

That would be enough

This has been issue 165 of *To Win Just Once*, published 11th June 2016. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2016

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by Friday, 24th June.

Orders for *LPBS*, definitions for *Fictionary Dictionary* and all other contributions to Pevans by Friday, 1st July 2016.

(Next deadlines: 29th July/5th August, 2nd/9th September, 14th/21st October)

Waiting lists

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

Railway Rivals – the latest game is under way. Pevans, Mike Clibborn-Dyer and Jonathan Palfrey are waiting for the next one. Working map and rules provided.

Star Trader – the current game has just started and there's room for a couple more players (David Buchholz and Jason Fazackarley are waiting for the next one). Rules provided.

Online games

A Few Acres of Snow (at yucata.de): Pevans

Agricola (at www.boiteajeux.net): Pevans, Alex Everard

Castles of Burgundy (at www.yucata.de): Pevans

Concordia (at www.boiteajeux.net): Pevans

Keyflower (at www.boardgamearena.com): Pevans, Brad Martin

Puerto Rico (at www.boardgamearena.com): Pevans, Brad Martin, Al Tabor

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

Vinci (at www.yucata.de): Pevans

Credits

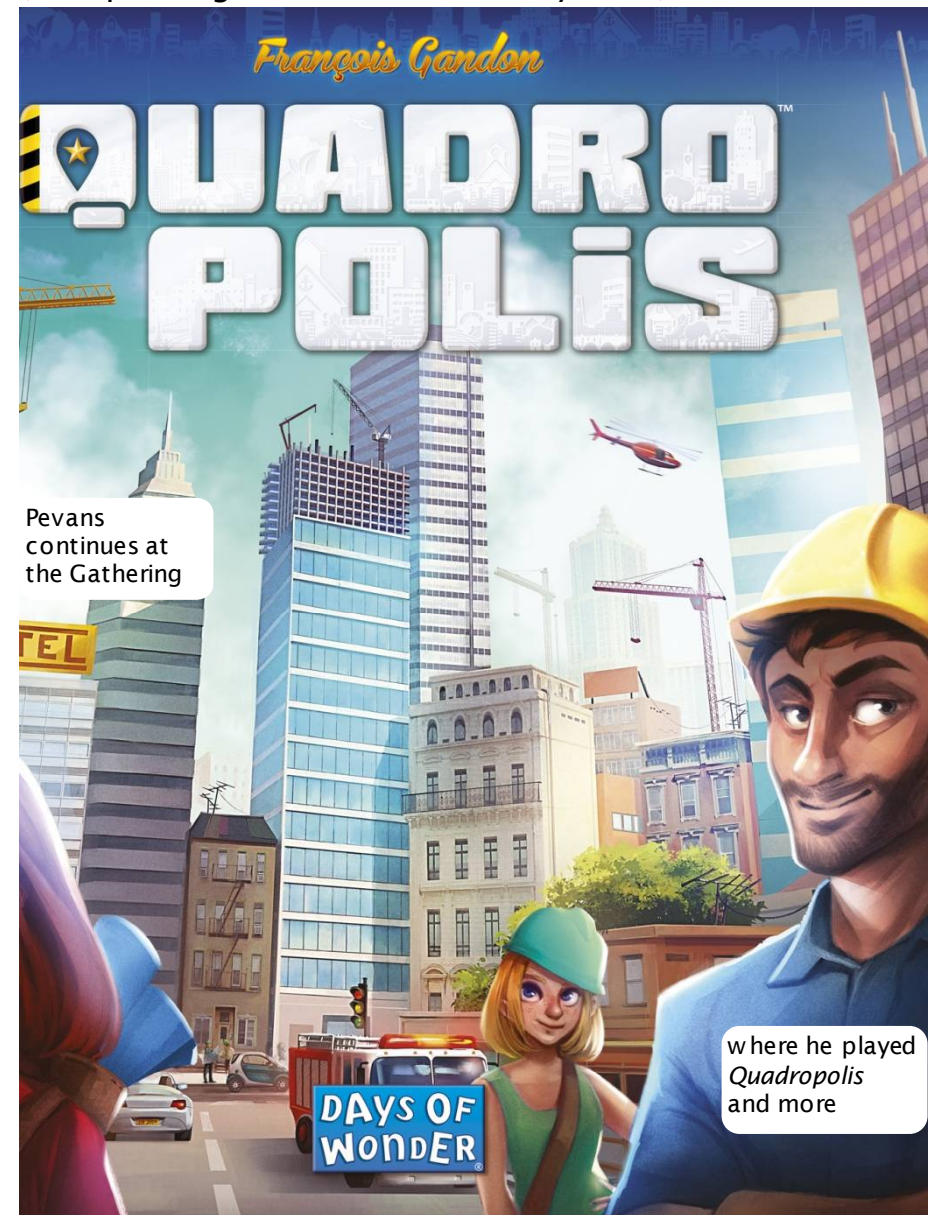
To Win Just Once issue 165 was written and edited by Pevans. The *LPBS* masthead (page 27) is by Lee Brimmicombe-Wood, as are the drawings on pages 22, 28 and 30. Game and book artwork is courtesy of the publisher. Photos were taken by Pevans, who played with Photoshop.

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, Web: www.pevans.co.uk/TWJO

To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Issue 165: June 2016
(LPBS 296: October 1668)

£2.25 (+ postage)
and online at www.pevans.co.uk/TWJO

Contents

Chatter	3
Letters	3
Still in Niagara	4
Pevans continues at the Gathering	4
Reading Matter	16
Games Events	17
Great White Hunter	18
Turn 12	18
Online Games	20
Fictionary Dictionary	21
Trader to the Stars (Star Trader game 8)	21
Game report – Turn 5	21
Trader to the Stars map – Turn 4	24
Banwen (Railway Rivals game 11)	25
Game report – Turn 10	25
Subscribing to TWJO	26
Les Petites Bêtes Soyeuses	27
October 1668 (296)	27
Press	32
Points Arising	37
Announcements	38
Duels	38
Trials	39
New Characters	39
Tables	39
Other Appointments	39
Battle Results	39
Army Organisation and 1669's Summer Deployment	40
Brigade Positions	40
Frontier Regiments	40
Regiments	41
Femmes Fatales	41
The Greasy Pole	42
That would be enough	44
Deadlines	44
Waiting lists	44
Credits	44

Chatter

I'm trying to get this issue done in good time, so that I don't have too much to do at the same time as visiting the UK Games Expo. As mentioned in last issue, it's too soon to get my report in this *TWJO*, so expect it in issue 166 in July.

I was amused by Radio 4's Today programme the other morning. They had a (brief) interview with Richard Dawkins to mark the 40th anniversary of his seminal book, *The Selfish Gene*. As Dawkins is a virulent atheist, this came up in the interview, too – this year is also the tenth anniversary of *The God Delusion*. The interview was followed by the words, “and now it's time for ‘Thought for the Day’”. Yes, the next item was the programme's daily three-minute dose of religion. Tee hee!

The main news, then and now, was the EU referendum, of course. Both sides are making increasingly preposterous – and shrill – assertions as the witching hour gets closer. Though this is not happening fast enough. The whole circus has been going on for weeks and we still have weeks to go. I'm just intrigued to see how far they'll go. Hordes of giant mutant penguins poised to invade? Brits will be forced to adopt Angela Merkel's dress style?

Whichever way the vote goes, I expect the losing side will call foul and continue to agitate for a ‘proper’ vote. Though the referendum is supposed to settle the question “once and for all” – just like it did the last time (which I was just old enough to vote in).

Anyway, back to the games and this issue's main content is the second part of my report from this year's Gathering of Friends.

TWJO online

The PDF edition of *TWJO* 164 was downloaded 202 times in May (well, all but the first few days). There were 44 downloads for issue 163, taking it to 191 in two months. *TWJO* 162 was downloaded a further 54 times, making its total 372 since publications.

My review of *Ambush* remains at the top of the other downloaded documents (leaving out ‘housekeeping’ stuff), followed this month by my reviews of *A Brief History of the World* and *High Frontier*. For once, the top search time used to find my website was “Pevans”. I wonder what I've done to deserve this?

Letters

Chris Baylis has been taking the Great White Hunter game too seriously.

In the White Hunter game I was after a monkey and the mention of monkey flicked on a light bulb (a rather dim one of course) in the vacuum of my brain and connected it to *12 Monkeys*, the film starring Bruce Willis (so that's how “bruised willy” came about). Though, like you, I'm not sure what I was on either.

I hope to see Chris at the Expo and check on his health. Something else is troubling Jonathan Palfrey.

I see that your first year as a university student came immediately after my last year. It's funny how so many people seem to be younger than me these days. It wasn't always that way.

I have the same experience.

I haven't read any John Buchan for a long, long time, but I definitely remember reading *Huntingtower* in my youth (probably in my childhood). I think I liked it, and may have read it more than once, but I'm not sure whether I read any others.

They are still good fun, though Buchan's probably too long-winded for modern tastes (and some of the attitudes are very much of their time).

On the computer, I've resumed playing *Crusader Kings II* now and then, which is a quite interesting but very slow game in which nothing much happens for long periods of time. Paradox is launching a new game called *Stellaris*, an ambitious game of galactic domination in which each player starts with a planet and one of three faster-than-light-travel technologies. I don't know whether I'll like it, but I've pre-ordered it. The balanced start appeals to me: each player starts off approximately equal. In Paradox's historical games, because they're historical, there's no such equality between the (many) different starting positions.

One thing I like about *Stellaris* (from the information available in advance) is that battles in space are handled by the game and not by the player. Some people like to get involved in fighting battles, but when it comes to warfare I like directing the strategy; I prefer to delegate tactics to my subordinates. Furthermore, *Stellaris* isn't merely a wargame, and spending time on battles would be to overemphasize the warfare element.

And the other person I know who's dived into *Stellaris* is my 17-year old nephew...

Still in Niagara

Pevans continues at the Gathering

See the last issue of *TWJO* for the first part of my report from this year's Gathering of Friends. That set the scene and covered my first two days at the convention. Let's dive straight in.

Returning from breakfast on the Friday morning, I was intercepted by the irrepressible Mary Prasad. She and a couple of others were about to play the pre-production sample of Ted Alspach's latest game, *America*, and wanted a fourth player. This is a trivia game, except it's a trivia game that Ted has developed from a Friedemann Friese design (specifically, the game published by Ted's company, Bézier Games, last year as *Terra*). So, each card has three questions on the same topic. One has a date as an answer, one has a (US) state and one is a



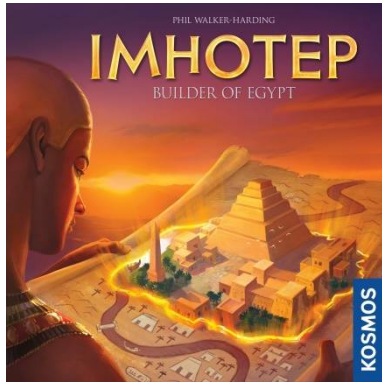
Playing *America* in America, with Americans...

number. Players have a number of cubes to place on the tracks and the map that show the possible answers.

