Elgin
23	7C	Stirling
24	AC	Skye
25	6S	Ardorssen
26	7H	Gala
	QD	Aberdeen
	3H	Carlisle
	7S	Kilmarnock
	5S	Ayr
	QS	Glasgow
	5H	Dumfries
	4H	Gretna
	2D	Inverness
	AD	N Scotland
	2C	Fort William

You may enter up to 6 races (plus any held over – shown in italics). After the races, you may build up to 8 points, including known payments to rivals.

GM Notes

Leapfrogs used: None.

Races continue this 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 second set can say to use the route given by the first player.

Races that cannot be run because no one has connected to them remain available and do not count against the limit on the races you can enter each turn.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 12th April 2013**

The Light that Failed

Star Trader game 6 – Turn 6

"What's the problem?"

"The Federation is saying that quite a few of the banks have been lending to dodgy characters."

"Could be a description of a lot of people."

"I know, but this is no laughing matter."

"Why?"

"Instead of taxing us on the figure our accountants dream up, they're taxing us on assets, Ships, Warehouses and Factories."

And so it was, and some Corporations found themselves paying 30 or more Hectotrans that they hadn't envisaged.

GAMLEPCO went to the Federation banks and took out a 250 HT loan over 4 Quarters. With the influx of funds, they bought 2 Alloys Factories at Gamma Leporis and laid down a new Phoenix Hull, He, with a mixture of Cargo and Light Weapon pods at Epsilon Eridani Shipyards. A Light Weapon pod was also bought for the Daleth.

MONOGRAM INDUSTRIES had a senior moment, but continued to pump out Monopoles as though there was no tomorrow.

GATES-LEARJET loaded Passengers for Gamma Leporis and bought an Alloy Factory to show them when they arrive.



ARCHANGEL LINES loaded Passengers for Epsilon Eridani and Beta Hydri. They laid down a Corco Zeta Hull at Tau Ceti Shipyards, preferring this to their shipping destinations.

HOLYOKE ARBITRAGE bought a Warehouse at Mu Herculis and equipped their Corco Gamma Ship, Palmer, with an A class crew, an Augmented Jump pod and Cargo pods. At Sigma Draconis, most of the Ludlow's cargo capacity was replaced with Weapons.

Gamma Leporis saw BELISAR buying 10 Alloys for 4 HTs each and a Contractor's position.

HOLYOKE was selling 5 Isotopes at 4 HTs at Epsilon Eridani, and then watched QUASAR sell 3 Spice for 16 HTs apiece. GATES-LEARJET sold 3 more for 17 HTs each and finally AIA sold 4 at 17 HTs.

Tau Ceti saw BELISAR selling 13 Alloys for 8 HTs each to gain a Dealership. GATES-LEARJET sold 1 Isotope for 5 HTs and BELISAR sold 5 on Contract.

GAMLEPCO sold 7 Alloys for 8 HTs each at Mu Herculis, using their Market Manager Position to undercut GATES-LEARJET's bid of 9. HOLYOKE ARBITRAGE sold 5 Isotopes for 8 HTs apiece. MONOGRAM INDUSTRIES sold 9 Monopoles for 10 HTs each. HOLYOKE bought 12 for 15 HTs apiece, getting a Dealership, and ARCHANGEL bought the last 2 for 14 HTs.

Sigma Draconis was quieter. Mainly because the ASSOCIATION OF INTERSTELLAR ANARCHISTS captured QUASAR's Magic Flute Piccolo Hull when it intercepted it trying to jump to Sigma Draconis Spaceport. The QUASAR ship attempted an emergency hyperjump to escape but failed. However, MONOGRAM sold 6 Monopoles for 16 HTs each and gained a Contractor's

position, while the AIA bought 4 Spice for 14 HTs apiece and HOLYOKE bought 5 on Contract.

HOLYOKE ARBITRAGE sold 2 Isotopes for 5 HTs each at Beta Hydri and finally ARCHANGEL bought 6 Spice for 15 HTs apiece to gain a Dealership as well.

Press

Freedom for Sigma Draconis! The imperialist running dogs cannot keep the people in subjugation. They shall rise up and strike down their oppressors!

Freedom from injustice for Gamma Leporis. Let this sector spring spread!

If you are fighting for Sigma Draconis, then stay on Sigma Draconis!

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash	Rep'n	Player
A Archangel Lines	4 0 3	0	2nd	140	40	Howard Bishop
B Monogram Industries	9 0 4	0	7th	211	34	Andrew Burgess
C Quasar Enterprises	10 0 5	10	6th	96	36	Mark Cowper
D Belisar Political	10 0 9	+4	3rd	145	40	Mike Dyer
E GamLepCo	5 0 5	0	9th	138	28	Martin Jennings
F Holyoke Arbitage	10 8 2	12	1st	70	38	Przemek Orwat
G Gates Learjet	7 4 2	0	4th	140	26	Bob Parkins
H Association of Interstellar Anarchists	2 6 9	6	5th	12	N/A	Paul Evans

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

News

EV 13 this turn, tax on assets, left a few Corporations a little lower on funds than they had expected.

There were three new News chits this turn. Current chits are (new in bold):
Turn 7 C4

