

That would be enough

This has been issue 142 of To Win Just Once, published 19th February 2014. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2014

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by 28th February 2014.

Orders for *LPBS*, Fictionary Dictionary votes and entries and any other contributions to Pevans by Friday 7th March 2014.

(Next deadlines: 11th/18th April, 16th/23rd May, 20th/27th June)

Waiting lists

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 – the latest game is starting. Working map and rules provided.

Star Trader – the latest game is starting and has room for a few more players.

Rules provided.

Online games

I have set up games for *TWJO* readers to play at several websites that provide online implementations of board games. The games have “TWJO” as the start of their name and the password “pevans”. Sign up at the website and join in!

Brass at brass.orderofthehammer.com

Puerto Rico at www.pr-game.com

Through the Ages at www.boardgaming-online.com

We are also playing games (*Agricola* for one) at www.boiteajeux.net and www.yucata.de. These websites don't have a password system, so let me know what you want to play and I'll set up the games when we have enough players.

Credits

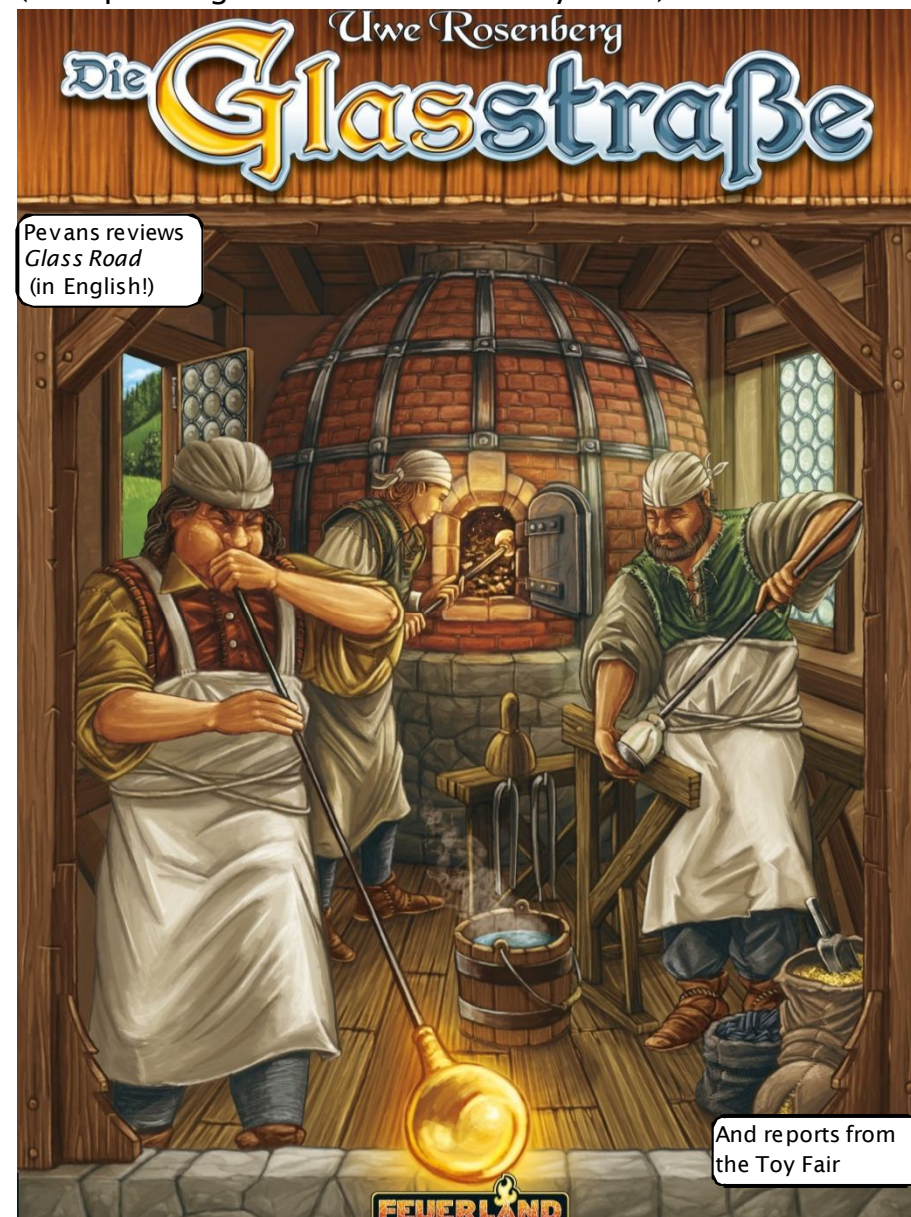
To Win Just Once issue 142 was written and edited by Pevans. The *LPBS* masthead (page 20) is by Lee Brimmicombe-Wood, as are the drawings on pages 24, 25 and 26. The illustrations on pages 22 and 27 are by Tim Wiseman. Game and book artwork is courtesy of the publisher. Pevans took the photographs and played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Contents

Chatter	3
The Shining Path?	4
<i>Glass Road</i> reviewed by Pevans	4
Toy Fair 2014	8
Pevans went to Olympia	8
Games Events	12
Subscribing to TWJO	13
Fictionary Dictionary	14
Round 3	14
Medstead and Four Marks	16
<i>Railway Rivals</i> game 10 – Turn 1	16
Close to Critical	17
<i>Star Trader</i> game 7 – Turn 1	17
Star System Map	19
Les Petites Bêtes Soyeuses	20
September 1666 (271)	20
Press	28
Points Arising	33
Announcements	34
Duels	34
Trials	35
New Characters	35
Tables	35
Other Appointments	35
Army Organisation and 1667's summer Deployment	36
Brigade Positions	36
Frontier Regiments	36
Battle Results	36
Regiments	37
Femmes Fatales	37
The Greasy Pole	38
That would be enough	40
Deadlines	40
Waiting lists	40
Credits	40

Chatter

This month I have been mostly supporting relatives, humouring clients and coping with Tube strikes. It hasn't left much time for anything else, but that's life. I've managed to play a few games along the way though.

I also spent a pleasant day (well, several hours) at Olympia for the 2014 London Toy Fair – my report follows. And once I've got this issue of *TWJO* out, I'm off for a weekend in the world of film noir as *Café Casablanca* gets its third outing (over nearly 20 years) in the UK. This'll be 60 or so people in costume (mostly) and in character (ditto) for the best part of 48 hours. Well, I think it's fun.

The mince pies may be long gone, but the latest seasonal carbohydrate is already on the shelves: hot cross buns. Strictly speaking, these are for Good Friday. These days Good Friday lasts about three months!

Star Trader

Our latest *Star Trader* game may have started (see page 17), but Mike has room for another player or two (and missing a turn is no great handicap). Drop a line to Mike or me if you're interested or would like to take a look at the rules.

Online games

I was pleased to get four players for a *TWJO* game of *Agricola* – still a favourite of mine despite having been around for a while. In contrast with most of the games I've played at Boîte à Jeux (www.boiteajeux.net), I won this one! 34 points for me put me just ahead of Mark Cowper on 30, Brad Martin on 24 and Chris Rudram on 14. It was good fun and I'm up for another one. Boîte à Jeux doesn't have a password system, so let me know if you're interested: I'll set up a game and invite players when we have enough. (I'm Pevans56 if you want to invite me.)

The fifth *TWJO* game of *Brass* saw a close result as I held off Steve Jones to win by 2 points: 159 to 157. John Boocock scored 119 points and new boy Simon Burling got 50. The sixth game is under way and I've set up a seventh for anyone who'd like to join in.

Our second *Puerto Rico* game was another win for Al Tabor. It was a low-scoring game with Al on just 40 points. Mark Cowper was second on 35, Simon Burling got 33 and I was last (!) on 32. Damn. Al notes, "It's always good to see a small range of scores indicating good play." A third game is waiting for players.

To join in, just sign up at the appropriate website and join a "TWJO..." game (they have the password "pevans") or let me know which games you'd like to play – there are more details on the back page.

TWJO online

The PDF version of the last issue, *TWJO* 141, was downloaded 269 times in the half of January it was available. Not bad. There were 213 more downloads for

issue 140 in January, too, taking it to an unbelievable 904 over two months. More believably, *TWJO* 139 had a further 31 downloads to make 314 since publication.

Google remains the daddy of the search engines, though I continue to be baffled why “feudo” is the top search term that finds my website (it links to my review of the game of the same name from 2005). I get plenty of referrals from BoardGameGeek, of course, but January also saw a lot from semalt.com. This turns out to be a search engine analytics tool that compares your website against your competitors’. Do I have a competitor who’s been checking out my website?

The Shining Path?

Glass Road reviewed by Pevans

After making a big impact with their first game, *Terra Mystica*, in 2012, I was intrigued to see what Feuerland Spiele would come up with for 2013. The answer is a new game from Uwe Rosenberg, *Die Glasstrasse*. Z-Man Games publish the English language edition, as *Glass Road*, and I managed to pick up a copy in Essen. I’ve been playing it over the last couple of months and it’s been good fun.

The most striking components of the game are the ‘production’ boards, which have a couple of clock-like dials on them. This is an immediate echo of Rosenberg’s 2011 game, *Ora & Labora*. However, in *Glass Road*, each player has their own production board and the dials show the commodities that the player has on hand as well as managing the production of the two key commodities: glass and bricks. The dials are divided into 12 segments and markers for all the commodities go on them. Each player’s stock of a commodity is shown by the number at the base of the segment containing the appropriate marker.

The clever thing is how these are used for production. For example: you need 1 clay, 1 charcoal and 1 food to make 1 brick. The clay, charcoal and food markers are on one side of the main ‘hand’ on the dial, with the brick marker on the other side. As soon as there’s nothing in the zero segment on the main side, you move the hands (they’re fixed 120 degrees apart – starting at 8 o’clock) as far as they’ll go. The effect is to give you one unit of brick for each segment moved (up to the maximum), while decreasing each of the other commodities by one. This is so much simpler than having to move lots of chits (as you would in, say, *Le Havre*).

The other dial works the same way for glass, but this needs five different commodities to make one glass. Note that charcoal and food are on both dials, giving players a tactical decision when they gain more of these: which dial should they add them to? However, a bigger decision is whether it’s actually worth producing glass and bricks – and when. I described these above as the key commodities, but the side effect of producing them is reducing your stock of the other commodities. Sometimes you’d rather have clay or wood, say, than produce more brick or glass.

