

## That would be enough

This has been issue 144 of To Win Just Once, published 7th May 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 16th May 2014.

Orders for *LPBS*, Fictionary Dictionary votes and entries and any other contributions to Pevans by Friday 23rd May 2014.

(Next deadlines: 20th/27th June, 25th July/1st Aug)

## 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](http://www.engarde.co.uk)

**Railway Rivals** – Martin Jennings is in the frame for the next game. Working map and rules provided.

**Star Trader** – the latest game has just started and has room for a couple 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 “pevans56”. Sign up at the website and join in!

**Brass** at [brass.orderofthehammer.com](http://brass.orderofthehammer.com)

**Puerto Rico** at [www.pr-game.com](http://www.pr-game.com)

**Through the Ages** at [www.boardgaming-online.com](http://www.boardgaming-online.com)

We are also playing games (*Agricola* for one) at [www.boiteajeux.net](http://www.boiteajeux.net) and [www.yucata.de](http://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

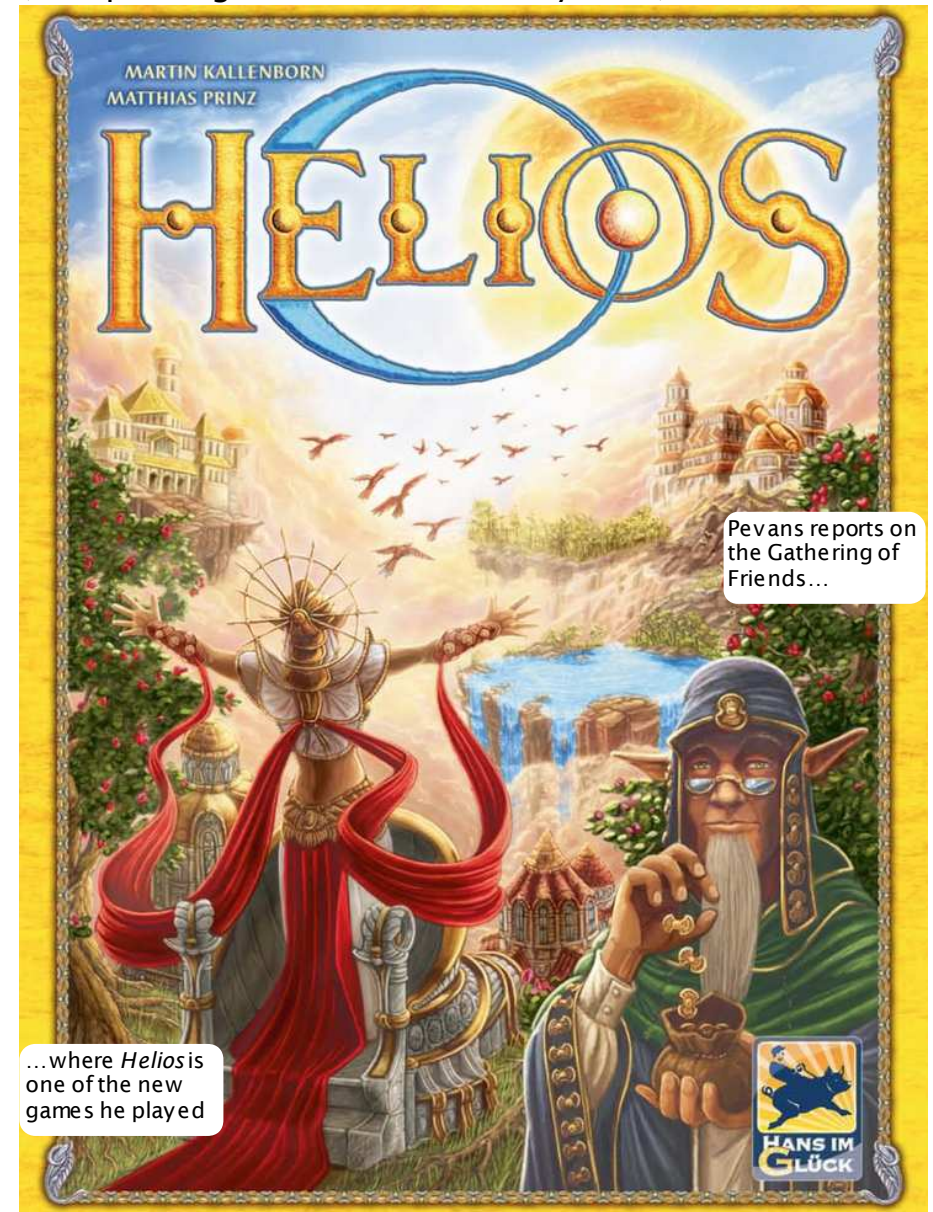
*To Win Just Once* issue 144 was written and edited by Pevans. The *LPBS* masthead (page 19) is by Lee Brimmicombe-Wood, as are the drawings on pages 16, 21, 24 and 27. The illustrations on pages 22, 23 and 25 are by Tim Wiseman. Game and book artwork is courtesy of the publisher. Pevans took the photographs and played with Photoshop.

Printed and published by Margam Evans Limited  
(A company registered in England and Wales, number 05152842,  
Registered office: 180 Aylsham Drive, Uxbridge UB10 8UF)

Tel: 020 7183 6256, E-mail: [TWJO@pevans.co.uk](mailto:TWJO@pevans.co.uk), Web: [www.pevans.co.uk/TWJO](http://www.pevans.co.uk/TWJO)

# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Pevans reports on the Gathering of Friends...

... where *Helios* is one of the new games he played

Issue 144: May 2014  
(LPBS 273: November 1666)

£2.85 (Europe £4.25, Elsewhere £5.30)  
and online at [www.pevans.co.uk/TWJO](http://www.pevans.co.uk/TWJO)

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## Chatter

Well, I had a good time at this year's Gathering of Friends. This year I had no delays on the way to Niagara Falls, though my luggage took longer than I did! I've been writing up my notes on the new games I played and some of these will feature later in this issue. The full version will be on my website in due course.

It was noticeable that Spring has yet to arrive in Niagara – there were chunks of ice in the river above the falls and the end of Lake Erie was clearly iced over when I saw it from the plane on my return journey. While here the blossom and daffodils have come and gone and many of the trees have a full covering of leaves – I've even got the shorts out. And yet London is something like 10° further north than Niagara Falls. Oh, the power of the Gulf Stream!

### Online games

I'm on a bit of a roll, here, winning both the seventh and eighth online games of *Brass* (at [brass.orderofthehammer.com](http://brass.orderofthehammer.com)). Game 7 was 197 points for me, 190 for Steve Jones and 178 for John Boocock. Game 8 was 193 for me, 179 for Steve and 167 for John. The three of us are now in the middle of game 9. Other players are very welcome to join us and I'm happy to step aside for a game or two.

The third *Puerto Rico* game (at [www.pr-game.com](http://www.pr-game.com)) wrapped up at the end of March with a stonking win for Mark Cowper on 53 points from me (32), Nigel Misson (27) and Al Tabor (24). Games 4 and 5 are well under way and I feel like I'm struggling...

I'm suspicious about the password system at [www.boardgaming-online.com](http://www.boardgaming-online.com) for *Through the Ages* as I don't know who the players are in the current *TWJO* games! Game 6 has finished before game 5 (it's on its last legs). I made the mistake of falling well behind in the arms race and was hammered by Wars and Aggressions, ending up with just 21 points (at least it wasn't negative, consoled one of my opponents). In third place 'Maximus' had 153 points, 'irishmansavage' was second with 170 and 'billy g' won with an excellent 206.

Martin Abrahams set up a *TWJO* game of *Agricola* (at [www.boiteajeux.net](http://www.boiteajeux.net)), which finished at the end of March. The result was a draw between me and 'petede' on 36 points. Unbelievable! It was a close game as Martin was just behind us on 35 and 'magicknight' had 33.

To join in, just sign up at the appropriate website and join a "TWJO..." game (they have the password "pevans56") or let me know which games you'd like to play – there are more details on the back page. (Note the new password for more recent games.)

### TWJO online

The PDF edition of last issue was downloaded 153 times in April and 186 times in the 10 days of March it was available. Issue 142 was accessed 41 times in April

and 119 in March to take it to 315 since publication. *TWJO* 141 had 39 downloads in April and March for a total of 433 downloads since it was published.

As usual, most of the people searching for the site came from Google in various countries, but there were also some from baidu.com (the Chinese search engine) and, for the first time I've noticed, from duckduckgo.com. There were no strange search terms this time, though.

## Letters

Tim Macaire is having some problems...

First, a plea for indulgence. I currently have one broken and one sprained wrist – failed to bounce when I fell off a horse – so am experimenting with e-mail one-fingered. One sentence at a time is possible – though I have to use dashes not brackets. A? is also possible. I see possibilities for a new game here...

Get well soon, Tim. But what were you doing on a horse in the first place?

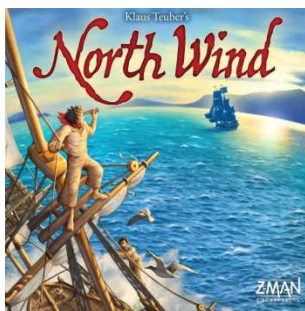
## April at the Falls

### Pevans at the Gathering of Friends

Hitting Niagara Falls again this year, I attended the Gathering of Friends for five (and a bit) days of playing games and chatting to friends, old and new, with a bit of eating and drinking thrown in. My emphasis here is the new (to me, at least) games I played. I'll cover these in the order I played them, so there should be no discernible pattern to what follows. The full version of my report will be available on my website: [www.pevans.co.uk/Reviews/GoF14.html](http://www.pevans.co.uk/Reviews/GoF14.html)

The first day started early – well, early for a games convention. My roommate and fellow Brit, Pete Card and I bumped into Kris Gould. It's hard to miss him, his shirts are bright enough to be seen from space! Kris offered to introduce us to *Norderwind* and we roped in Jason Henke to make a fourth. Designed by Klaus Teuber, this is one of this year's titles from Kosmos, with Z-Man Games producing the English language version (as *North Wind*). The immediate appeal of the game, however, is in the ships each player has. A set of solid cardboard pieces fold and clip together to make the hull and deck of each player's ship, with a mast that fits through both and a sail to hang off the mast. Cardboard cannon fit on the sides and the neat wooden pieces (crew, cargo, pirates) slot into gratings in the deck. It's very clever and looks great.