Once the questions have been read out, players take it in turns to place one cube as an answer to one of the questions (or pass). Players get 7 points for the right answer and 3 points for a cube adjacent to the right answer (which could be quite a few if the answer is a state). Thus, you don't necessarily need to know the right answer, just spot who does.

As the questions are all about the US of A, Mary reckoned I was an easy mark. Mistake; big mistake! A lot of the questions were general enough (e.g. on the *Invasion of the Bodysnatchers* movies) that anybody might know them. On other questions, the other players were often as much at sea as me (such as "Which date does not appear in any other question?"). For some other questions, it was obvious who knew the answer and I could ride on their coat-tails for a few three-point scores.

Winning the game probably helps my attitude towards it, but I think it's a clever take on trivia games. Players don't necessarily need to know the answers, as long as somebody does. Which means there's the possibility of making tactical moves to try to mis-direct your opponents. Clever stuff, but the title may make it less appealing to non-Americans. I give it 8/10 on my highly subjective scale.



With one change in personnel, we moved on to try one of the latest from Kosmos: *Imhotep*, designed by Phil Walker-Harding. I particularly liked this for the chunky wooden cubes, in players' colours, that are a main component of the game. They provide a nice, tactile element to the game. There are various sites (boards) to which players can add their cubes. Each of these scores in different ways: number of cubes, number visible from the top, tallest stack and so on.

However, getting your cubes there isn't simple. They arrive at one of the sites when a player decides to dock a boat at that site.

They can only do this if the boat has a minimum number of cubes and at least one of them belongs to the player. Cubes get onto the boats by players choosing to put one of their cubes onto an available space. In turn, players accumulate cubes by 'quarrying' them.

The sequence is pretty straightforward, but needs some planning. Which can all be ruined by another player choosing to dock a boat. Or dock it in a different place from where you wanted it to go. This is what makes the game so neat. Add in 'market' cards that give bonuses or advantages to players and you've got a really clever game. It gets a provisional 8/10 on my highly subjective scale.

My next game was another prototype, this time based on an Edgar Allan Poe short story. The best bit was the race against time at the end, but I felt the preparation for this was too long-winded. It'll be interesting to see if this game finds a publisher – and what the finished article looks like.

After picking up some coffee (or a close facsimile), I hooked up with Steve again to try *Quadropolis*, the new game from Days of Wonder. The brightly-coloured, cartoon-style artwork suggests this is more of a children's game. It is certainly aimed at family play, but there's more than enough to interest gamers in its clever tactical options. We played the "Classic" mode, recommended for first-time players – "Expert" mode adds further complications to the game.

The game is played over four rounds, with players selecting and placing four buildings in each round (if all goes well). You take a square building tile from the grid on the central board, according to the value of the 'Architect' you play, and place it on your own board, according to the same value. This sounds simple, but as rows and columns become blocked by players' Architects and the tiles run out, you can find there's nothing you can pick up.

Each tile also brings with it some fuel blocks and/or inhabitant meeples. These are needed at the end of the game to 'activate' buildings so that they score points.



Starting the second round of *Quadropolis* with a few buildings on my board

However, unused fuel and inhabitants give you penalty points, so you need to plan these carefully. Each type of building scores in a different way: tower blocks for each floor, shops for each customer, harbours for the longest row of these.

Despite the apparent simplicity of the game, there are an awful lot of things to think about: which buildings you can get, how they'll score, what fuel and inhabitants they bring and how you're going to use them. Designer François Gandon has done a good job with his first game, complemented by Days of Wonder's high standard of production. *Quadropolis* gets 7/10 on my highly subjective scale.

Next, Steve and I thought we'd try *West of Africa* and recruited Maryl Fischer and Nick Ramsey (more Gathering regulars and gaming buddies) to join us. This is a Martin Schlegel-designed game, published by Blackfire Entertainment, and set around the seven Canary Islands. (These are, of course, to the west of Africa.) Apart from the islands, the board has tracks for players' gold and points – the game end is triggered when anybody reaches 25 points or all the islands' settlements have been taken.



Playing *West of Africa*: blue's maxed out on money, but green is in the lead

Players each have a set of action cards, from which they choose the actions they want to carry out each turn. The cards chosen also determine player order for the round, giving players more to think about when choosing their cards. Actions allow players to move their workers (meeples) or ship (carrying goods, usually), plant goods (on matching fields), and sell goods. Particular actions may require players to play their card for the appropriate island, pay gold or use workers.

At the end of each round, the players determine who is Mayor (Alcalde) of each island. Essentially, this is the player with the most bits on the island. The Alcalde may establish settlements – at a cost – on their island and score points for these. As this is the main way of scoring points, competition for the Alcalde positions can be fierce. I found the game a bit fiddly to play, but it's certainly an intriguing game and one I'll be happy to play again. It gets a provisional 6/10 on my highly subjective scale.

After dinner Kris Gould collected a group to play *Star Trek: Five-Year Mission* – Steve and I were joined by two of our dinner companions, Stance and Cheryl Nixon (more old Gathering friends). Designed by David Whitcher, this is another of the 2015 games from Mayfair. It's a co-operative dice game with the players as the senior crew of the Starship Enterprise. As you'd expect, each character provides a special ability in keeping with their role in the crew, as shown on the character mats. One side of these shows the real crew (Kirk, Spock, McCoy et al), the other has the "Next Generation" team (Picard, Ryker, Data etc).

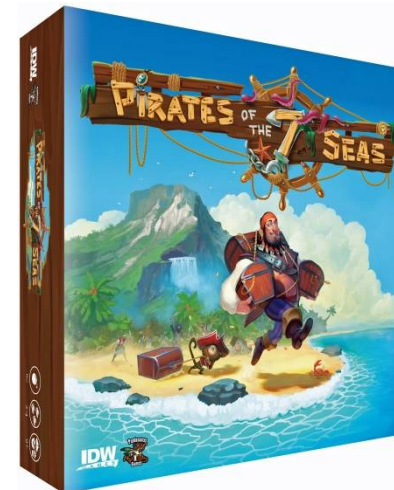
The game is run on dice, but there are also cards. These are the crises and missions affecting the Enterprise and thus the challenges facing the players. They come in three levels (alerts): blue, yellow and red. These are, of course, levels of increasing difficulty – and reward. Players draw a card as the first thing

in their turn. Then they roll some dice and try to resolve one or more of the alerts. Fail too many alerts and the team loses. To win, they have to resolve a minimum points value and colours of alerts.

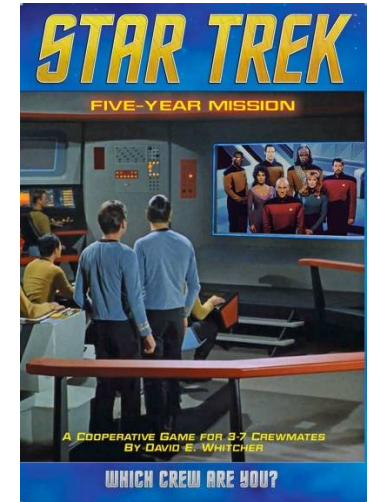
Depending on the alert, resolving it will need specific values of dice of certain colours. Players start with a standard set of dice, but this will change as they use and replace them. Injuries to a crewmember stop them rolling as many dice, making it harder to succeed. It's all too easy to fall into a descending spiral as injuries make it harder to deal with alerts that accumulate and then the game is lost. This puts the players under real pressure.

We had great fun playing the game – hamming up our particular role (well, I was, anyway) – but lost as we floundered under increasingly nasty alerts. We weren't prepared to take that lying down, so we played again (taking different characters) and were successful this time. So the game clearly has appeal, but I feel the luck of the dice is such an overwhelming factor that it's not one I can take too seriously. It gets 6/10 on my highly subjective scale.

After Kris retired, the remaining four of us played *Pirates of the 7 Seas*, a game that comes in a chunky square tin. I assume this originates with Ukrainian publisher IGames, since the designers are Oleksandr Nevskiy and Oleg Sidorenko – the English language version is from IDW/Pandasaurus. There are lots of cards in the game, plus a whole heap of dice! The dice are the ships in players' pirate fleets and rolling them is how battles are resolved. Each player chooses a colour and takes their first ships. They also take a set of 'character' cards, which are the actions available.



Each round, players choose a character/action card secretly, then all are revealed. Actions are resolved in a specific order, with a bonus for any player who's the only one to have chosen that action. Actions let players buy more ships, sell goods, draw cards and, of course, plunder merchant ships (playing a card showing the merchant



ships). However, in this case everybody gets in on the action, deciding how many ships/dice to send. These are added to the dice for the merchants and then all rolled. Ships sink if the closest die of the opposing side (pirates or merchants) is a higher value. This is great fun – except when your ships sink!

Surviving pirate ships gain booty tiles, placing dice on them to show loaded ships. Goods taken as booty can then be sold to earn ‘treasure’ tokens, which are players’ scores at the end of the game (assuming they haven’t spent them on new ships), along with a few other things. In particular, players may earn ‘black spot’ tiles during the game and these are negative points at the end. One neat touch is that playing a card and then being unable to take the action earns you a black spot. There are also yin-yang tokens that players can earn and then spend to upgrade their fleet.

There are lots of clever details in the game, but it feels more of a family game than a gamers’ game. Nevertheless, we had good fun playing, with much anguish over bad dice rolls and crowing over successes. I thought it took a bit long to finish and give it 6/10 on my highly subjective scale.



Start of the Overlord game seen from my end of the board. My mobile artillery seems to be targeting Leo’s Tiger (mid left edge of the photo)...

While the Gathering is mostly open gaming, there are some tournaments throughout the week. Saturday morning was *Liar’s Dice*, which Pete and I had both signed up for – it’s a cracking game and playing in the tournament has become something of a tradition. I surprised myself by winning through my first round game only to go down in flames in the second.

On leaving the tournament, I was pounced on by Sheila Davis (she and hubby James are old Gathering buddies and serious games collectors), who had organised another Gathering tradition: an Overlord game of *Memoir ’44*. This is a team game with three battlefield generals and a Field Marshall on each side, using two sets of the game to provide a big battlefield. I drew Axis and was the right flank, alongside Leo Tischer and Sheila, with Scott Simon as our boss. Directly opposite me, Stefan Büchtmann was in charge of the Russian left flank with Mario Pawlowski and Terry Egan the other two generals under Field Marshall James.



My flank as the game proceeds. I’m sure I started with some tanks...

The scenario we played was Seelow Heights, part of the final defence of Berlin in 1945. The German forces have some serious defences against the superior numbers of Russians, but the Allied team can score ‘medals’ by breaking through and moving units off the board. There are also medals for the Allies if they take the ridge from which the German are defending and the Axis have a two-medal head start for controlling the towns. I did not like the look of my flank: a few scattered infantry units against a solid line of Russian troops. I had just one armour unit, in reserve, but a couple of artillery units.