The main reason for having commodities is to use them for buildings, which is where victory points come from. Many buildings simply have a value in points, while others give points for other things players hold. In particular, players start with three buildings printed on their personal ‘landscape’ boards and these provide points for their stock of brick, glass and quartz sand (a vital component in making glass) at the end of the game. The other spaces on players’ landscape boards are where new buildings can be placed. Initially, however, most of these are occupied by ‘forest’ tiles and the three types of ‘landscape’ tile.

There are three different types of building tile and a selection of each is set out on a central board. These are not replenished until the end of the ‘building period’, so there can be quite some competition for particular buildings. It’s a good idea to keep an eye on what commodities other players have and thus which buildings they could take.

One type of building provides victory points at the end of the game, in the way I’ve already described. The second type of building gives the player an immediate benefit: lots of a particular commodity, for example. The third type is related to production, often allowing players to swap one commodity for multiples of another: the ‘Hardware Store’ lets you pay one wood to get two clay, for example. Once you have one of these, you may use it whenever you want, as many times as



Glass Road (well, *Glasstrasse*) on display at Spiel '13

you want. This can be really useful. However, I often find I don't get much repeat use out of them – it can be tricky to build up the right commodity to swap.

Okay, you need buildings to get the points you need to win and commodities to get the buildings, but how do you actually do any of this? The heart of the game is the set of fifteen 'specialist' cards that each player holds. These are specific jobs – such as Charcoal Burner or Carpenter. Every card shows two actions and some of them show a cost as well. This last point is important as the cost for some specialists is clearing a forest. This is pretty much the only way of getting rid of forests and players need to do this to create more space on their boards for building (or, indeed, landscape) tiles.

There are four 'building periods' to the game and each starts with the players selecting five of their specialists as their hand for the period. Clearly, the cards to select are those with actions you want to carry out. Several cards allow you to place a building. Others produce goods – either a set number or according to the appropriate landscapes. Then there are a few more interesting actions, such as the 'Feudal Lord'. This allows the player to take a private stock of buildings (at random), which only they will be able to build subsequently. This can be very useful, depending on just what you get.

Within each period, there are three rounds: to start, players all select one specialist from their hand. Then, from the start player round, each player reveals their card. Ideally, they then pay any cost and carry out both actions on the card. However, if anyone else has the same card still in their hand, they (all!) get to play it. Everybody who's played the card, including the original player, pays the cost and takes just one of the two actions. Hence, the perfect period is to play three cards that no-one else has in hand and have two cards that other people play. This gives the maximum eight actions in the period, but six is a good result.

The four building periods mean that each player is start player once – in a four-player game. There's a mechanism for deciding who's start player for the last period in a three-player game and the two-player game is played differently. After the fourth period, players get a last chance to use any production buildings. Then they tot up their points and the player with the most is the winner. At which point you realise that your score isn't quite enough!

It's only having got to this stage that you realise how much thinking needs to be done in this game. The first thing is identifying which buildings you want. Then you have to make sure you get them before anyone else does, which means accumulating the right commodities. In turn, this means deciding which cards to select each period, bearing in mind what you think other people may choose and how and when you're going to play them. Phew!

It's not just about having the right cards, it's also about timing. If you need to use two specialists in a particular order, the plan can go wrong so easily! All it needs is someone ahead of you in turn order to play the card you're waiting to use next.



Playing *Glass Road* at MidCon 2013

Hence, turn order is also important: going first lets you get down the card you need to play first. However, going last allows you to react to other players' actions and gives a greater chance that no-one will be able to copy your card.

Glass Road is a clever, beautifully engineered game. It may sound daunting from the description, but work carefully through the first round and you'll realise that the game is actually rather simpler to play than appears. Don't be put off by the twenty-page rulebook, either. Less than half of this is the rules, the rest is detailed explanation of the cards and tiles plus some interesting notes on the game and what inspired it. The rules are well done, too, with little snippets from 'Uwe' to emphasise the important bits.

I've played *Glass Road* half a dozen times now and still feel I'm just getting to grips with it. In particular, there are so many buildings that you're unlikely to see many familiar ones each time you play. This makes each game different, but also means that you really need to spend time, at the beginning of each period, looking at the buildings available to see which of them might work together. I'm looking forward to playing this a lot more.

Glass Road was designed by Uwe Rosenberg and is published (in English) by Z-Man Games. It is a strategy board game for 1-4 players (I've only played with three or four), aged 13+ and takes 20 minutes per player to play (I find it's more like 2-3 hours for a game, but so far they have all included first-time players). I give it 8/10 on my highly subjective scale. This review was first published in *Counter* 63 (December 2013).

Toy Fair 2014

Pevans went to Olympia

If it's the end of January, it must be time to visit Olympia for the Toy Fair... I was right! Olympia always feels different according to the event that's on: they don't put carpet down for the beer festival, for example. For the Toy Fair, the atmosphere is of subdued busy-ness, the carpeted aisles separating the often walled-in stands of toy companies, which is where the business takes place. It's full of mainly middle-aged, mainly male suits earnestly discussing what will get five year-olds excited next Christmas. I always find this faintly bizarre.

However, my interest is games, so the bits of the Toy Fair that I want to visit are only a small part of the show. This means half a day is usually long enough to see everything I want to. Other commitments meant it was on the last of the show's three days that I arrived. The individual aisles seemed quiet, but there was a constant flow of people bustling about.

In the Greenhouse

The Greenhouse is the area specifically for small companies, usually making their first (and often only) visit to the Toy Fair. In the past this has been the best place to find new games as inventors proudly show off their unique creation – “based on *Monopoly*” (and/or *Trivial Pursuit*). I was thus surprised to see a couple of regulars in the Greenhouse.

The first of these was Destination Games, fronted by the irrepressible Rachel Lowe and a bright yellow colour scheme. When the first *Destination...* game appeared, part of the marketing was Ms Lowe's appearance on *Dragon's Den*, where she failed to persuade any of the dragons to invest. Now there is a whole range of *Destination...* games, building on the first game's theme of taxis picking up and delivering fares around a particular location.

The new game was *Downton Abbey: the board game*. My first thought was that this was not a *Destination...* game, but I was quickly set right. The board shows the layout of the TV series's eponymous stately home. As junior members of staff, players have to carry out tasks that require them to visit different locations about the house. Along the way they may be helped or hindered by Carson



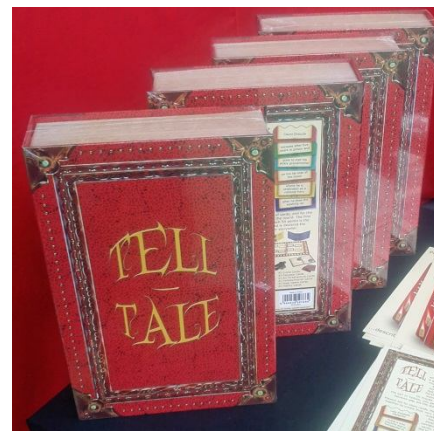
the butler or have to leave the abbey to deliver a letter.

Each completed task scores points according to how difficult it is and the player with the most points wins, of course. The game looks to be undemanding fun and fans of the show will no doubt enjoy being part of the household for a while. Find more at: www.destinationboardgames.co.uk

The second regular in the Greenhouse was Pants on Fire Games, whose new game is *Wing It*, a game of sneaky bird watching. Played across a board showing the British Isles, players are racing to see their particular set of rare birds. They move by rolling dice or playing cards and can also use their cards to hinder their opponents. Players can trade cards, too – if they can agree a deal! The information and illustrations are provided by the Royal Society for the Protection of Birds, adding an educational aspect to the game. Launched just before Christmas, *Wing It* is available from an increasing number of retailers.



The Pants on Fire team is already working on their 2014 game, which has the working title of *Health and Safety Gone Mad*. I do hope the game will provide a pair of goggles for each player. There's nothing nastier than a chunk of cardboard in the eye. Find out more at the website: www.pantsonfiregames.co.uk



My first new publisher in the Greenhouse was Porcupine Press with their two games, *Trix* and *Telltale*. The first comes in a tin, the second looks like a hardboard book – points for packaging to start with – and both involve word play.

Telltale is the older of the two (published in 2012) and is a storytelling game in the mould of *Rory's Story Cubes* or *Once Upon a Time*. The cards at the heart of the game show phrases in a particular genre, such as fairy tales (the beautiful princess), crime (plans a heist) or soap opera (in the Old Vic). Players

bid for cards which they string together to make a coherent story – in a specific genre or mix ‘n’ match. They score points for good combinations and the best story of the round. After a number of rounds, the player with the highest score is named Master Storyteller. This is a neat game that gives players scope to be creative, without having to start from a blank sheet. An excellent addition to the range of storytelling games, I think.

Trix, in the tin, is another card game. This time the cards are square and just have one word on them. Players make up phrases from the grid of cards, selecting words from each of the different sets. Then they give the other players a clue to see if they can work out which words have been used. Getting this right scores points for both players, so there’s no need to make the clues too difficult. *Trix* is another neat game, though it didn’t grab me in the same way as *Telltale*. Full marks to Porcupine for two interesting games; I look forward to seeing what they do next. You can find out more at www.porcupinepress.co.uk



Shaun Delaney is the man behind SJD Games and his game is *Jask*. At the heart of this is the old parlour game idea of finding the most answers that start with a specific letter (such as countries whose name begins with ‘H’). In this case, the letter is given by the position of the player’s pieces on the board and the number of (correct!) answers is how far the piece will then move. The aim of the game is to

get your row of pieces to the opposite side of the board. This provides a tactical element to the game as players can use their pieces to hinder their opponents (by jumping on them) as well as positioning their own pieces carefully. *Jask* is a neat combination of two well-known games mechanisms and a nicely-produced package. There’s more on the game’s website at: www.jaskgames.com

This brings me to the last game in the Greenhouse: *War Chess*. It’s Chess, but not as we know it! Essentially, this is a Chess set that uses models of modern military hardware – drawn from a US Army Armored Division – as the pieces. An alternative set is a Navy task force: submarines, destroyers and an aircraft



The naval version of *War Chess* – with a couple of stray pieces

carrier with aeroplanes as the pawns. The other neat touch is that the pieces are magnetic and will thus position themselves neatly in the centre of the board’s squares. Even better, you can do away with the squares altogether, using a plain board or one that shows suitable terrain.