The heart of the game is a set of tiles that provide the actions for players. Piles of these are allocated to the several ports. In their turn, players turn over tiles and



decide whether to use them until they have either actioned two or hit their limit on tile-turning. The tiles let players buy and sell goods, encounter pirates or upgrade their ship and there's a neat consolation mechanism if a player doesn't get their two actions. As you'd expect, there's a balance between enhancing your position and scoring that you need to get right.



My *North Wind* ship: lots of crew and cannon, but no cargo... yet

*North Wind* is a neat, lightweight, trading game, with a dollop of luck and great pieces. It zips along at a decent pace and offers players the opportunity to minimise the luck element – or just go for it! It's an excellent addition to the stable of Klaus Teuber games and I give it a provisional 8/10 on my highly subjective scale.

After dinner, I bumped into more old Gathering friends, James and Sheila Davis. They were setting up *Dark, Darker, Darkest*, a co-operative game of fighting zombies, and were looking for more players. Pete and I joined them and Doug Hoover made it five. Designed by David Ausloos and published by Queen Games, this game has the players searching a building that's both full of zombies and burning down. Apart from finding equipment to help them (weapons mainly), the players are seeking the components that will enable them to match the code that will get them into the laboratory that contains the antidote to the zombie plague. No pressure, then.

The game's mechanisms keep generating zombies that attack the players and fire outbreaks that hinder their movement. The players need to destroy the zombies and put out the fires so that they can get around the building and find all the codes they need. Once into the laboratory, there is a whole sub-game that pits the



My *Dark, Darker, Darkest* character – I was actually more effective with the baseball bat than the automatic

players against their nemesis, who is behind the whole zombie plague. The players must defeat the big bad while keeping alive whoever has the antidote.

As this description suggests, *Dark, Darker, Darkest* is a really tough game. While we had no trouble keeping the fires under control, the hordes of zombies prevented us from collecting the code elements we needed. Perhaps we should have split up! I had fun being, in effect, 'Buffy the Zombie Slayer', but the game felt like *Flash Point: Fire Rescue* with added zombies. Personally, I can do without the zombies, so this is a game I probably won't be playing again. It gets a provisional 5/10 on my highly subjective scale.

Day two, Wednesday, and Pete and I joined our old friends Leo Tischer and Mike Allen for a Hans im Glück/Z-Man game, *Helios*, designed by Martin Kallenborn and Matthias Prinz. It was much in evidence at the Gathering – well, its bright yellow box is very noticeable. This time each player has two small boards in front of them. One shows the world they build up from hexagonal tiles and around which the sun orbits (no, really). The other is their city, showing the buildings they can construct and the bonus each provides.



Playing *Helios*

Players can do one of three actions in their turn: build a building, for which they need to have the correct resources; add a land tile to their world, while these are still available; and move their sun. The sun piece goes round the outside of the tiles that make up their world and 'illuminates' the tiles it ends up next to. These produce resources (or points). The heart of the game is right there: add tiles, produce resources, build buildings – not necessarily in that order.

There are some neat wrinkles on top of this. For example, each time a player takes an action, they also take a chit for that type of action. The chits limit the number of times that action can be taken. In addition, players get a bonus action when they gain four chits of the same colour (which is independent of type). *Helios* is a complicated, clever game of medium weight. I played it several times during the week, which confirmed that it's a game I'm quite happy to play, but not one I'll be putting on the table. It gets 7/10 on my highly subjective scale.

Later on, I got to play *Istanbul*. This is one of the recent crop of games from Pegasus Spiele, in this case designed by Rüdiger Dorn, which gives it an



*Istanbul* in play: note the rubies waiting and players' pieces getting spread about

interesting pedigree. The game is played over a board made up of rectangular tiles, each representing a different location in the city. There is a specific set-up when playing the game for the first time, but after that they can be set out randomly to give players different opportunities – and problems.

The players are merchants, buying and selling goods around the city. Of course, they also need to get from place to place and carry their goods with them. Thus, as well as buying and selling, the tiles allow players to move faster or carry more. In particular, there are rubies to buy or acquire at some tiles. The first player to get the right number of rubies wins the game.

There are some neat details on top of this. One I particularly like is that, as big-shot merchants, the players don't wander round in person: they send their lackeys (or even their ne'er-do-well brother-in-law) to buy things. However, after a while, your servants are spread across the board and you must either spend time gathering them up or summon them all to the main square and start from there again.

I found *Istanbul* an interesting, medium weight trading game. It has some clever touches, but it felt quite abstract, despite the attractive Arabian theme. However, it's a game I'd really like to play again, so I'm going to give it a provisional 8/10 on my highly subjective scale.

It was Thursday evening when I got to play what was probably the hit game of the convention, *Splendor*, designed by Marc André and published by Space Cowboys. The amiable Kevin Nunn did the teaching and Ann and Steve Lesnik were my fellow pupils. Essentially, this is a card game, though the other component is a set of heavy poker-style chips that add a nice tactile element to the game.

The brightly illustrated cards come in six different colours, representing different gems. Each card shows its cost (in gems), the gem it produces and its points value (if any). In their turn, players either pick up some chips (gems) or spend chips and 'production' buying a card to add to their set. They can also get bonus points by collecting 'Noble' cards if they have the right set of cards. First player to a set number of points wins.



*Splendor* is pretty simple, but it's an appealing, quick-playing game with some subtlety. As the one person who'd played before, Kevin won our game – though the rest of us were not far behind. It's a bit too abstract for my taste, but it makes a good filler and should appeal to non-gamers as well. I'll give it a provisional 8/10 on my highly subjective scale.

On Friday morning Chuck Ledger was looking for players to try *Black Fleet* and I jumped at the chance. Not least because this is Sebastian Bleasdale's design, the prototype of which has been played at Swiggers games club over the last couple of years. The game has been given the treatment by publisher Space Cowboys and comes with a big board and chunky, detailed model ships. It looks magnificent.

Each player has two ships: a merchant and a pirate. The merchant earns money by collecting goods (cubes) from one port and sailing across the board to sell them at another. The pirate earns money by stealing cubes from other players' merchants. And there are two Royal Navy ships that earn money by sinking pirates (they come back again!). To move their ships, players play cards that give



It may not be much, but it's my castle!

them a number of spaces to move their merchant, their pirate and one of the Navy ships.

It sounds simple, but don't be fooled by the family-friendly artwork and over-the-top models: some thinking is required! I'm pleased to say that the game remains good fun and

provides a bit of a challenge (i.e. I didn't win). It is enhanced by the terrific production and I'm going to give *Black Fleet* 9/10 on my highly subjective scale.

On Saturday morning I caught up with Ted Alspach's *Castles of Mad King Ludwig*. Ted had several pre-production copies available for play and I had been eying it up all week. The main component of the game are cardboard tiles of various shapes representing rooms (and corridors and staircases). As players buy these, they must add them to their castle, which gradually takes shape – and it's usually a pretty odd shape.

In a very clever mechanism, one player (the master builder) decides the prices of the rooms available that round. The other players buy the rooms they want, paying the master builder for them. The master builder buys last, so is limited to what they've been left by the others. Rooms are worth points according to their type and what other types of room they are adjacent to or not.

*Castles* clearly owes something to Ted's *Suburbia*, but plays very differently. Ted's imprint, Bezier Games, will be launching the game at Spiel this October and I look forward to it. For the time being, it gets a provisional 9/10 on my highly subjective scale.

That's all for now, but I'll have some more new games in next issue.

## Reading Matter

I haven't had room for this column in a while, so I thought I'd just run through the highlights of what I've been reading in recent months. My odyssey through the Falco novels has reached its end. Number 19, *Alexandria*, has Falco – and family – visiting the Egyptian city and, of course, getting caught up in a murder. In this case, the victim is the head of the great library, so politics is involved. Alexandria's lighthouse features in the climax, but it's a sub-par story.

The final Falco book, *Nemesis*, has a sombre mood throughout, as it starts with the deaths of two members of Falco's family. Nothing



suspicious there, but they do cast a shadow over the story. Falco's circumstances have changed and I felt his (or is it author Lindsey Davis's) heart wasn't in it. However, the book wraps up the saga in satisfactory fashion, resolving Falco's feud with the Emperor's Chief Spy and setting the scene for Ms Davis's new series, which features Falco's adopted daughter and is set a few years later under a rather different emperor. I shall have to give it a go.

I picked up Peter F Hamilton's *Manhattan in Reverse* not realising it's a collection of his short stories. Not a problem as far as I'm concerned, especially as two of them are about his genetically engineered detective, Paula Myo, who features in several of his recent novels. The stories are an interesting mixture, some in settings familiar from his novels, others completely different. The shortest one, just three pages long, has a chilling twist. And I've been wanting more about Paula Myo since she first appeared in his novels, so having two stories is great.



After wading through *The Man in the Iron Mask* (I'm sure I've read this before, but I'd completely forgotten it was actually Aramis trying to put the King's secret twin on the throne!), I decided I needed to go back to *The Three Musketeers* for comparison. I can only assume that previous editions I've read have been abridged, because it's nearly as long-winded as the volumes of *Ten Years Later*. It's definitely more fun, though, discounting the grim sequence when Milady gets her comeuppance. And d'Artagnan becomes a Musketeer during the story. What the Cardinal gives him at the end is promotion – a blank commission as Lieutenant in the King's Musketeers (in *En Garde!* terms, I think that's Ensign of the King's Escort). Time to move on to *Twenty Years After*.

## Games Events

Coming up in a couple of weeks is the long-running Beer & Pretzels convention in Burton-on-Trent. As always, it is organised by local shop, Spirit Games, and takes place at the Town Hall on 17th and 18th May. To crib from the website, "it is almost entirely about playing games – board games, card games, role-playing games and miniatures games, although there is also a Bring and Buy (profits in aid of the RNLI) and the occasional small manufacturer demonstrating a new game." What more could you want? For details, see the web pages at <http://www.spiritgames.co.uk/articles.php?menu=11&arti=163>

Coming up at the end of May is, of course, the UK Games Expo in the Hilton Metropole at the NEC. The organisers tell us that the event will be even bigger this year. The trade hall will be open on the Saturday and Sunday, 31st May and 1st June, with open gaming and tournaments from Friday 30th May. I shall be there and have signed up for the *Memoir '44* tournament again. It's a great few days and is becoming the UK version of Spiel that the organisers intended. For details and tickets, see [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.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). For more info, see [www.pevans.co.uk/Swiggers](http://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. For details see [www.ukgamesexpo.co.uk](http://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](http://www.merz-verlag-en.com)

**MidCon:** 7th-9th November 2014 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See [www.midcon.org.uk](http://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

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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.