As the Russians advanced, I was able to use my artillery to weaken them. This was particularly useful when Stefan got some of his tanks into an attacking position. I countered with my armour and the result was no tanks left. The determined defence paid off in the end, as the Axis team achieved the number of medals needed to win – helped by the bonus for holding the towns, it has to be said. There was not much left of my flank by the end, which I suspect is historically accurate. As always, playing Overlord was a blast with the added entertainment of Leo and I needling each other (think Asterix and Obelix competing over Roman helmets...).

Wargame over, I linked up with Pete and Steve again to give *Above and Below* a go. As far as I’m concerned, any game with a paragraph book of adventures has to be tried. *Above and Below* is published by Red Raven Games and was designed by main man Ryan Laukat. Players have their own village (set of cards), which they develop as they explore their habitat. “Above” is the surface of the land,



Turn 3 of *Above and Below*. that's my board in the top left with one village exhausted so far

where players build houses (cards) for their villagers. "Below" refers to the underground caves where players establish outposts that produce goods.

The paragraph book is used for players' adventures as they explore "Below". I love this feature, but we didn't use it much. I suspect we were missing something, as we also didn't seem to be getting anywhere near the sort of income/production that the game allows for. Players' actions are powered by worker ("villager") placement, but villagers then need to rest – unless they are refreshed by a barrel of cider (no, really!).

The key action is, of course, to explore: choosing a team of villagers to send into the caves and encountering... well, you know what. This usually produces a challenge, which is

when you hope you've sent the right team. You choose a response (run away, fight, negotiate...), roll some dice and see what you get. There are mechanisms for improving on the dice, but you will end up with something.

Above and Below is an ingenious and well-produced game that I found entertaining, though I expected more of the paragraph-driven adventures. Definitely one I want to play again, I give it a provisional 7/10 on my highly subjective scale.

The three of us went for an early dinner – and some craft beer sampling – before the Saturday evening proceedings. One of the features of the Gathering is the prize table: bring a prize, take one away with you. While most of the prizes are games, there are all sorts of special items as well. It's a great part of the event and brings everybody together. Hence, it's the opportunity to thank everybody, but speeches are thankfully short.

While the room is being set up for this, we had the "Ice Cream Social" – an opportunity for people to chat, particularly to those they haven't had a chance to

speak to so far. This takes place over a bowl of ice cream – sponsored by Rio Grande Games (Jay Tummelson, the man behind Rio Grande, is a regular at the Gathering and all-round good guy) – or two, or six (ooh, I feel sick...).

This year we had something different. Alan cut out the speeches almost entirely and we had thirty minutes of entertainment from Michael 'Mirth' – who had been in my *Liars' Dice* game. I would sum up his act as comedy magic. He started by subverting our expectations: "Dan, think of a number from 1 to 10 million. I will now write down the next word out of Dan's mouth... Dan, do I have any idea what your number is?" And the answer was, of course "No." He went on to do some clever tricks while being very funny.

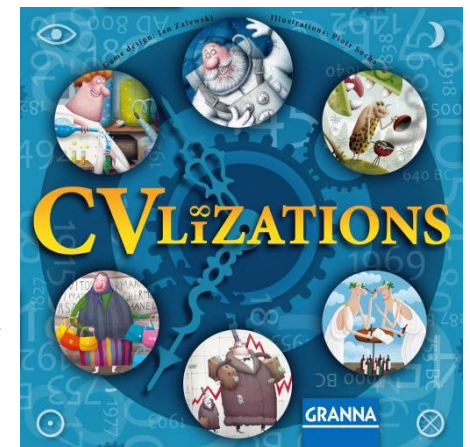
Having brought a copy of *The Great War* for the prize table, I came away with two games. *Firefly: Fistful of Credits*, a co-operative game where players take the roles of the Serenity's crew to complete missions based on some of the TV series' episodes. As one of the last names called, I also got a copy of Repos's *Doctor Panic*, a real-time game of doctors and nurses dealing with an emergency – it should be bonkers fun.

As the games restarted, Pete and I enrolled Steve and another old friend, Dan Luxemburg, in a game of *CVLizations*. I hadn't played this properly since my demo game at Spiel last October, so it was great to play a full game. It's an entertaining civilisation-development card game where the goal is to have the happiest civilisation (most smiley faces!) after three eras/nine rounds.

Players have a set of action cards and play two each round: one face up, the other face down. Actions are then resolved in numerical order, with the effect depending on the number of players selecting the same action. One player is fine, two is better, but three or more is bad news. I like this clever mechanism, though it does add a memory element to the game: keeping track of who's played what.

Actions allow players to gather resources, which they then use to buy 'idea' cards. These give advantages during the game and smiley faces at the end. The trick is gaining the right resources to put together complementary ideas that provide the most happiness. Designed by Jan Zalewski and published by Granna, *CVLizations* gets 8/10 on my highly subjective scale. (The game only connects to the publisher's previous *CV* through the similar artwork.)

The final Sunday at the Gathering can be a bit of an anti-climax as some



people have already left and many more do so through the morning. Having checked out, Pete and I were introduced to *Kashgar* by Michael Green, with Floyd Sherrold making a fourth. Designed by Gerhard Hecht, it's one of Kosmos's games that has only ever been published in German. Despite this, English translations of the cards have been made and we played with one of these.

Players have three caravans (columns) of cards, starting with Patriarch cards. In their turn, they can play the front card from one of their caravans, moving the card to the rear of the column. The cards do different things: Patriarchs add cards to the caravan – at the back, of course. The aim is to accumulate spices, gold and donkeys, allowing players to complete contracts, thus earning victory points. First to 25 wins.

It is the cards that make the game, of course, and they make a good game. It's clever, entertaining and challenging and I can't understand why there hasn't been an official English language edition. It gets 8/10 on my highly subjective scale and I'm busy playing it some more online at yucata.de (in English).

Traditionally, the last tournament at the Gathering is *Can't Stop* at lunchtime on Sunday. It's a classic game and I always sign up for the tournament if I don't have to disappear to catch my flight – as Pete had to do this year. I was then drawn against Steve and our German gamer friend, Heli (though I do call her Dr Barthen when I'm being formal). Steve duly thrashed us and went on to win the final, very chuffed at winning his first Gathering tournament.

Meanwhile James and Sheila had accosted Heli and me to join them in trying out *Agents of SMERSH*. This is a co-operative game that has the players as James Bond-style agents (though *Man from UNCLE* may be nearer the mark) of the United Nations working to uncover and defeat the plots of SMERSH (in real life



Playing *Agents of Smersh*

a Russian counter-intelligence agency from the 1940s). Designed by Jason Maxwell, this was published by 8th Dimension.

This is another game with a story-telling element. However, on top of this is a lot of business with markers and money and dice and positions on the mapboard. Players are, of course, individual characters with their own skills and specific abilities. In *Tales of the Arabian Nights* style, players move around the board and then resolve an 'encounter' where they stop. This will refer them to a paragraph in the "Book of Encounters" with choices as to how they react and then die rolls to see if they succeed.

There will be a reward of some sort (intelligence, increased effectiveness with a skill, weaponry etc) for winning the encounter, but losing one will advance the bad guys' cause (represented by a marker on a track). Either way, a character may be injured. Players will eventually have to rest their character to recover, adding to the time pressure.

However, the players' main job is to find the villain's henchmen as they, too, flit about the world. Defeating these guys provides players with information about the villain's lair, enabling them to set up the final confrontation. To win, the players must have a minimum number of intelligence tokens in the right colours (types of intelligence). This is made a bit harder/more random as players don't necessarily know what colours their gathered intelligence tokens are. If the players fail at this, or the villain reaches the end of his track (that is, his dastardly plans come to fruition), the bad guys win.

I did enjoy the story-telling aspect of the game, but the rest was too fiddly and too random. I give *Agents of SMERSH* 4/10 on my highly subjective scale and it's not likely I'll be playing it again.

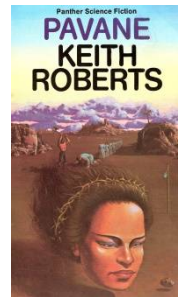
We actually drew the game to an early finish as Sheila was taking Mike Fitzgerald (designer of the Mystery Rummy games, amongst others, and another Gathering regular) to the airport. I jumped at the opportunity to cadge a lift as well (though it was slightly early for my flight), so made my goodbyes and headed off. Steve and Ann wished me a "boring flight" on the grounds that this is what you want when it comes to air travel these days! And so it proved to be, with my connection (at Chicago this time) going smoothly and arrival in the UK slightly ahead of schedule.

As always, a huge number of games were played at the Gathering – ranging from prototypes to brand new to very old. The game I noticed most on the tables, though, was *Mombasa*, which seemed to appeal to a lot of people. Many thanks to Alan Moon and the team who support him for another great convention. I'm already looking forward to seeing everybody again next year!

This report has been slightly edited for space reasons. The full version will be available online at: www.pevans.co.uk/Reviews/GoF16.html

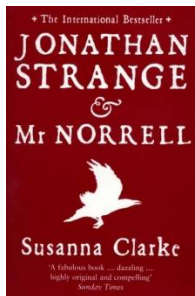
Reading Matter

For some reason I had a hankering to re-read Keith Roberts' classic *Pavane*. My copy is buried in one of the many boxes in storage (the surreal picture is the cover I'm familiar with), so I picked up an e-book version and read it on my flight to the USA in April. It is still a wonderfully atmospheric novel. Though I'd forgotten that it's more a set of short stories set in the same, alternative Dorset and linked by a thread of related characters. There were quite a few 'fix-up' novels back in the Sixties and Seventies – because, I suspect, science fiction writers' primary outlet was then the SF magazines, which wanted short stories. The novels came later and an easy step would have been bringing several stories together to make something of novel length. As I recall, A E van Vogt did this a lot.



What's more, I'd forgotten some of the individual stories in *Pavane*, so it was great to re-discover them. I do remember that those who steal from Strange and Sons are welcome to keep what they get, Brother John's madness and, of course, Lady Eleanor discharging the great gun, Growler, at Corfe Castle. Brilliant stuff and they really don't write 'em like this any more.

Talking of re-reading, I have finally read *Jonathan Strange and Mr Norrell* properly and discovered that it is a wonderful book. I think my original attempt suffered from the way in which I read it: 10-15 minute sessions last thing at night. Having the leisure on holiday to read the book properly meant I could follow the plot (it's a big book!) and not get stuck reading the same thing over and over again. (One section I was convinced was several dreary chapters turns out to be just a few pages long.)



Set in the early 1800s, it is, of course, the story of the discovery of a real, practical magician – Mr Norrell – centuries after the practice of magic had vanished from England. When revealed, Mr Norrell is feted by society, but also learns a prophesy (something he doesn't believe in, being a thoroughly practical magician) that his student – Jonathan Strange – will one day surpass him.