GM Notes

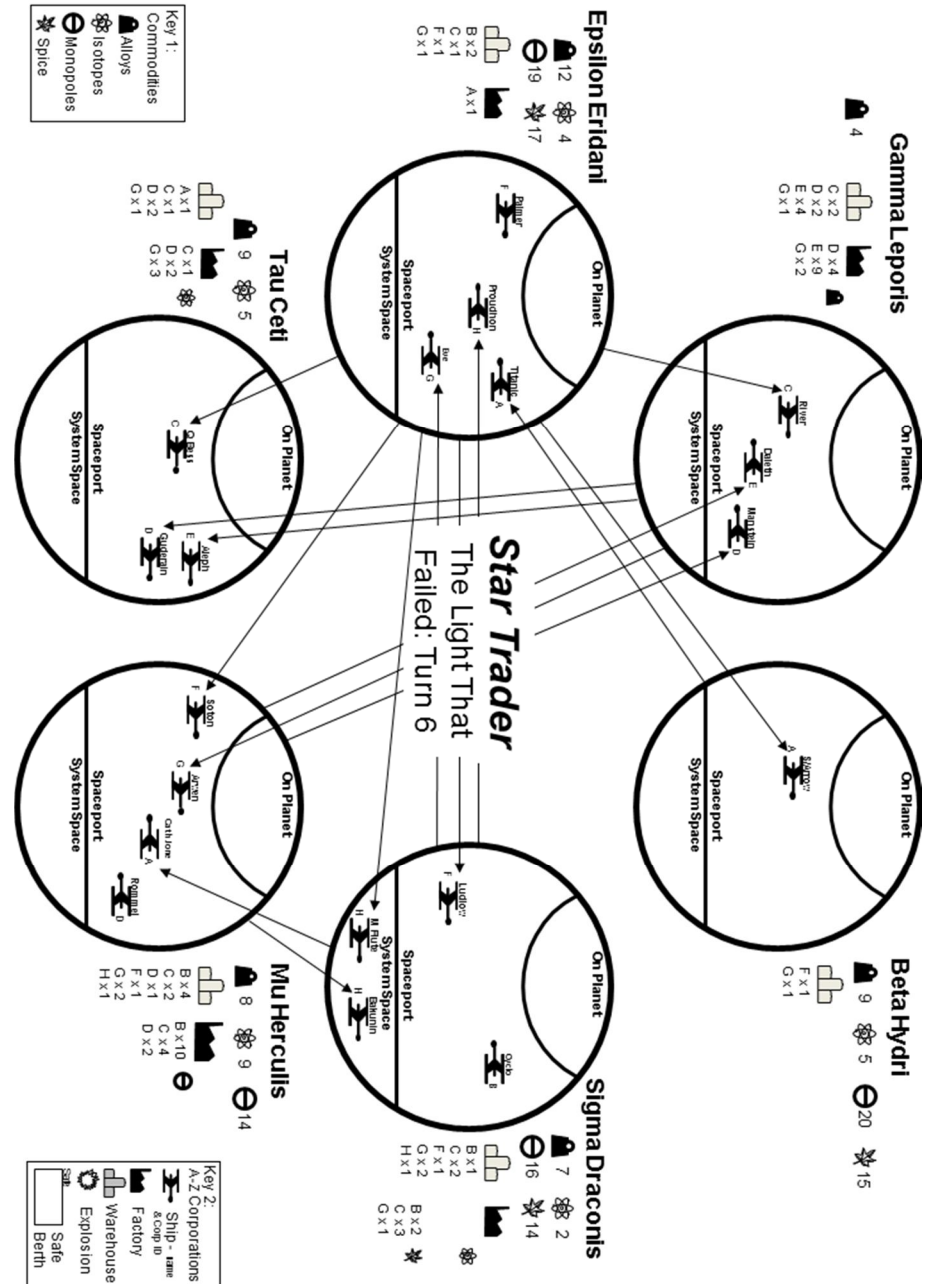
You can only take Passengers on if you have a ship with Passenger Pods at that Spaceport.

Turn 8 B6
Turn 9 **B7, P3**
Turn 10 **C4**

(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.)

It is possible to try to load Passengers, but find that someone further ahead on initiative has taken all or some of them already.

Orders to Mike Domett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 12th April 2013



Les Petites Bêtes Soyeuses 261

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.engage.co.uk).

Orders for December 1665 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by 22nd April 2013



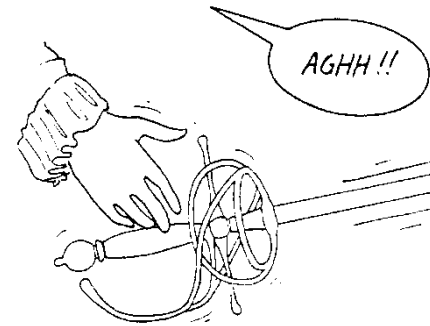
November 1665

This November is a sombre month in Paris, given over to funerals and wakes. There are still affairs of honour to settle, though. King's Musketeer Jean-Luc Beauchamp l'Rojik decides that he will meet his former colleague and now enemy Sheikh Yadik Al-Abowt first. Both men have rapiers, but only the Sheikh has a second, Pierre Bezukhov II. The size advantage is with l'Rojik, as is the expertise advantage, though the latter is very slight.

l'Rojik starts with a furious lunge, striking home immediately and drawing first blood. The Sheikh comes back with a lunge of his own to even the score. He starts a furious lunge, the lunge coinciding with l'Rojik's cut, so all's square again. Al-Abowt takes the lead when his cut hits as l'Rojik is regaining his guard. l'Rojik hops back and then parries, expecting another lunge. Al-Abowt blocks before launching into his next lunge. This goes straight through the blocks that l'Rojik is now making and that's enough for him. The Musketeer surrenders and has a sick note to miss his duels with Gustav Ind and Lothario Lovelace.

At the conclusion of the duel, the Sheikh offers l'Rojik his hand. His adversary takes it only to be greeted with the immortal words: "You're under arrest!" The sound of galloping hooves precedes the arrival of Al-Abowt's latest extravagance, the black coach of the CPS. The large coach is lacquered black with the CPS arms in gold on the side. The rear compartment is a barred cell, while the front section is luxuriously appointed. Ali "The Axe" Al-Headsoff rides on top.

This leaves Euria Humble to meet Gar de Lieu over their dispute about Edna. Humble is using his cutlass, as usual, while de Lieu just has a rapier. Humble is



also much more skilled in swordplay and the bigger man – though an old injury evens things up a bit. There's not much a duellist can do with a cutlass, so Humble mixes things up by starting with a rest before his first slash. However, de Lieu is just blocking: block, block, block, pause, block, block... This can't go on and it doesn't. De Lieu stops Humble's first slash, but the second snaps the blade off his comparatively flimsy sword. He

continues to block and successfully stops another slash with the stump of the blade. The next slash disarms him, though, and he surrenders. Chalk up another one to the cutlass wielders.

One more to escort His Eminence

The Dragoon Brigadier, Uther Xavier-Beauregard, has called for his Brigade Major to resign. He calls in a favour and flashes some cash to help persuade the man to go. Eglise de Sant-Suplice supports him and their combined influence makes it a cert. Xavier-Beauregard appoints Jacques As, a Major in the Grand Duke Max Dragoons, to fill the position. He also brings in GDMD Subaltern Frele d'Acier as his Aide.

Sheikh Yadik Al-Abowt has several members of the Cardinal's Guard in his sights: he wants them to go. Regimental commander Euria Humble lends a hand to get rid of the junior Major. The Sheikh removes the second Captain on his own and then persuades the junior Captain to go as well. Humble signs up Pierre Bezukhov II as the latest member of the regiment. Bezukhov takes the rank of Private and is appointed a Trooper in the Cardinal's Escort by Escort Captain Lothario Lovelace. His duties must be distracting Captain Lovelace as he only remembers that he owes the Shylocks money when the boys turn up to collect. Luckily he has the funds to pay them off.