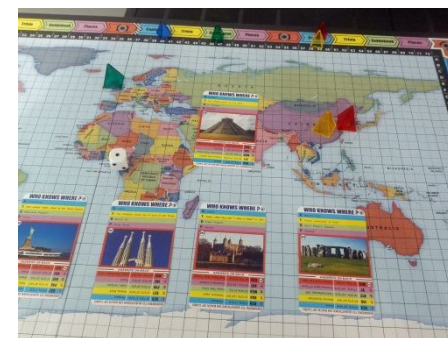
The guys behind *War Chess* are full of enthusiasm and have done a good job of giving a new look to a classic game. They are working on a campaign version of *War Chess*: in effect, you’d

have to win several games of Chess – or just take out your opponent’s command-and-control centre (the King of Kings, perhaps, in old-style Chess terms). I wish them every success with what is a rather different approach to the game. You can find more at: www.warchess.co.uk

On the main floor

Moving away from the Greenhouse, there were lots of games publishers to be found on the ground floor. The big news as far as I was concerned was the appearance of Cambridge Games Factory. Having weathered recent storms, both business and personal, main man Ed Carter is now based in the Netherlands and keen to promote the business. CGF has plans for up to four new games this year. I’m looking forward to *Invasion of the Garden Gnomes*, just because of the name! To find out the latest, see the website at: www.cambridgegames.com

Wild Card Games have been regulars at the Toy Fair since their first game, *Backpacker*, something like ten years ago. Main man Sean Byrne’s new game is *Who Knows Where?*, a trivia game played across a map of the world. The questions are geography-based with players placing a marker on the board to show where they think the answer is located – you may know that the picture is of Chichen Itza, but can you locate it? What’s more, everybody is involved as they can all give an answer and multiple players can be right (players’ markers stack neatly).

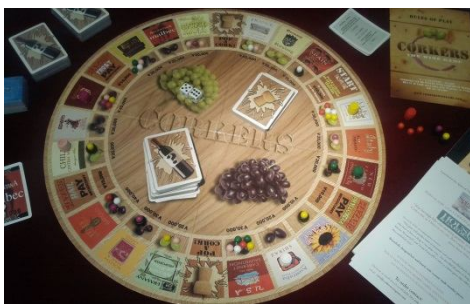


There is also scope for bluffing as a tactical move. The aim of the game is to complete a circuit of the board along the track around the edge. And, if you feel the game is a bit easy, you can try playing on the other side of the board where

the map doesn't show countries! Or use the small markers so that you have to be more precise in choosing a location. It's a clever twist on standard trivia games, which should go down well. There's information about the game at www.whoknowswherethegame.com and more about the company at www.wildcardgames.com

Up on the gallery was *Corkers*, billed as "the wine game". Immediate appeal there! However, my heart sank when the introduction started "it's a cross between *Monopoly* and *Trivial Pursuit*." If I had a pound for every time I'd heard that sentence, I'd have... well, some money. To give them their due, Christine and Geoff Smyth have done a good job of disguising this. To start with, the board is round and nicely illustrated. As you'd expect, players roll dice, move round the board and try to buy the vineyard they land on. This they do by correctly answering a question, which earns them grapes. Get enough grapes on the vineyard and it's yours, but up until then you can be gazumped.

Corkers has several other elements that will be familiar to anyone who's played *Monopoly*, but it provides a different twist. Sadly, the aim is still to drive the other players bankrupt until only one is left. This is a shame, as otherwise the game has plenty going for it – and I was assured that the questions are balanced so the wine experts don't win all the time. Find out more at the website: www.corkerswinegame.com



All in all, it was a more interesting Toy Fair from a games point of view than is often the case and I enjoyed my afternoon. A longer version of this report will be available on my website shortly: www.pevans.co.uk/Reviews. I should remind readers that it is strictly a trade show, aimed at professionals in the toy business. Toy Fair is organised by the British Toy and Hobby Association, who do a good job each year. There's lots of information about the show and the exhibitors on the BTHA's website, www.btha.co.uk, and the dates of next year's Toy Fair are 20th-22nd January 2015.

Games Events

February's board game event is SoRcon at the new venue, the Holiday Inn in Basildon, from 28th Feb to 2nd March. I haven't been to this event, but its predecessor, Ramsdencon, was always great fun. It's a mix of open board games and role-playing plus a quiz, secondhand games. There's plenty of space and accommodation in the hotel. You'll find plenty of information on the website at: www.sorcon.co.uk

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

UK Games Expo: 30th May – 1st June 2014 at the Hilton Metropole at the NEC. This is a public event that showcases games of all sorts with traders, demos and participation games plus guests. For gamers there are lots of tournaments and open gaming on the Friday and on Saturday evenings. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 16th-19th October 2014, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: November 2014 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See www.midcon.org.uk.

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>

Subscribing to TWJO

TWJO is published on paper and online at www.pevans.co.uk/TWJO (as a PDF document). You can buy or subscribe online or as below.

If you want to play in any (or all) of the games in *TWJO*, you have two options. You can subscribe to the paper edition, which includes playing in the games. Or you can take the PDF edition and pay the "games only" subscription.

This table shows the costs for the paper edition, including postage (and VAT), depending on where you live.

Paper edition	UK	Europe	World
Single issue	£2.85	£4.25	£5.30
1-year subscription (11 issues)	£28.50	£42.50	£53.00

The second table on the right shows the games only subscription (including VAT).

Games only	
Per game turn	£0.65
1-year subscription (11 turns)	£6.50

To subscribe, send your name, address and payment to To Win Just Once, 180 Aylsham Drive, Uxbridge UB10 8UF, UK or TWJO@pevans.co.uk. You can pay by bank transfer (contact me for the company's bank account details), by UK cheque (payable to Margam Evans Ltd) or by PayPal to TWJO@pevans.co.uk. You can subscribe online at www.pevans.co.uk/TWJO, where you can pay by credit card (via Paypal or Amazon) or Paypal account.

Fictionary Dictionary Round 3

Scores from round 2

First off, Gerald Udowiczenko's round 1 votes and round 2 entries disappeared into the internet ether. I have added his votes, which is why Messrs Burgess and Kendall start this round with a point more.

This round the scores are spread more evenly, but Pete Holland clearly does best.

There's no superfluous banter, as Tim Macaire notes: "Sorry, no time for witty (?) chat, got to fence off the garden pond before the fish escape to sea (or are eaten by sharks)."

Round 3 definitions

The proposals are below. All you have to do is let me know your favourites.

Grindelia

1 GRINDELIA: (*Grin Delia*) The expression on Ms Smith's face when Norwich actually win a Premier League match.

2 Griselda Pugh's sister in Handock's Half Hour.

3 Where Sicilian organ-grinders buy their pastrami.

4 A commonly used term on autocues in cooking shows like "Delia through the decades".

5 (Norfolk, England) – Excellent result in a football match, especially in local derbies.

Player	This round	Total
Paul Appleby	0	1
Chris Baylis	3	3
Howard Bishop	2	2
Bob Bost	3	3
Andrew Burgess	0	10
Mike Dommett	2	2
Alex Everard	2	2
Mark farrell	0	0
William Hay	0	5
Pete Holland	5	5
Andrew Kendall	2	18
Nik Luker	0	0
Tim Macaire	2	2
Brad Martin	2	10
Graeme Morris	1	1
Jonathan Palfrey	2	2
Chris Rudram	0	0
Matt Shepherd	0	0
Pam Udowiczenko	1	1
Ray Vahey	1	1

6 The facial expression adopted by those who enjoy dishes prepared according to Ms Smith's recipes.

7 The artificial look of happiness worn by TV chefs.

8 Trance-like psychotic state brought on by prolonged perverse amusement. Only examples have been recorded by the Gotham City asylum, cause currently unknown.

9 The toothy heroine in the forthcoming pantomime "Beowulf and the three boars".

10 A form of tennis elbow experienced by home cooks, after too much use of the pepper grinder.

11 Fixed expression on the face of someone on telly as they try to pretend that the inedible food in front of them is really incredibly delicious.

12 Grendel's girlfriend.

Hexachord

1 A keyboard instrument invented at Hammer Film Studio, being a keyboard instrument tuned discordantly to signify use of black magic in their films.

2 HEXACHORD: (*Hex a Cord*) A synthetic six-groove fibre used for making the magical underwear of 1000 year old Witches and Wizards.

3 The string used to tie a witch's broom together.

4 1960s Jazz Group, as recalled by Barry Cryer.

5 A musical chord played on the piano consisting of 6 notes, played by

The next words are: Joinder and Kiddle

Send your votes (just two numbers) and/or made-up definitions to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or to TWJO@pevans.co.uk by 7th March 2014

What's this about?

This game is open to all readers and I guess most of you will have come across it. Each issue I will put up a couple of obscure words. Anybody who wants to participate writes in with fictional definitions of the words. (For example: "Geranium: a ceremonial dagger used by Aztec priests for human sacrifice.") I publish these, anonymously. All

the right hand, with two keys held down at once by the thumb.

6 A musical curse.

7 Hex-based family game from Switzerland involving rolling dice whilst yodelling.

8 An impossible or unbelievable agreement (originally hex accord – an agreement between six parties).

9 A novel way for cutting a circular cake into 6 pieces.

10 Very difficult to play with the fingers of one hand.

11 The serendipitous outcome of casting two spells at once.

12 The dramatic collection of musical notes played in film soundtracks at the entry onscreen of the main villain, typically the Evil Witch.

13 Musical instrument favoured by witches and warlocks.

readers (not just those who contributed) vote for their favourite definition (a vote for your own definition will be ignored).

Players score points for the number of people who choose their definition. We'll run this for 10 issues and the winner will be whoever has the most points at the end.

Medstead and Four Marks

Railway Rivals game 10 – Turn 1

The Houston starter TXR is alone in the south as the other 5 railway companies build alongside each other and compete for the nearby cities. Three head north while Jacobahn and ARB build to the west ahead of the others.

Jacobahn (JAB)

Mark Cowper (Black)

Builds: (Fort Worth) – S34 – S29
(S29) – Abilene – T27 – U27 – V26
(+6)

(V26) – W26 – Lubbock – R27 (+6)

Points: 20 +12 = 32

Andrew's Railway Business (ARB)

Andrew Burgess (Blue)

Builds: (Dallas) – X34 – Wichita Falls
(Wichita Falls) – Y32 – Y29 (2 to
HAT)

(Y29) – Y24

Points: 20 -2 = 18

Carriages or Wagon Systems (CoWS)

Paul Evans (Red)

Builds: (Dallas) – X34 – Wichita Falls
(X34) – Ardmore (+6)

(Ardmore) – A85 – Lawton; (Dallas) –
T35 (1 to SNS, 1 to HAT)

Points: 20 +6 -2 +2 = 26

GM Notes

Die rolls for the next round are: 4, 4, 5

**Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 28th February 2014**

Texas Rock Crusher Railway (TXR)

Jonathan Palfrey (Green)

Builds: (Houston) – O38

(O38) – Waco – M35 (+6)

(M35) – Austin – J34 (+6)

Points: 20 +12 = 32

Stars N Stripes (SNS)

Gerald Udowiczzenko (Brown)

Builds: (Dallas) – U37 – V37 – W38 –

Denison; (Dallas) – Fort Worth (+6)

(Denison) – Y37 – Z36

(Z36) – Ardmore – A85 – B84 – C84 –

D84 (2 to CoWS)

Points: 20 +6 -2 +2 = 26

Hauling Across Texas (HAT)

Bill McKinley (Orange)

Builds: (Fort Worth) – Wichita Falls –

Y32; (Fort Worth) – T35 (+6)

(Y32) – Z31 – Lawton (+6)

(Lawton) – Oklahoma City; (T35) –

Dallas (+6, 1 to SNS)

Points: 20 +18 -1 +3 = 40

Close to Critical

Star Trader game 7 – Turn 1

“These Spice Factories look ideal.”