As the reader quickly discovers, this is another alternate reality. One where part of England was once ruled by "The Raven King", where Faery is real and magicians get real power by using "fairy servants". The problem is that you can never trust these fairies...

It's a terrific book and I'm really glad I finally read it properly. Author Susanna Clarke does a terrific job of making her prose sound authentically nineteenth century. Now I suppose I'd better see what the TV adaptation made of it...

Games Events

With the Expo out of the way, the rest of June is pretty quiet. The exception is the next Raiders of the Game Cupboard event: 25th June at the Waterside Community Centre in Burton-on-Trent. There's more information on the website at www.raidersofthegamecupboard.co.uk

Summer Stabcon is the first weekend of July: 1st-3rd July at the Britannia Hotel in Stockport. I've had a lot of fun at Stabcon in the past and recommend it as a friendly event with a good mix of all sorts of games, not just board games. Stabcon does not have its own website, but there appears to be some information on Facebook.

The big one is, of course, Manorcon: 15th-18th July at Stamford Court, University of Leicester for the 34th event. From my one experience, this concentrates on board games with a side order of decent ale. While it's mainly open gaming, there are a few organised events, notably a substantial *Diplomacy* tournament, trade and secondhand stalls, quiz and treasure hunt. Find out more at www.manorcon.org.uk

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: 3rd-5th June 2016 at the NEC (Hall 1 and Hilton Metropole). This is a public event that showcases games of all sorts with a huge trade hall plus demonstration and participation games and 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. 13th-16th October 2016, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: 11th-13th November 2016 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>

Great White Hunter

Turn 12

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
1																				
2					♁	♁	♁													
3			b														♁			
4					‡															
5					‡				e	e				x						
6		♁			‡				e	e										
7		♁												‡	‡	‡				
8		♁							x											
9																		♁		
10												♁						♁	x	
11		X	X	X				♁	♁			♁								
12			M	X			♁													
13										♁		♁	♁	♁						
14						‡	‡	‡			♁									
15										♁										
16				♁		x	a	x									♁		b	
17					X	A					♁		e	e						
18		X	a	X		x	x				♁		e	e				♁	♁	
19		x	A								♁									
20																				

What's this about?

This game is essentially a variation of *Battleships* and is open to all readers of *TWJO*. Set in the late 19th century, a 20 x 20 grid represents an area of the African bush, while the players are all hunters looking to bag trophies.

All you have to do each turn is nominate two squares to take pot-shots at: F9 and M17, say (the second is only used if the first misses). Letters (A-T) run across the grid and numbers (1-20) up and down (thus A1 is the top left corner).

The first hit on each animal scores points in proportion to its size. For example, a Lion is three squares and worth 15 points, so the first hit scores $15/3 = 5$ points. If several players hit the same square at the same time, they share the points; if

several players hit different squares of the same animal at the same time, they get the points for the square they hit.

Once an animal has been identified, subsequent shots share the points of the square they hit (there are no points left for the square(s) hit initially) with a minimum of 1 point. So if A and B hit the second square of that lion and C gets the third, C gets 5 points, A and B 2½ each.

An animal is dead when all its squares have been hit. No more points can be scored for this animal.

After 12 turns or when the board is clear (except for any snakes), the player with the most points wins.

Shots and scores

Chris Baylis is over-thinking this: "I am second guessing myself and wondering if you cleverly hid part of the Antelope abutting the previously dead carcass." He is one of several to target G17 and finish off the Antelope there. Tim Macaire, Rob Pinkerton and Graeme Wilson are the others.

Brad Martin takes "A final popshot at a fierce horned beastie..." And takes out the other Antelope (at C19) on his own.

Mr Dommatt has a rather different approach: "Pull my Gatling gun off the waggon and set it up within sight of the animals on the plain below... then the gun jams, muffled curses as I try to lever out the jammed cartridge." Be that as it may, his shots go wild.

In fact, he has almost bracketed the Monkey that is found by Charles Burrows and Matt Wale. Hunters clearly seem to think this part of the jungle is harbouring more animals as the area around the Monkey takes a pounding.

And with those last shots, the smoke clears and the bearers tot up the carcasses. Top of the heap is Rob Pinkerton, a couple of points ahead of Graeme Wilson. Chris Baylis is a bit further behind in third place.

Hearty congratulations to Rob on his debut victory and thanks to all for taking part.

Key

Animals	Symbol	Size (squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	20

Other symbols

	X	Missed shot
Upper case = this turn, lower case = last turn, Strikeout = dead animal		

Notes: animals go up and down or left and right, not diagonally, with two exceptions. Elephants are blocks of four squares; each Snake is two diagonal squares and moves by up to three squares a turn.

Animals only touch (if at all) at corners and only Snakes will go next to a Bush.

Player	Shots	This turn	Total
Chris Baylis	G17	1	16.92
Andrew Burgess			6
Charles Burrows	C12	2	10.83
Mike Dommett	B11,D11	0	8.75
Mike Clibborn-Dyer	F17,B18	0	15.58
Alex Everard			5
Joe Farrell			1
Tony Hinton-West			2
Bill Howell			5
Andy Kendall			10.25
Nik Luker	C11,D12	0	15
Tim Macaire	D18,G17	1	14.5
Brad Martin	D18,C19	4	11
Graeme Morris			5
Craig Pearson			2.67
Rob Pinkerton	G17	1	22.33
Matt Shepherd			10.42
Gerald Udowiczenko			2.33
Pam Udowiczenko			5
Ray Vahey			13.08
Matthew Wale	B11,C12	2	9
Graeme Wilson	G17	1	20.33
Paul Wilson	P18,D11	0	14.75

Online Games

TWJO readers are welcome to join in the various online board games we're playing. Let me know what games you'd like to play and I'll add you in.

Game 35 of *Brass* (at brass.orderofthehammer.com) was another disaster for me with just 124 points. Mike got to 141 and Steve to 150, only to lose by one point to this game's ringer, 'Kiz'. Game 36 was also won by a ringer, David Debien, with 148 points. I made second with 141, Steve third on 131 and Mike got 114. Game 37 is waiting for players and fresh blood is very welcome

Brad Martin and I would like to play *Keyflower* (at BoardGameArena.com). If you'd like to join us, let me have your ID at BGA and I'll invite you in.

boardgaming-online.com has an implementation of the new edition of *Through the Ages*. Al Tabor, Brad Martin and I are playing – anyone else interested?

There's a longer list of games on the back page and I'd love to get a few more games started.

Fictionary Dictionary

Time for a new all-reader game now that the hunt has concluded. I've actually had a request and am very happy to return to another old favourite.

This game is open to all readers and I guess most of you will have come across some variation of it. Each issue I will put up a couple of obscure (or not) words. Anybody who wants to participate writes in with a fictional definition for each word. (For example: "Geranium: a ceremonial dagger used by Aztec priests for human sacrifice.") I publish the definitions, anonymously.

All readers (not just those who contributed) vote for their favourite definitions (any vote for yourself will be ignored). Players score points for the number of people who choose their definition. (In other versions of the game, the definitions include the correct one and players get points for spotting it. However, Google and Wikipedia make this too easy, so I've left it out for this game.)

We'll run this for 10 rounds/issues. The winner will be the player with the most points at the end.

The first two words are: **Argyle** and **Biostrome**.

**Send your made-up definitions to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by 1st July 2016**

Trader to the Stars (*Star Trader* game 8)

Game report – Turn 5

"Plenty of new investment." The Planetary Leader at Delta Pavonis looked out over the city to the swampy plain beyond.

"As long as it doesn't vanish again like it just has at Gamma Leporis," his aide gloomily added behind his back.

At Beta Hydri FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS sold 2 Monopoles for 17 HTs each after which PAVONIS PIONEERS sold 12 at 17 HTs and became Dealers. FOOLS AND HORSES used their Market Manager position to cut SWISS MERCENARY FLEET out of the Spice Market at Beta Hydri, disposing of 12 units for 15 HTs each. SMF eventually got to sell one unit.

TRANSURANIC TRADING sold 2 Spice for 11 HTs each at Alpha Centauri and sold 4 Alloys for 12 HTs apiece. They looked to buy Liquors at 12 but were outbid by WHITE STAR LINE who bought 9 Liquors at 13 HTs and took a Dealership.

Down at Mu Herculis COSTRA NOSTRA IMPORTERS INC bought Petroleum at 7 HTs, but could only fit 5 units into their ships.

PAVONIS PIONEERS sold its Alloy at Tau Ceti for 9 HTs.

Delta Pavonis was busy as PAVONIS PIONEERS sold 14 Isotopes for 12 HTs each, gaining a Dealership, and bought 5 Petroleum on Contracts after FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS had bought 10 petroleum at 8 HTs apiece and taken a Dealership. PAVONIS PIONEERS sold 6 Spice for 14 HTs apiece for another Dealership.

PAVONIS PIONEERS were selling 5 Isotopes at Epsilon Eridani and got rid of them at 7 HTs. TRANSURANIC TRADING sold 2 Liquor for 16 HTs each.

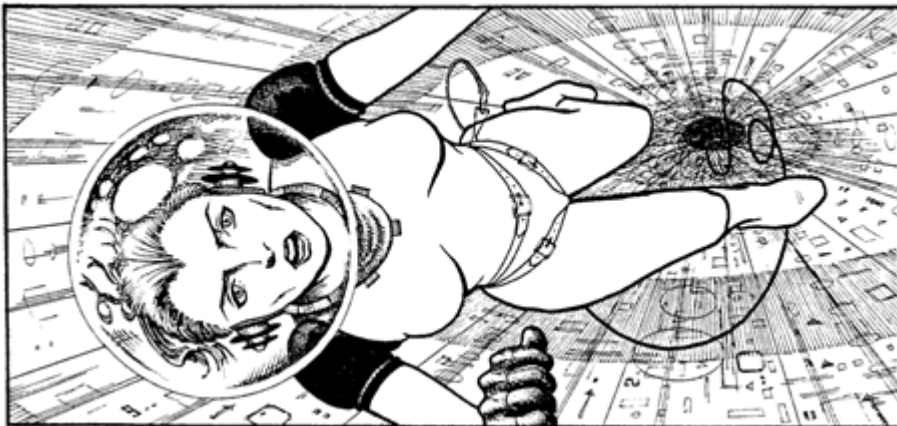
And at Gamma Leporis FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS bought 27 Alloys for 8 HTs each and a gained Dealership, leaving PAVONIS PIONEERS unable to buy at their offer of 4 HTs.

INTERSIDEREAL GREENHORNS bought A Crew and an Augmented Pod for Alex which rolled out of the yards ready to jump as it was being loaded.

SWISS MERCENARY FLEET bought a Spice Factory at Sigma Draconis and managed to get two of their Piccolo Hulls to jump to Mu Herculis, selling them at 80% and 150% of list price.

WHITE STAR LINE loaded Passengers for Beta Hydri, Epsilon Eridani and Alpha Centauri and increased its Reputation enough.