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

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

Games only	
Per game turn	£0.65
1-year subscription	£6.50

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

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# Fictionary Dictionary

## Round 5

### Scores from round 4

Good scores for Mike Dommett, Alex Everard and Graeme Morris mean they make up ground on our leader.

Nik Luker also gets a decent score, putting him on the board.

### Round 5 definitions

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

#### Lactescent

1 This is the noun that means “The Milk of Human Kindness” (Lact Essence).

2 Out-of-date milk.

3 The result of gene modification – cows that give fluorescent milk.

4 Word used in scathing reviews of Thomas Hardy’s rubbish next book after ‘Tess of the D’Urbervilles’.

5 The smell given off by breastfeeding mothers and wet-nurses.

6 Odourless (1).

7 Odourless (2).

8 Description of a hot brown liquid that might be coffee but which, in any case, lacks the scent of tea.

9 A scum that forms on lakes where too many people swim, largely composed of excess suntan oil.

10 One of Thomas Hardy’s characters who didn’t get the girl, lacking Tess.

Player	This round	Total
Paul Appleby	0	1
Chris Baylis	2	8
Howard Bishop	0	2
Bob Bost	0	3
Colin Bruce	2	4
Andrew Burgess	0	12
Mike Dommett	5	9
Alex Everard	5	12
Mark Farrell	3	6
William Hay	0	8
Pete Holland	0	9
Andrew Kendall	1	19
Nik Luker	4	4
Tim Macaire	0	6
Brad Martin	0	10
Graeme Morris	5	9
Jonathan Palfrey	0	2
Chris Rudram	0	0
Matthew Shepherd	0	0
Gerald Udowiczenko	0	0
Pam Udowiczenko	2	4
Ray Vahey	0	1

11 Milk that glows in the dark.

12 To be without antecedents.

13 Effeminate, or girly. (Derivation: the state of lacking testosterone).

### Mesognat hous

1 One of the additional buildings for expanded *Drunter & Drüber*.

2 A German-run sub-atomic collider, specialising in the study of smaller mesons.

3 Of Stone Age domestic arrangements.

4 The least celebrated of the Five Musketeers. Often described as ‘The Zeppo’.

5 The pubs in Wagner’s version of Valhalla.

6 A tiny (‘gnat-sized’) house that still manages to squeeze in a mezzanine.

7 A threat – ‘Me so gnaw thou’, ie ‘I am going to eat you’.

The next words are: Nesselrode and Pulvinate

**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 23rd May 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

8 The homes of very large flying, biting insects are called Gnathouses. This particular species, the Meso, are named after the only place on Earth where they can be found – Mesopotamia.

9 Originating in the early Gnathous period of history, colloquially a contemporary of Bruce Forsythe.

10 Trendy Japanese soup made from the nests of flying insects.

11 Descriptive of a medium sized gnat.

12 Japanese restaurant where there’s always an insect in your soup.

13 Flat top.

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 3

The Houston starter TXR builds north and west and finds more competition from Jacobahn in the south west. CoWS heads north and south from its western route. ARB is well spread in New Mexico and building towards Arizona. SNS decides for a policy of river crossings along the coast route west. HAT fails to send in orders.

### Jacobahn (JAB)

Mark Cowper (Black)  
 Builds: (Z15) – Z14 – Z13 – Z12 – Y12  
 (R27) – Q27 – P26 – San Angelo (+6)  
 (San Angelo) – N26 – M27 – L27 –  
 K27 – J27 – I27  
 Points: 41 +6 = 47

### Andrew’s Railway Business (ARB)

Andrew Burgess (Blue)  
 Builds: (E64) – E61 – D60  
 (D60) – Albuquerque – B59 – B58  
 (+6)  
 (E62) – Santa Fe; (E64) – F63 –  
 Raton (+12)  
 Points: 21 +18 +1 = 40

### Carriages or Wagon Systems (CoWS)

Paul Evans (Red)  
 Builds: (Amarillo) – Dalhart – H70  
 (+6)  
 (H70) – K69  
 (Amarillo) – B71 – B68 – Clovis  
 Points: 38 +6 +1 = 45

### Texas Rock Crusher Railway (TXR)

Jonathan Palfrey (Green)  
 Builds: (Fort Worth) – X36 (1 to ARB,  
 1 to CoWS)  
 (X36) – Denison; (Houston) –  
 Galveston (+6)  
 (Austin) – K33 – San Antonio – H29  
 (+6)  
 Points: 32 +12 -2 = 42

### Stars N Stripes (SNS)

Gerald Udowiczenko (Brown)  
 Builds: (D84) – Oklahoma City – E83  
 – E82; (Port Arthur) – J43  
 (J43) – J42  
 (J42) – J41 – Houston – I40 – H39  
 Points: 38 = 38

### Hauling Across Texas (HAT)

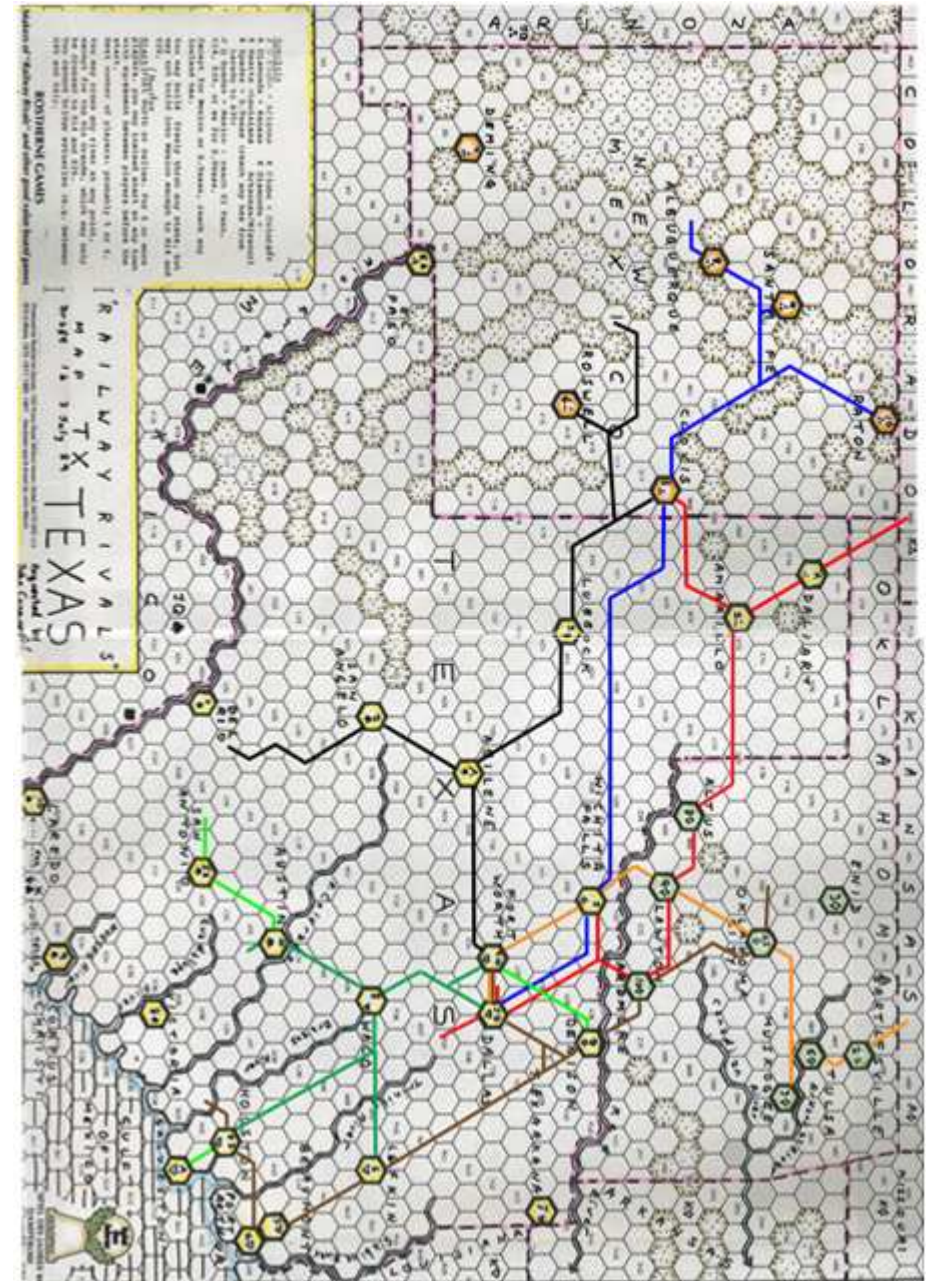
Bill McKinley (Orange)  
 Builds: NO ORDERS RECEIVED  
 Points: 58 = 58

### GM Notes

No orders received from Bill despite reminders.

Die rolls for the next round are: 5, 4, 6

Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD  
 or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by 16th May 2014





# Close to Critical

## Star Trader game 7 – Turn 3

*“That’s two Corporations buying Factories.”*

*“Could be the start of a trend.”*

*“Hope so. The work that brings in is very helpful, and of course there are commissions!”*