New arrival Phil de Ferbarbelé is fresh meat for the 69th Arquebusiers. He buys the rank of Major, which gives him command of the regiment. Not bad for his first military post. It does mean he's straight off to the frontier, though, as the regiment is in action this season.

Devlin Carnate's application to be Minister of War fails as he's already been considered once this year – and one application/year is all you get. Pierre le Sang seeks to renew his appointment as a Minister without Portfolio, but Minister of State Gustav Ind turns him down. Instead, le Sang accepts Pierre Cardigan's offer of the command of Second Army.

Stately funeral

The first week of November sees Paris decked in black as well as royal blue and gold for the state funeral of Count Revaulvin d'Or. Carried on a gun carriage drawn by black horses, the Count's coffin processes through the centre of Paris to the great cathedral of Notre Dame for the Requiem Mass – officiated by the Cardinal with the King, the Queen and the Princes in attendance. Walking behind the coffin are the great and good of Parisian society who file into the basilica in order of precedence. They are led by the new Minister of State, Viscount Gustav Ind. Behind him come the other Ministers: the Minister of Justice, Count Gar de Lieu; Chancellor of the Exchequer, Count Jacques Shitacks; and the Ministers without Portfolio – Count Devlin Carnate, Count Euria Humble, Viscount Egon Mad 2, Earl Pierre Cardigan. At the rear of the Ministers comes the Commissioner of Public Safety, Baron Sheikh Yadik Al-Abowt. He is followed by one General who's not a Minister, Baron Pierre le Sang. The other, Marquis Tomas le Matelot, is not present, leaving an empty seat.

Other Parisians join the throng in the cathedral to pay their last respects: Earl Eglise de Sant-Suplice, Marquis Uther Xavier-Beauregard, Baron Ali Vouzon, Baron Connor McKnight, Baron Ilk Lamore Bartat, Sir Armand de Luce, Sir Jacques le Franc, Sir Quasi Le Bossu, Sir Richard Shapmes, Arnaud Surfinmaise, Armand Slice, Chopine Camus, Frele d'Acier, Gaz Moutarde, Jacques As and Rick O'Shea. The Cardinal's sermon on the virtues of duty and service is well received – particularly by His Majesty, who looks pointedly at le Matelot's seat. Mass concluded, the great man's coffin departs for a family burial.

As the congregation gradually departs Notre Dame, many conversations are struck up. Al-Abowt, for example, converses earnestly with Baron Bartat, Brigadier of the First Foot. As they exit into the pale sunshine, Bartat sees that the black coach of the CPS awaits the Sheikh. He tries to make his excuses, but Al-Abowt will have none of it, gripping him tightly by the arm as they continue towards the coach. As two guards materialise behind the unfortunate Bartat, Al-Abowt gives him a devilish grin. "My dear Baron," he says, "You're nicked!"



The presence of so many Parisians in the cathedral without their mistresses should be an opportunity not to be missed. However, only Georges Jush and Arsène Est try to take advantage and both fail in their courting. Arsène's disappointment is compounded when word of what



he's been up to reaches the ears of his current mistress, Lotte Bottle. She is very quickly his ex-mistress. Etienne Brule is successful in his amatory endeavours, capturing the affections of Frances Forrin. However, he needed no distraction for this. While Marmotte d'Al just visits his own mistress.

As you'd expect, the clubs are pretty empty. Pierre Bezukhov II and Belle Epoque are to be found in the Frog & Peach. Lothario Lovelace and Josephine Buonoparte are in the Blue Gables. And Pop Goes The Weasel and Angelina di Griz inhabit Hunter's. Entertainingly, Warren Peece is stuck outside Bothwell's as the man he wishes to Toady to, Eglise de Sant-Suplice, is not there, having postponed his party.

This leaves a motley crew unaccounted for. They're in the gyms. Jacques de Gain practises rapier, something he continues to do for the rest of the month. Tourtière Mangetout is also practising with his rapier, but takes a break for a party in week 2. Charles Rabbit-Vacuum also takes a break for a party, but is otherwise to be found in the gym with his sabre. Sabre is the weapon for Dexter Sinistre in the first of his two weeks' practice and Amant d'Au is waving a dagger around for just this week.

The one other man is, of course, Jean-Luc Beauchamp l'Rojik, who's languishing in the Bastille.

Wakey, wakey!

The tone lightens in week 2 as the focus shifts to the Fleur and the wake for d'Or, hosted by the Crown Prince. All-comers are welcome and pretty much everybody comes – there are more socialites here than at the funeral! Working down the list in alphabetical order, we start with Amant d'Au, who brings Bess Ottede. Armand de Luce accompanies Jenny Russe. Arnaud Surfinmaise brings Betty Kant. Mary Huana is with Armand Slice. Ali Vouzon has Alison Wunderlandt on his arm. Chopine Camus escorts Sheila Kiwi. Connor McKnight brings Emma Roides. Lucy Fur accompanies Charles Rabbit-Vacuum. Lois de Low is on the arm of Devlin Carnate. Dexter Sinistre brings Ava Crisp. Etienne Brule takes the opportunity to show off his conquest, Frances.

Eglise de Sant-Suplice is the first of the King's Musketeers on the list. However, immediately following him is Euria Humble, otherwise known as the commander of the Cardinal's Guard. Euria has Edna Bucquette on his arm, but this doesn't stop him exchanging challenges with Eglise. Egon Mad 2 has neither anyone on his arm nor a regimental enemy to worry him. Gar de Lieu is in the same boat. Georges Jush is next. Now Georges's problem is that he is of noble birth – though

he has yet to gain a title in his own right. His relatively lowly position in society means he takes exception to several who have climbed above him without achieving nobility: Amant d'Au, Armand Slice, Chopine Camus, Gaz Moutarde and Rick O'Shea. He points them out to the Crown Prince, who simply shrugs his shoulders and tells Georges to deal with it himself. He issues challenges to them all.