PAVONIS PIONEERS delivered OP 9 to Epsilon Eridani and went to the Federation Bankers to repay its loan. A new loan for 826 HTs over 4 Quarters was taken out. A new Phoenix Hill with A class crew, Augmented Jump Pods and Cargo Pods was laid down at the Tau Ceti Shipyards. They went to Delta Pavonis and bought 15 Petroleum Factories and 2 more Warehouses to service their operation.



FOOLS AND HORSES increased their Reputation a lot as they bought two more Spice Factories at Sigma Draconis.

TRANSURANIC TRADING bought a Warehouse at Gamma Leporis and loaded Passengers for Beta Hydri and Epsilon Eridani.

FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS loaded Passengers for Epsilon Eridani and Alpha Centauri. They sold their Alloy Factories at Gamma Leporis, but still didn't have enough cash to repay their loan to the Federation Bankers. Cursing softly, they sold Walvern for 30% of value and then the Weaver, cursing a little louder, for 170% of list, before heading for the bankers. A new loan for 637 HTs was taken out, and Political Connections increased to 5. A Warehouse was bought at Tau Ceti, and a deep breath was drawn. They could have been happier...

COSTRA NOSTRA IMPORTERS INC. loaded Passengers for Beta Hydri and Tau Ceti, and then went to the Bankers and took out a 400 HT Loan over 8 Quarters.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash	Rep'n	Player
C Costra Nostra II	4 5 1	0	7th	412	23	Mark Cowper
D Fools & Horses	2 0 7	0	5th	55	40	Mike Clibborn-Dyer
E FATCAT	9 7 5	15	1st	674	40	Jerry Elsmore
F White Star Line	1 0 7	12	2nd	173	40	Paul Evans
G Swiss Mercenary Fleet	2 5 2	0	8th	280	30	Martin Jennings
H Intersidereal Greenhorns	5 0 7	0	6th	36	37	Mateusz Ochman
J Pavonis Pioneers	10 0 8	10	4th	204	40	Przemek Orwat
K Transuranic Trading	3 0 4	0	3rd	230	20	Bob Parkins

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

News

There were no new News chits this turn. The current chits (new ones in bold) are as follows.
 Turn 6 B3, P2, P7
 Turn 7 B4, B3, P4
 Turn 8 C10

(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.)

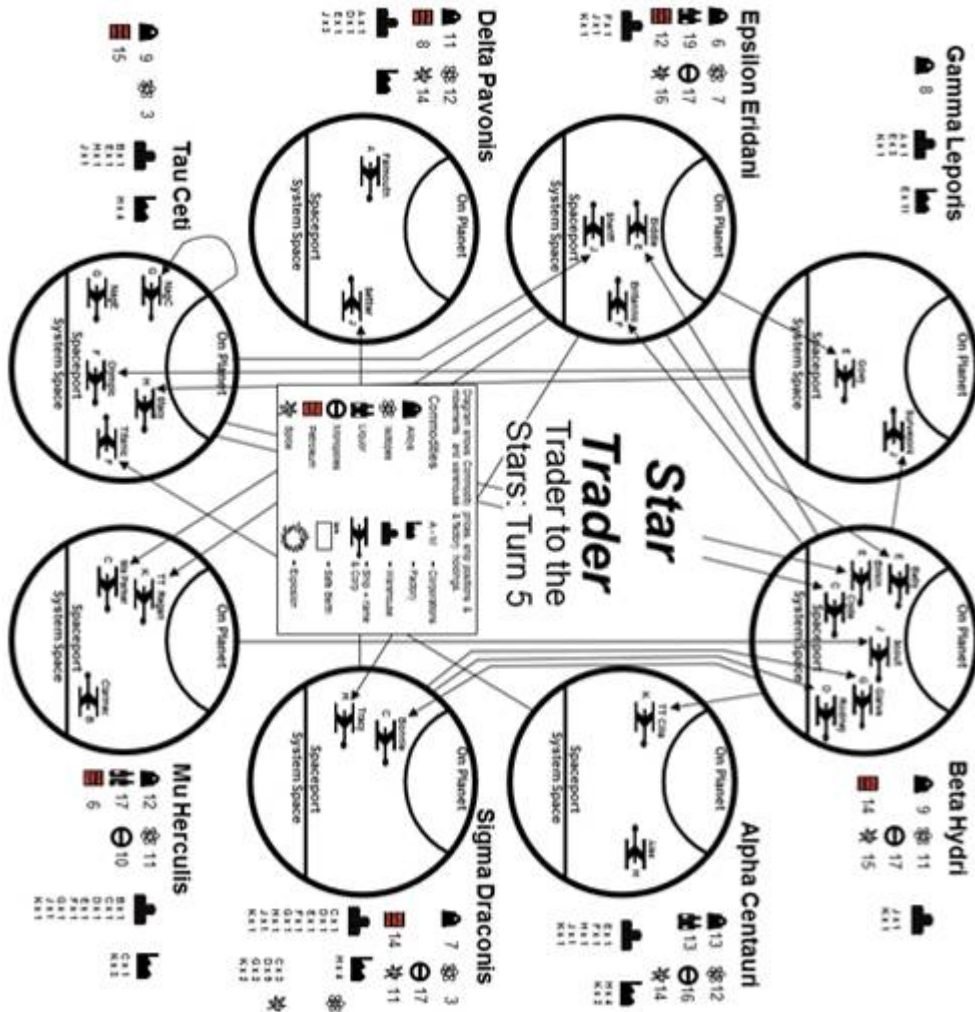
GM Notes

You cannot use a chit you do not have the connections to see. Red Choir can give a Corporation use of chits it has

seen, and this was specifically stated. If someone tells you of the chit, you may have knowledge of an event or be

aware of an opportunity that another Corporation may be trying to use. Or they might lie to you.

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD
 or by e-mail to mike_dommett@yahoo.co.uk
 by 24th June 2016



Banwen (Railway Rivals game 11)

Game report - Turn 10

BLACK SHEEP RAILWAYS continues to stretch its lead to much surprise. TRAVELLING HOPEFULLY RAILWAY stays in touch. STEAM MACHINES AND FUNICULARS trudges along and ARRIBA ARRIBA ANDALE drifts downwards after donating large amounts to SMF.

Race results				Scores				
				AAA	BSR	SMF	THOR	
25	64	Tonypandy	41	Hirwaun		20		
26	14	Abertillery	S5	Barry or Penarth	20+6+1		10+6-1	
27	66	Gilfach Doch	53	No Name		20		
28	52	Ferndale	S1	Any Port		20+8	5-4	
29	24	Bargoed	12	Blaenavon	20			
30	45	Aberfan	S6	Any Port	20-9		10+9	
31	25	Ystrad Mynach	33	Fochriw	-6		20+6	
32	36	Merthyr Tydfil	S3	Cardiff or Barry		10	20	
TOTAL					38	78	46	46

JR = Joint Run; ERP = Exchange of Running Powers

Builds and points

BLACK SHEEP RAILWAYS (BSR),
 Gerald Udowiczenko - Black
Builds: (J14) - H15
Points: 290 -1 +78 = 367

ARRIBA ARRIBA ANDALE (AAA),
 Mike Dyer - Blue
Builds: None
Points: 231 +38 = 269

TRAVELLING HOPEFULLY RAILWAY (THOR),
 Jonathan Palfrey - Green
Builds: None
Points: 235 +46 = 281

STEAM MACHINES & FUNICULARS (SMF),
 Martin Jennings - Red
Builds: None
Points: 104 +46 = 150

Next turn's races

Race	From	To
33	11 Pontypool	65 Tonyre fail
34	63 Ystrad Rhondda	S2 England
35	22 Cross Keys	34 Dowlais

36	23	Blackwood	S4	Cardiff or Newport
37	44	Mountain Ash	16	Ebbw Vale
38	55	Pontypridd	S6	Any Port
39	56	Senghenydd	46	Treharris
40	31	Tredegar	S1	Any Port

GM Notes

Each player may enter up to 5 out of 8 races each turn – held over races (in italics) don't count towards this limit.

Many races may require Joint Runs or Exchange of Running Powers – talk to each other. Make sure at least one of you specifies a route and the other one at least says “Joint run/Exchange with X, his route.”

After the race, each player may build up to 4 build points, including known costs to others. The build points available after the races will reduce by 2 each turn.

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 24th June 2016

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

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

Les Petites Bêtes Soyeuses

Being a correspondence 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 page 21). You will also need a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

Orders for November 1668 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 1st July 2016



October 1668 (296)

It's a mellow October in Paris, so the early morning pedestrians wrapped up in mufflers and cloaks must be up to something – usually involving a length of very sharp steel. Baron Etienne Brule is one of these, with his regimental colleague, the Marquis d'Acier, at his side. They skulk through the streets, hang around in a deserted courtyard and then head for home, looking peeved. Of Sir Con d'Masses there is no sign.

Charles Louis Desapear, commander of the 27th Musketeers, has a couple of appointments this month – both with his regimental enemies. He chooses to face 13F Captain Le Poutine Noir first. This is an interesting choice as Noir is the heftier bloke and more skilled with his rapier than Desapear is with his. Both men are on the defensive initially. Desapear parries and jumps, Noir just jumps. Noir regains his balance first and goes on the attack with a lunge. Desapear dismisses the wound and counters with a slash. This is less effective in terms of injury, but is still enough to prompt Noir to concede the fight. That's convenient for Desapear.

13th Fusiliers' commander Bernard de Lur-Saluces is next to meet Desapear. His attempt at skulking is nullified by his choice of second: Felix Antoine Gauchepied'er. Gauchepied'er arrives, with his 'friend' Trissy, in a covered sedan chair carried by four muscular men, all stripped to the waist. Lur-Saluces attempts to ignore all this, but Gauchepied'er's cries of “Yoo hoo! Bernie!” rather give the game away. Blushing, Lur-Saluces hurries to cross swords with Desapear. His approach to the duel is much the same as his subordinate's: he

jumps (“Ooh!” cries Gauchepied’er), he lunges – scoring first blood (Gauchepied’er cheers ecstatically) – and he surrenders when Desapear gets him with a slash (“Ah!” cries Gauchepied’er). It’s all too easy for the 27th Musketeers’ CO.

The man with the most duels this month is ALC Major Percy Mystic, who has an awful lot of regimental enemies. His first choice of opponent is GDMD Captain Xavier Monet, but he is not available. Major Claude Talon is Mystic’s second choice, despite GDMD commander Brigadier-General Chopine Camus’s insistence that he should go first. Jean Ettonique seconds Talon while Mystic is alone. The fight looks a fairly even match except that Mystic wields his regimental sabre against Talon’s little axes. As the duel starts, Talon dances back to avoid Mystic’s slash. The following cut catches him, though, just as he launches his first *tomahawk*. The axe strikes home, leaving both men badly injured. Talon ignores the wound across his ribs, plucking another *tomahawk* from his belt and closing in. He lunges, stabbing Mystic with the point of his axe as the other man recovers his guard. The second injury is enough for Mystic and he admits defeat.