“Do you have references from other Corporations?” The fresh-skinned being looked down on the swarthy earthman, tendrils quivering with the feel of a sale. They stiffened though as the man held forth papers.

“Holyoke Arbitrage? ... There is a problem?”

“Sir, we sell only to accredited businessmen, not quasi-pirates.” Skin changing hues, it advanced upon the SMF representative, who took to his heels.

A fresh attempt by Corporations to make their fortunes out of the Quadrant began with Corporation representatives scurrying around buying Factory Production and making contracts for the laying down of ships. Amidst this there was some genuine trading.

At Gamma Leporis, COSTA NOSTRA PIZZA bought 4 Alloys for 2 HTs each. SAILCAT bought 4 Alloys Factories to go with its existing 3, and a second Warehouse for storage. MARATHON MANIACS bought a further two Factories themselves.

Tau Ceti saw Avery & Sons buying 4 Isotopes for 6 HTs each. The shipyards here were busy, SAILCAT laying down a Phoenix Hull Cargo carrier, Norma, with B class crew, while AVERY & SON laid down both a Phoenix and a Flute hulls.

MARATHON MANIACS merely upgraded their ship's crew to A class.

Monopoles were being competed for at Mu Herculis. First THE 7 CORPORATION bought 10 units for 14 HTs each, gaining a Dealership, after which COSTA NOSTRA PIZZA picked up 2 more units at the same price, and then bought 2 Factories.

THE 7 CORPORATION were unopposed at Sigma Draconis where they leveraged a purchase of 10 units of Spice at a price of 12 HTs into a second Dealership. They sold their ship's Passenger Pod and replaced with a Light Weapons pod before upgrading their crew to A class.

The Shipyards of Beta Hydri were busy too, building COSTA NOSTRA PIZZA's Corco Iota semi-military Hull, provisionally named L. Bob. Rife, and a smaller streamlined Piccolo Hull, the Jenna, for 7 CORP.

SAILCAT increased their Reputation and then laid down the Jean at Epsilon Eridani Shipyards as a second, cargo carrying Phoenix hull.

Finally THE 7 CORPORATION increased their Reputation slightly before taking on Agent Crip at Mu Herculis, while AVERY & SONS took out a loan of 200 HTs for 8 Quarters at 18 HTs interest a Quarter, and then hired Two-Gun.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep'n	Player
A Marathon Maniacs	8 0 0	0	4	0 22	Andrew Burgess
B Costa Nostra Pizza	3 5 0	0	3	39 22	Mark Cowper
C Sailcat	1 0 7	0	5	117 26	Mike Dyer
D The 7 Corporation	3 4 3	0	2	45 28	Paul Evans
E Swiss Mercenary Fleet	1 7 0	0	6	485 24	Martin Jennings
F Avery & Sons	0 7 0	5	1	288 20	Prezemek Orwat

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

News

There was one new News chit this turn. The current chits (new ones in **bold**) are as follows.

Turn 3: C4

GM Notes

If you have any queries on a turn, please raise them as soon as possible in case they affect other players as well as you.

You can only have as many Factories as the combined total of your Business and Political Connections. Should this total be zero, any orders to buy Factories will be ignored.

You may only purchase one step of increment of Connection levels and only in one area each turn. That is, you cannot buy levels in Business and Political Connections on the same turn.

We pay crew hire on BOUNTY, not turn hire.

Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 28th February 2014

(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.)

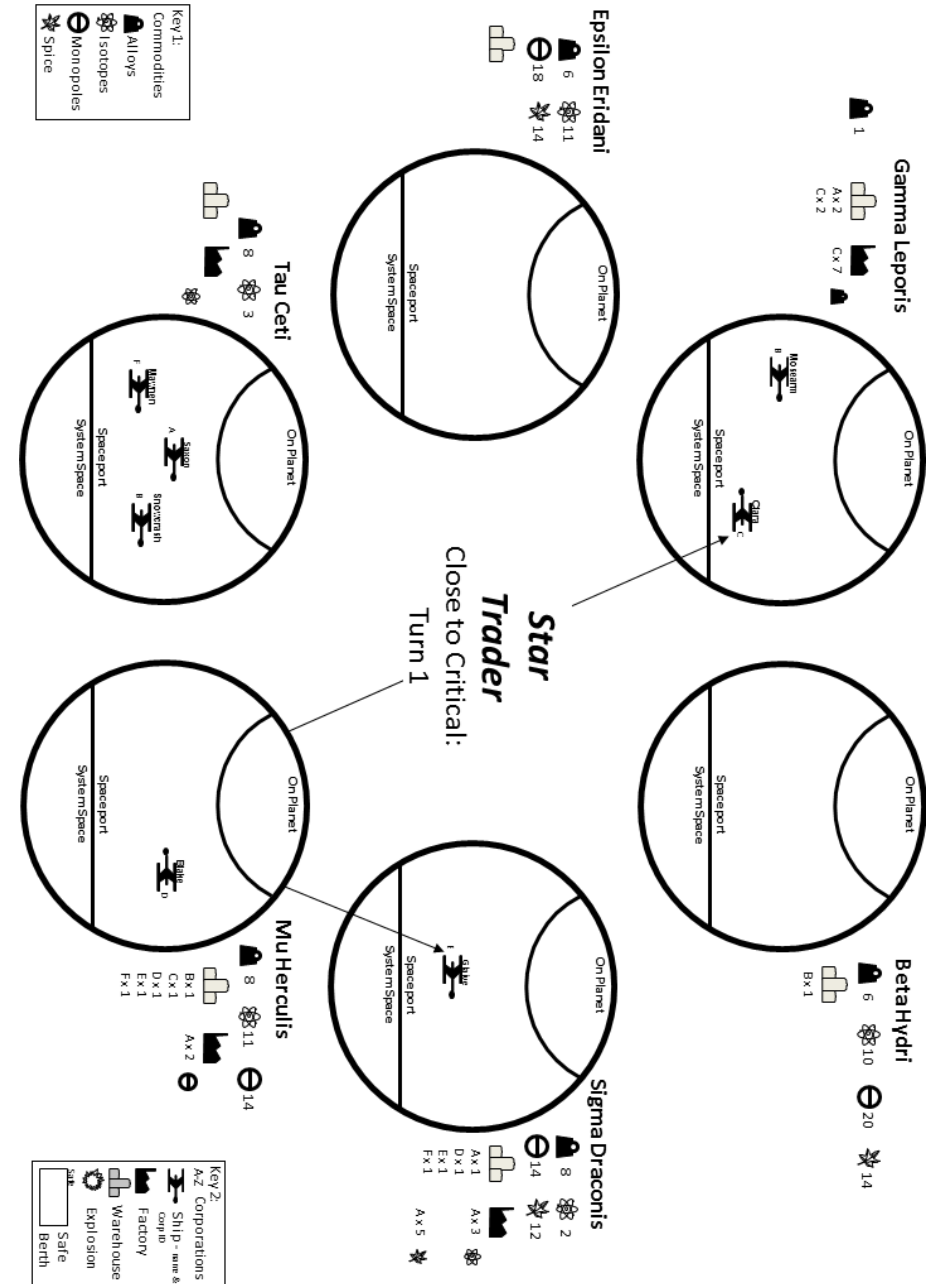
We are using the basic 10 Agents, 3 of whom have now been hired.

We are using Opportunity chits 1-26 and Event chips 1-14 (page 3 of the rules).

Check that your ship is where you think it is when you order purchases. A sell order will be ignored, a buy order will be executed for at least one unit.

Default Combat orders will be to attempt an emergency Hyperjump (rule 10.8). If you want anything else, you must state it in your orders.

Agents who increase combat strength increase normal and missile strengths alike.



Les Petites Bêtes Soyeuses

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 October 1666 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 7th March 2014



September 1666 (271)

Count Euria Humble and Earl Pierre Cardigan get things rolling as the army returns to Paris at the beginning of Autumn. They have to settle the matter of Edna Bucquette's affections. This looks a well-matched encounter, were it not for Humble's terrific expertise with his chosen weapon, the cutlass. Gustav Ind is at his side, while Arsène Est and Tomas le Matelot second his opponent. Cardigan starts the duel with a little jink to one side, but this is too soon to avoid any blow from Humble's cutlass. Said blow duly arrives with a slash from Humble. Cardigan surrenders.

The meeting between Baron Pierre le Sang and Marquis Sheikh Yadik Al-Abowt, Commissioner of Public Safety, looks like becoming a mass brawl. On one side are the Public Safety minions in their black uniforms. Ranged on the other are le Sang, his two seconds – Tomas le Matelot and Tourtière Mangetout – and a rabble, hastily recruited by le Matelot. The Sheikh berates le Sang for his disrespect of a Government Minister and ignoring the letter he was sent. Snarling that it would be "unbefitting of a Government Minister to brawl like a common soldier", Al-Abowt retires to the black CPS coach, which promptly rattles back into Paris.

'X1' maintains his air of mystery by not showing up for his duel with Yves Vrai Bretheauteque. Sebastian Nuisance and Coeur De Lion go one step further when neither of them turns up for their meeting.

What, no trial?

There's a little hiccup at the start of September when Sir Armand de Luce and Earl Uther Xavier-Beauregard turn up at the courthouse, ready to testify on behalf of Count Gar de Lieu. The doors are closed, but repeated banging eventually brings a caretaker to the door. The two visitors barge in, determined not to be kept out of proceedings, but the courtroom is empty. Their demands for an explanation are finally answered by examination of the court schedule. This shows Count de Lieu's trial is scheduled at the beginning of October!

