

That would be enough

This has been issue 150 of To Win Just Once, published 27th November 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 12th December 2014.

Orders for *LPBS* and any other contributions to Pevans by Friday 19th Dec 2014.

(First 2015 deadlines: 23rd/30th Jan, 27th Feb/6th March)

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 – Martin Jennings, Mike Dyer and Jonathan Palfrey are in the frame for the next game. Working map and rules provided.

Star Trader – Mateusz Ochman and Rob Pinkerton are waiting for the next game – anyone else? Rules provided.

Online games

See page 20 for more information about these.

Brass at brass.orderofthehammer.com

Puerto Rico (at www.boardgamearena.com): Pevans

Through the Ages at www.boardgaming-online.com or boardgamearena.com

Agricola (at www.boiteajeux.net): Pevans

Nauticus, *Roll Through the Ages* and *Vinci* (at www.yucata.de) Pevans.

Credits

To Win Just Once issue 150 was written and edited by Pevans. The *LPBS* masthead (page 21) is by Lee Brimmicombe-Wood, as are the drawings on pages 17, 23, 25 and 35. The illustrations on pages 22 and 24 are by Tim Wiseman. Game and book artwork is courtesy of the publisher. Pevans took the photographs (except where noted) and played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

The entertaining *El Gaucho* is one of the new games ...

...from Spiel '14 in Pevans's report (part 1)

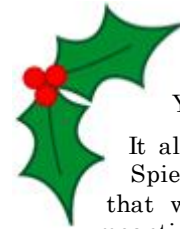
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VON ARVE D. FÜHLER

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Chatter

First off, a very merry Christmas and a Happy New Year for 2015 to all my readers!



It already feels like ages since I was in Essen for this year's Spiel games fair. I can only report on a few of the new games that were on show, but I'm making a start this issue. In the meantime, I'm playing more of them so expect to see more appearing in these pages soon. My definitive report will be available on my website (www.pevans.co.uk/Reviews) in due course.

Since I've been back I've had to put up with my other half's addiction to *The X Factor*. Luckily this does not extend to its BBC rival, *Strictly Come Dancing*. I have to say, though, that the few times I've caught a bit of *Strictly*, the standard of music/singing has been much higher. Shame about all those oddly-dressed couples prancing around in front of the camera...

To make things worse, the next few weeks feature *I'm a Has-been, get me Some Publicity!* or whatever it's called. Yes, this is another of Geraldine's favourites. Whimper.

TWJO online

TWJO 149 – in PDF form – was downloaded 153 times in October (when it was available for just a week). Issue 148 attracted 105 more downloads to make 253 in two months (well, six weeks). There were an extra 27 downloads for *TWJO* 147, taking it to 237 downloads since publication.

There didn't seem to be any oddities with my other website stats in October, but there were a lot of people looking for the *Spongebob Squarepants Employee of the Month* game!

Letters

Sounds like piles...

Writes Mike Dommett. I'm not sure the pages of *To Win Just Once* are ready for intimate medical chit-chat, but he continues.

... Yes, to take the load of the buildings down to a level that will support the buildings above them. Was it a wet or boggy area before? Fields or woods? Or are they going to put up multi-storey blocks?

Phew! We're on the topic of the building works at the end of my road. I'm not expecting multi-storey blocks, nor is the land particularly wet or boggy – it's technically a 'brownfield' site as it had (military) buildings on it previously. I still reckon the piles are to get through the clay and reduce the risk of any subsidence.

Meanwhile Jonathan Palfrey has more to say on the subject of beer.

I [recently] drove the short distance to Sitges and visited a shop called "A Taste of Home", which stocks British food, drink ... and some other oddments. I picked up three different British beers at rather high prices: about €2.50 to €4 a bottle. They don't have the Sharp or Wychwood beers that I found in England.

I've now drunk [all] three: Badger Fursty Ferret, Greene King IPA Reserve, and Adnams Ghost Ship. All good, but none of them personal favourites. IPA Reserve was the most conventional, a fairly normal and recognizable beer taste. Ghost Ship a bit interesting and off-beat. Fursty Ferret has a strong and distinctive taste; it describes itself as "moreish and malty", so I suppose malty is what I tasted.

They're all significantly better drinks than a standard lager, but so they should be: bought here, they're at least four times the price of a standard lager (per litre).

I've not tried any of those particular brews, though I do like Adnams' beers and I've been drinking Badger for 40 years!

The view from Essen

Pevans reports from Spiel '14

I always associate the Spiel games fair with Autumn. I expect to crunch through piles of dead leaves as I stroll down the Essen streets, wrapped in a warm jacket, hat and gloves. This year the weather was damp to start with and then bright and sunny – and definitely warm the whole time. This made tramping round the halls hot work, even in shirtsleeves, and I needed the water I was carrying (the odd lunchtime beer was also consumed).



A view of the West entrance with the train tracks down below



The night before: Queen Games on Wednesday evening, awaiting Thursday's crowds

Talking to Spiel organiser Dominique Metzler on Friday morning, she was concerned that the warm sunny weather and a continuing strike by train drivers would mean fewer people visiting the show over the weekend. She needn't have worried, as the final figures show that a record 158,000 visitors came through the doors over the four days (and that is visitors, as a four-day ticket counts as one visitor). And they had to open the doors early because of the crush outside!

Those who've been will know that Spiel is a showcase for new games, hundreds of them, as publishers promote their latest for this Christmas (games are a very seasonal business). The official statistics give 832 exhibitors from 41 countries with 850 new releases occupying 10,000 square metres more than last year. The emphasis is on board games, but there's a significant section of role-playing games (most obviously all the live action costumes, weapons and equipment) along with trading/collectible card games, wargames and everything else. There is also a comics convention, Comic Action, run alongside Spiel.

However, I'm there for the board games, particularly those that are launched at Spiel. This first iteration of my report concentrates on the games I played at the show (or in the evenings afterwards) – what makes Spiel different is that it emphasises playing the games, not just buying them. As I play more of the games – and time allows – I will add more. Note that when I refer to game being like another, I am not suggesting it's a copy. This is just a shorthand way of explaining a game by reference to another.

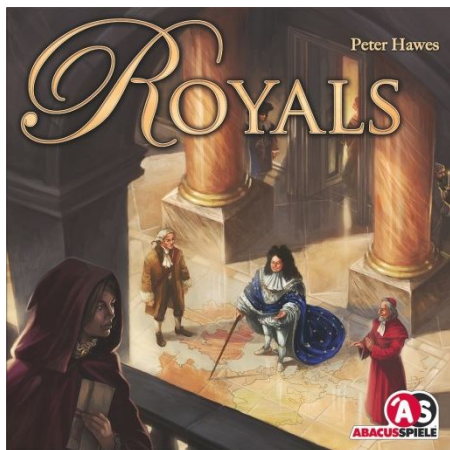
Where to start? Well, let's begin at the impressive west entrance to the Messe (exhibition centre), just above the U-bahn station. Ignoring the press centre on my left, the main doors take me into hall 3, where the big Asmodee stand bars progress straight forward. It's either turn left or turn right – trying to barge

through the tables, chairs and gamers that fill the stand is a no-no. These days Asmodee's main business is distribution, so the stand is packed with games from the (mainly French) publishers they distribute.

My first port of call, however, is a few aisles into the hall. Abacusspiele is celebrating 25 years in the business. Vintage gamers, like me, know Abacus as the publisher of the original *Airlines*, back in 1990, and some fine games since, including *Mamma Mia!*, *Hansa*, *Coloretto* and bonkers dexterity games *Husarengolf* and *Piratenbillard*. The company won last year's Spiel des Jahres (Game of the Year) as the publisher of *Hanabi*.

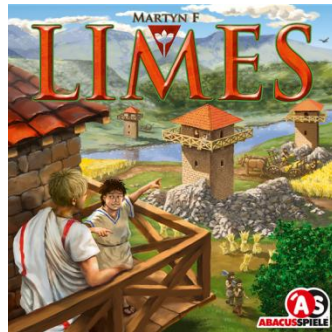
This year's new games include *Limes*, from French designer Martyn F, and *Royals*, from Aussie Peter Hawes. *Limes* is a two-player tile-laying game, a development of Martyn's *Cities* from 2008. The obvious comparison is with *Carcassonne*, as the tiles show different terrain and players score points for pawns placed on tiles according to the type of terrain. However, the game also has a similarity to *Take it Easy!* as the second player must play the same tile as the first player drew randomly. Players are also restricted in the grid they must play their tiles into – 4 x 4 is the basic set-up and the game gets more challenging with other formats.

The square tiles are divided into four smaller squares and show several different types of terrain, though multiple squares can be the same. After playing a tile, players can place a pawn (meeple) on one small square. Thus pawns on watchtowers (the Limes of the title) score for the forests they look out over. While pawns on fields score for the size of the field.



Instead of placing a pawn players can move one that's already on a tile. This is a neat way of allowing players to adjust their scoring opportunities as their layout changes. Of course, the challenge is making better use of the same tiles and pawns than your opponent. *Limes* is a neat, clever little game that plays quickly to a conclusion. Two-player games are not my thing, though, so it only gets 7/10 on my highly subjective scale.

