

## That would be enough

This has been issue 168 of *To Win Just Once*, published 2nd October 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, **18th Nov** 2016.

Orders for *LPBS*, definitions for Fictionary Dictionary and all other contributions to Pevans by Friday, 21st October 2016.

(Last deadlines for 2016: 18th/25th November, 23rd/30th December)

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

*Railway Rivals* – the latest game is just starting, but there's room for one more player. Working map and rules provided.

*Star Trader* – There's room for 1-2 more players in the current game (David Buchholz and Jason Fazackarley are waiting for the next one). Rules provided.

## Online games

*A Few Acres of Snow* (at [yucata.de](http://yucata.de)): Pevans

*Agricola* (at [www.boiteajeux.net](http://www.boiteajeux.net)): Pevans, Alex Everard

*Castles of Burgundy* (at [www.yucata.de](http://www.yucata.de)): Pevans

*Concordia* (at [www.boiteajeux.net](http://www.boiteajeux.net)): Pevans

*Keyflower* (at [www.boardgamearena.com](http://www.boardgamearena.com)): Pevans, Brad Martin

*Puerto Rico* (at [www.boardgamearena.com](http://www.boardgamearena.com)): Pevans, Brad Martin, Al Tabor

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

*Vinci* (at [www.yucata.de](http://www.yucata.de)): Pevans

## Credits

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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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## Chatter

The weeks since last issue have been really hectic, which means this issue of *TWJO* will be a bit late. I haven't had time to write much, so I'm using some reviews I wrote a while ago. I am also preparing for my trip to Essen for this year's Spiel games fair. It looks like more games than ever will be launched at Spiel '16. I blame Kickstarter. Crowdfunding lets any budding games designer with a decent idea turn that idea into a game. Which they then bring to Spiel...

### I don't believe it!

I am getting increasingly irritated by people's inability to pronounce the word "our" properly. Especially when it's announcers on the BBC, who should know better. There is currently a trailer on the telly – which seems to be on every time I watch anything – for something called "R Girl". No, it's **Our** Girl! Grr...

### TWJO online

The PDF edition of last issue, *TWJO* 167, was downloaded 125 times in the ten days of August it was available. Issue 166 racked up 59 downloads in the month to make 153 in two months. Issue 165's PDF got 16 downloads during August, totalling 316 since publication.

As for the rest of the website, I was not surprised that Games from Pevans's special offer on *Subdivision* attracted visitors, nor my report from Spiel '15 (now available at [www.pevans.co.uk/Reviews/Spiel15.html](http://www.pevans.co.uk/Reviews/Spiel15.html)), but someone searching for "Paul Evans Middlesbrough conman" is a bit worrying!

## Time is fleeting...

### *Samara* reviewed by Pevans

From the preamble to Corné van Moorsel's 2015 game, it's clear that *Samara* is a real place – the starting player is whoever was born closest to it. However, the name meant nothing to me. A quick check on Wikipedia revealed that it's the Russian city that I know as Kuibishev (Куйбышев) on the banks of the Volga. It returned to its former name in 1991, Comrade Kuibishev having been a Bolshevik leader. Before I start following any links on Wikipedia, let me return to the game.

*Samara* is about constructing the city, building by building. This requires three things: tools, workers and time. The workers are player's pawns (meeples). Each player starts with three: one on its own and two stacked up to make a single worker with a strength of two. The tools are cardboard chips of three different types (colours and symbols), and start in specific spaces on the board. Thus, players first use their workers to get tools then use both to claim the buildings, each of which is worth points and some of which have special powers.



The beginning of May in *Samara*. Orange has a lot of actions, but yellow goes first

It's the time element that is at the heart of the game. This requires a bit of explanation, so bear with me as I set out how this works. At the start of the game, a selection of building tiles is randomly laid out in the columns and rows of the main board. Each column denotes the minimum strength of worker(s) required to take a tool or building from the column: 1-4.

Two smaller boards go one after the other alongside the '1' column. Each of these boards is divided into six rows, labelled with the months of the year. At the start of the game, the current month (a neat touch) goes alongside the row marked "Now" at the bottom of the columns on the main board. Player's meeples start on this row. To take a tool, you must have meeples in the 'Now' row of at least the strength of the column the tool is in. You take the tool and then move the meeples to the month alongside the row the tool was in.

Taking a building works the same way, except that you must also have the tools required for that building (the tools are not used up, you just have to have them). Once all the meeples have moved from the current month, the boards slide along until the next month containing meeples is 'Now' (and when a whole board is

empty, it goes to the top of the other board). Thus, the further you move your meeples, the longer it will take before you get to use them again. Boy, that's clever! Not just for the mechanism itself but for the way it makes it harder to predict what options will be available to you when you next get a turn.

Naturally, players tend to take tools and buildings from the early rows and cheaper columns first, giving the first player an initial – but not decisive – advantage. There is a trade-off between taking the higher value buildings, which do nothing or even penalise the owner, and taking buildings that provide an advantage (and very few points). The latter is clearly the more long-term plan. The key then is knowing when to switch from development to scoring points.

First, however, players must get the tools they need for the buildings they want. There are three types of tool and no more than two of each are required for any building. However, each type of tool works slightly differently. Saws (yellow) are easy: you just take two of them (one at a time). There are two different trowels (red) and players must have one of each sort. Glass-blowing tools (blue) come as 'A' and 'B' sections and you must have an 'A' before you can take a 'B'. The placement of the tools thus becomes important, with an early, cheap 'A' glass-blower being an obvious target.