The big question is, who will be the new Minister of State? To start with, there is huge opposition to Gustav Ind regaining the post. Armand de Luce, Gar de Lieu (despite being in gaol), Jacques Shitacks, Pierre Cardigan, Tomas le Matelot, Uther Xavier-Beauregard and Warren Peece all line up to spend their influence – and, in a few cases, cash – to prevent the incumbent Minister continuing for another year. Sure enough, the barrage of nods and winks makes it impossible for Ind to be re-appointed.

The man himself seems to have realised this as he puts his weight behind Devlin Carnate for the job. Carnate backs himself, of course. Pierre Cardigan, Sheikh Yadik Al-Abowt and Tomas le Matelot all support Carnate as well, making him the clear favourite. Gar de Lieu rules himself out of the running – well, he is in the Bastille – as do Tomas le Matelot and no-hoper Donald O'Grady (clearly a man with ambitions), who then puts his backing – such as it is – behind Carnate.

This leaves two men competing against Carnate. Egon Mad 2 calls in a couple of favours – though one of these is of the cash kind – to give himself a chance. Jacques Shitacks has the same tactics, but fails to impress His Majesty. The King ponders the two men on the short list, but there is really only one way the decision is going to go. Count Devlin Carnate steps up to become the new Minister of State.

The new Minister's problem with his Government is that all the named Ministerial posts are already assigned – for this month, anyway. However, this doesn't stop him appointing Ministers without Portfolio. Not Euria Humble or Uther Xavier-Beauregard though, despite their applications. Instead, Carnate selects Eglise de Sant-Suplice, Gustav Ind, Pierre le Sang and Richard Shapmes. All four are further rewarded with new titles from the King. Ind joins the august ranks of Counts, Sant-Suplice becomes a Viscount and there are Marquises for le Sang and Shapmes.

There is only one Army command available this year and it's up to the new Field Marshal, Tomas le Matelot, to decide who gets it. General Donald O'Grady is the only remaining applicant, but the Field Marshal decides that a non-entity should take the position. Well, at least he has a decent Military Ability. Jacques de Gain looks a good bet to be Quartermaster-General of Field Army, but the new Army Commander doesn't like the cut of his jib and that's that. Le Matelot also decides

who will be Adjutant-General and rejects both Bill de Zmerchant and Uther Xavier-Beauregard. The post goes to another nobody. However, le Matelot does appoint an Aide. Of the applicants, he prefers Arsène Est to Jacques le Franc or Terence Cuckpowder.



As acting Minister of War, Sheikh Yadik Al-Abowt appoints the Inspectors-General. He offers the Infantry post to Monty Carlo, but General Carlo is over-qualified. Al-Abowt rejects Bill de Zmerchant and goes with his second choice, Lieutenant-General Ali Vouzon. Zmerchant offers his services as Inspector-General of Cavalry instead, only to be turned down again. Al-Abowt leaves the position vacant. With his new job, Vouzon gets to appoint the infantry Brigadiers. However, he doesn't want Egon Mad 2 to command the Guards and gives the positions to a bunch of nobodies.

Zmerchant's applications continue with City Military Governor, for which he has competition in the form of his fellow Lt-General, Uther Xavier-Beauregard. The two men's applications are on a par, but Xavier-Beauregard's

higher social level gives him the edge and the job. It also means he will continue to be a brevet Lt-Gen until next August. Xavier-Beauregard leaves empty all the positions in his gift: Ensigns and Captains of the Cardinal's and King's Escorts and his own Aide.

Zmerchant's run of bad luck continues as he fails to get command of the Cavalry Division. He finally gets a post, though: Frontier Division commander. This means he will retain his brevet rank until August as well. However, both his candidates for Divisional Adjutant already have jobs, so the position stays empty.

The cavalry find a job for Egon Mad 2 as he walks into the role of Horse Guards Brigadier. He does not appoint a Brigade Major. Chopine Camus calls in a couple of favours to help his application for command of the Dragoons. It isn't quite enough and he misses out on the Brigadier's post. He's still in charge of the Grand Duke Max Dragoons, though. He admits Bonne Chance de Tres and Coup de Thé to the regiment (after Thé was rejected from the Royal Marines by Rick O'Shea). Thé has to be content with the rank of trooper, as he doesn't have the social standing to be a Subaltern. On the other hand, Tres is able to buy a Captaincy. Thé volunteers for active service, but the GDMD are staying in Paris, so he's off to join a Frontier regiment.

Jacques le Franc makes sure of getting to be Adjutant of First Division by calling in a couple of favours. Terence Cuckpowder doesn't have that kind of influence, but he keeps trying for the Adjutant's role with each Division until he is finally accepted for the Cavalry Division.

Etienne Brule accepts General Donald O'Grady's offer and becomes his Aide.

RFG Major Voulo Vault gets the job of Guards Brigade Major as his competition, Gustav Ind, already has a new post. Dick D'Asterdly is picked as Brigade Major of the Heavy Brigade. First Foot needs a Brigade Major, too. Royal Marine Gaz Moutarde is the only Major in the Brigade, so he gets the nod. 69th Arquebusier Pepé Nicole beats his rival from the Gascons to be Fourth Foot Brigade Major.

Coeur De Lion finds his way into the Picardy Musketeers where he becomes a Captain. Yves Vrai Bretheauteque welcomes Frele d'Acier, late of the Grand Duke Max Dragoons, into the Dragoon Guards. Acier returns to his rank of Captain. CPS Sheikh Yadik Al-Abowt marches to the barracks of the Royal Foot Guards in the uniform of a King's Musketeer. This is confusing all round, but Devlin Carnate's instructions are clear and he is accepted into the RFG. He buys the rank of Captain (having already re-scheduled and increased his loans) and acquires the correct uniform.

Burning down the house

The major social engagement of September is the newly constituted Bowers and Ballbreakers' club, hosted by Eglise de Sant-Suplice at Bothwell's. However, while this is kicking off in the first week of the month, another, smaller gathering is taking place outside the Public Safety HQ. Armand de Luce, Tomas le Matelot and Warren Peece all turn up for the "inaugural meeting of the Boozers et Bellringeurs". There is no sign of their expected host, Quasi Le Bossu, but Tomas has brought some beer. Well, he's hired some peasants to hump the beer along.

The three gentlemen quaff their beer with gusto, speculating as they go on the whereabouts of Baron Le Bossu and wondering at the slightly oily taste to the beer. As the casks empty, Tomas places each carefully against the wall of the building. A commotion inside the building draws off the CPS guards who have been keeping an eye on the gathering. Swiftly, Tomas produces an oilskin packet. He draws a match from this, strikes it and drops it onto the empty casks. With a whoosh, the casks catch fire and all three quickly retreat from the flames.

As spectators gather, not getting too close to the blaze, an explosion shakes the entire building. Smoke pours from the doorways and windows and dazed staff members stagger out onto the street. Help for the injured is quickly provided and a bucket chain suffices to douse the flames. However, all are surprised when two nuns are led from the building – particularly as the swarthy features and substantial facial hair of one make it obvious that none other than the CPS is under one habit!

Bodies are also brought from the building, including the infamous Ali "The Axe" Headsoff. "He saved me," snivels Sheikh Yadik Al-Abowt, only to pull himself together and summon his coach. He bundles the other nun – who would appear to be Mlle Kathy Pacific – into the coach, leaps in himself and departs hastily. Well,

it would be hastily, but the rear axle breaks as the Sheikh lands in and it has to be dragged off by its horses.

Finally, from the seat of the blast come a singed hat and pipe that Messrs Luce, le Matelot and Peece identify as belonging to Le Bossu. Some of the injured confirm that Le Bossu had broken into the CPS HQ and confronted Al-Abowt in his inner sanctum. Chased off by the guards, Le Bossu had taken refuge in the cellars, where he could be heard drinking and ranting. The explosion came as Ali "The Axe" was chopping his way through the door. For many, this confirms Quasi Le Bossu as a mad bomber, but an alternative theory has it that he was just having a smoke to go with his beer...

Oblivious to the shenanigans happening across Paris, Eglise de Sant-Suplice is in Bothwell's, welcoming his guests. Top of the list – alphabetically, anyway – is Arnaud Surfinmaise, who brings Betty Kant with him. Sheila Kiwi accompanies Chopine Camus, commander of the GDMD. Another Dragoon, Dexter Sinistre, follows them, escorting Ava Crisp. Freda de Ath is on the arm of Frele d'Acier. Then there's a third member of the GDMD as Jacques As arrives with Thomasina Tancenjin. Lothario Lovelace brings Josephine Buonoparte. It all kicks off when René de Gaviscon turns up. He is very proud of his shiny new uniform, having promoted himself to Lt-Colonel in Archduke Leopold Cuirassiers.



Unfortunately, the ALC and the GDMD do not get along. Cue much shouting between René on one side and Chopine, Dexter and Jacques on the other. Lothario tries to calm things down only for René to realise that this man is not noble and to challenge him to a duel! That'll be four duels for René to enliven his October. The last guest is Yves Vrai Bretheauteque, joining his colleague, Frele, at the party. These two start a fresh dispute as they spot Eric de Miabeille visiting Bothwell's with Anna Rexique. This is another clash of regiments and challenges are exchanged before Miabeille escapes to his own corner of the club.

Also in Bothwell's, enjoying the spectacle of other people's quarrels, are Arsène Est and Lois de Low, Ali Vouzon and Angelina di Griz, Richard Shapmes and Ella Fant, Uther Xavier-Beauregard and Henrietta Carrotte and Voulo Vault and Ophelia Derriere. Voulo provides some additional entertainment by putting large sums down on the gaming tables. He loses his first bet and cuts the next two. He decides to try recouping his losses with another bet only to cut that one as well. He is left substantially out of pocket and only marginally ahead in status.

Down the road in the Fleur de Lys, Gustav Ind is drinking. With Helen Highwater at his side, he works his way through a selection of wines. He does drink most of them, but a proportion of the contents ends up on his clothes, too.

He finds the gaming tables and starts laying bets. Three wins and six losses later, he's lost some money, but gained some kudos. His audience comprises the other members in the club – though they're not paying much attention. Jacques Shitacks is there with Madelaine de Proust while Edna Bucquette accompanies Pierre Cardigan.



Monty Carlo is in Hunter's with Charlotte de Gaulle, warming up for the Minor Saints Society meeting next week. Terence Cuckpowder is also in the club and has brought Lucy Fur with him to commiserate after the Shylocks' boys came to collect their money. Coeur De Lion is in Red Phillips, showing Ada Andabettoir a good time – though it's quite possible that she's been in better clubs!