A surgeon is quickly found to stitch up both men, but Mystic’s injuries are bad enough to allow him to cry off his appointments with Camus and Jacques As.

This month there is one duel between the Cardinal’s Guard, in the person of Major Alan de Frocked, and the King’s Musketeers, represented by Bdr-General Was Nae Me. CG Lt-Colonel Leonard de Hofstadt supports Frocked. KM Lt-Colonel Duncan d’Eauneurts and Frele d’Acier (who’s a neutral in this dispute, being Lt-Colonel of the DGs) back Me. Me is of average build, but he’s bigger than Frocked, giving him a definite advantage in this rapier fight. Expecting a furious lunge, Frocked parries, only to be run through with a lunge as soon as he changes position. He replies with a lunge of his own. Me lunges again. Frocked rings the changes with a slash and immediately launches into a furious lunge. Despite being hit by a slash and lunge in quick succession, Me sticks to his plan and lunges for a third time. The third wound prompts Frocked to concede before getting to the cut part of his attack.

Lieutenant-Colonel Eauneurts has his own duel as well, as Heavy Brigadier Sebastian de la Crème’s challenge is voted cause. Maurice Essai Deux joins Was Nae Me to second Eauneurts, who brings a sabre to the duel. As a cavalryman, Crème is also using a sabre and has the support of Pierre le Sang. Both duellists start the fight with a slash, taking lumps out of each other. Crème has carefully disguised the fact that his attack is the first part of a furious slash and smacks his opponent hard with the following cut. This meets another slash coming the other way, but does tip the balance in Crème’s favour. However, this slash is just the first part of Eauneurts’ own



furious slash and the cut thumps home as Crème is still off-balance. This savage blow forces Crème’s surrender, to Eauneurts’ glee.

Promotion

There is some movement in the Cardinal’s Guard as Leonard de Hofstadt buys the Colonel’s rank to cement command of the regiment. As the senior Major, Alan de Frocked acquires the Lt-Colonelcy ahead of Major Jean d’Ice.

New boy Félix Subercaseaux offers his services to Princess Louisa’s Light Dragoons, but they turn him down.

Con d’Masses’ application to be Brigade Major of the Guards founders on the fact that the post is already held by Maurice Essai Deux. Perhaps embarrassed by this mistake, d’Masses is not in evidence this month. Similarly, there’s no room for Jean Ettonique as Horse Guards Brigade Major, but he has a busy month.

Felix Antoine Gauchepied’er does get to be a Brigade Major, though. Sebastian de la Crème appoints him to the position in the Heavy Brigade.

Not this week

There are only two major social events in Paris this month, both in the latter half of the month. This doesn’t stop Alan de Frocked turning up at Bothwell’s in the first week demanding to Toady to Sebastian de la Crème. Disgusted that the party isn’t happening, he takes his rapier to the gyms for three weeks.

Inside Bothwell’s are several members, all accompanied by their ladies. Beau Reese Jean Seine escorts Maggie Nifisent, splashing the cash he’s just borrowed. Chopine Camus brings Sheila Kiwi. Belle Epoque accompanies Etienne Brule. Frele d’Acier has Freda de Ath on his arm. Jacques As comes with Thomasina Tancenjin. Frele wagers a hundred crowns at the gaming tables only to see his money disappear. Etienne shows him how it’s done: he plonks down a thousand crowns and doubles his money.

There are half a dozen people in Hunter’s. Jean d’Ice brings Ava Crisp. Jean Ettonique escorts Alison Wunderlandt. Vera Cruz accompanies Was Nae Me. However, Vera doesn’t see much of Was as he feels the need to exchange insults with Jean d’Ice as the two of them are in opposing regiments.

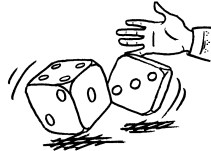
Blue Gables has almost the same number of visitors. Coeur De Lion brings Ada Andabettoir. Charles Louis Desapear has Josephine Buonoparte on his arm and is smarting from the recent visit by the Shylocks’ boys. Only Florent Sans de Machine comes on his own.

Then there is the crowd at the Fleur de Lys for the first week of October. For one thing, this is where Sebastian de la Crème is (along with Di Lemmere and the cash he’s just borrowed). They are the guests of Pierre le Sang and Guinevere d’Arthur. Plenty of other members are in the club. Ali Vouzon brings Angelina di Griz, still reeling from last month’s social triumph. Jacques Shitacks escorts

Madelaine de Proust. Pierre Cardigan is accompanied by Edna Bucquette. Last (alphabetically) is Uther Xavier-Beauregard with Henrietta Carrotte. Uther clearly takes his duties as Division commander seriously, as he's just announced a "review of Cavalry Division staff". However, much of the conversation is about the CPs's surprise arrest of the commander of the 53rd Fusiliers, a previously innocuous Lieutenant-Colonel.

Ali and Pierre (le S) return to the Fleur in the second week, settling in with Angelina and Guinevere, respectively, for the rest of the month. Bill de Zmerchant visits the club in week 2, his only appearance here during the month. Half of which is spent with his mistress, with the remaining week practising with a large, two-handed sword. Having re-scheduled his loans, his finances look comfortable for a few months.

At Bothwell's in week 2, the returning members are Beau (and Maggie) and Etienne (with Belle). These four are also settling in for the month. After his success the week before, Etienne gambles a further thousand and wins again.



After paying his tithes, the heavily bandaged Claude Talon hosts at Hunter's – he posted a late invitation. With Anna Rexique at his side, he welcomes half a dozen guests to the ceremonial unveiling of the statue of the late Gar de Lieu. The drinks and decorations are inspired by his colonial connections, as are the entertaining competitions he supervises. Charles Louis Desapear is first (alphabetically) and Josephine comes with him. New boy Félix Subercaseaux arrives on his own. Jacques Shitacks is also unaccompanied. Sebastian Adis II has Marie Antoinette on his arm and a large gift from Uther Xavier-Beauregard ("a small token of my appreciation for your support" reads the accompanying note) in his coffers – part of which has passed to Felix Antoine Gauchepied'er. They spend an entertaining week with no ugly scenes between the guests. Jacques shows an aptitude for throwing the *tomahawk* and wins the offered prize for this. The "tent-pegging" prize goes to Félix, much to his embarrassment.

Coeur and Ada continue at the Blue Gables and will do so for the rest of October. Florent is also back in the club, but just for this week, after making sure of some female company at the bawdyhouses the week before. Adding to the numbers is Felix Antoine Gauchepied'er, checking on the preparations for his own celebration later in the month. He started his month by spending some time at the Bawdyhouses.

An arresting ARSE

Week 3 sees Sebastian de la Creme's celebration take place in Bothwell's. Sebastian and Di welcome plenty of guests. First (in alphabetical order) is Charles Louis Desapear, who brings Josephine with him. Claude Talon has Anna on his arm. Felix Anton Gauchepied'er brings his friend, Trissy, and shows off his CPC uniform. Jean Ettonique escorts Alison, which is amusing given that he and

his host met on another lady's doorstep the week before. Luckily for both of them, they seem to have kept it from their respective other halves. Jacques Shitacks is flying solo again, as is Philippe Lesueur, whose courting is fruitless this month. Sebastian Adis II and Marie complete the guest list. Conversation is desultory, despite Felix's attempts to enliven things, until he suddenly realises that not only are Claude and Jean devoid of nobility, despite being his social superiors, his host is too! Felix throws a hissy fit, which is interpreted as issuing challenges.

The only other occurrence of note is the appearance of Le Poutine Noir at the doors of the Fleur after getting his oats at the bawdyhouses. He is expecting to be admitted by Count Shitacks, but the Count's absence leaves him stuck in the foyer. Oh, and Etienne cuts this week's thousand-crown wager when he sees the house roll high.

The end of October is the scheduled first meeting of Felix's much anticipated (by him, anyway) ARSE club – held at the Blue Gables. He only receives a few guests, but look at the quality: Jacques Shitacks is Minister of War (and a Count). Sir Terence Cuckpowder is the Commissioner for Public Safety. And Sir Sebastian Adis II is ... Adjutant-General! Still, he has brought his horse as his '+1'. After a "typically jolly and gay affair," Terence rounds things off by arresting Felix. The fey one is dragged off to the Bastille to the accompaniment of Trissy's anguished suggestions on appropriate décor for his cell...

Apart from this, Le Poutine is again hanging around the Fleur on the off-chance that Jacques will stop by. At least he received some money from his CO, Bernard de Lur-Saluces. Sebastian de la Creme takes Di to Bothwell's, where Etienne's final wager of the month is another win. And Red Phillips gets its only visitor of the month: Félix Subercaseaux. He is on his own despite winning the affections of a young lady the week before – a better result than his earlier courting visit.

There are four socialites who can only be seen by visiting the gymnasiums: Jacques de Gain, of course, practising with his rapier; Amant d'Au flinging daggers around; Bernard de Lur-Saluces working out with his rapier; and Duncan d'Eauneurts swishing his sabre. Rick O'Shea puts in three weeks with his rapier, breaking off to visit the red light district. Goodness knows when he finds time to count his money, but there's a lot of it even after he's sent a large amount to Minister of Justice Humble. The footpads reckon he's a likely target, but he's spent everything he brought with him. Maurice Essai Deux gets in his trip to the Bawdyhouses at the beginning of the month, but only for a drink. He then practises rapier and suffers from the lack of female company.

A whole host of Parisians head for the gym following their first week's activities. Chopine Camus forsakes Bothwell's for his sabre. Frele d'Acier does the same. After a week visiting his mistress, Gaz Moutarde spends his time with his cutlass. Jacques As is with his sabre after his week in Bothwell's. It's a rapier for Jean d'Ice following a week in Hunter's. Leonard de Hofstadt uses his rapier after spending a week with his mistress. Pierre Cardigan strolls out of the Fleur

to take up his sabre. Uther Xavier-Beauregard ditto. Hunter's loses Was Nae Me to the attractions of his rapier. Claude Talon (tomahawk) and Terence Cuckpowder (sabre) practise for just two weeks – an interesting choice for Terence, whose courting was successful (as Amant d'Au now knows). And several others have a week's exercise.

This leaves Percy Mystic, who leaves his lodgings, hails a chair and demands, "Take me to my club!"

"Oui, m'sieur," comes the reply. "Which one would that be?"

"Ah," muses Percy, "I'm sure I have a membership card somewhere... let me see..."

Four weeks later, his search continues.

A little light shelling

It's a tranquil month on France's frontiers with little action for the Frontier regiments and their associated volunteers. There is some desultory shelling from the Spanish on Third Frontier regiment's positions. Subaltern Euria Humble has a narrow escape when his squad takes a direct hit. He was apparently distracted from his duties by the need to count the large amount of cash he's received from Chancellor O'Shea. In turn, he has donated amounts to several less well-off Parisian socialites.