The special abilities of the buildings also make them more or less valuable – though this also depends on how many workers, tools and months are needed to procure. The Hospital, for example, takes a meeple away from the other players, which is always good fun. The University, on the other hand, provides the permanent ability to use one of your tools as a joker. While the Weight Room lets you add one of your spare meeples to increase the power of a worker 'using' it.

There's an awful lot to think about when playing *Samara*, but I suggest it's best



My player board during *Samara*. Lots of tools at the top and useful buildings to the side.

to take a tactical approach in your first few games. Take each turn on its own merits and look for what you can do. Once you have a better understanding of the game, you'll be in a position to study what's available where and make more considered decisions. The only problem with this is that experienced players are likely to spend some time examining the board before the game even starts.

Apart from taking a tool or building, there are two other actions open to players on their turn. First off, they can get a new worker. To do this they move a (female!) meeple right to the end of the time track (6-11 months ahead) and add one of their spare meeples alongside her. As players start with three meeples in play, they must do this (or use a Weight Room) to get the strength needed to take anything from the 'four' column. Players start with two spare meeples.

Meeples can go on vacation, too – usually because there's nothing else they can do. In this case, the meeples move along the time track to the next month the player has meeples in. Finally, a player can pass completely, taking no further actions in the game. The order in which players pass is the tie-breaker (if required) at the end of the game.

There's one last wrinkle to mention. When workers are placed on a new month, they go at the lefthand edge of the space. As more workers arrive, they are placed to the right of those already there. When the month becomes 'Now' players take their turns in the order of their workers, from left to right. However, when your worker is next, you can add any or all of your other workers on that month to give a higher powered action.

The mechanics of *Samara* are pretty straightforward, the complexity of the game lies in how the various elements are related and the strategy and tactics in just which buildings are in which positions. Like all of Corné's games, it makes you think. Unless, as I sometimes do, you go with a Zen approach and place your pieces where they want to be. Om.

The game betrays its origin as a Kickstarter project by having two expansions – presumably "stretch goals" in the funding proposal – that come with the base game. The first expansion has three elements. The extra buildings are straightforward, just providing more options and a wider selection. The "special worker properties" each give one worker a special ability (marked with a wooden piece). These seem to be pretty powerful, especially if they're available on a low-cost early space. I recommend not using these until players are familiar with the game. The "hidden goal" tiles (take two, choose one) provide each player with a strategic element to their play.

The second expansion, which I haven't tried yet, adds "Summer" and "Winter" intervals to the time track. Workers can't be placed on these spaces, making some rows inaccessible. Moving workers across Winter increases the 'power' required, while moving across Summer reduces it. I can see these add to the complexity of the game, but I'm not convinced they make it any better.

All in all, I think Corné and his imprint, Cwali, have produced another cracker of a game – it's certainly been in regular play at my games group in the last couple of months. There's plenty of thinking to be done, but no need to melt your brain any more than you want to.

*Samara* was designed by Corné van Moorsel and published by Cwali. It is a strategy board game for 2–5 players, aged 10+ and takes 60 minutes to play. It gets 9/10 on my highly subjective scale. This review was first published in *Counter* issue 71, January 2016.

## Happiness, happiness...

### Pevans reviews *CVlizations*

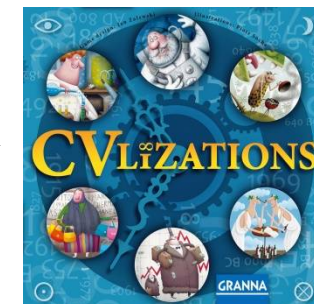
The title of the latest game from Granna is a play on their earlier game, *CV*, from a couple of years ago. *CVlizations*, designed by Jan Zalewski, comes in the same size box as the earlier game and has similar artwork and design. There the similarities cease. The game's theme is civilisation development, with victory going to the player with the happiest civilisation – I was immediately captivated when I heard this. Happiness is measured in smiley face symbols, both on the tokens collected by players during the game and on the 'idea' cards on front of them at the end.

The game is played across three 'Ages', each of three rounds. Players have a set of eight 'action' cards and play two each round. Hence, at the end of an Age, they will have played six of their cards – which ones each player missed out can be important. Only then do they pick them up again, starting the next Age with a full set of cards. When playing cards, one goes face down and one face up. This is crucial, as we'll see, as it gives other players some important information.

Once everybody has put their cards down, all of them are revealed and then actioned. The important point is that actions take place in a set order (the sequence is indicated with a number on the cards). The crucial point is that the effect of an action depends on how many people have chosen it. Take the 'Logging' action card, for example. If one person has played it, they get 2 cubes of 'wood'. If two have chosen to Logging, they get three cubes each. But if three (or more) go for it, they only get one wood apiece. Now you can see why knowing some of the actions is so important. Of course it doesn't stop more than two people choosing the same action, whether accidentally or deliberately.

There are three resources in the game: food, wood and stone, represented by wooden pieces – yellow crescents, brown cubes and hexagonal grey barrels respectively. As you'd expect, three of the actions let you pick up cubes of one colour, with another one (amusingly called 'Cunning') giving you a choice of resource. The other actions let you steal or trade cube(s), double your other action card or laze around ('Slacking') and collect a smiley face token.