Royals is much more my cup of tea. Played over a map of western Europe, players compete for nobles of various



ranks across four 17th century kingdoms (a bit of historical licence has been taken here). This is done by playing sets of cards for the appropriate 'kingdom'. If players aren't playing cards, they're picking them up, so key to the game is just when you switch from collecting to playing – "when you hit the hand size limit" is one answer.

Players score points for collecting all the nobles in a country, all the nobles of the same rank, a noble in every rank and so on. There are bonuses for being the first to do any of these, too. The game is also divided into three eras with additional scoring for what you hold at the end of each era.

Once you've got the hang of it, *Royals* plays quickly, especially when everybody's collecting cards. While you are limited by the cards you have, multiple cards can be used as a wild card, which provides some flexibility. I suspect the way to win is to collect what other people aren't going for, as well as making best use of your cards. On first acquaintance, I give *Royals* 8/10 on my highly subjective scale.

While I'm writing about Abacus, I'd like to offer a big thank you to the company's main man, the ever-affable Joe Nikisch. When I dropped by the Abacus stand late on the last day of Spiel, Joe pounced on me and insisted I sit down and play



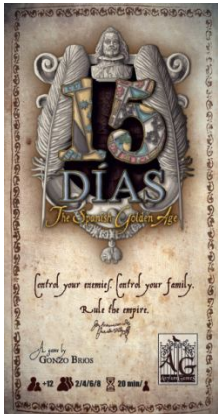
El Gaucho on display in the exhibition of new games. Note the useful corral for rolling the dice in.

Limes with him. Now this is a bloke at the fag end of four gruelling days (more if he was working on the set-up) at Spiel (and I know, I've been there myself), the man who hires people to demonstrate the games he publishes. He knows I'm not going to buy anything but is very happy to chat, playing a game that he must be very familiar with. What's more, he then presents me with the game when we've finished! Thank you again, Joe, you are a gentleman and I look forward to many more years of games from Abacus.

A few aisles back and I find Argentum and the publisher's cheerful boss, Roman Mathar. Argentum is launching an alternative board (Britannia) for *Hansa Teutonica*, providing new challenges for players. However, their new game is *El Gaucho*, which, Roman tells me, is a more family-orientated game, but one that has been going down well with gamers. The amusing drawings of the gaucho and cows on the cover send the same message. Having played the game, all I can say is that Roman expects more from his family than I do from mine.

As the name suggests, we are on the Argentinian pampas, rounding up cattle with our gaucho pawns. The tiles representing the cows go into separate herds (rows) according to breed/colour. Tiles are always added to the end of the row and must always go in numerical order. When a herd is big enough, it can be sold – and must be sold if you get a tile you can't add. The value of a herd depends on the number of tiles and the highest value tile in it.

Players gain tiles by using each round's dice rolls to 'buy' them from the several rows available. However, players only get their cows when the whole row has been bought. As well as taking cows, dice rolls can be used to put gauchos on the various buildings in the 'ranch'. Each of these gives a special action – inserting a cow on the middle of a herd, for example, or even taking one (rustling!) from someone else. However, you don't get the action until next turn. This clever two-stage effect lifts *El Gaucho* out of the ordinary and does indeed make it an interesting game for gamers. I give it a provisional 9/10 on my subjective scale.



Towards the back of Hall 3 I found Spanish publishers Asylum. Their latest is an intriguing card game, *15 Días – the Spanish Golden Age*. The game's theme is the intrigues at the court of the young King Phillip IV, in particular the two families vying to win the role of Prime Minister (and thus become the force behind the throne). Pete Card and I were thoroughly confused by the explanation to begin with, but picked up enough to play a few turns. The additional rules for the two-player game seem to be the culprit.

The unusual thing about this game is that there is a team element not just to the game but to every round. The cards, representing different nobles, have strengths in three areas/colours (church, social, court) plus two actions (Court, Admin). Each round the teams compete first, but must do



Early days in *The Golden Ages*, but look: I've got the pyramids! Just not much technology (tiles are still on my board) and no buildings (bottom left) yet.

so using the colour picked by the opposition. Then players get individual turns, using the third colour for their strength. As well as trying to win points, players are, of course, looking to improve their hand – and degrade their opponents'.

15 Días is an intricate little game that clearly needs careful thought. Now that I've read the rules, I'm looking forward to playing it properly as it will be an interesting challenge. It does need an even number of players though. However, that initial introduction means it gets a provisional 6/10 on my highly subjective scale.

Right at the back of hall 3 was Dutch publisher Quined with two new games. *Massilia* looks interesting – it's been rescued from a Kickstarter project that went wrong – but the game I played is *The Golden Ages*. This is a civilisation development game and many of its elements will be familiar: leaders, wonders, buildings, wars and technology. However, these elements have been put together in a rather different way.

To start with, players have three workers each. That's not to begin with, that's your lot! Using your workers wisely is thus a key part of the game. However, there are some actions that don't need workers and, once you've built them, some buildings and wonders give additional actions. Income comes from grabbing new territory, but there's a finite amount of this so you may well be fighting other players. In this game, though, you are limited in the number of times you can wage war and each time it's more expensive!

One neat touch is the familiar bits of land on the tiles players pick at random. Assemble them correctly and you have a map of the Earth. More or less. *The*

Golden Ages is a clever and entertaining game that I thoroughly enjoyed and look forward to playing a lot more. It's my favourite of the games I played at Spiel and gets a provisional 9/10 on my highly subjective scale.

The door at the back of the hall takes you into one end of the Galleria, the long narrow area of children's attractions (bouncy castles etc) that runs along between halls 4 and 2. Part of hall 4 was open this year with a few exhibitors tucked away here, but I'll move on to hall 2. This was dominated by the role-players with some magnificent selections of fantasy clothing and equipment – more latex weaponry than you could shake a stick at!

However, there were some board games to be found in hall 2, not least from Kris Gould and Wattsalpoag. Production delays meant that Kris's new game, *Switching Tracks*, was only present in prototype form, but at least I could play it. This is a pick-up-and-deliver game played across a board of the USA with railway lines connecting the major cities. Each city is coloured to represent the type of good (appropriately shaped wooden pieces) in demand. The pieces available are distributed at random according to the turn of a card. A neat touch is that 'demand' markers are placed if the good on the card is the same as the demand at the city and these increase the value of deliveries to that city.

Goods are collected (if your train has space) and delivered simply by passing through the right city. Once delivered they can be used to fulfil contracts – which is the way to win the game – or to improve your train (so that it can move further or carry more goods, for example) or provide other bonuses. The key to the game



The final board from *The Golden Ages*. Wait: what's Australia (top left) doing next to Scandinavia?



About to start *Switching Tracks* - note the switches are either + or)(

is that anywhere railway lines cross there is a tile showing how these lines pass each other. Before moving your train you get to turn or flip a few of these, changing the network of railway lines to optimise your journey.

This may sound like a small thing, but it's what makes the game. The tricky bit then becomes negotiating the fixed parts of the network. And dealing with the changes the other players make. *Switching Tracks* won't be everybody's cup of tea as there's little interaction between players and analysis paralysis could be a problem. I liked it though and it gets a provisional 9/10 on my highly subjective scale. Kris hopes the game will be in the shops before Christmas and I'll be picking up a copy as soon as I can.

A dice game about beer sounds right up my street! The game is *Dice Brewing* from a Polish publisher I'd not come across before, Board & Dice, who were lurking in hall 2. It looked intriguing, so I was pleased when Chris Dearlove produced a copy on Friday evening. Players each have a set of dice whose colours represent different elements of the brew – hops, dark and light malt and so on. The aim is to use their dice to match one of the brews (cards) available, which show a combination of dice with minimum values. These cards are the main way of scoring points and the game ends when a certain number have been taken.

As you'd expect, it is not simply a case of rolling the dice and hoping (though that does seem to be an element of the game). Dice can also be used to produce seeds (chips) that can then be converted into more dice – the two stages of this process means it takes a bit of time. Players can save good die rolls in 'storage' between turns and change or re-roll dice by using the cards they've obtained. There's also the need to gain a bit of cash to buy special ingredients for particular brews or improve their brewery.

There's a lot going on in *Dice Brewing* and it has some neat mechanisms – like the production process. However, I found it frustrating as I didn't seem to have much control and was dependent on good die rolls. Other people stealing dice didn't help! In the end, I was just waiting for the game to finish. Based on this experience, it gets a provisional 4/10 on my highly subjective scale.

Coming in next issue: the delights of Hall 1, including *Imperialism*, *Onward to Venus*, *Panthalos* and more.



Playing *Dice Brewing*: note my storage area on the right and a black die and a seed producing things. Available brew cards are at the top and there are plenty of dice!

Games Events

There don't appear to be any board games events in December. However, January starts with a bang. Winter Stabcon is traditionally the first weekend in January (2nd-4th in 2015) and is held at the Britannia Hotel in Stockport. It's a few years since I've been, but I always enjoyed Stabcon: it's a convivial gathering with a mix of board games and role-playing. To get more details, sign up with the stabconinfo group on Yahoo! – groups.yahoo.com/neo/groups/stabconinfo

3rd January 2015 is also the latest Raiders of the Game Cupboard day in Burton-on-Trent. They're now held at the Waterside Community Centre, Heath Road, Burton DE15 9LF. It's a day of open gaming and there's a games library provided by the local shop, Spirit Games. See www.raidersofthegamecupboard.co.uk for more information.