Brigadier-General Pepé Nicole may be commander of the 69th Arquebusiers, but he's serving on his own with Fourth Frontier regiment. He is Mentioned in the Despatches for his sound advice and scoops up a couple of hundred crowns in booty – rather less than he gave to 69A Major Philippe Yerbouttes. ❖

Press

Announcements

To all officers and men of the Guards Brigade, Winter will start to bite in November. That is why we will bolster our forces on the frontier then.

Say your farewells and pack your kit: the Guards Brigade marches in November. † Marquis Was Nae Me

Gentlemen of Paris! The finest regiment in the King's Cavalry, the Dragoon Guards, offers action, adventure, wealth, and status. Be a hero among heroes! Apply to join the Dragoon Guards today!

Social

Gentlemen of the Paris

Freda & I are throwing a party at my club in week 1 of November for all and their ladies, theme is "Great Couples from History". All costs will be paid and there will be a fancy dress competition for best-dressed couple with a 100 crown prize. If you arrive with no mistress, you are still welcome, but you only win 50 crowns.

Kind regards,

† Marquis Lt Colonel Frele D'Acier,
Dragoon Guards

[Gentlemen mean SL 11+ and obviously no QOC, sorry TC.]

Party

All Parisians of SL 9 or above are welcome to attend my Party in week 3 of November. The Dragoon Guards are invited, but I ask that swords are left outside and reasonable arrangements will be made to arrange duels for December.

† Cuckpowder

To All Gentlemen of Paris and Their Mistresses,

I shall be holding a Grand Masque and Poetry Contest in Bothwell's next month, Weeks 1 and 2. The theme of the Contest will be 'Sacred Soil, Holy Blood' and I shall award a prize of 100 Cr to the best entry, as judged by His Majesty King Pevans, and may even compete myself. You must be SL 7 or above to enter and indeed to attend the Masque but your costs and those of your mistress will be covered chez moi.

† Philippe Lesueur,
Sieur de Cahors-Kerignac

B. Gen (Brev.) Baron Etienne Brule invites all gentlemen of Paris of social level 11 or higher to this year's Cavalry Luncheon, which will be held at his club during the 1st week of November. Mistresses welcome and carousing costs covered. The title of this year's lecture is "New uses for Sabres: Not just for opening champagne bottles any more!" followed by a panel discussion. Military education is the ongoing duty of every officer. You'll never look at that pointy thing in your hand quite the same way again!

To the Gentlemen of Paris, I am looking at holding another party in November, the third week, at Bothwell's.

I am proposing a masked ball, so let's see who can figure out who each other are...

Please RVSP if you intend to come. (SL 7+ invited).

† Brig-Gen Sebastian de la Creme

In order to encourage horsemanship in the armies of King Pevans (God Bless Him), there will be a horse race in the second week of November. All entrants are welcome, but those wishing merely to lounge on the rails and criticise must be at least SL15 (to ensure a superior form of lounging).

† BdZ

To All Gentlemen of Paris,

You are all welcome to join Thomasina and myself at Bothwell's during week 2. All costs will be met by me and companions are welcome.

† Jacques As GDMD

Personal

Major Gauchepied'er

I was somewhat bemused by your gift sent to me whilst on campaign. However, your recent press would imply that you are concerned for my health and wellbeing. Allow me to take the time to thank you for your concern. If you truly desire to know what Scots men are like then I recommend that you join the RNHB also I will happily write a letter of introduction to Colonel McKenzie for you and your hermaphrodite.

† Marquis Was Nae Me

Marquis Le Sang,
On behalf of the commerce investors of France, I must protest at the appointment of the buffoon currently in charge of the Third Army. He has no character, blood or ability to recommend him. I regret that I must suggest that you investigate your staff for possible members of the conspiracy of traitors that sabotaged our glorious Second Army last summer, as I can see no other reason his appointment would have been suggested to you.

† Sir Beau Reese Jean Seine

Lord Percy Percy says, as fashion is tending towards the silks and frillies, then the Cardinal's Guard has the most Fashionable commander in Paris.

Open letter to Sir Terrence Cuckpowder and Count Euria Humble:

Gentlemen,

I have discovered some evidence as to the identity of the individual who diverted funds intended to supply the Second Army into the pockets of the enemies of France (including his own) to our great detriment last summer. In consequence of his crimes, many of France's bravest sons were slain when their bullets bounced off enemy breastplates with sufficient force to penetrate their own inferior armour. If one or both of you would contact me, I believe I could be of help in bringing the villain to justice.

Your Obedient Servant,

† Sir Beau Reese Jean Seine

Lt.Colonel Sir Duncan d'Eauneurts, OC 1st Btn Kings Musketeers, to Field Marshal le Marquis Pierre le Sang, OC His Majesty's First Army, Greetings!

Field Marshal le Sang,

Please find the latest correspondence from Brigadier-General de la Creme, together with our previous messages, below.

As you will be aware, I had already informed the Brigadier that one [of] the candidates was ineligible for the post. If the Brigadier is set upon recommending his former regimental colleague for the position as your Aide, then there is little I can usefully add at this point. One thing I would say, however, is that if your lordship expects from your Aide the extreme level of pettifogging which the Brigadier has demonstrated during this long drawn out selection process, then I am probably not the ideal candidate. I cannot help but feel that Brigadier de la Creme relishes the responsibility Your Lordship has seen fit to bestow upon him rather more than can be considered seemly.

Yours to Command,

† Sir Duncan d'Eauneurts

To Lieutenant-Colonel Sir Duncan d'Eauneurts, OC 1st Btn King's Musketeers, Apartment 6d, Place des Conquetes, Quartier du Louvre, Paris.

Dearest Duncan,

So relieved to read in The Gazette that ye survived the rigours of the Summer Campaign – though a personal letter from yersel would hae been welcome. Were you able to help

yersel' tae enough baubles cover the remaining mortgages ?

We've had a fair to mickle harvest here at Eauneurts-sous-Montreuil I'm pleased to relate, so I enclose a wee passel for ye.

Your Proud Maman,

† Lady Isla d'Eauneurts

To Lady Isla d'Eauneurts, Chateau d'Eauneurts, Eauneurts-sous-Montreuil, Pas-de-Calais, Picardy

Chère Maman,

Apologies for not writing last month but, with my newfound duties as Aide to the Field Marshal, together with the completely unexpected acting command of the King's Musketeers, my time for family affairs has been limited. I regret that pickings were slim over the Summer and I am not at liberty to address the remaining mortgages as of yet.

My application to become the Field Marshal's Aide was a most protracted affair, thanks to his former aide, Brigadier Sebastian de la Creme, forever requesting further information. I confess I quite lost patience with the man – do you think he may have been soliciting a bribe? Fortunately, Field Marshal le Sang saw through his wiles (whatever they may have been) and hopefully I'll have the opportunity to show Brigadier de la Creme that gentlemen are not to be toyed with on the duelling field this month.

Brigadier Was Nae Me has been given command of the Guards Brigade, following his recent stint in government, leaving me in acting command of the regiment. I've not heard anything to suggest that we'll

be back at the front in October, but it's possible that the Brigade may be volunteered in November. Even so, all being well, I should be back in the capital for Christmas.

Hope Madelein and Yourself are keeping well,

Your Dutiful Son,

† Duncan

Office of the Lt.Col of the Crown Prince Cuirassiers.

The tall, sallow figure of Major Felix Anton Gauchepied'er stands erect before the desk of the Regiment's second in command.

"Now, Major, I realise that you appear to be on good terms with the CO, but I really need to have a chat with you. There have been 'grumblings' from the men. I refer to a number of initiatives that you've introduced since your arrival... namely: table arrangements within the mess, earlier morning training runs in loincloths only and this 'gentleman' servant fellow you have, the chap who goes around wearing a dress."

"Just seeking to brighten the place up a little, Sir, and to improve the men's fitness. As to the latter, well, that's Trissy, Sir. I mean honorary Trooper de Gaye: a fine man, Sir, the very best – and I should know I've had a few – very keen he is. You can always rely upon him, Sir, to be up at the crack."

"WHAT?"

"The crack, Sir, the crack of dawn. Keen as Dijon mustard he is. I mean 'tis a rare morning when I'm not awoken to find him furiously rubbing away at my helmet..."

“CHRIST!” coughs the Lt-Col. He splutters and a spray of crimson claret covers the morning roster sheets on the Lt. Col’s desk as he swiftly reaches for his handkerchief and begins mopping up the spillage.

“...And my cuirass...and my boots. The dress Sir is just for under cover practicalities as you never know when one of those sneaky 53rd Fusilier tarts may turn up!”

“Yes, well, that’s all very well, Major, but can you just try and ‘tone’ it all down a little – let’s not ruffle too many feathers so early in your regimental career.”

At this point there is a knock on the door and a subaltern enters.

“Lt.Col Sir, there’s another one of those men just arrived at the barracks, Sir, who is asking if he can get into Major Gauchpied’er’s ARSE.”

“Ah yes, let me explain Sir, that’s the new social club that I’m launching. I’m the Chairman and young Trissy is the events organiser... Sir? Are you ok Sir...?”

A worried subaltern calls out for the regimental surgeon as he rushes to his Lt.Col’s aid... the latter appearing to fallen from his chair in a faint.

Primus: So what happened to the camel brigade?

Secundus: Settled down and run nice restaurants on the west bank.

Lt.Colonel Sir Duncan d’Eauneurts, OC 1st Btn Kings Musketeers, to Field Marshal le Marquis Pierre le Sang

Greetings!

Field Marshal le Sang,

Thank You, Sir, for doing me the honour of appointing me as your aide (despite, I take it, Brigadier-General de la Creme’s recommendation to the contrary?). I will naturally do my utmost to ensure that this is not a decision you ever come to regret.

I shall be in Paris for the whole of October and ready to do your lordship’s bidding at a moment’s notice.

Allow me to commiserate with Your Lordship regards the Minister of State’s questionable judgement in failing to appoint Your Lordship as a Minister without Portfolio. On the plus side, the Ministry of State may well have another incumbent in December who is better acquainted with Your Lordship’s sterling qualities.

Yours to Command,

† Lt.Colonel Sir Duncan d’Eauneurts

Poetry Corner

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

A Brigadier General called Creme,
Went through life in a fog (or a dream),

Thought attention to detail

A strange form of retail

(How his poor bemused victims did scream).

† DdE

Points Arising

Next deadline is 1st July 2016

First off, my apologies to Jason and Alan for last month’s cock-up. I missed a crucial bit of SdlC’s orders, admitting characters to the CPCs. FAG should thus have joined the regiment. I corrected this so that FAG started this month as senior Major in the CPCs. Luckily, it didn’t have any knock-on effects.

As there’s a horse race planned for next month, you may (like me!) wish to check the rules for these – see section 25 towards the end of the house rules.