*The two women smiled at each other.*

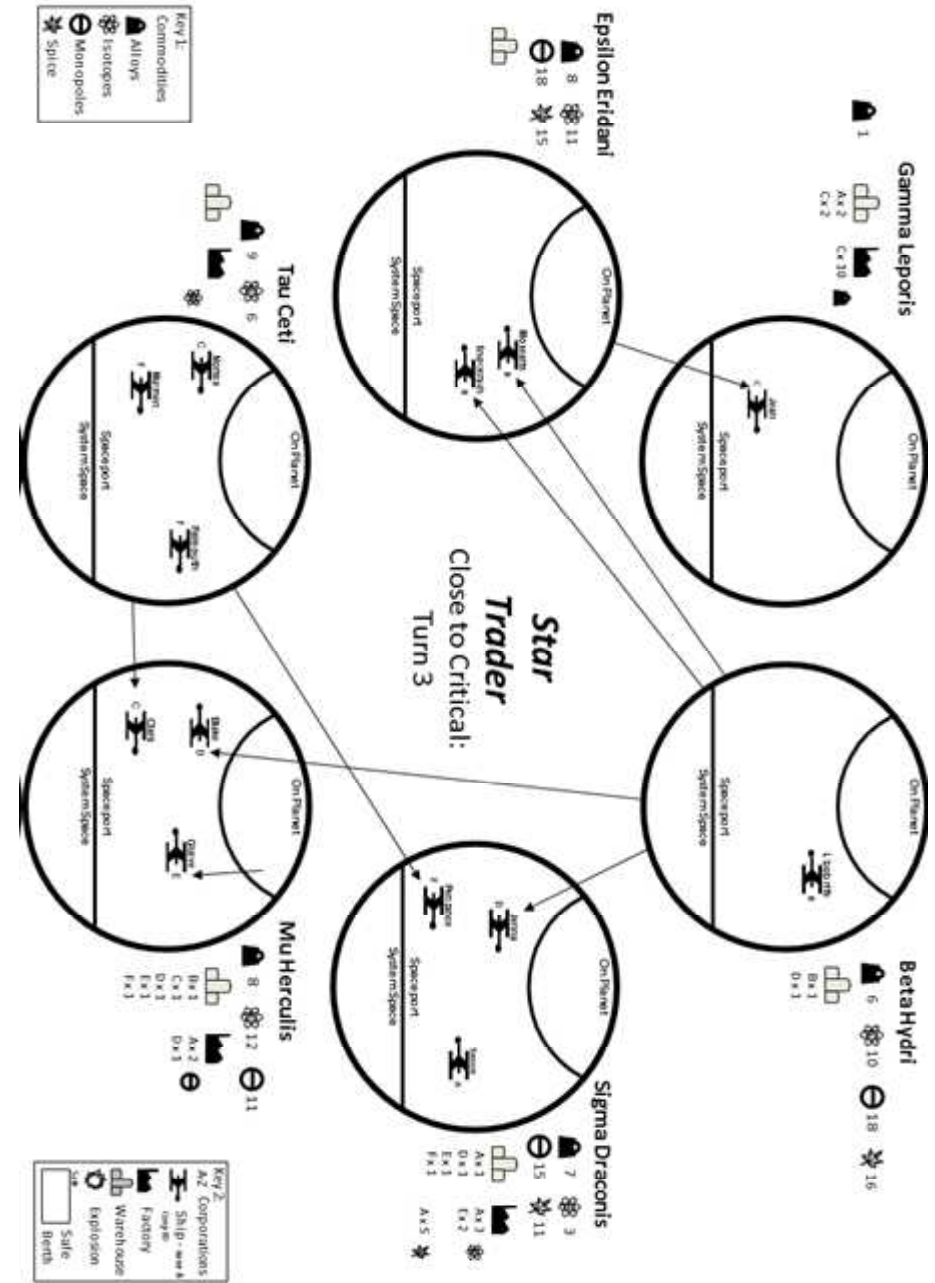
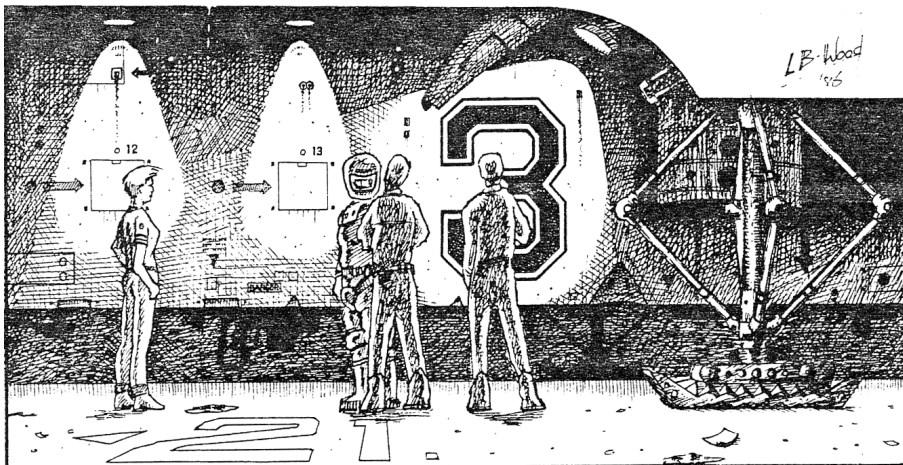
COSTA NOSTRA PIZZA loaded passengers for Mu Herculis and bought a Monopoles Factory on the same planet. The L Bob Rife filled its pod capacity with another Cargo Pod.

SAILCAT increased their Reputation, partly at least by buying three more Alloy Factories at Gamma Leporis, showing confidence in trading prospects.

THE 7 CORPORATION increased their Reputation substantially and also added a level of Political Connections. They then wanted to buy Monopole Factories but discovered that they only had enough spare money for one!

SWISS MERCENARY FLEET’s Grand Fromage increased Reputation and Business Connections. It also bought two Isotope Factories at Sigma Draconis and laid down a new Phoenix Hull, Halberd, at Beta Hydri Shipyard. This has A class crew and mixed Light Weapon and Cargo Pods. Glaive sold its passenger pod, bought a Cargo Pod and took on an A class crew, though this was unconnected with the ship’s misadventure last Quarter.

AVERY & SONS embarked passengers to Beta Hydri on the Penzance, but otherwise were concentrating on loading their ship.



At Tau Ceti, SAILCAT bought 12 Isotopes for 6 HTs each and became a Contractor. There was still enough supply for AVERY & SONS to buy 2 more at the same price.

SAILCAT were selling Isotopes at Mu Herculis, the sale of 6 at the price of 11 HTs gaining them a dealership. THE 7 CORPORATION used their agent Crip/Avon's special ability to buy 6 Monopoles for 11 HTs each.

Sigma Draconis saw AVERY & SONS buying 12 Isotopes for 4 HTs apiece to gain a Dealership. MARATHON MANIACS sold 4 Spice for 11 HTs each and THE 7 CORPORATION bought 5 Spice on Contract.

### Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init <sup>v</sup> Bid	Turn order	Cash Rep'n	Player
A Marathon Maniacs	8 0 0	0	3rd	44 22	Andrew Burgess
B Costa Nostra Pizza	3 5 1	0	4th	124 23	Mark Cowper
C Sailcat	5 0 7	0	1st	50 40	Mike Dyer
D The 7 Corporation	5 4 4	0	2nd	63 40	Paul Evans
E Swiss Mercenary Fleet	3 7 0	0	6th	211 32	Martin Jennings
F Avery & Sons	1 7 0	2	5th	57 22	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 4: B4  
Turn 5: B6  
Turn 6: P7, C2

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

### GM Notes

Player sheets when sent out (example this turn) say for turn 4. That is, they are correct for the start of turn 4.

#### Agents still available:

Badger  
Dragon  
Dwarf  
JB  
Tender  
Willy

Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by 16th May 2014

## 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.engarde.co.uk](http://www.engarde.co.uk)).

Orders for December 1666 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 23rd May 2014



## November 1666 (273)

The evenings are drawing in and the mornings are getting darker too – an extra hazard for those gentlemen stealing out in the early hours to settle matters of honour. First up this month are Bonne Chance de Tres and Maurice Essai Deux, his first choice of opponent. Tres has the bigger sword, a sabre, while Essai Deux has the superior physique and a rapier. His body has some damage, though, which evens things up. Expecting a furious lunge, Tres parries immediately. Essai Deux beats him by doing the obvious: he just lunges to score first blood. Tres hits back with a slash, the start of a furious slash routine. Essai Deux's jump is too soon and the sabre catches him with the cut. Essai Deux surrenders.

Despite having been run through, Captain de Tres is fit enough to take on his second duel, against René de Gaviscon. This is a sabre versus sabre affair, but the wounded Tres is at a huge disadvantage against the beefy Gaviscon. He goes for the surprise factor and lunges. The blunt end of the sabre does little damage and doesn't stop Gaviscon completing his slash. Tres concedes the fight and totters off for medical attention.

Gaviscon cleans his blade and awaits Lothario Lovelace, his next opponent. However, there is no sign of Major Lovelace, which means it's Chopine Camus's turn. He brings Dexter Sinistre as his second. This is another sabre duel, but Gaviscon's injury negates the advantage of his bigger build. Camus goes for the surprise-lunge-with-a-sabre gambit and draws blood first. Gaviscon smacks him with a slash, only to take a cut in return. As Camus regains his ground after his furious lunge, Gaviscon's furious slash hits twice: slash and cut. Camus

surrenders. The battered Gaviscon declines to fight any of his other adversaries: Dexter Sinistre, Jacques As and Rick O'Shea – not that there's no sign of O'Shea.

All this means that we have a different cast for the next duel. In the blue corner: the cutlass-wielding, small figure of Royal Marine Major, Gaz Moutarde. In the red corner: average-sized Pepé Nicole, Major of the 69th Arquebusiers, and his rapier. Plus his lack of expertise compared to Moutarde. Moutarde jumps back in case his opponent tries a furious lunge and then slashes. Nicole just stands there until Moutarde hits him and then surrenders.

Despite losing his first duel, Nicole continues to his meeting with Rick O'Shea. O'Shea is another cutlass man, but is as big as Moutarde is small. His skill is well above Nicole's, too, and he has Coeur De Lion as his second. Once again, Nicole just stands there until his opponent hits him and then surrenders. Lion steps in immediately, staunching the flow of blood and preventing any further action by his principal.

O'Shea wipes down his sword and saunters off to his meeting with Henri Hardup, Lion trotting along behind. Hardup is an average bloke, looking small against O'Shea's bulk, with much less skill with his steel – and has a rapier against O'Shea's cutlass. A lunge from Hardup gains first blood, but O'Shea ignores it to strike home with a slash. Hardup surrenders and Lion steps in to ensure O'Shea puts up his sword. Hardup's injury means he can't make his other rendezvouses this month: Gustav Ind and Lothario Lovelace are left hanging, but Henri Bastar'd isn't there. It seems O'Shea has no stomach for more duels either, as he doesn't turn up to fight Terence Cuckpowder or the still-absent Bastar'd.

Cuckpowder's choice for his next opponent is Yves Vrai Bretheauteque. We are back to a sabre fight, but the diminutive – and bandaged – Bretheauteque looks out of place against his chunky adversary. The two men cross blades and Bretheauteque launches into a furious lunge, hoping to catch Cuckpowder out. The bigger man has this covered, though, and parries the initial lunge. He then ripostes to gain the first touch – and the win as Bretheauteque concedes.

The untouched Cuckpowder moves on to face Etienne Brule. Though the two men are very similar in build, Cuckpowder remains confident. After all, he has a sabre against Brule's rapier and the benefit of higher expertise. All Brule has is Donald O'Grady as his second. Cuckpowder starts defensively with a parry, two blocks and a jump. Brule matches him with a block and a jump, but then attacks. His lunge is the first blow to land, but is immediately countered by a slash from Cuckpowder. Brule swings round with a cut to complete his furious lunge. This matches a second slash from Cuckpowder. As Brule recovers his guard, Cuckpowder completes his furious slash. The cut is a hefty blow and convinces Brule to surrender.