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (a few minutes' walk from London Bridge station). For more info, 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.

UK Games Expo: 29th-31st May 2015 in 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

Spiel: the board games event of the year. 8th-11th October 2015, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: 13th-15th November 2015 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>

Medstead and Four Marks

Railway Rivals game 10 - Turn 9

ARB builds a line towards Texas and El Paso, but most others are now satisfied with their networks. TXR overtakes CoWS, but ARB falls behind.

Races					Scores				
					JAB	ARB	CoWS	TXR	SNS
19	5S	San Antonio	6H	Lufkin				20	
20	9S	Corpus Christi	5D	Oklahoma City			10-3	20	+3
21	QS	Mexico	KC	Colorado	10	20-7	+7		
22	9H	Fort Worth	3D	Enid		0-2	0-5	20-8+2	10+8+4
23	KH	Louisiana	9C	Santa Fe		20-8		+6	+2
24	JD	Wichita Falls	AC	Daliart	0-4+6	0-6	20+3	10-6	
25	3H	Houston	8D	Altus			0+3	10+3	20-6
26	2S	San Angelo	6C	El Paso	20				
TOTAL					32	17	35	77	41

ERP = Exchange of Running Powers; JR = Joint Run

Builds and Points

Jacobahn (JAB)

Mark Cowper (Black)

Builds: None

Points: 146 +1 +32 = 179

Andrew's Railway Business (ARB)

Andrew Burgess (Blue)

Builds: (T13) - S13 - S12 - S11 (1 to JAB)

Points: 93 -8 +1 +17 = 103

Carriages or Wagon Systems (CoWS)

Paul Evans (Red)

Builds: None

Points: 163 +35 = 198

Texas Rock Crusher Railway (TXR)

Jonathan Palfrey (Green)

Builds: (B73) - A73 - A71 (1 to ARB)

Points: 139 -4 +77 = 212

Stars N Stripes (SNS)

Gerald Udowiczzenko (Brown)

Builds: None

Points: 94 +41 = 135

Next turn's races

Number	From		To	
27	KC	Colorado	QH	Dallas
28	6C	El Paso	8D	Altus
29	7C	Deming	7S	Del Rio

30	4D	Oklahoma City	2H	Houston
31	QD	Denison	8H	Waco
32	6S	San Antonio	3H	Houston
33	7D	Muskogee	KS	S Texas
34	2S	San Angelo	10C	Raton
35	9D	Lawton	QC	Arizona

GM Notes

Each player may enter up to 6 out of 9 or 5 out of 8 races. Held over races don't count towards these limits. Some races may require Joint Runs or Exchange of Running Powers.

Yellow (HAT's) track remains in place and can be used on regular payment. Payments are made to HAT but not recorded on HAT's total.

After the races each player may build up to 6 build points (including known payments to rivals).

Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 12th December 2014

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.

The table on the right shows the costs for the paper edition, including postage.

Paper edition	UK	Europe	World
10-issue (1 year) subscription	£27.00	£45.00	£55.00

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

Games only	UK & EU	Else-where
10-turn (1 year) subscription	£6.00	£5.00

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Fictionary Dictionary

Final scores

Scores from round 10

And Andy Kendall finishes in style – as he began – with another stonking score that gives him an emphatic win. Well done, Andy!

Nik Luker gets the second best score of the final round, which lifts him up a few places. However, Tim Macaire hangs on to second place with Brad Martin in third and Alex Everard fourth. Two points for Graeme Morris puts him fifth: “Many thanks for another highly enjoyable series of fic-dic!” he writes. “And thanks to all who voted me into a fairly respectable score. So now... who’s for SNOWBALL FIGHTING?!”

He keeps going on about it, but I’m going for Great White Hunter (again) for the next all-reader game.

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

Player	This round	Total
Paul Appleby	0	1
Chris Baylis	2	18
Howard Bishop	0	2
Bob Bost	0	3
Colin Bruce	0	19
Andrew Burgess	0	15
Mike Dommett	0	16
Alex Everard	2	21
Mark Farrell	0	7
William Hay	0	11
Pete Holland	0	10
Andrew Kendall	8	39
Nik Luker	5	19
Tim Macaire	1	27
Brad Martin	2	23
Graeme Morris	2	20
Jonathan Palfrey	0	2
Chris Rudram	0	0
Matthew Shepherd	0	0
Gerald Udowiczenko	0	0
Pam Udowiczenko	0	14
Ray Vahey	0	6

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.

Close to Critical

Star Trader game 7 – Turn 9

“Are you sure about this?”

The signal officer saluted with his other arm this time. “Yes, Commander. The instructions are clear.”

His senior officer frowned. “I wish I was let into the secret.”

“How so?”

“Factories in one system and Warehouses in another...”

There was no trading this Quarter at Gamma Leporis, though the Factory Production remained in operation. SAILCAT, to general surprise, transferred 2 of its Factories to others and used the slim proceeds as downpayments on 2 Isotope Factories at Sigma Draconis.

SAILCAT sold 14 Alloys at 9 HTs each on Epsilon Eridani, which gained it a Dealership. COSTA NOSTRA PIZZA failed to sell, bidding 12. MARATHON MANIACS sold 2 Isotopes for 7 HTs each. AVERY & SONS sold 12 Monopoles for 16 HTs apiece and gained a Contractorship, while THE 7 CORPORATION sold 5 on Contracts thanks to Avon (Crip). THE 7 CORPORATION went on to sell 10 Spice for 11 HTs each, leaving MARATHON MANIACS’ bid of 13 to sell well and truly undercut.

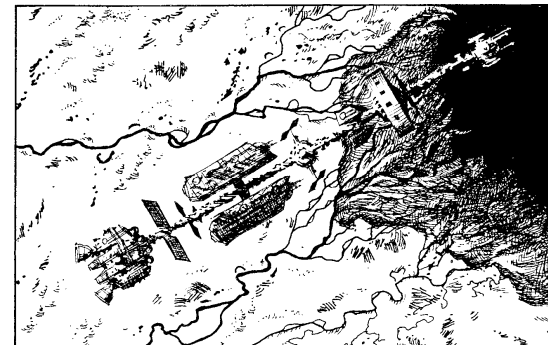
Tau Ceti saw AVERY & SONS selling 7 Alloys for 7 HTs each and being made a Dealer, while SAILCAT sold 5 more on Contracts. AVERY & SONS weren’t done: they bought 11 Isotopes for 4 HTs apiece and took a Contractorship, their third Market Position of the Quarter.

The boost to prices in Mu Herculis caused by the discovery of another viable moon around Gas Giant Planet 5 had caught most Corporations by surprise. AVERY & SONS noticed this most, buying Monopoles on Contract. AVERY & SONS had sold 4 Isotopes for 7 HTs and THE 7 CORPORATION had sold a further one at the price of 8, both well below what they could have obtained. No

doubt next Quarter ships will be pouring in.

THE 7 CORPORATION was buying Isotopes and Spice both at Sigma Draconis, on Contracts both times, and benefitting as prices dropped.

Finally, at Beta Hydri THE 7 Corporation could be found selling Monopoles on Contract from its Warehouse.



MARATHON MANIACS loaded Passengers for Tau Ceti.

COSTA NOSTRA PIZZA loaded Passengers for Gamma Leporis and Sigma Draconis and increased their Political Connections.

SAILCAT bought a Warehouse for Epsilon Eridani and an additional one for Tau Ceti – odd given that they had bought Factories at Sigma Draconis. No doubt someone knows what they are doing.

THE 7 CORPORATION bought a Warehouse at Epsilon Eridani and launched their new ship, Slave.

SWISS MERCENARY FLEET now have 4 ships in service and dispersed them round the Quadrant. They bought an additional Isotope Factory at Sigma Draconis.

AVERY & SONS bought Warehouses at Gamma Leporis and Tau Ceti and now have storage facilities in every major Quadrant system. Funds are creeping up now and the Federation Bankers seemed much less concerned.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep'n	Player
A Marathon Maniacs	10 0 0	0	5th	276 30	Andrew Burgess
B Costa Nostra Pizza	5 5 1	0	2nd	58 27	Mark Cowper
C Sailcat	7 0 7	0	4th	887 40	Mike Dyer
D The 7 Corporation	7 4 5	0	6th	164 40	Paul Evans
E Swiss Mercenary Fleet	6 7 0	0	3rd	139 40	Martin Jennings
F Avery & Sons	8 8 1	5	1st	220 38	Prezemek Orwat

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

News

EV 6, new planet at MH system, took place this turn.