The (NPC) Minister of State’s appointment expires at the end of November. Anyone wishing to apply for the post (and hasn’t already done so this year) should put this in their November orders for resolution early in December.

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

CdM Con d’Masses (Craig Pearson) has NMR’d. Total now 1

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

MC Monty Carlo (Andrew Burgess) has NMR’d. Total now 6 and is sent to a Frontier regiment

PY Philippe Yerbouttes (Paul Appleby) has NMR’d. Total now 1

RS Richard Shapmes (Charles Popp) has NMR’d. Total now 1

X2 (Gerald Udowiczenko) has been floated as Gerald’s “Tied up in the garden”!

David Williams got the benefit of the doubt and X3 was floated

X6 (Geoff Bowers) has been floated due to Geoff’s continuing issues

XFH (Francesca Weal) has been floated as Fran’s email disappeared and is taking a while to recover

XM (Pam Udowiczenko) has been floated as she’s “in ‘Forecast Hell’”, apparently.

Notes

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month’s Points Arising 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

Bernard de Lur-Saluces asks NPC Captain 4 of 13th Fusiliers to resign

Beau Reese Jean Seine asks NPC Army Commander of Third Army to resign

Jean Ettonique asks NPC Major 2 of Dragoon Guards to resign

Jean Ettonique applies for Brigade Major of Horse Guards Brigade

Pierre Cardigan applies for Minister without Portflio

Uther Xavier-Beauregard asks NPC Division Adjutant of Cavalry Division to resign

Uther Xavier-Beauregard asks NPC Aide to Lt. General of Cavalry Division to resign

Duels

Results of October's duels

Con d'Masses didn't turn up to fight Etienne Brule and lost SPs.

Charles Louis Desapear (gains 1 Exp) beat his enemy Bernard de Lur-Saluces (with FAG).

Percy Mystic declined to meet Chopine Camus as he was under half Endurance.

Charles Louis Desapear (gains 1 Exp) beat his enemy Le Poutine Noir.

Claude Talon (with JE, gains 1 Exp) beat his enemy Percy Mystic.

Percy Mystic declined to meet Jacques As as he was under half Endurance.

Was Nae Me (with DdE & FdA, gains 1 Exp) beat his enemy Alan de Frocked (with LdH).

Duncan d'Eauneurts (with WNM & MED, gains 1 Exp) beat Sebastian de la Creme (with PIS) - voted cause 5:3.

Grudges to settle next month:

Felix Anton Gauchepied'er (Dagger, Seconds XFH) has cause with Xavier

Four-Hollandaise (Rapier, Seconds SdIC & FAG, adv.) as he's not Noble but higher SL.

Percy Mystic (Sabre, adv.) and Xavier Money (Sabre, 3 rests) have mutual cause for being in enemy regiments.

Amant d'Au (Dagger, 2 rests) has cause with Terence Cuckpowder (Sabre, adv.) for pinching Katy.

Jean d'Ice (Rapier, Seconds LdH, 2 rests) and Was Nae Me (Rapier, Seconds DdE & FdA, adv.) have mutual cause for enemy regiments.

Jean Ettonique (Sabre, adv.) and Sebastian de la Creme (Sabre, Seconds PIS, 3 rests) have mutual cause over Katy.

Felix Anton Gauchepied'er (Dagger, Seconds XFH, 3 rests) has cause with Claude Talon (Dagger, Seconds JE, adv.) as he's not Noble but higher SL.

Felix Anton Gauchepied'er (Dagger, Seconds XFH, 3 rests) has cause with Jean Ettonique (Sabre, adv.) as he's not Noble but higher SL.

Felix Anton Gauchepied'er (Dagger, Seconds XFH, adv.) has cause with Sebastian de la Creme (Sabre, Seconds PIS) as he's not Noble but higher SL.

"adv." shows who (if anyone) has the advantage in Expertise: his first

duelling sequence need only contain six actions.

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

Trials

The Lieutenant-Colonel of the 53rd Fusiliers will be on trial at the start of November (after duels, but before anything else). CPS Cuckpowder will prosecute; the Minister of State will sit in judgement (influence may be used, since he's an NPC).

Felix Antoine Gauchepied'er will spend the first week of November in gaol and will then be on trial at the start of December. (Note that TC will lose the post of CPS if this conviction fails.)

New Characters

None

Tables

Other Appointments

King's Escort: Ensign __	Captain __
Cardinal's Escort: Ensign __	Captain __
Aides: to Crown Prince N	to Field Marshal DdE
Provincial Military Governors: RS/N/N/N/N	
City Military Governor AV	Adjutant-General SA2
Inspectors-General: of Cavalry __	of Infantry __
Commissioner of Public Safety TC (until April 1669)	
Chancellor of the Exchequer ROS (to Apr 1669)	Minister of Justice EH (to Aug 1669)
Minister of War JS (until May 1669)	Minister of State N (until Nov 1668)

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

Battle Results

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

The Greasy Pole

ID	Name	SL	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
PC	Viscount Pierre Cardigan	24	39	Withy	General	9	Edna	Flr	4	Matt Shepherd
JS	Count Jacques Shitacks	23	45	Fithy	General/War Minister	3	Madelaine	Flr	4	David Olliver
JdG	Count Jacques de Gain	23	32	Fithy	Bdr-General/2nd Army QM Gen.	20		Flr	6	Ben Brown
UXB	Count Uther Xavier-Beauregard	22	59	Withy	B.Lt-General/Cav Div Commandr	14	Henrietta	Flr	4	Pete Card
AV	Count Ali Vouzon	22+67	Rich	B.Lt-General/City Mil.Gov		9	Angelina	Flr	1	Graeme Morris
PLS	Marquis Pierre le Sang	21	63	Comfy	Fid Marshal	7	Guinevere	Flr	4	Bill Howell
BdZ	Earl Bill de Zmerchant	21+67	Comfy	General/1st Army Commndr		6		Flr	3	Tim Macaire
EH	Count Euria Humble	20	F	Rich	Subaltern/Justice Min.	19		Flr	5	Matthew Wale
RS	Earl Richard Shapmes	19	39	Comfy	Lt-General/Prov.Mil.Gov	11		Flr	4	Charles Popp
EB	Baron Etienne Brule	18+67	Comfy	B.Bdr-General DG/3rd Army QMG		2	Belle	Both	4	James McReynolds
FdA	Marquis Frele d'Acier	17	43	Comfy	Lt.Colonel DG	9	Freda	Both	3	Peter Farrell
AdA	Earl Amant d'Au	17	40	Rich	B.Bdr-General RFG	8		Both	5	David Brister
ROS	Marquis Rick O'Shea	16	36	Rich	Bdr-General/Chancellor	5		Both	6	Paul Wilson
JJ	Earl Jean Jeanie	15	41	Withy	Lt.Colonel RFG	18		Both	3	Andrew Kendall
TC	Sir Terence Cuckpowder	15	39	Comfy	B.Bdr-General QOC	4		Both	4	Mike Dommett
GM	Sir Gaz Moutarde	15	30	Rich	B.Bdr-General RM	3		Both	2	Mike Clibborn-Dyer
JA	Sir Jacques As	15	27	Comfy	Lt.Colonel GDMD	4	Thomasina	Both	4	Joe Farrell
CC	Sir Chopine Carnus	15	27	Comfy	B.Bdr-General GDMD	7	Sheila	Both	4	Stewart Macintyre
WNM	Marquis Was Nae Me	15+60	Withy	B.Bdr-General KM/Gds Brigadier		8	Vera	Hunt	3	Mark Farrell
MC	Earl Monty Carlo	14	F	Rich	Lt-General	13		Hunt	4	Andrew Burgess
SA2	Sir Sebastian Adis II	13	34	Comfy	B.Lt-General/Adjutant Gen	5	Marie	Both	4	Mark Cowper
SdC	Sebastian de la Creme	13+55	OK	B.Bdr-General CPC/hvy Brigadier		4	Di	Both	5	Alan Percival
BRJS	Sir Beau Reese Jean Seine	13+47	Poor	Major RFG/Gen's Aide (1st Army)		4	Maggie	Both	3	Bill Hay
DdE	Sir Duncan d'Euaneurts	13+42	OK	Lt.Colonel KM/FMshl's Aide		5		Hunt	5	Paul Lydiate
PL	Philippe Lesueur	12	27	Comfy	Captain RFG/LtGen's Aide (SA2)	5		Both	2	Jerry Spencer
CT	Claude Talon	11	30	Withy	Major GDMD/Drgn Brigade Maj.	4	Anna	Hunt	4	Cameron Wood

ID	Name	SL	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
CDL	Sir Coeur De Lion	11	28	Comfy	B.Bdr-General PM	5	Ada	BG	3	Graeme Wilson
JdI	Sir Jean d'Ice	11	26	OK	Major CG	5	Ava	Hunt	3	Tym Norris
JE	Jean Etonique	11	25	Withy	Major DG	7	Alison	Hunt	5	Tony Hinton-West
AdF	Alan de Frocked	11	21	Comfy	Lt.Colonel CG/Gen's Aide (2 Army)	3		Hunt	2	Charles Burrows
LdH	Leonard de Hofstadt	11	20	Comfy	Colonel CG	5		Hunt	5	Neil Packer
CdM	Sir Con d'Masses	10-10	Comfy	Major RFG		7		Hunt	2	Craig Pearson
XFH	Xavier Four-Hollandaise	10	21	Comfy	Lt.Colonel 13F	5		Hunt	2	Francesca Weal
PN	Sir Pepé Nicole	10	F	Comfy	B.Bdr-General 69A	7		BG	3	Colin Cowper
MED	Maurice Essai Deux	9	21	OK	Major KM/Gds Brigade Maj.	4		BG	3	Olaf Schmidt
BdLS	Bernard de Lur-Saluces	9	14	OK	B.Bdr-General 13F/2 F Brigadier	5		BG	2	Rob Pinkerton
CLD	Charles Louis Desappear	9+36	OK	B.Bdr-General 27M		2	Josephine	BG	4	Martin Jennings
PM	Percy Mystic	8	9	Comfy	Major ALC	5		3	Ray Vahey	
FAG	Felix Anton Gauchepied'er	8+31	OK	Major CPC/hvy Brigade Maj.		5		BG	4	Jason Fazackarley
FSdM	Florent Sans de Machine	7	7	Comfy		3		BG	4	Nik Luker
XM	Xavier Money	7	7	Comfy	Captain GDMD	5		F&P	3	Pam Udowiczzenko
X2		6	0	Poor		2			3	Gerald Udowiczzenko
X6		6	0	OK		1			3	Geoff Bowers
PY	Philippe Yerbouttes	4	8	Poor	Major 69A/4 F Brigade Maj.	3		RP	4	Paul Appleby
X3		4	0	Poor		6			1	David Williams
FS	Félix Subercaseaux	4+17	Poor			6		RP	1	Mark Nightingale
LPN	Le Poutine Noir	3-1	Poor	Captain 13F		5			5	Neil Pinkerton

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, Fithy = 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+