O'Grady and Brule swap roles and are joined by Uther Xavier-Beauregard as O'Grady's second second. O'Grady has a two-handed sword, which he hopes will

give him the advantage over the well-built Amant d'Au, his opponent. Au carries his preferred weapon, a throwing knife, with two more in his baldric, but has no-one to second him. It takes O'Grady a while to get his massive blade into motion. This gives Au time to throw his first knife: it flies over O'Grady's shoulder. Au jumps back to draw his second blade, thus getting out of the way of the first slash. His second throw is a complete misfire and just lands flat on the ground between O'Grady's feet. This allows O'Grady to hit his adversary with his second slash, but it doesn't seem to have much effect. The third dagger hits O'Grady square in the chest. He looks down, as if surprised, and then slumps to the ground. By the time his seconds can reach him, he's dead. RIP.



After Paris votes that Bill de Zmerchant has cause against the CPS, Sheikh Yadik Al-Abowt, there is an entertaining confrontation between the two men, but no actual duel. Al-Abowt arrives in the off-white (well, you try covering black paint with white!) CPS coach, but denies that there is any matter to answer, as “no Minister would stoop so low as to brawl with a traitor.” Baron de Zmerchant makes a prudent exit when the CPS brandishes an arrest warrant and a pen.

Zmerchant takes his two-handed sword and his second, Monty Carlo, to meet Dick D'Asterdly. D'Asterdly brings his sabre and Was Nae Me. He has the benefit of the larger physique. Zmerchant tries a block to begin with, but his opponent just closes in and plants a boot in his midriff. This doesn't slow down Zmerchant, who hits D'Asterdly with the start of a furious slash. However, the cut fails to find its mark as D'Asterdly jumps from one side to the other. In an effort to emulate Au's success, D'Asterdly chucks his sabre. It's too heavy for a decent throw and misses Zmerchant by miles. D'Asterdly closes in to apply his boot again, only to have his exposed thigh opened up by another slash. He surrenders so that the quick-thinking Me can apply a tourniquet.

It's no surprise that D'Asterdly can't fight Tourtière Mangetout, but Mangetout doesn't show up for either of his duels – the second being against Was Nae Me. There are two more duels that Henri Bastar'd doesn't turn up for, against Jacques As and Lothario Lovelace, though Lovelace is a no show as well. Gruaud LaRose doesn't arrive for his appointment with Devlin Carnate, either, but he does send a note, apologising for his boorishness.

## Bonne Chance or no chance?

Sheikh Yadik Al-Abowt starts the action in November by calling in a favour to remove the junior Captain in the Royal Foot Guards. Goodness knows why, but at least he succeeds.



Bonne Chance de Tres is offered two appointments this month: Regimental Adjutant of the Grand Duke Max Dragoons by Chopine Camus and Aide to Lieutenant-General by Uther Xavier-Beauregard. He responds to neither. Xavier-Beauregard also proposes that Henri Bastar'd takes on the role of Captain of the Cardinal's Escort, but Bastar'd doesn't seem interested. Not least because he's retired from Paris.

Not so Frele d'Acier. Having bought his way to Major in the Dragoon Guards, he accepts the post of Brigade Major of the Horse Guards from Brigadier Egon Mad II (quitting as Lt-General Bill de Zmerchant's Aide). Now that he has a nice, secure job outside the Dragoon Guards, he volunteers to join a Frontier regiment for the month!

Major Acier's move may well be in solidarity with the rest of his regiment as commander Yves Vrai Bretheauteque takes the troops into action. This includes Lt-Colonel Etienne Brule, who follows his boss with some reluctance. Now the threat of any duels is past, Lothario Lovelace volunteers his battalion of the Cardinal's Guard.

"Hooray!" shouts Henri Hardup as he volunteers his unit, too. He only commands a company, though, and ends up with a Frontier regiment. Tourtière Mangetout aims for a Frontier regiment and gets there.

## Bye bye, axe baby

November kicks off with the funeral of Ali "The Axe" Al-Headsoff, friend and confidant of our beloved Commissioner of Public Safety. Dressed in a Roman-style toga with a purple sash and with a laurel wreath on his head, Sheikh Yadik Al-Abowt hosts the wake at the Fleur de Lys. He has a very precise guest list. This means Dick D'Asterdly (respectfully dressed in black), Eglise de Sant-Suplice, René de Gaviscon, Rob d'Masses and Terence Cuckpowder spend the week in the street rather than in the club. René is particularly disappointed as he was counting on this being the sort of do where he wouldn't run into any commoners. Top of those who are permitted entry is Amant d'Au, who brings Katy Did with him. Ava Crisp accompanies Dexter Sinistre. Egon Mad II turns up on his own (a trip to the red light district is on the cards at the end of the month). So does Maurice Essai Deux, keen to study the enigma that is Sheikh Yadik – or is he simply bonkers? Pepé Nicole arrives solo and the last man is Voulo Vault, with Ophelia Derriere on his arm. The Sheikh presents each guest

with a statuette of the departed, complete with axe, and then regales them on his violin – or fiddle as he calls it. Sadly, his skills are rudimentary.

The Sheikh doesn't have the Fleur to himself, though. Gar de Lieu is there with Maggie Nifisent, casting the occasional black look in Yadik's direction. Pierre Cardigan brings Edna Bucquette for a drink. Alison Wunderlandt accompanies Tomas le Matelot. Uther Xavier-Beauregard visits with Henrietta Carrotte. They drink "the very best fizzy wine" and Uther loudly proposes a toast to "that noble patriot, Quasi Le Bossu, who refused to bend the knee to the would-be tyrant." He issues a formal challenge to the Sheikh (see Press).

Bothwell's is fairly busy with some seven members bringing their ladies for a week out. Ali Vouzon escorts Angelina di Griz. Chopine Camus brings Sheila Kiwi. Eric de Miabeille has Anna Rexique on his arm. Thomasina Tancenjin accompanies Jacques As. Jacques le Franc squires Laura de Land, feeling he needs to spend time with her before anyone sends him on active service again. Richard Shapmes is with Ella Fant. Warren Peece is accompanied by Ingrid la Suède and demands music so that they can dance!

Lower down the social scale, Arnaud Surfinmaise drops in at his club, Blue Gables, with Betty Kant. Red Phillips is home to Coeur De Lion and Ada Andabettoir. Gustav Ind doesn't get to any club. He is preparing for another strenuous month of drinking and gambling when members of the King's escort knock on his door. They may have knocked a bit too hard, as the door crashes to the floor. The guards march in, brushing the Minister's servants aside and saluting him with their drawn swords before providing Count Ind with a close escort to a new destination.

Meanwhile, Devlin Carnate has made his way to the Louvre, via the Shylocks, to provide a further sum to the Exchequer. It's substantially more than Chancellor Armand de Luce withdraws to cover his 'expenses', so at least the royal coffers are fuller than they were. His Majesty is pleased to see his new Minister of State, especially as he is able to provide an object lesson to those who have aspirations above their station. A dishevelled Ind is the case in point. He arrives, still with the King's escort in close attendance, to present a grovelling apology and offer the services of his chefs, party organisers, gardeners and any other staff His Majesty has want of.

Gustav Ind has barely started on his peroration when a burly figure in Arab dress vaults onto the terrace. Screaming "Death to the ingrate!" he pulls a pistol from beneath his billowing burnous. The King's escort scrambles to form a line in front of His Majesty, allowing Ind to lurch to his feet and rush (well, stagger) at



the attacker. The assailant cocks his pistol and fires straight at... Ind. The ball takes him in the middle of the chest; the Arab discards his pistol and leaps back over the balustrade, only to be riddled in mid-air by a volley from the muskets of the King's escort.

Gustav Ind's last words are simply "My King" as he expires on the gravel. RIP. While His Majesty acknowledges the passing of his servant, his escort strips the burnous from the attacker to reveal conventional French dress beneath. Tucked into the dead man's doublet is a pouch containing coins and a strip of paper. The escort's Captain passes the paper to His Majesty. He reads it and hands it in turn to Devlin Carnate with a grunt, "It seems you were his target, Count." The paper reads "The Minister of State". "Is this the hand of Sheikh Yadik Al-Abowt? Or someone trying to implicate him?"

### No Chance again

The second week sees things quieten down in the clubs with just Monty Carlo hosting the Minor Saints' Society at Hunter's. Charlotte de Gaulle is with Monty as he welcomes his guests to celebrate St Martin of Tours. Maurice Essai Deux comes on his own. Was Nae Me brings Marie Antoinette. Warren Peece has Ingrid on his arm again. However, Bonne Chance de Tres is refused entry as Monty has taken against the Grand Duke Max Dragoons, in which regiment Bonne Chance is a Captain.

Arnaud returns to the Blue Gables, but comes on his own his time. Coeur brings Ada to the Blue Gables again and another member, Gruaud LaRose, is in the club as well. He has a smile on his face after getting his oats at the Bawdyhouses the week before. The Fleur has its regulars in Pierre Cardigan and Edna and a fresh face in the form of Pierre le Sang. This Pierre has a new woman on his arm: Guinevere d'Arthur.

Only Bothwell's is busy. Ali and Angelina, Eric and Anna and Jacques and Laura are there for their second week. A rather sore-looking Bill de Zmerchant rolls up and rolls the dice on the gaming table. He places six bets at the house minimum, winning four and losing two. He finishes the week in the black, which is good



news considering he had to borrow his stake. Dexter Sinistre brings Ava to the club. Lotte Bottle arrives with Jean Jeanie. Voulo Vault and Ophelia pop in for a drink to complete the line-up. Left out in the cold is Amant d'Au, who's expecting to Toady to Voulo Vault.

The tranquillity of the Louvre is disturbed when a contingent of men marches to the gates. Led by Captain Marquis Sheikh Yadik Al-Abowt, Commissioner of Public Safety and acting Minister of War, the group is made up of his company of Royal Foot Guards, CPS agents (some in the new, white uniform, others still in black) and staff from the war Ministry. Yadik demands an urgent conference with the King, asserting that the realm faces a terrible peril. When he is refused entry, he sends a petition on paper (see Press). His Majesty's only reaction is to cry, "Will no one rid me of this turbulent Arab?"

Bothwell's continues to be popular in week three. Ali and Angelina, Bill, Eric and Anna, Jacques and Laura and Voulo and Ophelia are back again. Jacques (As) and Thomasina and Warren and Ingrid are back after missing a week, substituting for Dexter and Jean. Rick O'Shea appears, too, and has Coeur De Lion, accompanied by Ada, as his Toady.