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

Turn 10: C4

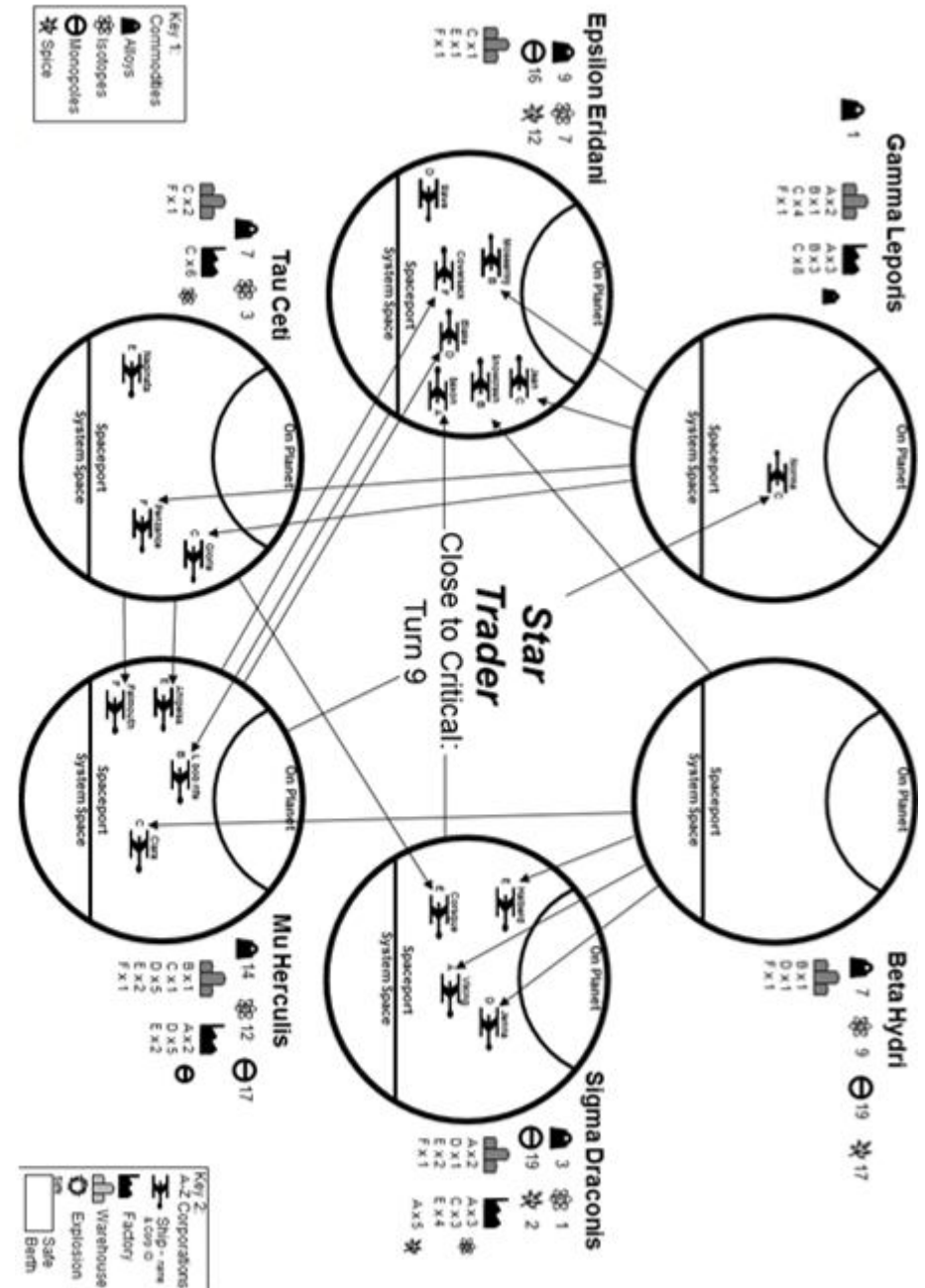
Turn 11: P6, C3

Turn 12: B8

Turn 13: **B10**

(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.)

Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 12th December 2014



Online Games

TWJO readers are playing online versions of board games – and any reader is welcome to join in. Look for games named “TWJO” something – they have the password “pevans56”. Board Game Arena, Boîte à Jeux and Yucata don’t have a password system, so e-mail me to be invited into a game (or set one up yourself and invite people). My ID is usually Pevans (exceptions noted below). Let me know what other games you fancy playing.

A Few Acres of Snow

Martin Wallace’s brilliant card-based wargame is online at yucata.de and I’m enjoying playing it there. Sign up and take me on...

Agricola

Online at www.boiteajeux.net – I’m Pevans56 here and looking for opponents.

Brass

Online at brass.orderofthehammer.com. Game 14 was a victory for me on 135 points ahead of Steve Jones’s 127, John Boocock’s 112 and Mike’s 117. Things are going badly for me in game 15, though. Who’d like to play in number 16?

Nauticus

Online at yucata.de – a recent addition to the site and a game I commented on in *TWJO* 145. Who fancies a go?

Puerto Rico

Bit of a problem here: pr-game.com has disappeared with two games in progress. However, *Puerto Rico* is also available at www.boardgamearena.com so let’s play there. There’s no password system, so please sign up and let me have your ID so that I can invite you to a game.

Roll Through the Ages

Online at yucata.de – a game I enjoy, despite being rubbish (I came second in my last game, but there were only two players). Who’d like a turn at drubbing me?

Through the Ages

Online at boardgaming-online.com where I’m Paul “Pevans” Evans and at www.boardgamearena.com. Let me know if you’d like to play at either site.

Vinci

Online at yucata.de – another classic, in a version adapted for online play. It’s great fun: after some early wins, I’m now being put in my place.

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).

**Orders for June & July 1667 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or
lpbsorders@pevans.co.uk
by Friday 19th December 2014**



May 1667 (279)

As spring draws to a close there is one last chance for Parisian socialites to have fun before the summer campaigning season. So, of course, the first thing they do is fight some duels. Though not that many take place. To start with, Devlin Carnate has some pressing business on his country estate – which is likely to detain him for the rest of his life – and can’t make it to his appointment with Etienne Brule.

Instead, Brule squares up to Maurice Fluff-Bunny, despite the effects of previous months’ injuries. Fluff-Bunny is also injured, but this just brings him down to Brule’s full-strength level. On top of this, Fluff-Bunny has greater expertise with his sabre than Brule has with his rapier. The non-appearance of Pierre Jambon means neither principal has a second. Brule opens with a parry – odd, when a lunge is the least effective attack of a sabre. However, Fluff-Bunny is busy jumping aside from the lunge he expects. His timing is wrong, allowing Brule to skewer him as he recovers his footing. Fluff-Bunny responds immediately with a slash. This is enough for Brule and he surrenders. What’s more, he declines his third duel, with Terence Cuckpowder.

Next up is Eric de Miabeille versus Frele d’Acier: a sabre fight between two evenly-matched duellists. Well, it would be even, were it not that Frele is still recovering from older duels. Eglise de Sant-Suplice and Terence Cuckpowder second Miabeille, while Dexter Sinistre and Jacques As are backing Acier, so this is quite a large audience. Acier decides not to bother with his sword and applies his boot, just as Miabeille swings in with a cut. Although the boot does more

damage, it's d'Acier who quits. He's then the second person to turn down the opportunity to fight Cuckpowder.

Cuckpowder himself has one more appointment – at the grave of the late Yves Vrai Bretheauteque, where he lays a wreath.

Buzz buzz buzz

Colonel Fluff-Bunny is a busy bee this month. No sooner has he been patched up from his duel than he's having a word with the junior Captain in his regiment, the 13th Fusiliers. Despite offering the man cash, Fluff-Bunny is unable to persuade him to resign his commission. Pierre Cardigan invites him to become his Adjutant, but Fluff-Bunny isn't interested. Instead, he signs up Bernard de Lur-Saluces and Boul Ogne for his regiment. He pays for them both to become Captains, which they duly do. It's lucky he had such a large gift from Ali Vouzon.

Meanwhile Egon Mad 2 has decided that Rob d'Masses would make a good Aide. His offer of the post is gladly accepted by Captain d'Masses. Ah, yes, Captain: Aide to Brigadier-General is an appointment for a Subaltern, so d'Masses can't have it.

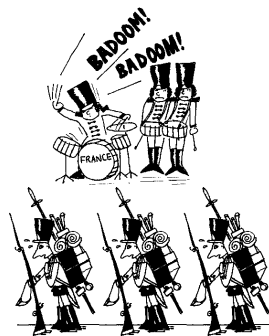
Xavier Self Zeffort joins the 4th Arquebusiers, purchases a Majority and takes command of the regiment. Sebastian Adis II gains admittance to the 27th Musketeers where he is able to become a Major and regimental CO as well. Conversely, Jean-Pierre Pompenfanfare gets bad news: his application to the Royal Marines is turned down by Colonel Rick O'Shea. Even worse, the Picardy Musketeers don't want him either! On the other hand, Swindle de Reserves gets the nod from Etienne Brule and joins the Dragoon Guards, buying a Captaincy with his large loan.

A lot of Parisians seem to want to join the campaign a month early. Amant d'Au takes his battalion of the Royal Foot Guards into action. The first battalion of the Cardinal's Guards get their marching orders from their commander, Lothario Lovelace. Terence Cuckpowder throws some cavalry into the mix by volunteering his squadron of the Queen's Own Carabiniers.

Armand de Luce volunteers for service with a Frontier regiment. So does General Monty Carlo, who seems to think he has some staff to accompany him. Pierre le Sang takes the approach of leading a Royal North Highlander battalion.