Gaz Moutarde shrugs off the challenge to continue partying with Anne Tique. Jacques As brings Thomasina Tancenjin. Jean-Luc Beauchamp l'Rojik is the second King's Musketeer and is now known jocularly as "jailbird" by his comrades. He joins Eglise in swapping challenges with Euria. Jacques le Franc arrives on his own. Madelaine de Proust is with Jacques Shitacks. Pierre Cardigan escorts Fifi. Kathy Pacific is on Pierre le Sang's arm. Quasi Le Bossu brings Guinevere d'Arthur. Rick O'Shea arrives to be challenged by Georges. Ella Fant is with Richard Shapmes. Another Cardinal's man arrives to support Euria against Eglise and Jean-Luc: it's Sheikh Yadik Al-Abowt, who brings Katy Did with him. The black coach of the CPS is just outside and Al-Abowt grabs Etienne as the last on his arrest list. Last on the guest list is Uther Xavier-Beauregard, who is accompanied by Maggie Nifisent.

There is one other social gathering in the second week. A small group of Parisians gathers outside Hunter's. They are united in their belief that Monty Carlo will be there for them to Toady to. However, Sir Monty is on active service and cannot return until the end of the season. So, stuck outside the club are Lothario Lovelace, Pierre Bezukhov II, Pop Goes The Weasel, Tourtiere Mangetout and Warren Peece.

Gustav Ind finds this is not a good week to go courting as so many ladies are in the Fleur with their beaux. The object of his affections is one of these. Frele d'Acier gets lucky, though, successfully attracting Freda de Ath. And Marmotte d'Ai is at home with his lady love. Apart from this, Arsène Est appears in the gym with his rapier – something he'll practice for a second week before switching to sabre for the last week. And it's Ilk Lamore Bartat's turn to rot in the Bastille.

Break for practice

After the crush of the Dauphin's do, the Fleur de Lys feels pretty empty in week 3. Euria Humble is there with Edna and Jacques Shitacks brings Madelaine. Arnaud Surfinmaise and Betty are to be found in Blue Gables.

The action, such as it is, centres on Bothwell's. Ali Vouzon (with Alison) and Connor McKnight (plus Emma) are there as members. So is Armand de Luce, but

he expects guests to join him and Jenny for the latest Rogues and Vagabonds party. As the theme is professional mourners, Armand and Katy are dressed in grey (silk), have 'ashes' in their hair and tears on their cheeks (diamonds stuck in place with honey). They are joined by Gaz Moutarde and Anne in party gear. Jean-Luc Beauchamp l'Rojik has made an effort, though. He's dressed in Egyptian style as a member of the "Wailers and Gnashers"! Pop Goes The Weasel and Angelina are in normal dress. As are Sheikh Yadik Al-Abowt and Katy. And Warren Peece and Ingrid haven't bothered with costumes either. Jean-Luc and Yadik renew their regimental hostility. With no other contenders, the prize for best individual costume goes to Jean-Luc and Armand awards the couples' prize to himself and Jenny.

Chopine Camus arrives at Bothwell's, too, but there's no sign of the host he's expecting. Eglise de Sant-Suplice moved his party to week 4, but Chopine doesn't seem to have got the message. Joining Chopine is Lothario Lovelace, who's expecting to be attending the Picardy Prom, hosted by Etienne Brule. There's no partying in Etienne's cell in the Bastille though!

Gustav Ind presses his luck by continuing his courting, only to meet Amant d'Au on the doorstep of his intended. Neither man will give way and their argument is loud enough to reach the ears of Bess, who chucks Amant without any further ado. Jacques le Franc tries his hand at courting. At least the young lady in question is at home, but she dismisses Jacques. And Marmotte d'Ai visits his mistress at home.

While the clubs are empty, the gyms are full. Devlin Carnate settles down for two weeks with his rapier. Ilk Lamore Bartat takes to his cutlass for two weeks' practice. For Jacques As, Pierre Cardigan and Uther Xavier-Beauregard the sabre is the weapon as they start two weeks in the gym. Seven others are there for the week as well as the established regulars.

This leaves Eglise de Sant-Suplice, Gar de Lieu, and Rick O'Shea, who are in the Bawdyhouse for some female company, and Pierre Bezukhov II, who has his regimental duties to attend to.

Christian Sheikh

The last week of November sees Sheikh Yadik Al-Abowt bringing people into the Fleur for his 'Embrace the Faith' party to celebrate his baptism into the Christian faith. This is a low-key affair – especially compared to Yadik's previous parties – with the emphasis being on quiet reflection and theological discourse. And drinking. Meanwhile Eglise de Sant-Suplice throws his own bash at Bothwell's.

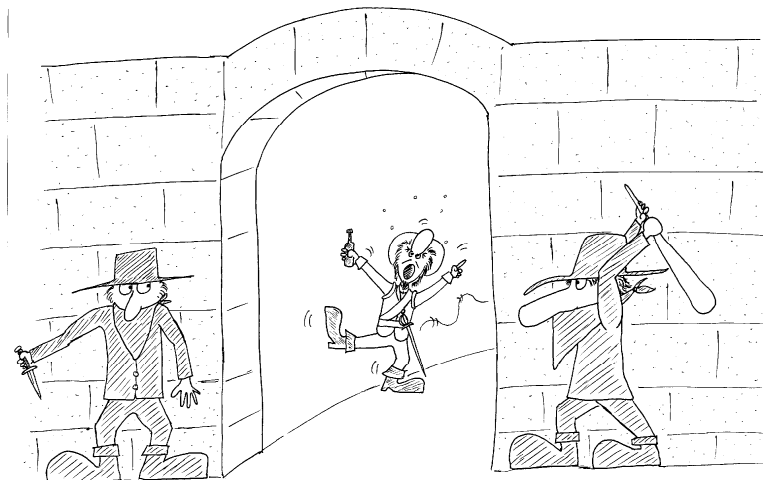
Eglise is joined by Ali Vouzon and Alison Wunderlandt, Jean-Luc Beauchamp l'Rojik, Pop Goes The Weasel, with Angelina, and Pierre le Sang, with Kathy. Bothwell's is quite busy as Connor McKnight is there with Emma to host Rick

O'Shea. And a couple of other members are in the club: Quasi Le Bossu with Guinevere and Richard Shapmes with Ella.