Major gambling or minor saints

Eglise de Sant-Suplice continues to host the Bowsers and Ballbreakers at Bothwell's into week two. The same people turn up and the same arguments ensue, except that Warren Peece and Ingrid la Suède join them. Warren has no arguments with anybody. However, René finds an additional object of his scorn as he spots Rick O'Shea entering the club with his guests, Coeur De Lion and Ada. Rick is another man without nobility and thus, René asserts, not fit company. He challenges Rick.

Ali and Angelina and Voulo and Ophelia are back in Bothwell's. Armand de Luce arrives, with Jenny Russe, and is keen to tell all about events at the CPS HQ the week before. Jacques le Franc brings Laura de Land to his club to complete the roster at Bothwell's.

There is some competition for Eglise this week as Monty Carlo hosts this month's meeting of the Minor Saints Society. Monty and Charlotte are in Hunter's to celebrate the feast of St John Chrysostom, Archbishop of Constantinople and noted preacher. They are joined by half a dozen guests. The list begins with Bonne Chance de Tres. Then there's Henri Bastar'd. Maurice Essai Deux follows. Pepé Nicole is next and the list concludes with Was Nae Me and Marie Antoinette. Jean Jeanie brings his new conquest, Lotte Bottle, to Hunter's, but steers clear of Monty's crew – he doesn't want Lotte to get any idea he's religious!

The Fleur de Lys gets a bigger crowd. Gustav, Helen, Jacques, Madelaine, Pierre and Edna are all there again. Gustav seems to be getting the hang of this drinking lark and his luck on the tables has certainly changed: he wins six and only loses three of his wagers to regain the money he lost the week before and garner even more status. Newly-released jailbird Gar de Lieu is the first of the new arrivals. He celebrates his freedom (and re-scheduling his debts) with Maggie Nifisent, though he's still a little nervous about his impending trial. Glowering at him across the room is his prosecutor, Sheikh Yadik Al-Abowt, accompanied by Kathy. Tomas le Matelot – still smelling



slightly of smoke and accompanied by Alison Wunderlandt – makes a few comments about nun's habits. The Sheikh shrugs them off with a nod and a wink and offers to buy everyone a drink. He doesn't get many takers.

The last week of the Bowers and Ballbreakers continues just as raucously as the previous one with exactly the same cast. Eglise even has a couple of new guests in Bothwell's. Bill de Zmerchant shows up to drown his sorrows after two weeks of unsuccessful courting. Gaz Moutarde comes along with Anne Tique for company. Eric de Miabeille is again challenged when he arrives with Anna. So, too, is Rick when he appears with Coeur and Ada in tow. Armand, Jenny, Ali, Angelina, Jacques, Laura, Voulo and Ophelia all occupy their usual positions. And to these return Richard Shapmes and Ella.

Jean Jeanie is again in Hunter's with Lotte, but they have the place to themselves this week. The Blue Gables gets its only visitors of the month when Tourtière Mangetout appears, along with Sue Briquet, for a quiet drink.

The group in the Fleur de Lys is augmented by the arrival of Henri Bastar'd as the Sheikh's guest. He and the Sheikh are thick as thieves, rather leaving Kathy out of things. Gar, Maggie, Gustav, Helen, Jacques, Madelaine, Pierre and Edna all return to the Fleur as well. Gustav has decided that bottles of wine aren't big enough and demands that the staff bring him his own cask. It doesn't do his gambling technique any good as he loses six bets and wins three to put him back where he was a week ago. His status only goes up, however. There is one other arrival at the Fleur: Donald O'Grady. He is smiling broadly and has Katy Did on his arm – winning her affections took two weeks.



The parties are over in week four and Paris sees a rush to the gyms and the Bawdyhouses. The Sheikh is once again host to Henri in the Fleur de Lys with Kathy in attendance. Donald, Katy, Gar, Maggie, Gustav, Helen, Jacques, Madelaine, Pierre and Edna are all there again. This week's arrival is the new Minister of State, Devlin Carnate. He spots Gustav at the gaming tables, but decides to stay some way away from the dishevelled figure of his Ministerial predecessor. Gustav shows remarkable consistency, losing another six bets while winning three for a further financial loss. It does nothing but increase his social standing, leaving him in the dizzy heights usually associated with junior royalty.

Rick is again host to Coeur and Ada at Bothwell's; alongside much the same crew as in earlier weeks. Armand is there with Jenny. Ali brings Angelina again. Eric accompanies Anna. Jacques has Laura with him. Richard escorts Ella. Voulo has Ophelia as his companion. And Warren brings Ingrid. The fresh face at the club

is Etienne Brule, who has had a tedious time standing down to Pierre le Sang on a certain lady's doorstep. He tries to improve his month with a few bets. Two wins, a loss and a cut see him make a profit and gain status. It also attracts the attention of his enemy, Eric de Miabeille. That'll be a duel, chaps

Jacques As pops up at Hunter's with Thomasina to complete his month.

All sorts of swordplay

As already mentioned, Pierre le Sang is busy courting this month. He is lucky that Etienne stands down to him the three times they meet. He is unlucky that his overtures are rebuffed the first time he visits, after which the object of his affections is out with her current beau for the rest of the month.

Devlin Carnate does no better. First, he stands down to Maurice Essai Deux when they meet on a doorstep. He then transfers his intentions elsewhere, but his target is not at home. Maurice's wooing gets short shrift and, when he tries again, he meets Dick D'Asterdly. Dick is less accommodating than Devlin and a duel will be required.

There will also be a duel between Amant d'Au and Euria Humble as they spend all month arguing on a lady's doorstep. The irony is that she, like so many others, is out with her man the whole time! Other courting failures this month are Bill de Zmerchant, Dexter Sinistre, Frele d'Acier and Pepé Nicole. While Gaz Moutarde and Tourtière Mangetout visit their mistresses more discreetly. Until Gaz takes Anne to Toady to Eglise, anyway.



Iron man of the month is Jacques de Gain, who spends four weeks practising rapier. Egon Mad 2 is almost as hard, putting in three weeks with his rapier after visiting the bawdy houses. (This is also where Rick O'Shea and Henri Bastar'd start their month.) Arsène Est, Terence Cuckpowder and Uther Xavier-Beauregard all practise sabre for three weeks after their first week's outings.

And Was Nae Me fits in three weeks with his sabre around a party.

There is a fortnight's practice each for Bonne Chance de Tres, Dick D'Asterdly and Tomas le Matelot with their sabres. Monty Carlo goes for two weeks with his two-hander, which is enough to worry anyone. Quite a few other people practice for the odd week.

At the bawdy houses, Pepé Nicole is the next visitor, but not until week 3. Then there is a flurry at the end of the month as the last-chancers get some female company. Bonne Chance de Tres, Dick D'Asterdly, Eglise de Sant-Suplice, Maurice Essai Deux, René de Gaviscon and Yves Vrai Bretheauteque are the men in question. René chances his arm with some bets, but loses all three. The footpads don't bother him – or anyone else.

A short age of gunpowder

The Frontiers are quiet after the turmoil of the summer campaign and the Frontier regiments are largely untroubled. Volunteer Coup de Thé is attached to Frontier regiment 4 where he gets into hot water during a regulation skirmish. His colleagues make it back to camp unscathed, but Thé takes a musketball and doesn't make it. RIP.

To conclude the month, the military authorities state that Quasi Le Bossu is no longer being sought for desertion and no further action will be taken over the missing gunpowder. His family blames it on "paranoia brought about by stresses of fighting in too many battles." ❖

Press

Announcements

Citizens of France

I am delighted that I*/[insert name here]* have*/has* been appointed as Minister of State and am pleased I*/he* will be able to use my*/his* unique skills for the benefit of France. The King could not have made a better choice. I look forward to working with all the new Ministers to create an even stronger France.

† Count Devlin Carnate
Minister of State*/War*/without
Portfolio*

(*Delete as appropriate)

Official Public Notice (No. 1) to the people of Paris

The Traitor and Vampyre Quasi Le Bossu is dead.

In a dramatic incident at the Bastille, the monster Le Bossu was slain single-handedly by Marquis Al-Abowt following an epic duel in which the Marquis was able to call upon the Almighty to summon a thunderbolt from the heavens and blast the beast to oblivion.

Rejoice, let the church bells of Paris peel in celebration, let the people sing

in the streets, give praise to Marquis Al-Abowt for his gallant heroism.

Issued by the Ministry for Public Safety

Official Public Notice (No.2) to the people of Paris

In recognition of the countless acts of selfless heroism and martial prowess exhibited by Marquis Al-Abowt, beloved Commissioner of Public Safety, Minister of War and loyal patriot to His Majesty and France, a marble statue of the Marquis is to be commissioned and erected outside of the War Ministry.

Sculptors and artisans are invited to submit examples of their work in order that the best craftsman can be selected for the job. The proposed theme is to be horse and rider, with the Marquis's likeness sculptured in the form of a triumphant Roman emperor.

Any citizens wishing to contribute to the commissioning costs can send donations direct to the War Ministry, marked for the attention of the Minister of War.

Issued by the Ministry of War

Matters of Honour

X1, you are no gentleman. To anonymously court a soldier's girl while he is away fighting the enemies of our Belle France is despicable. I hope to teach you some manners on the field of honour – if you have any.

† Yves Vrai Bretheauteque

Social

The Minor Saints' Society will be meeting at Hunter's during week 2 of October. All gentlemen and their ladies are welcome. We shall commemorate the feast of Our Lady of the Pillar (12th October).

Attend! Attend! During Week 3, Armand de Luce is pleased to host the next Rogues & Vagabonds party at his club. As ever, a fancy dress party – the theme is 'Les Revenants' – returning troops and their camp followers (no, your own uniforms do not count!): SL 11 and over. Prize of 75 crowns to the best dressed couple, 50 crowns prize for the best dressed singleton. Come and get your reward for fighting for Le Roi. Drinks on me, bring your mistresses.

***** HALLOWEEN PARTY *****

Week 4, October 1666. Bring your mistresses and party at my club. Prizes given for the best costume.† WP

Regimental Letters

I echo the words of my esteemed colleague Major Was Nae Me, there is no animosity between us. † DDA

Personal

La Parapluie Jaune,
Our extremely loyal and deranged CPS must be aware his personal diseases are shared with camels. In what manner could he have contracted these diseases?

† La Parapluie Vert

Monsieur Editor:

I am making something in the nature of an unusual request in submitting the following to you. I have enclosed the original of a letter I received from the Marquis Al-Abowt. I have submitted the original so that you may assure yourself of its genuineness by examining the hand and the signature. On my honour as a gentleman and officer in the service of His Majesty, I swear that not one word has been altered (in spite of my temptation to correct the various spelling errors). I would ask that you print it as submitted, followed by my reply below. Normally, I would never take so drastic a step as to publicly print a private letter. However, upon reading the letter and my response, I think it will be clear to you why I chose to take this action.