What, no parties?

There are not many social events this month, but there's still a good crowd in the Fleur de Lys. It starts with Ali Vouzon taking a table with Angelina di Griz. Having re-scheduled his debts, Bill de Zmerchant brings Mary Huana and



demands a large drink “and a small white wine for the lady.” Madelaine de Proust accompanies Jacques Shitacks. Pierre Cardigan escorts Edna Bucquette. Uther Xavier-Beauregard has the smile of a man who has paid off his loans as he squires Henrietta Carrotte. This leaves Rick O'Shea as the token singleton. Much the same set of people returns in week 2, except that Uther and Henrietta's places have been taken by Eglise de Sant-Suplice and Frances Forrin. And Bill has left Mary at home.

Week three sees numbers reduce further: just three couples plus Rick. The six-some are Ali and Angelina, Jacques and Madelaine and Pierre and Edna. Hang on, shouldn't there be something happening in the Fleur this week? Oh yes, where's the dancing class? There's no sign of Voulo Vault and this leaves his wannabe dancers stranded outside the club – their partners don't take kindly to such treatment and waltz off. This leaves a group of men entertaining each other in the street: Bonne Chance de Tres, Chopine Camus, Etienne Brule, Frele d'Acier, Gaz Moutarde and Jacques As.

The same three couples as last week are back in the Fleur to complete the month: Ali and Angelina, Jacques and Madelaine and Pierre and Edna. Rick is off attracting the footpads' attention at the bawdyhouses. However, he's spent his money on wine and women, so they get nothing from him.

There's also a good crowd at Bothwell's – for the first week of May at least. In part it's a Dragoon Guards get-together as Etienne Brule hosts Frele d'Acier. Both men have their lady friends as company: Belle Epoque with Etienne and Freda de Ath with Frele. Etienne makes his customary visit to the gaming tables, but can only afford one of his substantial bets – especially as he loses it.

The rest of the members in Bothwell's start with Dexter Sinistre, who brings Ava Crisp with him. Jacques As accompanies Thomasina Tancenjin. Richard Shapmes has Ella Fant on his arm. Tourtière Mangetout turns up alone (he does visit the woman in his life, but not until the end of the month). And then there is Eric de Miabeille, who brings Anna Rexique. Here is the commander of the Queen's Own Carabiniers walking into his club where the Dragoon Guards are partying. The exchange of challenges proceeds with quite some vigour!

It continues in week 2 when both Etienne and Frele return to the club – along with Belle and Freda – to find Eric is also there (with Anna, of course). Eric and Anna get a peaceful time in the third week as the other occupants of



the club are Richard and Anna. Come the last week and the Dragoon Guards have Bothwell's to themselves and their mistresses.

Adding to the graffiti

Hunter's remains empty until week 4 when Bonne Chance de Tres turns up with Pet Ulante in tow. They are joined by a couple of Bonne's regimental colleagues and one other Toady. Chopine Camus brings Sheila Kiwi, while Kidder de Margaux is unaccompanied after his courting failed. The other is Xavier Self Zeffort, now of the 4th Arquebusiers, who escorts Lois de Low. As a fresh crop of clenched fists and "He is coming" graffiti has appeared around Paris, Bonne takes Chopine and Kidder on an expedition to add camels' backsides to any fists they find. They add the tag "Friends of HC" and Kidder draws a smiley face on each fist as well. Xavier doesn't join in as he's had a bit too much to drink and Lois has to help him home.



Allan Fa-Dân makes the Blue Gables his home for the month. He has Deb Estaround for company the whole time. The club gets busy in the third week when the 13th Fusiliers turn up in force, led by Maurice Fluff-Bunny, who doesn't bring his new lady with him. Toadying to him are his new Captains, Bernard de Lur-Saluces and Boul Ogne (both of whom were unlucky in their courting attempts earlier in the month), and Major Pierre Jambon. Pierre is accompanied by Violet Bott and makes a side trip to the gaming tables. He wins one bet, but loses the other, so there's no financial impact. Having fed his men on a diet of beans, Maurice orders them out to the barracks of the Royal Marines, where he has them line up and break wind noisily in the direction of the Marines. Then it's back to the club for more drinks. Maurice remains at the club for the last week.

The Frog & Peach's only visitor is Kidder de Margaux who pitches up in week 3, once he's put in a trip to the red light district for some female company.

Red Phillips resounds to the sound of the conflict between the Picardy Musketeers and 4th Arquebusiers. Major Coeur De Lion represents the former, while the latter is personified by Major Xavier Self Zeffort. Challenges exchanged, the two men retire to opposite corners of the club with their ladies and glower at each other. Ada Andabettoir is with Coeur and Lois accompanies Xavier. The club gains a neutral in week 2 as Jean-Pierre Pompenfanfare arrives to show off his new conquest, Josephine Buonoparte. This couple stays in the club for the rest of the month, as do Coeur and Ada. Xavier and Lois remain for two more weeks before heading off to Hunter's.

Jacques de Gain is iron man of the month once again: he practises for four weeks with his rapier. Egon Mad 2 and Pepé Nicole go for the classic formula of three weeks practice, both with rapier, and one at the Bawdyhouses. The difference is that Egon starts the month in the red light district while Pepé ends up there. Other three-weekers are Dexter Sinistre (sabre), Eglise de Sant-Suplice (rapier), Gar de Lieu (sabre – once he's had his audience with the King), Pierre Jambon (rapier) and Uther Xavier-Beauregard (sabre). Getting in two weeks practice are Bonne Chance de Tres (sabre), Bernard de Lur-Saluces (rapier), Bill de Zmerchant (two-hander), Chopine Camus (sabre), Gaz Moutarde (cutlass), Jacques As (sabre), Jacques le Franc (with his cutlass after taking two weeks courting), Richard Shapmes (rapier) and Tourtière Mangetout (sabre).

Once again Euria Humble spends a fruitless month on the doorstep of a certain young lady. Nothing is seen of Sebastian Adis II either. After his courting succeeds at the second attempt (and he'll be hearing from Was Nae Me about this), he dithers over what to do next. He didn't succeed in his courting in week 1, but neither did he fail completely, so what to do? Before you know it, the month is over and he's done nothing.

End of the siege

The French frontier forces continue to lay siege to a convenient north African port. With the Princess Louisa Light Dragoons on patrol to intercept any relieving force, there's little the defenders can do. Lieutenant-Colonel Gruaud LaRose, commanding the Dragoons, gets a competent result, but no reward.

Another Lt-Colonel, Amant d'Au, commands the first battalion of the Royal Foot Guards, attached to Frontier regiment 1. He receives promotion to Colonel and some pocket money – a couple of hundred crowns worth of booty.

Lt-Col Was Nae Me leads the first battalion of the King's Musketeers, who are serving with Frontier regiment 2. When the defenders finally capitulate, he is quick to go hunting some loot and adds 700 crowns to his personal fortune. Brevet Subaltern with the KMs Maurice Essai Deux has his rank made permanent. Lt-Col Terence Cuckpowder, commanding the first squadron of the Queen's Own, is also attached to second Frontier and plunders the best part of a



thousand crowns for himself. General Monty Carlo, serving in second Frontier, goes one better with a round thousand crowns worth of loot.

Frontier regiment 3 is where CPC Lt-Col Dick D'Asterdly serves. He is one of the first across the town's walls when the enemy's colours are struck. Perhaps he is a little too eager as he trips on a loose stone and falls back off the wall. A group of soldiers gathers quickly, but their attempts at first aid are fruitless as D'Asterdly's neck is broken. RIP. This may not be a good omen for the Field Marshal, Tomas le Matelot, who has also joined Frontier regiment 3 to get a first-hand look at the lie of the land. However, le Matelot remains unscathed and pockets the odd hundred crowns that he finds. Brigadier-General Armand de Luce acquires 500 crowns worth of booty for himself. Lt-Col René de Gaviscon and his squadron of Archduke Leopold's Cuirassiers are also with Frontier regiment 3. His personal bravery brings Gaviscon over 500 crowns worth of loot.

Frontier regiment 4 is bolstered with two battalions of other regiments. The first battalion of the Cardinal's Guards is led by Major Lothario Lovelace, who is promoted to Lt-Colonel. He finds 100 crowns into the bargain. Major Arnaud Surfinmaise commands the second battalion of the Picardy Musketeers. His bravery brings him a Mention in Despatches: the second one is just for being there. QOC Captain Rob d'Masses is with third Frontier as well and picks up 300 crowns worth of booty.

Finally we have General Pierre le Sang, commanding a battalion of the Royal North Highland Border regiment. The Highlanders are not used to such august company and ensure that General le Sang is Mentioned twice: once for being a General and once for being there. There's just a couple of hundred crowns worth of loot for him. ❖

Press

Announcements

Friends, Countrymen, opponents of tyranny, and that chap I met in the Tavern last week,

I am announcing my Standing as the next Minister of State. This Great Country and its Glorious King deserve the very best in leadership, and devotion.

We have suffered these last few years with infighting, Infidels, In laws, and idiots, and I say that now is the time to make a stand and stop this decline.