Once players have completed all the actions, they may use their resources to buy one of the available 'idea' cards. There's a row of four and a replacement is





*CVlizations* at Spiel '15 (Photo by Mike)

immediately drawn when one is taken. The ideas go face up in front of the owner and provide some advantage (during the game) and/or smiley faces (at the end). The advantages can be, for example, an extra wood when Logging or – my favourite – the ability to play both action cards face down (it sows confusion!).

Note that, for the third Age, a different deck of idea cards is used. These are expensive and just provide smiley faces, either directly or as a bonus for other things (Cinematography, for example, gives a smiley for every two ideas). Hence, it's a good idea to build up a war chest, or boost your production, during the first two Ages in preparation for the third. The game ends after the ninth round and players tot up their smiley faces to see who's got the happiest civilisation. Lovely!

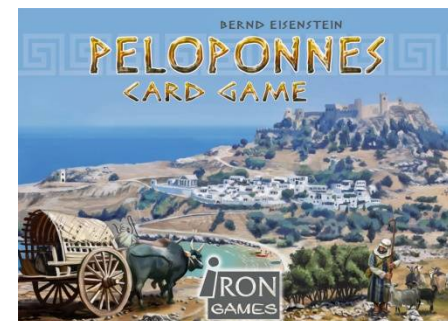
Okay, *CVlizations* is not the deepest game, but it is great fun and plays quickly. The central mechanism is very clever and players need to be on the ball throughout the game. However, what really makes the game is the interaction between players as everybody tries to second-guess everybody else and get the best out of their six actions. I find *CVlizations* quite delightful and expect to be playing it for quite some time.

*CVlizations* was designed by Jan Zalewski and is published by Granna. It's a card-based board game, more tactical than strategic, for 2-5 players, aged 10+, and takes 45 minutes to play. It gets 9/10 on my highly subjective scale. My review copy was provided by Games from Pevans. This review was first published in the Summer 2016 *Gamers Alliance Report*.

## Go deal in the Spartans

### Pevans reviews the *Peloponnes Card Game*

I really enjoyed Bernd Eisenstein's *Peloponnes* when it first appeared from his imprint, Irongames, in 2009. It's a clever, entertaining game of developing an Ancient Greek city-state. I was thus intrigued by the arrival of his *Peloponnes Card Game* last year, essentially a card game version of the game. The question is whether it would live up to its big brother.



The game is, of course, made up of cards, though there are also some wooden discs: three for each player (choose a colour) plus two black and five grey ones as markers. A good half of the cards are money: they show a coin on one side with the other being a resource (wood or stone), food (grain) or population figure. To start the game, players get a random 'civilisation' card (though I'm tempted to deal two each and let players choose one). This represents one of the historical city-states of the Peloponnese in Ancient Greece: Corinth, Sparta, Thebes and so on.

Each city-state provides the player's starting position: coins (cards of course), initial population and, possibly, some production. Each card is worth 'power' (victory) points (they can be lost) and is numbered to give the initial player order – shown by arranging one disc from each player in a row. Players also get a card on which to track their stock of 'luxury goods' using a second disc.

The game is played over exactly eight rounds, regulated by the 'power' cards that are laid out at the start of each round. These are divided into 'A', 'B' and 'C' decks with more production cards in the 'A' deck and more power points in the 'C' cards. Cards are either land, which can just be played (adding to the right of players' starting card), or buildings that have to be constructed (with wood and stone) – and placed to the left. Most of them provide production, most of them are worth power points and some of them have special abilities.

Each card also shows a coin value. This is the minimum bid for the card, since players have to bid for cards each round. There are always six cards dealt out at the start of each round. However, the first wrinkle is that only as many cards as there are players go into the auction. The others are available as 'conquests'. Instead of bidding on a card, players can buy one of the conquest cards outright by paying three more than the minimum bid. This is a neat option, balancing the extra cost against the certainty of getting the card you want.



Bids from black, red and blue are visible

The auction is also a clever mechanism (as it is in *Peloponnes*). Players bid by placing coin cards alongside the card they're bidding on, marking the pile with their third disc to show it's their bid. If another player overbids, the first player must move their bid to a different card – as long as it meets the minimum and overbids any bid already there. Players cannot add anything to their bid once it's been played. What a clever feature! You really have to think about the amount you're bidding and what options it gives you. Suddenly those conquest cards don't look as expensive.

Once all the bids have been sorted out – players who don't bid or withdraw their bid get coins instead – turn order is changed. The player who bid most becomes first player, then the second highest and so on. Only then do players get their new card. In another interesting twist, players do not have pay resources to construct a building at once, but still get its benefits (it's 'under construction'). The wood and stone to construct a building comes from

the player's existing production (and any cards played), with any excess production becoming luxury goods. These can be used as resources, coins or grain.

To complete the round, players get income (coin cards), based on the amount of population shown on their cards. More population means more income, of course. However, people are also a cost. One card in each of the 'B' and 'C' decks shows a 'supply' icon. This interrupts the normal flow of the round and players must feed their people (and complete – or lose – any buildings that are under construction). Each population figure needs one grain from players' production and cards in hand. People cards in hand can make up the balance, but otherwise players have to remove cards from their display to reduce their population. Since they will

have built up their population by the time the first supply card comes out, this can be tricky. Even worse, there is an extra supply phase at the end of the final round, potentially meaning players have to feed their people twice in a row. This really is a test and you have to be prepared for it.