Jacques Shitacks is in the Fleur with Madelaine and they are the only people in the club not to be at the Sheikh's party. YadiK is dressed in his confirmation costume of a white gown with a rope girdle and has had his hair cut into a tonsure. His guest list starts with Armand de Luce and Jenny, who have far more elaborate costumes. Jenny is dressed as Maria, Stella Maris with stars and a crescent moon embroidered on her dress. Armand carries a golden net as a "Fisher of men" and even has a couple of midgets that he's caught (and not thrown back!). Next are Arnaud Surfinmaise and Betty. Then Armand Slice and Mary. Dexter Sinistre brings Ava. Etienne Brule celebrates his release from gaol with Frances. Euria Humble escorts Edna. Having been excused duties by his squadron commander, Dexter Sinistre, Frele d'Acier shows off Freda, his conquest this month. Georges Jush turns up only to take exception to Armand Slice again. Josephine accompanies Lothario Lovelace. And Marmotte d'Al finally lets Marie Antoinette leave her house, bringing her to the party. Warren Peece and Ingrid la Suède are last on the list. As Armand and Jenny are the only two in costume, they get the prize for best costume!

Gustav Ind is to be found continuing his argument with Amant d'Au on a particular woman's doorstep. Gar de Lieu shows them how it's done by winning his lady away from Uther Xavier-Beauregard. Egon Mad 2 and Jacques le Franc get their female company on a commercial basis – at the Bawdyhouses. Both suffer the attentions of the footpads, but Egon has spent his cash. Jacques has brought some spare change, which the muggers grab with pleasure.

Chopine Camus (sabre) and Gaz Moutarde (cutlass) join the regulars in the gyms for the last week. And Pierre Bezukhov II completes his regimental duties.



Ice, ice, soldiers...

As winter approaches, it's getting cold on the frontiers. Brigadier Bill de Zmerchant keeps the Heavy cavalry regiments trotting about in an effort to keep warm. This is enough to secure his promotion to full Brigadier-General. He is Mentioned in a footnote to the Despatches and receives a Knighthood as a result. And he pockets some 400 crowns in cold weather payments!

Fourth Foot has a rather different result. A sharp frost convinces Brigadier Donald O'Grady that his troops can take the Spanish by surprise by attacking across a frozen lake. Sadly, the ice isn't thick enough and the men of the 69th Arquebusiers and Gascons find themselves floundering in icy water. The new commander of the 69th, Major Phil de Ferbarbelé, is literally out of his depth. It's not clear whether hypothermia caused him to drown or drowning left him frozen, but RIP either way. Captain Philip de Coine of the Gascons would have survived had he not insisted on charging into the water in an effort to rescue his company. The cold water takes its toll. RIP.

Brigadier O'Grady is made of sterner stuff, though. With a blanket wrapped round him after he's been pulled out of the lake, he directs the mopping up (not literally) and is Mentioned ("I thought the Spaniards were playing castanets, but it's just O'Grady's teeth chattering") to gain the title of Baron. 250 crowns comes his way as well.

Colonel Yves Vrai Bretheauteque keeps the Dragoon Guards out of all this nonsense as he prepares to return to Paris in triumph.

Lieutenant-Colonel Eric de Miabeille, leading two squadrons of the Queen's Own Carabiniers, can't resist a quick skirmish and finds himself promoted to Colonel.

Having been promoted out of his command, Lt-General Monty Carlo ends up assigned to Frontier regiment 4. The regiment has a quiet month and Lt-Gen Carlo wins 50 crowns by introducing the Frontier troops to a new card game... ❖

Press

Announcements

Looking for an Aide
Any Lt Colonel please apply. SL is no barrier as long as you are a morally upstanding gentleman.

† LT Gen Richard Sharpness

I am looking for an Aide:
Turn up and look smart.

Yours, † General Shitacks

Following recent departures, the Queens Own Carabiniers can offer many opportunities for military advancement. All suitable applicants welcome.
† Eric de Miabeille

The Dragoon Brigade will not now be visiting the front in October. Pencil in February instead in your diaries.

Matters of Honour

Bill de Xmerchant

I note your comments about Dragoons and would ask you to consider your words, or prepare for a meeting on the field of honour.

† Charles Rabbit-Vacuum

Social

To celebrate Christmas, Armand de Luce and Jenny are hosting another fancy-dress Rogues & Vagabonds Party on Week 1 at his club to celebrate the feast of S. Nicolas. All those of SL 11 and above, together with any member of the GDMD noted as being enlisted members of that regiment in the social list for October 1665 are invited together with their mistresses. The theme is: rogues & vagabonds for whom S. Nicolas is the patron saint ... sailors, repentant thieves and unjustly condemned prisoners, pawnbrokers and students. Carousing costs will be paid and two prizes given – one at 75 Crowns for the best suitably attired couple, and 50 Crowns for the best suitably-attired singleton.

In addition, a small gift in the memory of S. Nicolas will be distributed in this month to all those of SL 10 and under who are struggling to make ends meet.

† Armand de Luce

**** NEW YEAR'S EVE PARTY ****

All gentlemen of Paris and their ladies (SL 10 and above) are invited to my club to join me to welcome in the New Year. Week 4. Costs paid.

† WP

Boozer and Bellringer life member Ilk Lamore Bartat, part of our entertainment committee, said "Is there any chance you could arrange a waterborne race at some point, you know, to even the playing track? The cavalry are welcome to bring their horses of course..."

Well, we thought this was an excellent idea, so all members past and present – plus anyone who can hold his beer – are invited to THE INAUGURAL B&B DRAGON BOAT RACE in honour of Revaulvin d'Or on the River Seine, Christmas Week, 1665 (Week 4 December). 25 crowns to enter (all proceeds to the B&B nominated favourite Charity 'The Fallen Women of Montmartre'), 500 crowns to whoever completes the course first with 250 Crowns to those coming second. Mistresses welcome to spectate. Then it's back to my club for a good old fashioned Booze-up in front of a roaring fire in honour of all our dearly departed friends. Costs for this have already been covered by the generosity of our Life President Jacques Shitacks.

† B&B Chairman,
Quasi le Bossu

The second meeting of the Minor Saints' Society will be held in Week 2 of December 1665.

We shall be remembering St. Eulalia of Merida (10th December), and praying for protection against the plague which is currently rife in England. All gentlemen and their ladies are welcome.

† Sir Monty Carlo

Personal

SYAA,

D'Or a despot? A state funeral suggests the view may not be held universally.

However, I look forward to an end to the sniping at the Marines. † ILB

Lord Percy Percy says, as fashion is tending towards the flamboyant, Sir Richard Shapmes has a very fashionable moustache.

Bill, Bill, sigh – Bill,

If you believe in those child's stories about Hydras then I suppose you are well suited to be Monte Carlo's orifice piece representing the Lobsters. Whilst ordering a light lunch yesterday, Colonel Camus reminded me that real lobsters scream when placed into hot water – whereas your Lobsters merely whine.... Such a pity you boys are away at the front. You are missing some excellent networking opportunities.