Over at the Fleur, it's the Pierre, Pierre, Guinevere and Edna show. Blue Gables is where Arnaud is hanging, still on his own. Gruaud sticks to Red Phillips where Rob d'Masses arrives with Viv Ayschus, whose affections he won the week before. Pepé Nicole gets in some time in the Bawdyhouses, as does Bonne Chance de Tres. The difference is that Pepé opts for female company, but Bonne doesn't.

On the streets of Paris, Sheikh Yadik's motley group of soldiers and magpies (as the CPS agents are now called by the populace) is hunting. They seek the man known as "Hokey Cokey", but no one has heard of him. Eventually tiring of this game, Yadik marches his flock to the Bastille.

### Burning down the house of sin

Week 4 is when Voulo Vault's Grand Summer Ball takes place, with Ophelia as hostess. As Voulo has announced the stringent rules of the dance competition that will form the climax of the ball. He hopes his guests have been practising assiduously. Bill de Zmerchant is first through the door with his partner, Mary



Huana, who's been left at home all month. Bill places a couple of big bets, losing one and winning one to break even. Dexter Sinistre swings by with Ava. Gaz Moutarde waltzes up with Anne Tique, having spent the last two weeks perfecting their moves in the 'Bourrée' ("Its distinguishing feature resides in contentment and a pleasant demeanour, at the same time it is somewhat carefree and relaxed, a little indolent and easy-going, though not disagreeable") and the 'Canarie' ("Also called the 'frog's legs', it is an energetic dance that features jumps, stamping of the feet and violent movement, accompanied by music with syncopated rhythms"). Gaz is keen

to win the prize, as he now owes Anne a new bed... Lotte accompanies Jean Jeanie. Monty Carlo brings Charlotte. Terence Cuckpowder has Lucy Fur with him. Warren Peece escorts Ingrid. It is clear that Gaz and Anne are the only couple to have taken the dance competition seriously and they even achieve a passable standard. Ophelia presents Gaz with the prize of 100 crowns and Anne takes custody of the Autumn Ball Cup: a large, gold chalice, studded with precious stones, that must have cost the best part of a thousand crowns!

To add to the entertainment, the party-goers can watch Coeur De Lion and Rick O'Shea stuck outside Bothwell's as they were expecting to Toady to Warren. At least Rick doesn't have to worry about female company, having started his month at the Bawdyhouses. Other members in the club are Ali and Angelina, Eric and Anna and Jacques (le Franc) and Laura. The two Pierres are back in the Fleur with Guinevere and Edna. Red Phillips once again is home to Gruaud as well as Rob d'Masses and Viv.

This month's iron man is Jacques de Gain, who spends all four weeks practising with his rapier. Was Nae Me does almost as well, working out with his sabre for three weeks, just making an excursion for the Minor Saint. Others start November with a party (or just a drink with their mistress) and then put in three weeks practice: Chopine Camus, Gar de Lieu, Tomas le Matelot and Uther Xavier-Beauregard all take their sabres to the gyms. Others duck and dive, fitting in a couple of weeks in the gym: Dick D'Asterdly (sabre – leaving just one week to get some female company at the Bawdyhouses), Egon Mad II (rapier), Jacques As (sabre), Pepé Nicole (rapier), René de Gaviscon (sabre), Richard Shapmes (rapier) and Terence Cuckpowder (sabre).

Devlin Carnate is all but invisible this month as he spends most of it at home with his lady friend. Armand de Luce really is invisible – to society anyway – as he, too prefers the company of the lady in his life. Eglise de Sant-Suplice is lucky in love and spends the whole week afterwards mooning about. There's no such luck for Maurice Essai Deux, though, and even persevering doesn't help. The most public failure is Bonne Chance de Tres, who rolls up ready to court Mary only to find Bill de Zmerchant at home with her! The least public failure is Euria Humble, another man who's not in evidence at all this month. In the middle is René de Gaviscon, whose intended was bemused by his nun's costume. And Richard Shapmes concludes November with some devout time in church.

Meanwhile, Sheikh Yadik Al-Abowt has been busy at the Bastille. He has offered prisoners their freedom – and 5 crowns apiece – if they will join him in a simple undertaking: the cleansing of Montmartre! Handing out lit torches, he leads his rented mob in the direction of the hill. By the time he gets there, almost all have melted away into the city's backstreets. His RFG company has been ordered back to barracks, leaving the Sheikh with a few torch-wielding prisoners and some CPS agents. Taking out his violin, the Sheikh plays wild music, urging his followers to set light to the whole area. "Evil must be destroyed," he cries. "God

will welcome any of the righteous who perish here today!" Those who do try to set a light are doused by the buckets and chamber pots of the locals and head back down the hill to Paris.

## Horses on the frontier

The Frontier regiments have some support this month for their roving brief on the frontiers. The biggest part of this is the Dragoon Guards, providing cavalry support along the borders. They skirmish inconclusively with Spanish cavalry. This is enough to get Brigadier-General Yves Vrai Bretheauteque, commanding the DGs, a fulsome Mention in Despatches. He acquires 250 crowns of loot to go with it. Lt-Colonel Etienne Brule has to make do with just the cash.



Frontier regiment 1 has DG Major Frele d'Acier attached – as Brigade Major, Acier is detached from his own regiment and is thus serving with the Frontier troops. The regiment takes a pounding

from enemy artillery, but Major d'Acier is Mentioned in Despatches for rallying the men ("Fine work for a cavalry man").

Major Lothario Lovelace's battalion of the Cardinal's Guard bolsters Frontier regiment 3, along with the commander of the 53rd Fusiliers, Bdr-Gen Tourtière Mangetout. The regiment has a quiet month, allowing Mangetout to chill out. This is not enough for Major Lovelace. He leads his battalion on a foray against Spanish positions and his name goes into the Despatches.

Several volunteers boost Frontier regiment 4. The frontier troops hold their own, including the bemused KM Captain, 'Hooray' Henri Hardup. He keeps his place in the line, for no reward, but others insist on putting themselves in harm's way. 'X1' is in search of death or glory. When his patrol has a run-in with its Spanish equivalent, he helps chase them off to gain promotion to Subaltern and more than 500 crowns in booty. The patrol is commanded by volunteer General Jacques Shitacks. There is a Mention in Despatches ("a General leading a patrol!") for him, along with 600 crowns of plunder. ❖

## Press

### Announcement s

Aide required for Lt-General. Applicants must be literate and able to tie their own shoelaces. Coffee-making skills will be assessed. Apply to Lt-General WP

To: All dashin' chaps in Paris  
From: Bdr Gen Yves Vrai Brétheauteque  
All faceless non-entities in the DG should be resignin' as soon as possible to allow more room for decent red-blooded brave chaps in the premiere

cavalry regiment, so come join us as we trash those nasty Spaniards. (Note to self, get my Aide to check who we're fightin' nowadays.) We also need a Regimental adjutant and I still need an Aide...

Sought, a second for the increasin' number of duels I seem to be gettin' meself involved in lately. Someone good at proppin' up my leaking carcass, and pointin' me in the general direction of the next rotter who wants to take advantage of my weedy stature would be much appreciated. Favour obviously returned.

† Yves Vrai Bretheauteque

Official Statement (No.4)

To: All General Officers and men of the French Army

Gentlemen,

I have issued a formal request for military aid to His Holiness, Pope Alexander VII, in order to assist us with purging Paris of the traitors that infest it.

It is, however, with some concern that certain rumours have reached my ears that His Holiness may possibly be in league with some of these traitors. That will soon become apparent if my requests are denied.

The army of France needs to stand ready for such an eventuality and thus all regiments not currently at the Front must prepare themselves for a march upon the Papal States. I, as Minister of War, shall lead the army myself and bring Rome to heel if it dares defy us.

A military conference is therefore called for Week 1 of December to which I expect all Generals, Colonels

and Staff Officers to attend to join me at the War Ministry Offices. Our army will strike out at the start of the New Year if circumstances require it.

† Sheikh Yadik Al-Abowt

Emperor of France

Commissioner of Public Safety

Minister of War

Acting Colonel, His Majesty's Royal

Regiment of Foot Guards

Gonfalonier and Captain-General of the Holy Church (in waiting)

## Matters of Honour

Captain Bonne Chance de Tres GDMD

My dear Bonne Chance,

I will be honoured to second you in your forthcoming duels over matters of honour. As you know, we in the Grand Duke Max Dragoons pride ourselves in our skill at arms and horsemanship and I'm sure you will uphold this regimental tradition.

† Major Jacques As GDMD

Mon Cher Sheikh,

Your fit of pique against our most noble Minister of State is wholly unwarranted. When you changed the charges against me at the last minute, you gave him no choice but to dismiss them. You see, the proper venue for charges of 'Conduct unbecoming a gentleman' is not the court of the Minister of State, but the field of honour. I would like to offer you this opportunity to re-present your charges in the proper venue.

In fact I must insist that you do so.

† Gar de Lieu

To René de Gaviskon

Oh you odious little Oik, No sooner do I turn around, there you are sniffing around your betters. Hopefully this time you will turn up at the appointed time for our duel and not send some cad with the poor excuses that have recently been forthcoming. Then I get to thrash you to an inch of your worthless hide.

Yours, † Lt Col Dexter Sinistre

To the self-styled "Emperor of France", the Marquis d'Abowt

This time you have outdone yourself in villainy, and by your own words set yourself beyond the pale. The only recourse is that I sheath my blade in your traitorous heart.

† UXB

## Social

To celebrate my appointment as Minister Without Portfolio, oh, and the Nativity of The Lord I suppose, I will be holding a party during December for all gentlemen of SL 10 or above (and their mistresses of course). The party will be at my new club, the Fleur, and your carousing costs will be paid. The party will commence in Week 2 and finish in Week 4 as we celebrate a Joyeux Noel and Bonne Année for 1667. The exception to this invitation will be – and I have no hesitation in saying this – Sir Toutière Mangetout of the 53rd Fusiliers who will not be admitted. Go your way sir, we shall have none of you.

† Earl Eglise de Sant Sulpice,  
Minister Without Portfolio

To start the party season I will be holding a social evening at Bothwell's during December week 1. All are welcome, with or without partners, and I will pay for all drinks.

† Jacques As GDMD

The Minor Saints' Society with be celebrating the life of the late St Himerius the Recluse. As he is "the late", we will be celebrating a month late (12th November) – week 2, December. All gentlemen and their ladies are most welcome.