If appointed by his Majesty to this high Office, I promise to work tirelessly to achieve this aim, to give the people of France their nation back as we all want it and not soiled by camel or other unclean beast.

I ask for your support to achieve these goals, I ask for your belief. To register your support and to see how I can help you please contact my Offices.

Yours in Arms and Government,
‡ Count (General) Shitacks

Despatches from the Front

Subaltern (brevet) Maurice Essai Deux struggled. With the heat. With the dust. His uniform, dehydration and Fate. Well, not really with Fate. It was no use to struggle with Fate as Fate always wins.

Nevertheless, northern Africa was not exactly what one came to expect when enlisting in the King's Army. Anyway. He was just coming back from a company meeting, carrying orders for "his" group of musketeers. Command had assured them that this time, they were going to break through and rout the enemy. He snorted. Partly disgusted and partly to clear his nostrils of dust and sand. This dastardly stuff got into everything.

He was confident that they would rout the enemy... they had done so on three occasions. Unfortunately, you couldn't hold that blasted fort for longer than half a fortnight if your support line was stretched thin. And so they had also withdrawn "victoriously" from the fortress.

As he approached the group of men, he "commanded" after that fateful landing 6 weeks ago, he noticed the looks they were throwing at him. Musketeer Gisard tried to hide something behind his considerable bulk, to no avail. Maurice sighed. This was getting tedious. Well then, no sense in prolonging the inevitable.

"Monsieur Gisard, if you would be so kind as to hand me the source of the concern of these fine gentlemen, I would be obliged."

"Pardon, Monsieur, this just came with the post... it is the new gazetteer from Paris."

"Ah... Paris, Spring, I can understand that you are restless. The ladies are going to love your decoration and bravery, even if you are now..."

"Non, Monsieur, it is not that. It is rather that the Hok..."

"Oh... I see." Maurice considered that piece of news for a moment. "Well then, no sense in ignoring it, show me what Monsieur HK is writing about me."

"It is not just you... it is the whole regiment..."

Maurice raised an eyebrow and took the paper. He scanned the page to the point where the press had published the notes from the public. "Ahemm... hmmmhm... oh... that is going to be interesting... aha... hm."

He folded the paper and gave it back to Gisard. Then he took out the notes from the meeting. "D'accord! We will assault the rampart just before... Yes? Gisard? Something bothering you?"

"Aren't you going to address this?"

"Oh... I will. If I survive the heat, the enemy flintlocks, sabres, the food and the trip home. As you can see, I have official cause to duel that Hokey character with honour. After that I consider my **personal** issues resolved.

"I DO however now consider looking for seconds as he alleges I will murder him to silence his loud blabbering mouth. Pfff. But you can not be careful enough. Someone as panicked as him might do something rash. However he has alleged that the

King's Musketeers are somehow "following the camel" and not as I understand it, serving orders issued from High Command and by default the King Himself – may God bless him.

"These are issues which are not mine to address, as I would not regard myself worthy of speaking in His Majesty's name much less act. No... this I will likely watch from the sidelines.

"Of course he also has the facts wrong, but this can be attributed to a simple misunderstanding which, God's mercy willing, we will address when we cross swords. And that is that.

"I will not answer to his slander, or defend myself (again). He has his point, I have mine and we will discuss this as all proper gentlemen should: duel and a wine afterwards. Well except with our "colleagues" from the Cardinal's Guard of course.

"Anything else? Non? Bon. Now back to the assault plan."

Matters of Honour

Gentlemen of Paris!

I am in need of an individual, trusted by Paris, to act as witness and as my second, when/if I settle my differences with Hokey Cokey. As Monsieur Cokey has alleged I am out to silence him permanently and fatally, I therefore need unbiased witnesses that all proper procedures were followed and no murder took place. Cheese and wine provided afterwards for all involved.

† Maurice Essay Deux

Duel? I had a duel?

Note to all potential duellists, name says it all, I do not need anyone to shoot me in the foot, I seem to do it myself. †XSZ

To the Gentlemen of Paris

I am glad to see Mssr Essai Deux is defending his Honour duelling the vile Hokey Cokey (should the miscreant step forward). I too wish to be allowed to do the same: to that end I call upon Paris to vote for a duel so as I can settle this once and for all.

Yours, † Lt Col Dexter Sinistre

Colonel Etienne Brule

I would be honoured to act as your second.

Kind regards, † Frele d'Acier

Social

Gentlemen,

It seems no sooner do we rid Paris of that cowardly, devious Saracen Al Abowt and bring his turncoat cronies to light than word goes around that another of his brood seeks inroads in Paris. Further, the lackeys of this new interloper seem to fancy themselves artists, as they have been leaving crude fists scrawled upon various buildings. While I appreciate their enthusiasm and desire to get into the artistic spirit of our city, I suggest they need some assistance to properly convey accurately their character. Therefore, I invite you fellows and your ladies to join me at my new club, Hunter's, in the fourth week of the month as my guests. After each evening of good food and spirits, we will go forth and add to

any of these fists we might find. I feel a strategically placed camel's backside better suits them, but I am happy to take suggestions. Oh yes, we should also pay a midnight visit Fluff Bunny's abode to leave a little masterpiece. We can then return to our ladies to enjoy more spirits and spirited company. Some of you younger gentles may be a bit in the dark regarding Al Abowt and his ilk, but perusal of previous reports will make evident that he is up to no good, and deserves an artistic boot in the arse, at the least. Besides, it seems a bit slow this coming month, and we are soon off to the front. Make your clandestine mark, gentlemen! It shall be good sport!

Yours, † BCdT

[Sent direct to specific Parisians.]

Ladies and Gentlemen,

The 'Académie de Danse' will be taking a break during the campaign season but will open it's doors for returning officers and their ladies in September.

† Sir Voulo Vault, Major RFG/Gds
Brigade Maj.

Seems to have started the break a
month early! † Le Roi

To mark their "something-or-other" anniversary, Ali Vouzon and Angelina will be holding a Midsummer Ball lasting all four weeks of June. Enjoy lavish picnics in the Tuileries gardens, followed by drinks, nibbles and fireworks at the Fleur de Lys in the evening. All of SL 14+ welcome. Cost paid for SL 17 and above.

Announcement! Captain Boul Ogne of the glorious fighting 13th will be holding a party at his club every month once we return from campaigning and all will be invited during week 1 – all except members of the odious 27th are welcome and should any members of that nefarious regiment choose to try and gatecrash the party I will, with great pleasure, duel all of them one by one to show just how superior the 13th are. So come one come all and enjoy the spectacle of Paris' newest playboy dueller in action!

Regimental Letters

To: all Officers & troopers of GDMD
Subject: Summer campaign, June – August 1667

Gentlemen, men, It is once again time to gird loins and face off against the enemies of France.

Please make sure you put your affairs in order before heading out of our barracks. (Pro forma wills available from Farrier)

I know the regiment will do its duty with élan & maintain its proud heritage.

God save Le Roi!

† B.Bdr-General C. Camus GDMD

Personal

Only sailors practise the Cutlass; but for what nefarious purpose is Amant de Au practising the Dagger? Does he find the Rapier too heavy? Does his slight frame mean a kick would be delivered with such little power? He may be slight of build, but if I was a Dragoon Guard, I'd be nervous facing a duel.

Sir Rick O'Shea – it would have been polite for you to inform me that you wished to question my retainers. On what grounds were they questioned? Was it just because they were Musselmen and there was concern about a connection with the disturbing slogans? But the late 'Sheik' was an Apostate because he converted to Catholicism... so many followers of the Prophet would not suffer him to live...? Or was he ever a Moslem...? Was this why he was not slain? Because he was never a real Sheik at all? Perhaps this is the line of questioning that might be worth following – particularly with an 'avenger' waiting in the wings.

† AdL

Lord Percy Percy says, as fashion is tending to the overtly simple, Amant de Au is extremely fashionable.

Sebastian Adis the second, known to his friend as Seb, waved goodbye to his father's coachman, Dylan, after a long journey from Angoulême. His father, the celebrated Baron Angoulême, had retired from active service with the Queen's Own Horse, now the Queen's Own Carabiniers, just 10 years ago, but Seb was determined to make his own way. He headed for the Barracks of the 27th Musketeers, where a recruiting Officer in the Districts had suggested a 'fine young gentleman just as himself' might make a name for himself, being that the regiment had fallen on hard times and hardly had an officer standing. Already missing his favourite pastime of 'hunt the saucisson' with his Father's

housemaids Ermintrude and Florence (good job his Mother, the Titled and Beautiful Penelope Blanchard, one time mistress of the king himself, never found that one out), Seb caught the eye of a saucy maid eating cakes in her sedan chair. "Aye, Aye" thought Seb viewing his codpiece as he gallantly returned her handkerchief, "things are looking up already".

A large wreath was sent to the funeral of Yves Vrai Bretheauteque by Terence Cuckpowder; he was an honourable foe and will be missed.

Lt. Col Sinistre

Yet another spineless traitor denies the truth. Well, Dex, let's try three simple Yes/No questions.

1. Did you attend the Sheikh's trial burning of Quasi Le Bossu and get personally awarded "Friend of the Realm" medallion by the Sheikh in March 1666? Answer: YES!