Affectionately Yours,

† Lt Col Dexter Sinistre

Lord Percy Percy says that the imposter appears to have shut up rather than put up and that he is the real Lord Percy Percy.

From the diary of Egon Madd
My attempts to create a clockwork replica of the late Count d'Or have so far proved unsuccessful. The first one attempted to kill Igor while repeating the phrase "Je reviens!" but I'm fairly certain it won't as I managed to destroy it once the spring wound down.

To my new comrades in the Kings Musketeers and to that heroic general, Marquis Le Matelot, who has appointed me his Aide, greetings! I promise you my loyalty, wealth and blood in defence of France and His Majesty and the glory of our country's premier regiment. Death to the Cardinal's Guard!

† Earl de Sant-Sulpice, Major KM

One is concerned about the Sheikh's desire to join the selection of wild life and low life currently honorary members of the Royal Marines.

† Le Bladder Jaune

Is it true that SYAA only joined the Cardinal's Guard because he thought Son Eminence was going to be the new Pope, and so his bodyguard could wear those cool Swiss uniforms?

The Marquis Uther Xavier-Beauregard

Brigadier Dragoon Brigade

Most honoured Sir, may I first of all congratulate you on your promotion? The cream always rises to the top.

It will be a pleasure and an honour to serve in a Brigade led by such a champion of the glory and majesty of our beloved country.

I note, with pleasure, that you intend to sweep away the dead wood in our beloved Brigade and lead us onward to greater things by your inspired leadership.

May I also take this opportunity to apply for the vacant position of Brigade Major so that I may learn from a master of his trade?

Your humble and obedient servant,

† Jacques As, Major GDMD

I see the Arch Duck Lobsters are recruiting – let me reword the anonymous advertisement.

Come one – come all – we take anybody – be you a dullard? a chicken molester? Then join us now – you have the qualifications we are looking for.

Learn to look up to our magnificent Dragoons. A month's lesson with some sort of farmer's implement will be yours – Financial assistance may be available. But will have to be paid back plus 500% interest (CARLO.COM is committed to irresponsible lending and the Bad Practice Sucker Charter).

† Lt Col Sinistre

Sir Etienne Brule

For the avoidance of doubt, laying on a spread at Easter will require you to be recumbent and covered with food!

Points Arising

Next deadline is 22nd April

Note the slightly later deadline as I'm in the USA until then. (Yes, it's Gathering time again.)

December is the start of a new season. All characters start the month in Paris and **all duels must be fought**. Any vacant appointments not taken by player characters will be filled by NPCs – unless appointed by a player character, who may order that they are left vacant (if you have a post or a rank that allows you to appoint other characters to posts, don't forget to appoint people).

As next month is December, Mistresses' influence will be renewed

Count D'Or isn't dead, he's just differently alive.

Overheard in the officers' mess of the KM:

"...Naturally once we found out that those damned Mohammedans cut part of their... y'know... *thing* off, then he had to go. The Old Man was quite adamant about it. No half men allowed in a regiment like this, he said. There is a place for people like you, and the King's Musketeers regiment isn't it, he told him. So that filthy person's loud protests were ignored and out he went... right into the Cardinal's Girls of course."

Field Marshall PC

It is my experience that the scurrilous press publish from attics and not from adjacent to kerbs.

† C R-V

at the end of the month. A good reason to court a new mistress next month and gain twice as much influence. ☺

Absent friends

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

PdC Philip de Coine (Gerry Sutcliffe) has NMR'd. Total now 1

SN Sebastian Nuisance (Paul Appleby) has NMR'd. Total now 1

TIM Tomas le Matelot (Tim Skinner) has NMR'd. Total now 1

VV Voulo Vault (Mark Booth) has NMR'd. Total now 1

X2 (Alex Ballestin) has NMR'd. Total now 3 and is sent to a Frontier regiment

X1 (Colin Cowper) has been floated

YVB (Chris Boote) has been floated

I have not set up a new character for Alex Ballestin as he's not sent any orders for so long.

Dragon boat race

I will handle QLB's proposed race like a horse race, using the attributes and results rules. Except that I'll reverse the cavalry/Marines adjustment. Characters are assumed to have a team of 'rowers' from their regiment or staff.

Notes

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 £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.

Announcements

Donald O'Grady applies for Division Commander of Frontier Division

Donald O'Grady applies for Adjutant General

Euria Humble asks NPC Captain 2 of Cardinal's Guard to resign

Jacques As applies for Brigade Major of Dragon Brigade

Duels

Results of September's duels:

Jean-Luc Beauchamp l'Rojik declined to meet Lothario Lovelace as he was under half Endurance.

Euria Humble (gains 1 Exp) beat Gar de Lieu.

Sheikh Yadik Al-Abowt (with PB2, gains 1 Exp) beat his enemy Jean-Luc Beauchamp l'Rojik.

Jean-Luc Beauchamp l'Rojik declined to meet Gustav Ind as he was under half Endurance.

Grudges to be settled next month:

Bill de Zmerchant (2-Hand, Seconds MC) has cause with Jacques As (Sabre, Seconds FdA & DS) for pinching Thomasina.

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

Yves Vrai Bretheauteque (Sabre) has cause with Sheikh Yadik Al-Abowt (Rapier, Seconds PB2, adv.) for pinching Katy.

Jacques Shitacks (Cutlass, adv.) has cause with Arsène Est (Sabre, Seconds TIM & PC, 5 rests) for an indiscretion with Madelaine.

Georges Jush (Sabre, 3 rests) has cause with Amant d'Au (Dagger, adv.) as he's not Noble but higher SL.

Georges Jush (Sabre, 3 rests) has cause with Armand Slice (Sabre, Seconds PIS & TM, adv.) as he's not Noble but higher SL.

Georges Jush (Sabre, 2 rests) has cause with Chopine Camus (Sabre, adv.) as he's not Noble but higher SL.

Eglise de Sant-Suplice (Cutlass, Seconds JLBR, 5 rests) and Euria Humble (Cutlass, Seconds GI, adv.) have mutual cause for being in enemy regiments.

Eglise de Sant-Suplice (Rapier, Seconds JLBR, 1 rests) and Sheikh Yadik Al-Abowt (Rapier, Seconds PB2, adv.) have mutual cause for being in enemy regiments.

Euria Humble (Cutlass, Seconds GI, adv.) and Jean-Luc Beauchamp

I'Rojik (Rapier, 5 rests) have mutual cause for being in enemy regiments.