There is one final element of the game: catastrophes. There are five catastrophe cards and this is where the grey markers go. As power cards are drawn, catastrophe symbols on the cards mean the marker is moved along the track on the appropriate catastrophe card. The catastrophe is triggered when the marker reaches the end of the track. There are two good things about this mechanism. First, it will take a while for any catastrophe to happen and, second, players can see it coming and get ready. Some power cards provide outright protection from particular catastrophes, making these cards more valuable, as can a set of the same symbol. If you're not protected, you will have to work round whatever setback the catastrophe produces – they won't knock you out of the game.

Okay, that's the complexity of the game (not too different from *Peloponnes*, but gameplay has been streamlined) and there is quite a lot to take in. With just eight rounds, there's not much time, making each purchase important – and you should definitely aim to get a card every round. The question is how to value the cards available. Do you need production? Population? Protection from a looming catastrophe? And how much should you bid to get the card you want? Boy, this is a clever, demanding game. However, it plays quickly and definitely does not outstay its welcome.

The final twist in the game is the scoring. Once that last supply phase is dealt with, players tot up their power points from their cards. They also add up their population. The lower of these is their score. Yes, more cleverness! Particularly as you need to be able to feed those people just before scoring them. Players will build up their population during the game anyway, as this increases their income. The trick is balancing population with power and producing enough food to keep your population while having the income to get the cards you need.

I was hugely impressed with *Peloponnes Card Game*. It is just as tricky and rewarding as the original game while playing more quickly (unless analysis paralysis hits anybody). I'm also struck by the way my copy had been played several times at the Swiggers games club before I got a chance to play!

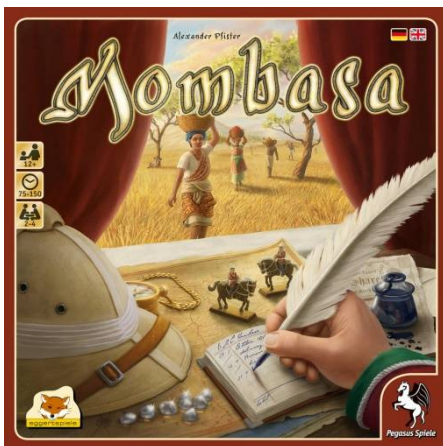


This city state has lost two cards to catastrophes, despite the protection it now has

*Peloponnes Card Game* was designed by Bernd Eisenstein and is published by Irongames. It is a strategy card game for 2–5 players, aged 10+, and takes about 45 minutes to play (I'd say an hour with four players). I give it 9/10 on my highly subjective scale. Thanks to Games from Pevans, who provided my review copy. This review was first published in the Summer 2016 *Gamers Alliance Report*.

## Scrambling for Africa

### *Mombasa* reviewed by Pevans



*Mombasa* caught my eye twice at Spiel '15: at eggertspiele's stand, they being the German publisher, and again with R&R Games, who are publishing it in the US. It was Frank diLorenzo, main man at R&R, who persuaded me (it didn't take much) to part with some Euros for a copy. It's since had several outings at the Swiggers games club and been well received each time.

The game is about the European nations' exploration and 'colonisation' (aka exploitation) of Africa through the chartered companies they set up (think Imperial British East Africa Company,

Dutch East India Company et al). The players' main reward comes through the shares they hold in these companies and so their actions are mainly aimed towards increasing their shareholdings and the value of the companies.

Much of the game's board is thus taken up with a map of Africa, south of the Sahara. The map is divided into areas, each with icons showing the rewards for establishing a trading post in it. At the sides of the board are the base camps of the four trading companies. The company expands by placing trading posts into adjacent areas on the map.

The player placing the piece gains the appropriate reward. You can already see that there are quite a few decisions to be made when expanding a company: how many areas can you afford to take; where can you get the most useful rewards; how much does it increase the value of the company; and can you reduce the value of another company by putting back some of its pieces.

Players have their own small board as well. These have two tracks on them – 'Diamonds' and 'Bookkeeping' – and have positions for players to place their current action cards below the board and their used action cards above the board.

Players start with a set of the same action cards. Not surprisingly, these are at the heart of the game. At the start of a round, players secretly choose three (initially) action cards, placing them below their personal board. Once all players' actions have been completed, players pick up one of their discard piles and put these cards back in their hand. Then they move each action card used this turn to its corresponding discard pile.

This is such a clever mechanism. It means you not only have to think about what actions to do this round, you need to think about when you're going to get those cards back. Yes, you really need to plan several rounds ahead. What's more, it makes opening up extra action card positions a double-edged sword. This lets you play more cards in a round. However, it also means that it will take longer to get the cards back in hand. It is quite possible to run out of cards in the later stages of the game! However, players are not required to use all their action card positions each round and a bit of planning should help avoid embarrassment.

All this means that acquiring extra action cards is really useful. As an action, a player can use any or all of their current trade good action cards to buy a card and add it to their hand. Any value left over is used to advance along share-holding track/s – or they can use the full value towards shares.

Players also have several 'expansion' action cards. As an action, a player can use the total value of their current expansion cards to place trading posts from one



Playing *Mombasa* – early stages yet...

company onto the board. This gives the player immediate bonuses (such as cash or shares), should increase the value of the company and may decrease the value of other companies.

The final type of action card players start with is their one bookkeeper card. This is a facet of the game that is virtually a mini-game in its own right. To start with, certain actions give players bookkeeping points to spend immediately. These are used to place ledger 'books' on the player's bookkeeping track. Each ledger shows the requirement for moving onto or across it. This is usually a minimum value of unused current action cards. It also shows the reward gained by landing on it.