\*\*\*\*\* New Year's Eve Party \*\*\*\*\*

Bring your ladies and see 1666 out with a bang! December, Week 4, at my club. Costs paid. † WP

## Ministerial Correspondence

SYAA's message to the King.

Your Majesty, God be praised that I have reached you in time and that France has me to hand as its saviour. The threat to the realm is far greater than I had imagined, the warnings clear in the stars, the charts show me that the apocalypse is imminent for is this not 1666, and do not the scriptures, in Revelations 13:18, tell us – "Here is wisdom. Let him that hath understanding count the number of the beast: for it is the number of a man; and his number is Six hundred threescore and six (666)"?

Your Majesty, I saw these numbers behind the ear of Count Carnate when he recently took my commission into your Royal Foot Guards. My Liege, it's been staring us in the face,

it's all in the name... Devlin Carnate! The Anti-Christ is amongst us and what's more he has taken control of the Ministry of State as well as your bodyguard.

We must act now, I have had a vision from God that shows how we can prevail. Together we can save France, you as King and I ... as Emperor! Joint rule, with your Majesty caring for the people and I smashing our enemies. Yours the velvet glove, mine the iron fist. We need to act quickly before all is lost, thus I need you to -

- Endorse me as Emperor.
- Sanction the immediate execution, no need for a trial, of the Anti-Christ Devlin Carnate.
- Appoint me as the new Colonel of the Royal Foot Guards.
- Recognise Paris must be razed to the ground so that we can properly flush out the traitors. It can only be redeemed by blood, saved through slaughter. The City must burn and rise anew from the flames.
- Put in place a new Government, comprising the following loyal patriots – MoS SYAA, CoE JS, MoJ EM2, MoW DOG, CPS HB. To hell with the social and military protocol, these men are true and should be embraced in the new France.

Your Majesty is not safe here at the Palace. I can guarantee your total safety within the Bastille, free from traitors and assassins. My coach awaits to transport you and your family as soon as you are ready. Rest assured that my agents will look after your every need while you remain within its walls.

## Regimental Letters

Captain de Tres from OC GDMD

Sir,

After the exercises & war games staged recently, I endorse your request to be considered for the position of regiment adjutant.

I have personally asked the nondescript Captain currently holding that position to stand down forthwith.

Yours etc etc, † CC

## Personal

Please could all parapluies stand themselves inside me?

Le Pied d'Elephant

The hunt for the missing nuns' habits goes on. A promising chain of reports gives a lead: there is a corridor sweeping to the North and to the South of the city being scoured by Gascons. The CPS is quick to play down rumours that the discovery of black material with strange brown hairs in this corridor could be related. As offers of help to find the habits have poured into the CPS, however, the CPS has been keen to stress that the Inquisition will not be involved due to personal reasons.

† The Hokey Cokey

Lord Percy Percy says, as fashion is tending towards the small pain in the wrist, Frele d'Acier is rather fashionable.

One understands that the Church of the Sacred Heart was almost empty at the service. The CPS's list made it impossible for anyone to attend.

Letter accompanying a parcel addressed to Baron Hardup.

Dear Papa,

Well, my first month in Paris has been jolly exciting. I have been appointed Regimental Adjutant of the Kings Musketeers!!! How about that!! I have also been to some parties; I told your joke about the Pope, the Altar Boys, the Red Wine and 'Bottoms Up', but this didn't go down well with some of the Cardinal's Guard present who gave me their gloves. Tetchy Lot, not getting enough, I reckon. I am sorry they are all different sizes, Father, but they must be better than those fingerless mittens you wear. I'll see if I can collect some more.

I'll try the joke about the Pope, the Nuns and the Courgette patch and see if I can get the matching pair. I am off on patrol with my battalion next month, I'll see if I can get you a nice coat for the winter.

Your Loving Son,

† Henri, Hooray!!

Found scratched on a privvy wall near the Frog & Peach.

Due to unforeseen circumstances the CPS needs a new Chopper. Axe supplied, no pension but good death in service benefits. Note the CPS is not an equal opportunities employer so only big, hulking Turk males need apply. The successful candidate can start right away with the other candidates.

† The Privvy Poet

La Parapluie Jaune: Coming from Arabia, perhaps he has the slims?

† La Parapluie Rouge

Loyal Followers of the King

This is a letter written to me by the despicable CPS, the boil on the face of France, He who refuses to fight France's enemies yet steals from those that do and makes those that stand up for right and goodness fear for their lives while he grows fat on others' work.

*Former Minister of State d'Or was an idiot, he should have agreed to you being executed as I demanded. Instead the incompetent dolt saw fit to let you walk from the court and Paris must continue to endure your loathsome presence and loyal patriots seek an alternative route to hasten the end of your existence.*

*Do you think me a fool, Shapmes? My spies are everywhere, nothing escapes the Public Safety Ministry and I am well aware of your seditious attempts to undermine me. It rattles, does it not, that I am now an Officer within the Royal Foot Guards, the Regiment to which you formerly belonged and which, while its Colonel, saw you brought before the Courts to be found GUILTY of Treason and intended REGICIDE but stupidly allowed to live by d'Or (Satan damn his miserable soul).*

*Thus I am aware of the following - "He needs to be kicked out right now, no questions asked. I do not want my former command defiled with his taint. Whatever it takes, money or influence: let me know".*

*Well, Shapmes, the tough news for you is that I am not going anywhere, except to further glory and advancement within France. I shall shortly meet with His Majesty and make clear to him the steps he needs to take to secure Paris from the traitors that threaten it. Le Bossu may be dead, Lamore Bartat and l'Rojik*



*too but the likes of you, Carnate, Zmerchant, Xavier-Beauregard, le Sang and a host of other unsavouries remain at liberty... for now.*

Take note those that are on there – he is coming for you. We need to drive this vile snake from Paris. At the least he should be dismissed from the King's service. Now, Shiek whatever you are calling yourself this month, I will call you by your true name Lucifer. You have two choices: meet me on the field of honour next month and fight like a man or I will come find you and kill you where I find you no matter what.

† Richard Shapmes

Missive for His Holiness, Pope Alexander VII

Your Holiness,

A great danger threatens the very heart of Christian France, the City of Paris is besieged by agents of the devil and only His Majesty and I, supported by a loyal group of patriots, stand defiant against them.

We need the help and the endorsement of the Holy See. A contingent of your Holiness's Papal Guard along with your personal blessing of mine and the King's cause will be of great joy to the people of France, fortifying their souls with hope for the struggle that lays ahead. It would also be a useful step to appoint me as Gonfalonier and Captain General of the Holy Church.

Yours in Christ,

† Emperor Yadik of France

Baron Bill de Zmerchant

Dear Baron, we have crossed swords physically and verbally in the past

and we have been the best of enemies for some time. I must admit that I admire your stance against the tyranny of the CPS and wish you luck in your struggle. If only other members of standing in our society could make the same stand, we would no longer walk in fear.

† Major Jacques AS GDMD

Cher Henry Hardup, there are reasons why decent, hard-working Frenchmen steer clear of the Cardinal's Guard. But as one who obviously is a crawler of the first water, you ought to have been quite at home with the Cardinal.

† The reader of the palm

## Poetry Corner

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

There was a strong swinger named Ali-al,

Pity the Sheikh only had eyes for a camel.

A swift blow from Ali, the camel's headsoff.

Conveniently he died when the powder goes off,

Sheikhed with guilt he holds the funeral

† The Hokey Cokey

Ah, my love, my light, Mary Huana,  
How the rays of the fair Sun strike  
your eye!

Pure as the bless'd soul of our  
Madonna,

Your favour shall court with my  
sword till I die!

† BCdT

## Points Arising

**Next deadline is 23rd May 2014.**

Thanks to Ash Casey for Gustav Ind going out in style.

I know I usually don't start adjudicating the game turn until well into the weekend after the deadline (and send out reminders), but please don't rely on having this leeway. Sometimes, as with last turn, I start the adjudication immediately and late orders will be too late.

I had no orders from the following and they suffered the consequences:

AE Arsène Est (Ray Vahey) has NMR'd. Total now 1, but at least he sent an apology

AFD (Gerald Udowiczenko) has been floated as Gerald was busy at Salute.

### Welcome

Returning to the fold is Craig Pearson, now resident in Western Australia rather than Manchester. Welcome back, Craig.

### Farewell

However, leaving us, for a while anyway, is Carl Chambers. The real

## Announcements

Bonne Chance de Tres asks NPC Regiment Adjutant of Grand Duke Max's Dragoons to resign

Chopine Camus asks NPC Regiment Adjutant of Grand Duke Max's Dragoons to resign

world has intruded, but Carl plans on re-joining us when he can.

### 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](http://www.pevans.co.uk/LPBS).

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](mailto: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](mailto:LPBS@pevans.co.uk) instead.

Eglise de Sant-Suplice asks NPC Colonel of Crown Prince Cuirassiers to resign

Euria Humble applies for Minister of War

## Duels

### Results of November's duels

Bonne Chance de Tres (gains 1 Exp) beat Maurice Essai Deux.

Gruaud LaRose didn't turn up to fight Devlin Carnate and lost SPs.

Amant d'Au (gains 1 Exp) killed Donald O'Grady (with EB & UXB).

René de Gaviscon (gains 1 Exp) beat his enemy Bonne Chance de Tres.

René de Gaviscon (gains 1 Exp) beat his enemy Chopine Camus (with DS).

René de Gaviscon declined to meet Dexter Sinistre as he was under half Endurance.

(Hooray) Henri Hardup declined to meet Gustav Ind as he was under half Endurance.

(Hooray) Henri Hardup declined to meet Henri Bastar'd as he was under half Endurance.

René de Gaviscon declined to meet Jacques As as he was under half Endurance.

Lothario Lovelace didn't turn up to fight René de Gaviscon and lost SPs.

Bill de Zmerchant (with MC, gains 1 Exp) beat Dick D'Asterdly (with WNM, losing 8 extra SPs).

Terence Cuckpowder (gains 1 Exp) beat his enemy Etienne Brule (with DOG).

Rick O'Shea didn't turn up to fight Terence Cuckpowder and lost SPs.

Terence Cuckpowder (gains 1 Exp) beat his enemy Yves Vrai Bretheauteque.

Dick D'Asterdly declined to meet Tourtière Mangetout as he was under half Endurance.

Gaz Moutarde (gains 1 Exp) beat his enemy Pepé Nicole.

Henri Bastar'd didn't turn up to fight Jacques As and lost SPs.

Henri Bastar'd didn't turn up to fight Lothario Lovelace and lost SPs.