Georges Jush (Sabre, 4 rests) has cause with Gaz Moutarde (Cutlass, adv.) as he's not Noble but higher SL.

Georges Jush (Sabre, 3 rests) has cause with Rick O'Shea (Cutlass, Seconds CMK, adv.) as he's not Noble but higher SL.

Jean-Luc Beauchamp I'Rojik (Rapier, adv.) and Sheikh Yadik Al-Abowt (Rapier, Seconds PB2, 1 rests) have mutual cause for being in enemy regiments.

Amant d'Au (Dagger) and Gustav Ind (Rapier, Seconds DC & EH, adv.) have mutual cause as neither stood down over Edna.

Uther Xavier-Beauregard (Sabre, Seconds QLB, 4 rests) has cause with Gar de Lieu (Rapier, adv.) for pinching Maggie.

Charles Rabbit-Vacuum (Sabre, Seconds UXB, adv) challenges Bill de Zmerchant (2-Hand, Seconds MC)

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

Challenges to be voted on:

Charles Rabbit-Vacuum challenges Bill de Zmerchant for his comments about Dragoons.

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.

Trials

There are three trials to take place at the start of next month (after duels, but before anything else) – CPS SYAA decides in what order they take place. SYAA will be prosecuting and the Minister of State, Gustav Ind, will sit in judgement. If found guilty, the accused may appeal to His Majesty to commute their sentence and any character may use influence for or against this.

The charges are:

- JLBR – Heresy and Fraud
- ILB – Sodomy of Junior Officers and Witchcraft
- EB – Libel, as he none other than the Infamous Lord Percy Percy!

Players are invited to submit testimony or statements for prosecution or defence – or add to proceedings in any other way. Since the Minister of State decides the verdict (and sentence), make sure you send these to him as well as me if you want to have any chance of influencing the outcome.

New Characters

Gerry Sutcliff gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 1; EC 4 (X2).

Martin Jennings gets the Bastard son of a wealthy Gentleman: Init SL 3; Cash 450; MA 4; EC 2 (X3).

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 __
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety SYAA	
Chancellor of the Exchequer JS	Minister of Justice GdLi
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: 2
 Archduke Leopold Cuirassiers: 4
 Crown Prince Cuirassiers: 4

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

Dragoon Guards: 4
 Queen's Own Carabiniers: 3
 Frontier regiment 1: 4
 Frontier regiment 2: 3

Frontier regiment 3: 5
 Frontier regiment 4: 3
 RNHB regiment: 4

Army Organisation and 1666's summer Deployment

First Army (Defence)	TIM/EdSS/_/_/_
Guards Brigade (Defence) – RFG CG KM	
Second Army (Assault)	PIS/_/_N5/CMK
First Division (Assault)	QLB/N/JLBR
1st Foot Brigade (Assault) – RM PM	
2nd Foot Brigade (Assault) – 13F 53F	
Second Division (Assault)	RS/N/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)	MC/N/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	BdZ/_/_/_	Third Foot Brigade	N6/N/N1
Dragoon Brigade	UXB/FdA/JA	Fourth Foot Brigade	DOG/_/_/_

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

Frontier Regiments

	(Siege for Dec-Feb)				
Colonel	<u>F1</u> N6	<u>F2</u> N5	<u>F3</u> N4	<u>F4</u> N6	<u>RNHB</u> N4
Attached					
Also at the Front					

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

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	PIS
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	SYAA
42	Maggie Nifisent	16	B	UXB
55	Jacky Tinne	16		

REG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	DC	EH	JdG	YVB	N4	N2	ILB+	CC	N6	AV	UXB+	ASII	N5			
LCol	AE	JLBR	N3	ROS	DS	N3	GM	N3+	EB	N5	CRV	TM	N5	N6	N3	
Maj 1	N4	GI	EdSS	N3	N5+	N6*	JIF+	JA+	N3	N4	N4+	SN	N1+	N1		
Maj 2	VV+	SYAA														
Capt 1	N5	LL	N6	N4	N4	N5	N2	N5	N2	N6	N4	N4	N1	N6	N4	N4
Capt 2	N2	N1	N5	N2	N2	N1	N2	N4	N4	N1	N4	N4	N2	N3	N5	N6
Capt 3	N4*		N5	N3	N5	N1	N3	N4	N4	N4	N2	N1	N1	N2	N6	N3
Capt 4			N5*	N2	N5	N3	N6	N1*	N4*	N6*	N6	N6*	N6*	N5*	N5	N1
Capt 5																
Capt 6																

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 or an appointment elsewhere.

No	Name	SL	Attr	Last
52	Guinevere d'Arthur	15	B/W	QLB
10	Frances Forrin	14	B	EB
21	Helen Highwater	14		W
48	Fifi	14	B/W	PC
62	Alison Wunderlandt	14		AV
11	Laura de Land	13		
16	Ophelia Derriere	13		
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	CRV
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	AdA
1	Sue Briquet	11		B
4	Anne Tique	11		W
9	Deb Onairre	11		I
40	Sheila Kiwi	11		CC
63	Carole Singsurs	11		
20	Emma Roides	10		I
33	Anna Rexique	10		I
38	Pet Ulante	10		W
43	Di Lemmere	10		I
53	Angelina de Griz	10		B
56	Ingrid la Suede	10		PGTW
6	Viv Ayschus	9		WP
57	Ava Crisp	9		I
59	May Banquot l'Idee	9		DS
2	Betty Kant	8		I
19	Jenny Russe	8		AS
32	Sal Munella	8		W
41	Marie Antoinette	8		B/I
49	Mary Huana	8		MdA
34	Freda de Ath	7		B/I/W
39	Thomasina Tancenjin	7		ASII
50	Ulla Leight	7		FdA
5	Belle Epoque	6		I
13	Josephine Buonoparte	6		B/I
24	Violet Bott	6		PB2
15	Ada Andabettoir	5		I/W
25	Lois de Low	5		B/I
				DC