The bookkeeper action allows a player to move their inkwell marker along their bookkeeping track. They can move as far as possible, provided they meet the requirement for each book they cross or land on. Hence, the bookkeeper is usually a player's first action in a round, so that the maximum number of current action cards is available. Why would you do this? First, you get the reward from the book your inkwell ends up on. Second, you will gain points at the end of the game according to how far your inkwell has moved. Third, reaching a specific point on the track opens up another action card (and discard pile) slot.

Getting the best out of the bookkeeper action is tricky. However, you will get bookkeeping points during the game and thus end up with ledgers on your track. Hence, even if you don't want to concentrate on the bookkeeping aspect, you will probably use this action a couple of times.

Having mentioned the bookkeeping track, I had better establish what the diamond track does. You'll be pleased to hear it's much simpler: certain actions provide diamond icons and players move their diamond along their track for each icon. Like the bookkeeping track, progress along this brings points at the end of the game and, again, reaching a certain point opens up another action card slot.

On top of all this, the action cards are not the only way players can take actions. They start with two wooden 'bonus' markers and these are used for the actions printed on the board or the shareholding tracks. Each 'bonus' action can only be taken once a round, so they tend to go first if there's likely to be competition for them. The first of these is becoming first player – the only way this changes during the game. Being first player is particularly useful if a good action card is available cheap, but it doesn't seem to be too important across the whole game.

Other 'bonus' actions let players buy an action card for cash or sell one for cash. Whoever has the highest value of each trade good or expansion in their current action cards can take the appropriate 'bonus' action to advance their shareholding marker in a specific company. And there are four bonus tiles that can be taken to provide an extra action or trade good in the following turn.



A player's board (some books placed) with current cards below, used cards above

There's an awful lot to think about here and the game can be daunting at first. Game play is not the problem, though, this is straightforward. It's deciding just which actions to take that requires thought.

The game ends after seven rounds, which makes sure it doesn't outstay its welcome. This also puts players under a bit of time pressure as seven rounds isn't very long in terms of developing your position. My experience is that most of players' points come from their shareholdings, so gaining shares and increasing their value is crucial. The obvious approach is to major in one company, getting as many shares as you can and boosting its value as high as you can. There are two problems with this approach. First, the game's mechanisms mean you are likely to get a more widely dispersed shareholding. Second, your opponents will combine against you.

From my experience to date, I would say that *Mombasa* is more tactical than strategic. There is some strategy in deciding which companies to go for and whether to put effort into moving along your Diamond or Bookkeeping track (I wouldn't recommend going for both). Bookkeeping, in particular, requires a lot of careful thinking. One way to simplify the game is to largely ignore it, which is certainly a viable approach. This allows you to concentrate on organising your action cards to get the actions you need when you need them.



While there is, arguably, a bit too much design in *Mombasa* – designer Alexander Pfister does seem to have included the kitchen sink – I have thoroughly enjoyed playing the game, as have the other participants. It is complex, but the complexity is manageable. And there is a real challenge in working the action card process effectively. For this reason it's probably not a good idea to pit first-timers against experienced players. Unless I'm the experienced player, of course. Ahem. I give *Mombasa* 8/10 on my highly subjective scale.

*Mombasa* was designed by Alexander Pfister and published by eggertspiele (in Germany) and R&R Games (in the US). It is a strategy board game for 2–4 players, aged 12+ and takes 2–3 hours to play (officially 75–150 minutes). This is an edited version of the review published in the Winter 2016 *Gamers Alliance Report*.

## Games Events

13th-16th October is the biggest board games event of the year: the Spiel games fair, held at the Messe (Exhibition Centre) in Essen, Germany. I expect anyone who's going has organised their trip by now. This is where games publishers show off their new titles for this year's Christmas period – and retailers sell them. Expect my highlights in next *TWJO*, with more detailed reporting after that. For more information about the event, see the organiser's website at: [www.merz-verlag-en.com](http://www.merz-verlag-en.com) (that's the English language site).

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](http://www.pevans.co.uk/Swiggers)

**Games Games Games Days:** from noon(-ish) on the second Saturday of most months at the Allsop Arms (137 Gloucester Place, London NW1 5AL). The pub has an extensive menu as well as good beer and is convenient for Baker Street and Bond Street Tubes as well as Marylebone station.

**UK Games Expo:** 2nd-4th June 2017 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](http://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](http://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](http://www.midcon.org.uk).

For more extensive information on UK board games events, try The Queen's Lane Advertiser at [www.boardgamers.org.uk/qla.php](http://www.boardgamers.org.uk/qla.php)

## Fictionary Dictionary

Two new arrivals – Colin Bruce and Bruce Whitehill – come storming in with big scores from their round 2 definitions. The first round's leaders add just a point each, while Nik Luker scores solidly to join the front-runners. It's early days yet, though, and new players can certainly join in.

### Round 2 Scores

Name	This round	Total
Colin Bruce	5	5
Mike Dommett	1	1
Alex Everard	0	3
William Hay	1	7
Andrew Kendall	1	6
Nik Luker	3	6
Tim Macaire	0	0
Graeme Morris	1	2
Rob Pinkerton	1	1
Bruce Whitehill	5	5

### Round 3 definitions

The proposals are below. All you have to do is let me know your favourite definition for each word.