Sincerely,

† Baron Pierre le Sang,
late of the Second Army
*****Enclosed letter*****

Mon cher Baron,

Let's firstly remind ourselves that we are both men of some eminent standing with society, you a Baron and a General while I, a Marquis, hold several Ministerial appointments within His Majesty's Government.

Despite this, we find ourselves due to cross swords simply because of the whims of some jezebel. This woman is simply not worth a drop of blood being spilt from either of us, I intend to enjoy her company for a mere month or two, after which I am more than happy for you to have her back in your bed.

I am sure that you are a reasonable man, a sensible fellow who recognises the futility and foolishness of seeking a confrontation with the Commissioner of Public Safety, thereby wasting his valuable time in a petty squabble. What I suggest then is that you use your wisdom and choose not to turn up at the appointed hour, I shall say no-more of it, the matter will quickly be forgotten and, as I have said, you can have the wench back in a month or two.

I think it only fair to say however that should you choose to ignore my above, prudent, advice and appear with your blade and seconds then I shall have no option other than to serve you with an arrest warrant and have you transported to the Bastille. It is always a matter of regret to me that my men require almost constant supervision. Without such, they are wont to give scant attention to either the needs or the proper treatment of a prisoner, whether that individual be an upstanding gentleman or a simple peasant – a prisoner's a prisoner to them and they can, sadly, often be a little 'rough' in the dealings with such. I would hate for you to suffer indignities or common assault at their hands but, alas, I cannot be everywhere at once.

So, my dear Baron, let's be practical about this matter shall we. Avoid the duel, feign sickness, claim pressure of work, cite a family bereavement, do whatever you wish BUT don't be there, other than at your peril. Accede to this simple request of mine and I will see what support I can give to you in the future, I am sure that we can work together towards a mutually beneficial purpose and it would be foolish indeed to jeopardise that just for a woman.

Sincere regards,

† Marquis Al-Abowt
Commissioner for Public Safety
Acting Minister of War

PS It may be that you would be interested in taking up the post of an Inspector-General, Cavalry or Infantry? Such a post could be yours and the avoidance of a single duel would be a small price to pay in return for the standing that would come over the course of a year to the incumbent of one of these posts. Have a think...

*****End enclosed letter*****

Marquis Al-Abowt,

For reasons which will soon become clear, I have chosen to respond to your missive with this open letter, rather than in private correspondence. My natural inclination when receiving an epistle from a gentleman is to hold it in strictest confidence. However, sir, in reading your letter it was made abundantly clear to me that, while you may deserve many sobriquets, "gentleman" is certainly not amongst them.

No gentleman would insult a lady with whom he is associated by calling her a jezebel, especially when the lady in question resisted his dubious charms for quite some time. How did you win her over, my dear Marquis? Did you have to threaten her with a trip to the Bastille? Is that the secret of your success with the fair sex? I notice you were careful to pursue the lady in question only when I, her protector, was far away, fighting for France on the battlefield.

And now that my return to Paris is imminent, you think to use your office to frighten me? Unfortunately for you, sir, not everyone has your craven temperament. Indeed, there are yet some gentlemen in France who would rather die like lions than join your pack of craven curs. I have seen the inside of the Bastille before, thanks to the machinations of your predecessor, Earl Uther Xavier-Beauregard, and it holds no terrors for me. I would not have thought it possible that I should ever recall his tenure with fondness, but you, sir, have managed to achieve what I had thought impossible. Indeed, all France now looks back to the tenure of an outright thief as a veritable Golden Age, for whatever else he is, the earl is no coward, unlike yourself.

So rest assured, my dear Marquis, I shall follow your advice and be most practical in this matter. When I arrive for our duel, I, my seconds and all our lackeys shall be armed to the teeth. If you attempt to do anything other than draw your sword and engage me like a man, I plan to draw my pistol and blow your coward's brains out. I would gladly trust in His

Majesty's justice afterward and, if required, die serene in the knowledge that such a cowardly viper as you had been scotched to the betterment of the realm.

However, I know that, like all cowardly bullies, you operate best in secret. So therefore, Marquis Al-Abowt, Commissioner of Public Safety, acting Minister of War, I have chosen to bring our conversation into the public eye, so His Majesty and His Majesty's Ministers, as well as all the gentlemen and common folk of France, might see just how you go about dispensing justice in His Majesty's name. May God grant that His Majesty's eyes be opened to your despicable behaviour, so that you may no longer act so as to besmirch the good name of His Government.

As for our appointment, you may find me at the usual place and time. If you come with any other intentions than to behave as an honourable gentleman, I'd suggest you bring plenty of minions, for all of my supporters are valiant soldiers of France and your back-alley thugs will not find them easy meat.

Contemptuously yours,

† Baron le Sang
P.S. I realize that in jumping from a mere Major in the Cardinal's Guard to Minister of War in a single bound, you missed out on some of the educational opportunities afforded to those of us who have earned our positions on numerous bloody battlefields, but let me offer you a piece of friendly advice. When you offer someone an appointment as a bribe, make sure it is an appointment they are eligible for. I hold the rank of

full General, and the Inspectors of Cavalry and Infantry are posts for a Lieutenant General, you moronic camel fornicator!

Attn: young bloods of Paris
The Dragoon Guards are overrun with namby-pamby faceless penpushers.

Any help on rooting these grey ghosts out, will be gratefully rewarded.

And of course, that would leave Major and L/Col posts available for all who deserve them.

Yrs, † Bdr-Gen Bretheauteque

To Baron Quasi Le Bossu
Sir,

I am truly shocked to receive word on my return to Paris that you have been accused of so many trumped up charges. Should you have need of a character witness I would be honoured to stand by your side.

Yours,
† Camus

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

Cher Etienne Brule,

Your opinion of our Regiments must remain a matter for dispute, nevertheless I was offering to share a BOTTLE and not a BATTLE

† Terence Cuckpowder (Lt. Colonel)

Lord Percy Percy says that, as fashion is tending towards the bewildered, Lt Col Cuckpowder is very fashionable.

I appreciate that our beloved CPS has taken to calling those he opposes as 'Duckies'. Is this because he is known to their arch enemy?

† Plume de la Marie

Seen in the slightly disreputable inn, 'The Hoighty Toighty', Rue de la Virgins, Paris.

The honourable Lt Col Sinistre is in conversation with M Edward le Douche, the well-known messenger and all round capital chap.

"Now remember Le Douche, absolute secrecy is necessary here. I want you to travel to London and make contact with M Flam de Flammable. There you will give him this!" And Sinistre hands over a substantial purse of some sort of clinkable material.

"Then you will inform him of the Plan. I want him to incapacitate the English Army and Government by inflicting as much arson as this Purse will pay for!"

"Do you understand, le Douche? – As much confusion and fire as he can. I believe Bakeries are a suitably flammable starting point.

"Now go, go – and remember: Vive le Roi!"

Never mind vampirism, lycanthropy and witchcraft, copies of jottings by our CPS suggest that he is a democrat and a firm believer in elections.

To: Hokey Cokey

If it's the last thing that I do, I will have you begging for mercy, imploring me to end the pain of your suffering as your miserable body lies strapped to a rack for a list of crimes too numerous to mention.

No-one opposes me without coming to regret it.

† Marquis Al-Abowt
Commissioner of Public Safety
Minister of War

Poetry Corner

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

There was a young Spaniard from
Cadiz,

Went out with his friends on the piss,
But the French Army attacked

While he was busy at back
And a noose now is all that will be
his. † DDA

Points Arising

Next deadline is 7th March

We didn't quite manage the clean sweep of orders from everyone, but it was close.

I had no orders from the following and they suffered the consequences:
SN Sebastian Nuisance (Paul Appleby) has NMR'd. Total now 1
X1 (Gerald Udowiczenko) has NMR'd. Total now 1

X5 (Martin Jennings) has been floated as he was on holiday.

Notes

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

1 His eyes lit up and he went YES,
YESSS, YESSSSS,

His heart was a flutter at the image
from the bed.

Who was this excited man? It was our
brave CPS,

Dreaming of the pleasures to be, he
stared at the head.

2 Lost in wonder, he stared longingly
at the sight,

His mind raced through all the
positions he knew.

As his pulse slowed he realised
something isn't right,

It's only the head of a camel – his lust
started to stew.

† The Hokey Cokey

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

Armand de Luce applies for Chancellor of Exchequer

Euria Humble applies for Minister of War

Ali Vouzon applies for Inspector General Cavalry

Yves Vrai Bretheauteque asks NPC Lt.Colonel, Major 1, Captain 1, Captain 2, Captain 3 and Captain 4 of Dragoon Guards to resign

Etienne Brule asks NPC Lt.Colonel of Dragoon Guards to resign

Duels

Results of September's duels

Euria Humble (with GI, gains 1 Exp) beat Pierre Cardigan (with TIM & AE).

Eric de Miabeille (Sabre, Seconds EdSS, adv.) and Frele d'Acier (Sabre, Seconds JA & DS) have mutual cause for being in enemy regiments.

Sheikh Yadik Al-Abowt didn't turn up to fight Pierre le Sang and lost SPs.

Eric de Miabeille (Sabre, Seconds EdSS, adv.) and Yves Vrai Bretheauteque (Sabre, 2 rests) have mutual cause for being in enemy regiments.

Sebastian Nuisance didn't turn up to fight Coeur De Lion and lost SPs.

Jacques As (Sabre, Seconds FdA & DS, adv.) and René de Gaviscon (Sabre, 1 rests) have mutual cause for being in enemy regiments.

'X1' didn't turn up to fight Yves Vrai Bretheauteque and lost SPs.

Grudges to be settled next month:

Amant d'Au (Dagger, 5 rests) and Euria Humble (Cutlass, Seconds GI, adv.) have mutual cause as neither stood down over Edna.

René de Gaviscon (Sabre, 1 rests) has cause with Lothario Lovelace (Rapier, adv.) as he's not Noble but higher SL.

Chopine Camus (Sabre, adv.) and René de Gaviscon (Sabre) have mutual cause for enemy regiments.

René de Gaviscon (Sabre, 1 rests) has cause with Rick O'Shea (Cutlass, Seconds CDL, adv.) as he's not Noble but higher SL.

Dexter Sinistre (Sabre, Seconds CC, adv.) and René de Gaviscon (Sabre, 1 rests) have mutual cause for being in enemy regiments.