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	28	56	Withy	Major CG/State Min.	9		Flr	6	Ashley Casey
DC	Count Devlin Carnate	27	79	OK	Colonel RFG/Min w/o Port	10	Lois	Flr	2	Bruno Giordan
GdLi	Count Gar de Lieu	27	+ 99	Rich	General/Justice Min.	8		Flr	4	Bill Hay
EM2	Viscount Egon Mad 2	24	62	Withy	Bdr-General/Min w/o Port	9		Flr	3	Tym Norris
JS	Count Jacques Shitacks	24	60	Flthy	General/Chancellor	3	Madelaine	Flr	4	David Olliver
JdG	Viscount Jacques de Gain	23	67	Rich	B.Bdr-General KM/3rd Army OMG	17		Flr	4	Ben Brown
PC	Earl Pierre Cardigan	22	+ 80	Withy	Fld Marshal/Min w/o Port	9	Fifi	Flr	4	Matt Shepherd
EH	Count Euria Humble	22	+ 67	Rich	B.Bdr-General CG/Min w/o Port	16	Edna	Flr	5	Matthew Wale
TIM	Marquis Tomas le Mateilot	21	55	Rich	General/1st Army Commandr	8		Flr	4	Tim Skinner
ILB	Baron Ilk Lamore Bartat	18	+ 66	Rich	B.Bdr-General RM/1 F Brigadier	8		Both	6	Andrew Kendall
QLB	Sir Quasi Le Bossu	18	+ 55	Withy	Lt-General/1st Div Commandr	9	Guinevere	Both	6	Mark Cowper
UXB	Marquis Uther Xavier-B'regard	17	+ 65	Withy	B.Bdr-General PLLD/Drgn Brigadier	9	Maggie	Both	3	Pete Card
AdL	Sir Armand de Luce	17	+ 57	Withy	Bdr-General	5	Jenny	Both	2	Francesca Weal
PIS	Baron Pierre le Sang	16	+ 61	Comfy	B.General/2nd Army Commandr	7	Kathy	Flr	4	Bill Howell
CRV	Sir Charles Rabbit-Vacuom	16	+ 51	Withy	Lt.Colonel PLLD/2nd Div Adjutant	3	Lucy	Both	5	Mike Dommert
RS	Sir Richard Shapmes	15	+ 58	Comfy	B.Lt-General/2nd Div Commandr	8	Ella	Both	4	Charles Popp
SYAA	Baron Sheikh YadiK Al-Abowt	15	+ 54	OK	Major CG/CPS	5	Katy	Flr	3	Jason Fazackarley
WP	Baron Warren Peece	14	41	Rich	Bdr-General/HGds Brigadier	11	Ingrid	Both	2	Pam Udowiczzenko
JLBR	Sir Jean-Luc Beauchamp l'Rojik	14	36	Rich	Lt.Colonel KM/1st Div Adjutant	6		Both	4	Rohan Keane
EdM	Marquis Eric de Miabeille	14	F	Withy	Colonel OOC	13		Both	3	Pete Holland
AV	Baron Ali Vouzon	14	+ 62	Rich	Bdr-General/Gds Brigadier	7	Allison	Both	1	Graeme Morris
AE	Arsène Est	14	+ 45	OK	Lt.Colonel CG/FMshi's Aide	6		Both	5	Ray Vahey
CMK	Baron Connor McKnight	14	+ 43	Comfy	Bdr-General/2nd Army QM Gen.	3	Emma	Both	5	Graeme Wilson
ROS	Rick O'Shea	13	41	OK	Lt.Colonel RM/Fntr Div Adjutant	3		Both	6	Paul Wilson
EdSS	Earl Eglise de Sant-Suplice	13	39	Comfy	Major KM/Gen's Aide (1st Army)	6		Both	2	Jerry Spencer
JIF	Sir Jacques le Franc	13	+ 52	Withy	Major RM/1 F Brigade Maj.	12		BG	6	Charles Burrows
AdA	Amant d'Au	13	+ 43	Comfy	Lt.Colonel RFG	4	Bess	Both	5	David Brister
EB	Sir Etienne Brule	13	+ 39	Comfy	Lt.Colonel PM	2	Frances	Both	4	James McReynolds

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
VV	Voulo Vault	12	34	Comfy	Major RFG/Gds Brigade Maj.	2		Hunt	2	Mark Booth
YVB	Sir Yves Vrai Bretheauteque	12	F	Withy	Colonel DG	5		Both	1	Chris Boote
GM	Gaz Moutarde	12	+ 42	Withy	Major RM	3	Anne	Hunt	2	Mike Dyer
PGTW	Pop Goes The Weasel	11	16	OK		3	Angelina	Hunt	4	G Udowiczzenko
MC	Sir Monty Carlo	11	F	Withy	B.Lt-General/Cav Div Commandr	10		Hunt	4	Andrew Burgess
DOG	Baron Donald O'Grady	11	+ F	Withy	B.Lt-General/4 F Brigadier	5		BG	3	Bob Bost
CC	Chopine Camus	10	29	Poor	Colonel GDMD	4	Sheila	BG	4	Stewart Macintyre
ASli	Armand Slice	10	+ 42	Withy	B.Bdr-General 53F	5	Mary	BG	5	David Williams
BdZ	Sir Bill de Zmerchant	10	+ F	OK	Bdr-General/Hvy Brigadier	5		Hunt	3	Tim Macaire
TM	Tourtierre Mangetout	9	19	Withy	Lt.Colonel 53F/Cav Div Adjutant	3		BG	4	Howard Bishop
DS	Dexter Siniestre	9	+ 40	Poor	Lt.Colonel GDMD	1	Ava	BG	3	Martin Adamson
LL	Lothario Lovelace	8	25	OK	Captain CG/Capt.C's Esc	5	Josephine	BG	4	Geoff Bowers
AS	Arnaud Surfinmaise	8	+ 32	OK		5	Betty	BG	5	Nik Luker
JA	Jacques As	7	+ 35	Poor	Major GDMD/Drgn Brigade Maj.	1	Thomasina	F&P	4	Joe Farrell
PB2	Pierre Bezukhov II	6	15	Comfy	Private CG/Trpr.C's Esc	2	Belle	F&P	3	Carl Chambers
GJ	Georges Jush	6	+ 30	OK	Captain GDMD	5		4	Dominic Howlett	
FdA	Frele d'Acier	5	+ 25	Poor	Subaltern GDMD/Bdr Aide (Drgn)	4	Freda	RP	3	Peter Farrell
MdA	Marmotte d'Al	5	+ 20	OK		2	Marie	RP	2	Neil Packer
PdC	Phillip de Coine	4	RIP							Gerry Sutcliffe
PdF	Phil de Ferbarbelé	4	RIP							Martin Jennings
X1		3	0	Poor		4			3	Colin Cowper
X2		3	RIP							Alex Ballestin
SN	Sebastian Nuisance	2	- 2	Poor	Major 27M	4			4	Paul Appleby

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 lacy 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+