#### Elapid

- 1 Being both vapid and trite at the same time.
- 2 (El Apid) Spanish for Aphid.
- 3 Spanish greenfly.
- 4 Tired rubber bands that have lost their stretch.
- 5 A Japanese super-fast electronic information transfer system.
- 6 A small insect often found in horses' ears.
- 7 Stereotyped Chinese commentary on Usain Bolt.

8 A unix daemon that provides electronic lapi.

#### Fru mentaceous

- 1 Describes how quickly a fruit ferments. Thus apples can be turned into cider very easily, as they are highly frumentaceous.
- 2 Reminiscent of frument, the essential nature of the Bandersnatch (which as any fule kno, is frumious).
- 3 Excuses given by believers for wanting to spend more time with their families or pints.

4 A substance derived from dissolving Ents in acetone.

5 Fantastically Jewish.

6 A West Country term meaning good for making wine or beer out of.

The next words are: Graupel and Holothurian

7 A fruit that is very easily fermentable.

8 The term for a hangover that makes you persistently sick, rather than just a headache.

**Send your votes (just two numbers) and/or made-up definitions to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or to TWJO@pevans.co.uk by 21st October 2016**

### What's this about?

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.

## Games from Pevans

Mail order board and card games in the UK

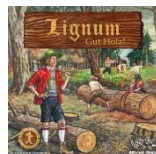


### Bomarzo

The intriguing visuals of this game reflect the grotesquerie of the real-life Bomarzo park. Representing gods and monsters, the statues are key to the game. Neat mechanisms and fine artwork make for an excellent game: **£35.00.**

### Lignum (2nd ed)

Tricky, involved game of nineteenth century woodmen. It's not just about chopping down trees, there's a lot of logistics involved, which means planning and tricky decisions: **£50.00.**



Online at [www.pevans.co.uk/Games](http://www.pevans.co.uk/Games)

## 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 39 of *Brass* (at [brass.orderofthehammer.com](http://brass.orderofthehammer.com)) was won by our ringer, 'Lord Ashton' on 171 points. Yours truly managed second on 138 with Steve on 120 and Mike T on 114. Game 40 has just finished and was a second win for 'Lord Ashton', though on a lower score: 146. Steve and I were both on 133 points, but Steve took second place on the tie-break (grr!), with Mike T scoring 99. Game 41 is waiting for players (I expect the usual suspects, but new players are welcome).

Brad Martin and I would like to play *Keyflower* (at [BoardGameArena.com](http://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](http://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.

## Subscribing to *TWJO*

*TWJO* is published on paper and online at [www.pevans.co.uk/TWJO](http://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](mailto: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](mailto:TWJO@pevans.co.uk). You can subscribe online at [www.pevans.co.uk/TWJO](http://www.pevans.co.uk/TWJO), where you can pay by credit card (via Paypal or Amazon) or Paypal account.

## Obama (*Railway Rivals* game 12)

### Start-up

The map is Illinois, with everybody starting in Chicago (all together now: my kinda town...). Players should have a working copy of the map with their email notification for this issue of *TWJO*.

The players are: Mike Clibborn-Dyer, Pevans, Jonathan Palfrey and Gerald Udowiczenko. There's room for one more if anyone's interested in joining in.

With their first turn's orders, players should give a name for their company and their preference list for colour (from Blue, Black, Green, Red or Brown).

### GM Notes

Please remember when connecting to a state outside Illinois that you do not have to connect to the King/Queen symbol, just cross the boundary line.

Secondly, note that when connecting to the top half of Indiana, where the state line runs through the middle of the hex, you must run past the line. Thus, K71 connects, J70 doesn't.

Mike is taking a break in October, so there's a double-length deadline.

The first turn's die rolls for building are: **4, 3, 6**

**Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk)  
by 18th November 2016**

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

### Game report – Turn 8

Beta Hydri saw TRANSURANIC using Percent to sell 5 Isotopes at Market Price. They also finally sold 8 Spice for 13 HTs each and gained a Dealership. PAVONIS PIONEERS sold 9 Petroleum for 11 HTs each.

At Alpha Centauri, INTERSIDEREAL GREENHORNS sold 10 Isotopes for 10 HTs.

PAVONIS PIONEERS and FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS were both busy at Sigma Draconis. FATCAT bought 10 Isotopes for 6 HTs each and took a Contractorship as PAVONIS bought 5 on Contracts. PAVONIS sold 7 Petroleum for 10 apiece and gained a Dealership, leaving FATCAT's bid, also of 10, ignored. PAVONIS then bought 5 Spice on Contract.

TRANSURANIC TRADING bought 6 Petroleum for 7 HTs each at Mu Herculis, where INTERSIDEREAL GREENHORNS bought 13 Monopoles for 14 HTs each and gained a Dealership, but failed to sell Liquors as they didn't have any in the system.

Tau Ceti saw TRANSURANIC buying 6 Isotopes for 4 HTs apiece and gaining a Dealership. COSTA NOSTRA II bought 2 at 3 HTs each. PAVONIS PIONEERS bought 5 on Contract.

PAVONIS PIONEERS were busy at Delta Pavonis, selling 5 Isotopes on Contracts, and then in the Petroleum Market using the Market Manager Position, buying enough to keep the price up to 8 HTs before using the Contractor's part by selling 5 units back to the market.