Dick D'Asterdly (Sabre, Seconds WNM, adv.) and Maurice Essai Deux (Foil) have mutual cause as neither stood down over Mary.

Etienne Brule (Rapier, Seconds DOG, 2 rests) and Eric de Miabeille (Sabre, Seconds EdSS, adv.) have mutual cause for being in enemy regiments.

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.

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

Trials

Gar de Lieu is on trial at the start of October (after duels have been fought, but before anything else happens) on charges of being a doppelganger and having murdered the real Gar de Lieu. CPS Sheikh Yadik Al-Abowt will be prosecuting and the new Minister of State, Devlin Carnate, will sit in judgement.

If found guilty, GdLi may appeal to His Majesty to commute the sentence and any character may use influence for or against this (without announcing it).

Players are welcome 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

Neil Packer gets the Bastard son of a wealthy Merchant: Init SL 2; Cash 225; MA 3; EC 4 (X2).

Mark Cowper gets the Second son of an Impoverished Viscount: Init SL 10; Cash 40; MA 3; EC 3 (X3).

Tables

Other Appointments

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

Shows who holds appointments outside military units:
 ID for Characters, N for NPC, __ for vacant,
 CPS for additional posts held by the CPS.

Army Organisation and 1667's summer Deployment

Field Army (Field Ops)	N6/N/N6/N
First Division (Field Ops)	N3/N/JIF
Guards Brigade (Field Ops) - RFG CG KM	
RNHB Regiment (Field Ops)	
Second Division (Field Ops)	N6/N/N3
1st Foot Brigade (Field Ops) - RM PM	
2nd Foot Brigade (Field Ops) - 13F 53F	
Third Division (Field Ops)	N3/N/N3
3rd Foot Brigade (Field Ops) - 27M 4A	
4th Foot Brigade (Field Ops) - 69A Gscn	
Cavalry Division (Field Ops)	N5/N/TC
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Frontier Division (Field Ops)	BdZ/_/_/_
Frontier Regiments (Field Ops)	
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	N5/N/VV	First Foot Brigade	N3/N/GM
Horse Guards Brigade	EM2/_/_/_	Second Foot Brigade	N5/N/N1
Heavy Brigade	N1/N/DDA	Third Foot Brigade	N1/N/_/_
Dragoon Brigade	N4/N/N2	Fourth Foot Brigade	N5/N/PN

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

Frontier Regiments

	(Field Ops for Sept-Nov)				
Colonel	F1 N3	F2 N5	F3 N3	F4 N4	RNHB 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.

Battle Results

Frontier regiment 1: 3
 Frontier regiment 2: 2
 Frontier regiment 3: 4
 Frontier regiment 4: 3
 RNHB regiment: 3

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	SYAA
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	DOG
42	Maggie Nifisent	16	B	GdLi
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	GI
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		TIM
11	Laura de Land	13		JIF
16	Ophelia Derriere	13		VV
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	TC
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	JJ
12	Charlotte de Gaulle	12		MC
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		
31	Bess Otte	12	I/W	
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
1	Sue Briquet	11	B	TM
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	
20	Emma Roides	10	I	
33	Anna Rexique	10	I	EdM
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	AV
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	WNM
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	FdA
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	LL
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	CDL
25	Lois de Low	5	B	AE

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

Regiments

Col	DC	EH	JdG	KM	DG	OO	ALC	CPC	RM	GDMD	PM	13F	PLD	53F	27M	4A	69A	Gscn
LCol	Ada	AE	N5	N3	TC	RdG	EdSS	JIF	DS									
Maj 1	V+	GI	N5	N3	N4	N6	WNM	GM+N3										
Maj 2	JJ	LL																
Capt 1	N4	HB	N2	N4	N5	N5	N6	N5	N3	N3								
Capt 2	N2	N3	N4	N5	N5	N5	N5	N2	N3									
Capt 3	N2	N4	N6	N5	N5	N2	N2	N3	N4*									
Capt 4	N4*	N4*	N4*	N4*	N2*	N6*	N1*	N6*	N5*	BcdT								
Capt 5	SYAA				FDA													
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.

The Greasy Pole

ID	Name	SL SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
GI	Count Gustav Ind	29+98	Poor	Major	CG/Min w/o Port	9	Helen	Flr	6	Ashley Casey
DC	Count Devlin Carnate	27 61	Rich	B.Bdr-General	RFG/State Min.	11		Flr	2	Bruno Giordan
GdLi	Count Gar de Lieu	26 72	OK	General/Justice	Min.	8	Maggie	Flr	4	Bill Hay
JS	Count Jacques Shitacks	24 60	Flthy	General/Chancellor		3	Madelaine	Flr	4	David Oliver
EM2	Viscount Egon Mad 2	24 55	Rich	Bdr-General/HGds	Brigadier	9		Flr	3	Tym Norris
JdG	Count Jacques de Gain	23 69	Flthy	Colonel KM		17		Flr	4	Ben Brown
PC	Earl Pierre Cardigan	23 53	Comfy	General/Min w/o Port		9	Edna	Flr	4	Matt Shepherd
TIM	Earl Tomas le Matelot	22+71	Rich	Fld Marshal		8	Alison	Flr	4	Tim Skinner
EH	Count Euria Humble	21 53	Withy	B.Bdr-General	CG	18		Flr	5	Matthew Wale
QLB	Baron Quasi Le Bossu	19	RIP							Mark Cowper
PIS	Marquis Pierre le Sang	19+59	Comfy	General/Min w/o Port		7		Flr	4	Bill Howell
UXB	Earl Uther Xavier-Beauregard	18+75	OK	B.Lt-General/City	Mil.Gov	12	Henrietta	Both	3	Pete Card
AE	Sir Arsène Est	18+56	Comfy	Lt.Colonel	CG/FMshl's Aide	6	Lois	Both	6	Ray Vahey
AdL	Sir Armand de Luce	17 37	Comfy	Bdr-General		5	Jenny	Both	2	Francesca Weal
SYAA	Marquis Sheikh Yadik Al-Abowt	17 36	Comfy	Captain	RFG/CPS	5	Kathy	Flr	3	Jason Fazackarley
AV	Earl Ali Vouzon	17+79	Rich	B.Lt-General/Insp	Gen.Inf	8	Angelina	Both	1	Graeme Morris
RS	Marquis Richard Shapmes	17+65	Withy	B.General/Min w/o Port		10	Ella	Both	4	Charles Popp
VV	Sir Voulo Vault	16+56	Comfy	Major	RFG/Gds Brigade Maj.	2	Ophelia	Both	2	Mark Booth
EdM	Marquis Eric de Miabeille	16+49	Withy	B.Bdr-General	QOC	13	Anna	Both	3	Pete Holland
WP	Marquis Warren Peece	15 46	Withy	B.Lt-General		13	Ingrid	Both	2	Pam Udowiczenko
DOG	Baron Donald O'Grady	15 43	Withy	General		5	Katy	Flr	3	Bob Bost
EB	Sir Etienne Brule	15 40	Withy	Major	DG/Gen's Aide (3rd Army)	2		Both	4	James McReynolds
EdSS	Viscount Eglise de Sant-Suplice	15+53	Comfy	Lt.Colonel	CPC/Min w/o Port	6		Both	2	Jerry Spencer
JIF	Sir Jacques le Franc	15+51	Rich	Lt.Colonel	RM/1st Div Adjutant	12	Laura	Both	6	Charles Burrows
ROS	Rick O'Shea	14 16	Comfy	Colonel	RM	3		Both	6	Paul Wilson
BdZ	Baron Bill de Zmerchant	14+49	Comfy	B.Lt-General/Fntr	Div Commandr	5		Both	3	Tim Macaire
AdA	Baron Amant d'Au	13 34	Withy	Lt.Colonel	RFG	6		Both	5	David Brister
MC	Baron Monty Carlo	13 32	Withy	B.General		12	Charlotte	Hunt	4	Andrew Burgess

ID	Name	SL SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
GM	Sir Gaz Moutarde	13+61	Withy	Major	RM/1 F Brigade Maj.	3	Anne	Both	2	Mike Dyer
LL	Lothario Lovelace	12 25	Comfy	Major	CG	5	Josephine	Hunt	4	Geoff Bowers
YVB	Baron Yves Vrai Bretheauteque	12+61	Withy	B.Bdr-General	DG	6		HGds	1	Chris Boote
JA	Jacques As	12+40	Comfy	Major	GDMD	1	Thomasina	Hunt	4	Joe Farrell
JJ	Sir Jean Jeanie	11+41	Comfy	Major	RFG	8	Lotte	Hunt	3	Andrew Kendall
CC	Chopine Camus	11+39	OK	B.Bdr-General	GDMD	4	Sheila	Hunt	4	Stewart Macintyre
DS	Dexter Sinistre	11+37	Poor	Lt.Colonel	GDMD	4	Ava	Hunt	3	Martin Adamson
TM	Sir Tourtiere Mangetout	11+36	Withy	B.Bdr-General	53F	3	Sue	BG	4	Howard Bishop
FdA	Frele d'Acier	10+31	Comfy	Captain	DG	4	Freda	Hunt	3	Peter Farrell
TC	Terence Cuckpowder	10+30	OK	Lt.Colonel	QOC/Cav Div Adjutant	3	Lucy	Hunt	4	Mike Dommatt
RdG	René de Gaviscon	8 26	OK	Lt.Colonel	ALC	4			5	David Williams
AS	Arnaud Surfinmaise	8 26	Poor			5	Betty	BG	5	Nik Luker
HB	Henri Bastar'd	8+ 30	Comfy	Captain	CG	6		BG	3	Carl Chambers
WNM	Was Nae Me	7 22	OK	Major	CPC	5	Marie	BG	3	Mark Farrell
DDA	Dick D'Asterdly	6 11	OK	Major	CPC/Hvy Brigade Maj.	2			4	Gerry Sutcliffe
BGdT	Bonne Chance de Tres	5+ 18	Poor	Captain	GDMD	6		RP	1	Cameron Wood
X1		4- 3	Poor			6		RP	4	G Udowiczenko
CDL	Coeur De Lion	4+ 43	Poor	Captain	PM	4	Ada	RP	3	Graeme Wilson
MED	Maurice Essai Deux	4+ 14	Poor			4		RP	3	Olaf Schmidt
SN	Sebastian Nuisance	3- 1	Comfy	Lt.Colonel	27M	5			4	Paul Appleby
PN	Pepé Nicole	3+ 19	OK	Major	69A/4 F Brigade Maj.	5			3	Colin Cowper
X5		2 0	Poor			5			1	Martin Jennings
CdT	Coup de Thé	2	RIP							Neil Packer

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+