Henri Bastar'd didn't turn up to fight Rick O'Shea and lost SPs.

(Hooray) Henri Hardup declined to meet Lothario Lovelace as he was under half Endurance.

Rick O'Shea (with CDL, gains 1 Exp) beat (Hooray) Henri Hardup.

Rick O'Shea (with CDL, gains 1 Exp) beat his enemy Pepé Nicole.

René de Gaviscon declined to meet Rick O'Shea as he was under half Endurance.

Tourtière Mangetout didn't turn up to fight Was Nae Me and lost SPs.

Sheikh Yadik Al-Abowt didn't turn up to fight Bill de Zmerchant and lost SPs - voted cause 11:2.

### Grudges to be settled next month:

Bill de Zmerchant (2-Hand, Seconds MC, 1 rests) has cause with Bonne Chance de Tres (Sabre, Seconds JA, adv.) as he tried to court Mary.

Gar de Lieu (Rapier, adv.) challenges Sheikh Yadik Al-Abowt (Rapier, 4 rests).

Richard Shapmes (Rapier, adv.) challenges Sheikh Yadik Al-Abowt (Rapier, 3 rests).

Uther Xavier-Beauregard (Sabre, adv.) challenges Sheikh Yadik Al-Abowt (Rapier).

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

### Challenges to be voted on:

Gar de Lieu challenges Sheikh Yadik Al-Abowt for "disguising base insults to me as legal charges".

Richard Shapmes challenges Sheikh Yadik Al-Abowt for being a slimy, despicable creature.

Uther Xavier-Beauregard challenges Sheikh Yadik Al-Abowt for lèse-majesté.

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

## New Characters

Craig Person gets the Second son of a very wealthy Merchant: Init SL 3; Cash 500; MA 2; EC 5 (RdM).

Bob Bost gets the Second son of an Impoverished Knight: Init SL 6; Cash 40; MA 3; EC 4 (X2).

Ashley Casey gets the Bastard son of a well-to-do Viscount: Init SL 9; Cash 225; MA 1; EC 2 (X3).

## Tables

### Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain __
Aides: to Crown Prince N	to Field Marshal AE
Provincial Military Governors: N/N/N/N/N	
City Military Governor UXB	Adjutant-General __
Inspectors-General: of Cavalry __	of Infantry AV
Commissioner of Public Safety SYAA	
Chancellor of the Exchequer AdL	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
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/___/FdA	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 Dec-Feb)				
	<u>F1</u>	<u>F2</u>	<u>F3</u>	<u>F4</u>	<u>RNHB</u>
Colonel	N2	N4	N4	N4	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

Dragoon Guards: 3  
 Frontier regiment 1: 6  
 Frontier regiment 2: 5  
 Frontier regiment 3: 3  
 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		
35	Katy Did	16	I	AdA
42	Maggie Nifisent	16	B	GdLi
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
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 Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	
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		RdM
57	Ava Crisp	9	I	DS
59	May Banquet l'Idee	9		
2	Betty Kant	8	I	AS
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	WNM
49	Mary Huana	8	B/I/W	BdZ
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	CDL
25	Lois de Low	5	B	

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

### Regiments

COI	REG	CG	KM	DG	OO	CALC	CPC	RM	GDMD	PM	13F	PLD	53F	27M	4A	69A	Gscn
DC	EH	JdG	YVB	EDM	N7	N3	ROS	CC									
LCol	Ada	AE	N5	EB	TC	RdG	FdSSJIF	DS									
Maj 1	V+	LL	N5	N3	N4	N6	WNMGCM+N3										
Maj 2	JJ						FdA+N2										
Cpt 1	N4	N3	N2	N4	N5	N6	N5	N3	N3	N6	N3	N4	N3	N5	N2	N2	N5
Cpt 2	N2	N4	N4	N5	N5	N5	N5	N2	N3	N5	N5	N6	N6	N5	N6	N4	N4
Cpt 3	N2	N4*	N6	N5	N5	N2	N2	N3	N4*	N6	N3	N5	N2	N4	N5	N4	N2
Cpt 4	SYAAN6	N4	N2*	N6*	N1*	N6*	N6*	N5*	N5*	N6*	N4*	N4*	N4*	N4*	N4*	N1*	
Cpt 5			HHH*														
Cpt 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	30	RIP							Ashley Casey
DC	Count Devlin Carnate	29+92	OK	B.Bdr-General	RFG/State Min.	11		Flr		2 Bruno Giordan
GdLi	Count Gar de Lieu	26 57	OK	General		8	Maggie	Flr		4 Bill Hay
EM2	Viscount Egon Mad 2	24 52	Rich	Bdr-General/HGds	Brigadier	9		Flr		3 Tym Norris
JS	Count Jacques Shitacks	24	F	General		3		Flr		4 David Olliver
JdG	Count Jacques de Gain	23 43	Flthy	Colonel KM		17		Flr		5 Ben Brown
PC	Earl Pierre Cardigan	23 33	Comfy	General		9	Edna	Flr		4 Matt Shepherd
TIM	Earl Tomas le Matelot	22 56	Rich	Fid Marshal		8	Alison	Flr		4 Tim Skinner
EH	Count Euria Humble	21 47	Withy	B.Bdr-General	CG	18		Flr		5 Matthew Wale
PI5	Marquis Pierre le Sang	21+63	Comfy	General/Min w/o Port		7	Guinevere	Flr		4 Bill Howell
UXB	Earl Uther Xavier-Beauregard	20+62	OK	B.Lt-General/City Mil.Gov		12	Henrietta	Flr		3 Pete Card
AV	Earl Ali Vouzon	19+65	Rich	B.Lt-General/Insp.Gen.Inf		8	Angelina	Both		1 Graeme Morris
RS	Marquis Richard Shapmes	18 53	Withy	B.General/Min w/o Port		10	Ella	Both		4 Charles Popp
AE	Sir Arsène Est	18 39	OK	Lt.Colonel CG/FMshl's Aide		6		Flr		6 Ray Vahey
SYAA	Marquis Sheikh Yadik Al-Abowt	18 33	Comfy	Captain RFG/CPS		5	Kathy	Flr		3 Jason Fazackarley
VV	Sir Voulo Vault	18+60	OK	Major RFG/Gds	Brigade Maj.	2	Ophelia	Both		2 Mark Booth
AdL	Baron Armand de Luce	18+58	Comfy	Bdr-General/Chancellor		5		Both		2 Francesca Weal
JIF	Sir Jacques le Franc	17+52	Rich	Lt.Colonel RM/1st Div Adjutant		12	Laura	Both		6 Charles Burrows
EdM	Marquis Eric de Miabeille	16 41	Withy	B.Bdr-General QOC		13	Anna	Both		3 Pete Holland
EdSS	Viscount Eglise de Sant-Suplice	16 40	Comfy	Lt.Colonel CPC/Min w/o Port		6		Flr		2 Jerry Spencer
DOG	Marquis Donald O'Grady	16	RIP							Bob Bost
BdZ	Baron Bill de Zmerchant	16+58	Comfy	B.Lt-General/Fntr Div Commandr		5	Mary	Both		3 Tim Macaire
WP	Marquis Warren Peece	15 32	Withy	B.Lt-General		13	Ingrid	Both		2 Pam Udowiczenko
EB	Sir Etienne Brule	15	F	Withy Lt.Colonel DG		2		Both		4 James McReynolds
GM	Sir Gaz Moutarde	15+56	Withy	Major RM/1 F Brigade Maj.		3	Anne	Both		2 Mike Dyer
AdA	Baron Amant d'Au	14+43	Withy	Lt.Colonel RFG		6	Katy	Both		5 David Brister
ROS	Rick O'Shea	13- 0	Comfy	Colonel RM		3		Both		6 Paul Wilson
JA	Jacques As	13 33	Comfy	Major GDMD		1	Thomasina	Both		4 Joe Farrell

ID	Name	SL SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
MC	Baron Monty Carlo	13 31	Withy	B.General		12	Charlotte	Hunt		4 Andrew Burgess
YVB	Baron Yves Vrai Bretheauteque	13	F	Withy B.Bdr-General DG		6		Both		1 Chris Boote
DS	Dexter Sinistre	13+41	Poor	Lt.Colonel GDMD		4	Ava	Both		3 Martin Adamson
JJ	Sir Jean Jeanie	12 33	Comfy	Major RFG		8	Lotte	Both		3 Andrew Kendall
CC	Chopine Camus	12 26	OK	B.Bdr-General GDMD		4	Sheila	Both		4 Stewart Macintyre
LL	Lothario Lovelace	12	F	Comfy/Major CG		5		Hunt		4 Geoff Bowers
TC	Terence Cuckpowder	12+44	OK	Lt.Colonel QOC/Cav Div Adjutant		3	Lucy	Hunt		4 Mike Dommert
FdA	Frele d'Acier	11	F	Major DG/HGds Brigade Maj.		4		Hunt		3 Peter Farrell
TM	Sir Tourtière Mangetout	11	F	Withy B.Bdr-General 53F		3		BG		4 Howard Bishop
HHH	(Hooray) Henri Hardup	10	F	Poor Captain KM/KM Regt. Adjnt.		3		Hunt		3 Mark Cowper
RdG	René de Gaviscon	9 24	OK	Lt.Colonel ALC		4		BG		5 David Williams
WNM	Was Nae Me	8 22	OK	Major CPC		5	Marie	BG		3 Mark Farrell
AS	Arnaud Surfinmaise	8	8	Poor		5	Betty	BG		5 Nik Luker
HB	Henri Bastard	8	RIP							Carl Chambers
DDA	Dick D'Asterdly	7 9	OK	Major CPC/Hvy Brigade Maj.		2				4 Gerry Sutcliffe
BGdT	Bonne Chance de Tres	6 6	Poor	Captain GDMD		6		RP		1 Cameron Wood
CDL	Coeur De Lion	6+ 20	Poor	Major PM		4	Ada	RP		3 Graeme Wilson
MED	Maurice Essai Deux	6+ 20	Poor			4		F&P		3 Olaf Schmidt
AFD	Allan Fa-Dân	5 9	Poor			6		RP		4 Udowiczenko
PN	Pepé Nicole	5+ 18	OK	Major 69A/4 F Brigade Maj.		5		RP		3 Colin Cowper
RdM	Rob d'Masses	4+ 12	Poor			2	Viv	RP		5 Craig Pearson
GLR	Gruaud LaRose	3 3	Poor			3		RP		4 Neil Packer
X1		2	F	OK Subaltern		5				3 Martin Jennings

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+