2. Did you attend the Sheikh's party in November 1666 – the same month that he threatened the freedom of our beloved king and demanded he be declared Emperor? Answer: YES!

3. At that party were you one of the few he accepted into his fold? Answer: YES!

You are as guilty as sin, yet stand on your honour. I guess that explains the smell of camel shit that follows you about.

Let us hope that our new CPS strikes soon: remember, the penalty for treason is death. For the safety of the King, Paris and France yours cannot come soon enough.

† The Hokey Cokey

Lucy Fur is open to offers, but the Dragoon Guards must attend a duelling lesson should they feel emboldened.

Muted light from several lanterns casts shadows across a large wooden desk strewn with maps and charts. Behind the desk labours a dashing looking fellow, attired in a Colonel's uniform, scribbling away with a quill. A sudden knock at the door to his office breaks the silence.

"Enter," speaks the Colonel. The head and shoulders of an orderly appear around the door. "Sorry to disturb you, Sir, but there's a man at the barracks gate who says that he wants to see you."

"A man? What sort of man, sergeant?"

"I think it's one of that dead Arab's old agents. He's all dressed in black, Sir, and keeps talking in furtive whispers."

"Sergeant, that 'dead Arab' as you so tactlessly refer to him, was the former Commissioner of Public Safety, Minister of War and, more importantly, Emperor of France. I will be most grateful, in future, if you can remember that and address him by his correct title(s)."

"Emperor, Sir, of course, yes Sir, I shall give the gentleman his proper respect in the future, Sir, you can rely upon me there, Sir. Anyway, Sir, what do you want me to do about the man, Sir?"

"Has anyone else seen him at the gate?"

"No, Sir."

"In that case bring him here quickly. Post a couple of sentries at

the end of the corridor. Bring some wine and have the Paymaster send over a purse of coin. See that I am not disturbed."

"Very good, Sir, not to be disturbed and money from the Paymaster, Sir. Leave that to me, Sir."

To the Queer Old Codgers

Top Cat Cuckpowder, you have slain the finest Horseman in all Paris: there is not one of your regiment even half as good as Yves Vrai Bretheauteque was in the saddle.

This is a blow for the whole cavalry division.

Kind regards, † Frele d'Acier

Frele d'Acier: Ah, my rowing prowess is also low. But your epithet cannot obscure the sterling performance of our Regiment where it truly counts: at the front! † Cuckpowder

Dear Father,

The gloves are off, so to speak. I have played our opening hand and the cards are firmly upon the table. The situation here is worse than we first thought and, true to the Emperor's words, the city's government and military elite is overrun with traitors, cowards and swindlers. There are a few loyal patriots and some have already made contact with me to pledge their support, so we are organizing the resistance. I will write again shortly, but until then, dear father, keep the family safe and keep guards posted around the chateau.

Your loving son,

† Maurice Fluff-Bunny

Sirs,
Those of you going off to the Front for the summer do not worry. There are those of us who remain behind will keep the King safe from these hooligans that call themselves the Sheik's Avengers.

They even lack the stomach to come out and show their visages. When they do they should be prepared to feel the sharpness of my blade.

† Sir Richard Sharpnes

I am confused by the recent graffiti on the walls of Paris – are we expecting an influx of singing Chinese immigrants?
† Cuckpowder

A bit later on...

A small sinewy man, clothed head to foot in black garments, his face partially concealed by a veil that covers his mouth and nose, Dark, bright eyes shine out above the veil and those who would choose to study further would say his skin is swarthy, maybe Mediterranean, or further afield. Relaxing back in his chair, legs encased in shiny leather boots rest upon the desk top in front of him.

Seated across from him, a Colonel nonchalantly slices away at an apple with a small fruit knife.

“So, tell me Lurkio,” begins the Colonel, “What news do you bring? How go our plans?”

“Splendid news, Colonel, our agent inside the royal kitchens managed to administer the potion that our ‘overseas friend’ sent into the King’s chocolate gateaux mix. It began to work almost immediately and the

stupid old sod has gone doolally. He believes that Carnate is a foreign spy out to ‘outshine’ him, had the fellow sent to the Bastille and rumour has it that he is ‘for the chop!’

“Excellent, Lurkio, excellent, the Emperor will be delighted. That’s Carnate out of the way, now to get rid of those other 3 traitors, O’Shea, Shapmes and Xavier-Beauregard. Let’s move onto the next phase, Operation Revenge is Sweet!”

Poetry Corner

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

To the Colonel of the Fighting 13th
Most honourable Colonel,
Please accept my petition:
I wish adventure and peril
And will accept any mission.

† BdLS

Found scratched on a privvy wall
near the Fleur.
Hey, Mustapha camel!
If you raise your fist
You must be pissed.
If you want Al-About back,
You need a few hours on the rack.

† The Privvy Poet

Gaviscon went to Morocco,
The Kings enemies there he did sock-
o,
This gentlemen admits,
That his deeds were quite fit,
Rene is indeed a scirocco!

† BCdT

Points Arising

Next deadline is 19th Dec 2014

As most characters will be on active service for the next three months, **I will run June and July back to back.** Please send two sets of orders for this deadline. Orders for July may be conditional on what happens in June – if there is a major impact on any characters in June, I will give the affected players an opportunity to modify their July orders. Replacement characters for anyone who dies in June will start in August.

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

June is the start of the campaign season. **All units listed on the “Army Organisation” table will be in action** (any volunteers will serve with the Frontier regiments). Characters who are part of one of these units can only avoid active service by resigning from their regiment and/or appointment.

Next turn is the last month characters can make investments for this campaign. The return on investments will be paid in September.

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

JJ Jean Jeanie (Andrew Kendall) has NMR'd. Total now 1

TIM Tomas le Matelot (Tim Skinner) has NMR'd. Total now 2 and is sent to a Frontier regiment

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

WP (Pam Udowiczenko) has been floated as Pam was “laid low with the lurgy.”

X1 (Chris Boote) has been floated at his request.

Welcome

Dean Talbot joined the game just after the last turn was published and Dave Whiffin arrived just before the deadline. Welcome to both and enjoy the game.

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.

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

Egon Mad 2 applies for Minister of Justice

Jacques Shitacks applies for Minister of Justice

Egon Mad 2 applies for Minister of State

Jacques Shitacks applies for Minister of War

Frele d'Acier asks NPC Major 1 of Dragoon Guards to resign

Jacques Shitacks applies for Minister of State

Gar de Lieu applies for Minister of State

Maurice Fluff-Bunny asks NPC Major 1 of 13th Fusiliers to resign

Jacques de Gain applies for Minister of State

Maurice Fluff-Bunny asks NPC Captain 4 of 13th Fusiliers to resign

Duels

Results of May's duels

Etienne Brule declined to meet Terence Cuckpowder as he was under half Endurance.

Coeur De Lion (Cutlass, Seconds ROS) and Xavier Self Zeffort (Rapier) have mutual cause for being in enemy regiments.

Frele d'Acier declined to meet Terence Cuckpowder as he was under half Endurance.

Etienne Brule (Rapier, Seconds FdA, 3 rests) and Eric de Miabeille (Sabre, Seconds EdSS & TC, adv.) have mutual cause for being in enemy regiments.

Maurice Fluff-Bunny (gains 1 Exp) beat Etienne Brule (under half Endurance).

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

Eric de Miabeille (with EdSS & TC, gains 1 Exp) beat his enemy Frele d'Acier (with JA & DS).

Devlin Carnate didn't turn up to fight Etienne Brule and lost SPs.

Was Nae Me (Rapier, Seconds FdA) has cause with Sebastian Adis II (Rapier, adv.) for pinching Marie.

To be settled next month:

Lothario Lovelace (Rapier, adv.) has cause with Jean-Pierre Pompenfanfare (Foil, 3 rests) for pinching Josephine.

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

Challenges to be voted on:

Maurice Essai Deux has been voted cause in his challenge to "the Hokey Cokey" for his venomous words. However, no-one has owned up to the pseudonym.

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

Dean Talbot gets the Bastard son of a very wealthy Gentleman: Init SL 4; Cash 675; MA 6; EC 3 (BO Boul Ogne).

Dave Whiffin gets the Bastard son of a very wealthy Gentleman: Init SL 4; Cash 675; MA 6; EC 2 (JPP Jean-Pierre Pompenfanfare).

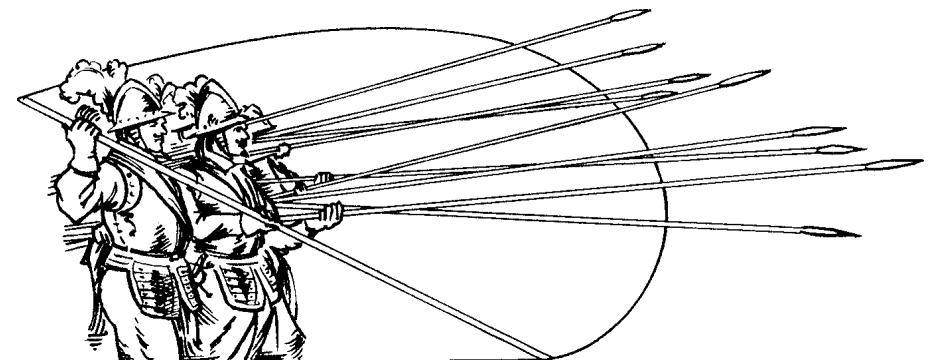
Gerry Sutcliff gets the First son of a well-to-do Knight: Init SL 7; Cash 275; MA 4; EC 4 (X2).