At Epsilon Eridani, WHITE STAR LINE sold 7 Liquor for 14 HTs each and took a Dealership. TRANSURANIC sold 6 Monopoles for 16 HTs each and also got a Dealership. PAVONIS PIONEERS sold 7 Petroleum for 11 HTs each and a further Dealership and then sold 9 Spice for 15 HTs and yet another Dealership to finish the trading.



INTERSIDEREAL GREENHORNS took OP 15 and the Stacey has jumped off into the unknown.

FOOLS AND HORSES bought a Warehouse at Beta Hydri.

SWISS MERCENARY's fleet of poorly crewed Piccolo Hulls continues to accumulate at Tau Ceti with two more joining the list. One ship, Naginta C, did manage the jump and sold for 70% of list price. Despite, or because of this, SWISS MERCENARY FLEET increased Political Connections from 3 to 4.

TRANSURANIC TRADING increased their Spice production facilities at Sigma Draconis, buying a Spice Factory. They also loaded Passengers to Gamma Leporis and Alpha Centauri.

WHITE STAR LINE loaded Passengers for Beta Hydri and Epsilon Eridani, whose well patrolled systems make them unlikely to suffer from Pirates

FEDERATED ASSOCIATION OF  
TRUCKERS CO-OPERATIVES AND

TRADERS are allegedly running the Pirate Ship Lily, which may have gone rogue, if a company spokesman is to be believed. Certainly Ma Barker stopped communicating shortly after hyperjumping into Sigma Draconis system. FOOLS AND HORSES' Rodney' used emergency hyperjump to avoid a threatened interception by an unknown ship earlier in the quarter. FATCAT decided not to choose legitimate Passengers and this lack of cash flow may be why it defaulted on its loan repayments once more, with the interest added to the capital due, and further Reputation loss.

COSTA NOSTRA IMPORTERS INC lost Ma Baker, believed captured in Sigma Draconis System Space. Passengers were loaded for Beta Hydri, Epsilon Eridani and Mu Herculis.

PAVONIS PIONEERS continued with their successful trading operations and laid down no new shipping this Quarter.

**Corporation Table**

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash	Rep'n	Player
C Costra Nostra II	5 5 2	0	8th	138	24	Mark Cowper
D Fools & Horses	3 0 7	0	7th	291	40	Mike Clibborn-Dyer
E FATCAT	10 7 5	12	4th	7	23	Jerry Elsmore
F White Star Line	2 0 7	10+	3rd	527	40	Paul Evans
G Swiss Mercenary Fleet	2 5 4	0	6th	66	40	Martin Jennings
H Intersidereal Greenhorns	10 0 7	25	1st	57	40	Mateusz Ochman
J Pavonis Pioneers	10 0 8	26	2nd	424	40	Przemek Orwat
K Transuranic Trading	9 0 5	0	5th	307	38	Bob Parkins

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

**News**

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

- Turn 9 C2, B6
- Turn 10C4, P5
- Turn 11B8, B4 P7
- Turn 12C7, C5, B6

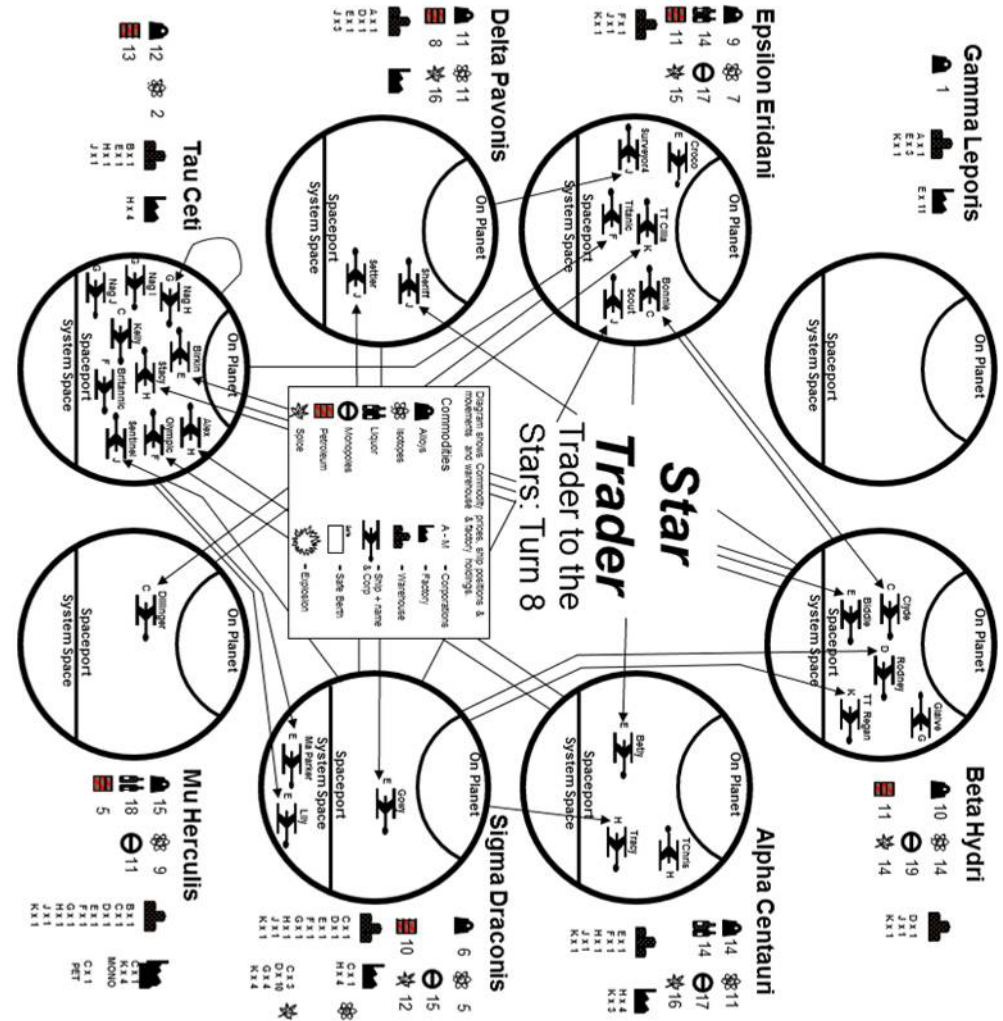
(Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