Tables

Other Appointments

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

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



Army Organisation and 1667's summer Deployment

Field Army (Field Ops)	PC/_/_/_/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/N/EB
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/N/FdA	Second Foot Brigade	N5/N/N1
Heavy Brigade	N1/N/_/_	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

	(On campaign for June-Aug)				
Colonel	F1 N3	F2 N2	F3 N5	F4 N1	RNHB N7
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

Princess Louisa Lt Dragoons: 3
 Frontier regiment 1: 4
 Frontier regiment 2: 3
 Frontier regiment 3: 4
 Frontier regiment 4: 4
 RNHB regiment: 4

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	EdSS
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derriere	13		
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	AFD
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	BCdT
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	AV
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	DS
59	May Banquet l'Idée	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/WBdZ	
34	Freda de Ath	7	W	FdA
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	EB
13	Josephine Buonoparte	6	I/W	JPP
24	Violet Bott	6	I/W	PJ
15	Ada Andabettoir	5	B/I	CDL
25	Lois de Low	5	B	XSZ

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	DC	OO	ALC	CPC	RM	GDMD	PM	13F	PLD	53F	27M	4A	69A	Gscn
CoI	ADA	EH	JdC	EB	EDM	N7	EDSS	ROS	CC		MFB		TM			PN+	
LCol	LL	WNM	FdA	TC	RdG												
Maj 1	VV+	N5	N3	N4	N6	N5	GM+JA	JIF	DS	N2	CDL	N1+	N2+		SA2	XSZ	
Maj 2	JJ	N2	N2	N4	N6	N5	BCdT	AS	PJ	N5							N6
Capt 1	N1	N3	N4	N5	N6	N3	N3	N6	N3	N5	N2	N2	N2	N5			
Capt 2	N5	N4	N6	N2	N5	N5	N6*	N5*	N3	N5	N4	N1	N1	N6	N5	N6	N4
Capt 3	N1	N4*	N4	N2	N6*	N2	N2	N5	N4*	N6	N3	N4	N4	N2	N4	N5	N4*
Capt 4	N2*	N3	N2	N2*	RdM	N1*	N2	N2	KdM	N3	N3*	N1	N6*	N5*	N4*	N1*	
Capt 5				SDR													
Capt 6											BO						
											BdLS						

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
GdLi	Count Gar de Lieu	26	70	Poor	General/Min w/o Port	8		Flr	4	Bill Hay
JS	Count Jacques Shitacks	24	57	Ftly	General	3	Madelaine	Flr	4	David Olliver
EM2	Viscount Egon Mad 2	24	55	Rich	Bdr-General/HGds Brigadier	9		Flr	4	Tym Norris
JdG	Count Jacques de Gain	23	52	Ftly	Colonel KM	17		Flr	5	Ben Brown
PC	Earl Pierre Cardigan	22	51	Comfy	General/Fld Army Commndr	9	Edna	Flr	4	Matt Shepherd
TIM	Earl Tomas le Matelot	22	F	Rich	Fid Marshal	8		Flr	4	Tim Skinner
UXB	Viscount Uther Xavier-B' regard	21	54	Comfy	B.Lt-General/War Minister	12	Henrietta	Flr	4	Pete Card
EH	Count Euria Humble	21	25	Withy	B.Bdr-General CG	18		Flr	5	Matthew Wale
PLS	Marquis Pierre le Sang	21	F	Comfy	General/Min w/o Port	7		Flr	4	Bill Howell
AV	Earl Ali Vouzon	20	58	Rich	B.Lt-General/Insp.Gen.Inf	8	Angelina	Flr	1	Graeme Morris
JIF	Baron Jacques le Franc	19	47	Withy	Lt.Colonel RM/1st Div Adjutant	15		Both	6	Charles Burrows
EdSS	Viscount Eglise de Sant-Suplice	19	40	Comfy	Colonel CPC/Min w/o Port	6	Frances	Flr	2	Jerry Spencer
AdL	Baron Armand de Luce	19	F	Withy	Bdr-General/Chancellor	5		Flr	2	Francesca Weal
RS	Marquis Richard Shapmes	18	48	Withy	B.General/Min w/o Port	10	Ella	Both	4	Charles Popp
VV	Sir Voulo Vault	18	38	Poor	Major RFG/Gds Brigade Maj.	2		Flr	2	Mark Booth
BdZ	Baron Bill de Zmerchant	18	37	Poor	B.Lt-General/Fntr Div Commandr	5	Mary	Flr	3	Tim Macaire
EB	Sir Etienne Brule	16	48	Poor	Colonel DG/Fntr Div Adjutant	2	Belle	Both	4	James McReynolds
GM	Sir Gaz Moutarde	16	33	Withy	Major RM/1 F Brigade Maj.	3		Both	2	Mike Clibborn-Dyer
EdM	Marquis Eric de Miabeille	15	42	Withy	B.Bdr-General QOC	13	Anna	Both	3	Pete Holland
FdA	Frele d'Acier	15	33	OK	Lt.Colonel DG/HGds Brigade Maj.	4	Freda	Both	3	Peter Farrell
WP	Marquis Warren Peece	15	23	Withy	B.Lt-General	13		Both	2	Pam Udowiczenko
TC	Terence Cuckpowder	15	F	Comfy	Lt.Colonel QOC/Cav Div Adjutant	3		Both	4	Mike Dommett
AdA	Baron Amant d'Au	15	F	Withy	Colonel RFG	7		Both	5	David Brister
ROS	Sir Rick O'Shea	14	30	OK	Colonel RM/CPS	3		Flr	6	Paul Wilson
JJ	Sir Jean Jeanie	14	29	Comfy	Major RFG	8		Both	3	Andrew Kendall
DS	Dexter Sinistre	14	22	Poor	Lt.Colonel GDMD	4	Ava	Both	3	Martin Adamson
JA	Jacques AS	13	21	Comfy	Major GDMD	1	Thomasina	Both	4	Joe Farrell
CC	Chopine Camus	13	20	OK	B.Bdr-General GDMD	4	Sheila	Both	4	Stewart Macintyre

ID	Name	SL SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
MC	Baron Monty Carlo	13	F	Withy	B.General	12		Hunt	4	Andrew Burgess
TM	Sir Tourtière Mangetout	12	25	Withy	B.Bdr-General 53F	3		Both	4	Howard Bishop
LL	Sir Lothario Lovelace	12	F	Comfy	Lt.Colonel CG	8		Both	4	Geoff Bowers
WNM	Was Nae Me	10	F	Comfy	Lt.Colonel KM	6		Hunt	3	Mark Farrell
BCdT	Bonne Chance de Tres	9	22	Poor	Major GDMD/LtGen's Aide (UXB)	6	Pet	Hunt	1	Cameron Wood
RdG	René de Gaviscon	9	F	Comfy	Lt.Colonel ALC	4		BG	5	David Williams
AS	Arnaud Surfinmaise	9	F	OK	Major PM	6		BG	5	Nik Luker
MFB	Maurice Fluff-Bunny	8	26	OK	Colonel 13F/Gen's Aide (JS)	5		BG	5	Jason Fazackarley
CDL	Coeur De Lion	8	12	Poor	Major PM	4	Ada	RP	3	Graeme Wilson
AFD	Allan Fa-Dân	8	8	Poor		6	Deb	BG	4	Gerald Udowiczenko
SAZ	Sebastian Adis II	8	8	Poor	Major 27M	4		BG	4	Mark Cowper
X1		8	0	OK		6			3	Chris Boote
DDA	Dick D'Asterdly	8	RIP							Gerry Sutcliffe
RdM	Rob d'Masses	7	F	OK	Captain QOC	2		HGds	5	Craig Pearson
SdR	Swindle de Reserves	6-	4	Poor	Captain DG	1			6	Ray Vahey
KdM	Kidder de Margaux	6	16	Poor	Captain GDMD	4		F&P	6	Gary Phillips
PN	Pepé Nicole	6	11	Poor	Colonel 69A/4 F Brigade Maj.	5		RP	3	Colin Cowper
GLR	Gruaud LaRose	6	F	OK	Lt.Colonel PLLD	3		F&P	4	Neil Packer
MED	Maurice Essai Deux	6	F	Poor	Subaltern KM	4		F&P	3	Olaf Schmidt
PJ	Pierre Jambon	5+	15	OK	Major 13F	3	Violet	RP	3	Chris Carter
BO	Boul Ogne	4	11	OK	Captain 13F	6		RP	3	Dean Talbot
JPP	Jean-Pierre Pomenfanfare	4	9	OK		6	Josephine	RP	2	Dave Whiffin
BdLS	Bernard de Lur-Saluces	4	8	Poor	Captain 13F	5		RP	2	Rob Pinkerton
XSZ	Xavier Self Zeffort	4+	20	OK	Major 4A	5	Lois	RP	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, Ftly = 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+