EV 24 took place this turn and INTERSIDEREAL GREENHORNS took OP 15 from Turn 10.

**GM Notes**

Mike is taking a break in October, so there's a double-length deadline.

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD  
or by e-mail to mike\_dommett@yahoo.co.uk  
by 18th November 2016



## 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 19). You will also need (access to) a copy of the published rules to *En Garde!* (see [www.engage.co.uk](http://www.engage.co.uk)).

**Orders for February 1669 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 21st October 2016**



## January 1669 (299)

The year opens with an extensive card of duels, nearly half of them featuring Terence Cuckpowder. Unfortunately, Brigadier-General Cuckpowder is not a well man. He's suffering from the accumulation of injuries over recent months. He really needs to take some time to rest and start healing properly. Hence, his opponents are disappointed this month as Sir Terence brandishes a sick note letting him off his fights.

Alan de Frocked is a lightly built fellow but, as a Cardinal's Guard, is up for it. He waits patiently for King's Musketeers Major Maurice Essai Deux, repeating his warm-up routine and using his rapier as an exercise aid to help keep warm. He takes pointers from his second, Leonard de Hofstadt, as he practises some passes. They are joined by Jean d'Ice, who is also expecting to fight Major Essai Deux and is also seconded by Hofstadt. After a while it becomes clear that the Musketeer is not going to show.

However, the King's Musketeers' Colonel, Duncan d'Eauneurts, is ready to duel both the Cardinal's men. He decides to meet Major Ice first, bringing his unregimental sabre and a second, Guards Brigadier Was Nae Me. As the bigger, more skilled man, the odds are with Colonel Eauneurts. He starts with a parry, just in case his opponent opts for a furious lunge. and then slashes. Ice goes for a block before he lunges. The lunge and slash strike at the same time, but the sabre does much more damage. And it's the start of a furious slash routine, with the cut thumping Ice before he can get in another blow. He surrenders.

Uninjured, Eauneurts waits for Lieutenant-Colonel Frocked to occupy the empty space in front of him. He doesn't fill very much of it, even clutching his rapier. From the difference in size, it looks like Frocked is in for a hiding. He opens with a parry, which seems odd, given that Eauneurts is still using a sabre. However, Eauneurts then lunges, just as Frocked does. The blunt end of the sabre does less damage than the pointy rapier but, with Eauneurts' weight behind it, it's not much less. However, Frocked has just started a furious lunge, so he smacks Eauneurts with a cut. Unfortunately, this coincides with a slash coming the other way and Frocked surrenders.

Next up, DG Major Jean Ettonique and his sabre take on Florent Sans de Machine and his rapier. It looks like Ettonique has the edge, being slightly bigger and much more skilled. He clearly expects his opponent to attack from the start, as he parries and blocks. But Sans de Machine is also on the defensive, blocking against the sabre. This has no effect on Ettonique's kick, though – his boot goes straight into Sans de Machine's midriff. The latter sits down hard and, when he gets his breath back, offers his surrender.

The bruising is enough to enable Sans de Machine to decline his second duel, against Claude Talon.

### Calling 'em in

Having thrown his weight around on the duelling field, Jean Ettonique does the same in the military sphere. He uses his influence to persuade the Horse Guards Brigade Major to quit and then calls in another favour to make sure he gets the job. Now he's out of the chain of command (and has acquired a little more status), he decides this is not the time to head for the frontier.

Major Percy Mystic is another man calling in some favours – and spending some money. In this case, it's to remove the Lt-Colonel who's just ahead of him in the Archduke Leopold Cuirassiers. This succeeds and Mystic buys the rank for himself. What he doesn't expect is that Bill de Zmerchant will use his own influence to clear the ALC Colonel out of the way. This gives the new Lt-Col command of the regiment.

The Princess Louisa Light Dragoons is the regiment of the moment: Annibal Lechiffre, Balzac Slapdash and Jean Tétreault-Cauchon all apply to join and are all accepted. Lechiffre and Tétreault-Cauchon buy Captaincies (thanks to funding from Sebastian Adis II – “an old family friend”), while Slapdash goes all the way to Major (with his own money).

Meanwhile the new Minister of State, Pierre le Sang, is busy establishing his Ministerial team. He appoints Amant d'Au, Frele d'Acier and Jean Jeanie as Ministers. Mind you, he can't give them specific jobs, they're all Ministers without Portfolio. Government positions are followed, in some cases, with new titles: the Viscount d'Au and Earl d'Acier. MoS le Sang also asks Duncan

d'Éauneurts to be Commissioner of Public Safety. Colonel Éauneurts is quick to accept, but doesn't get the job: Terence Cuckpowder still has another couple of months to run on his term.

Cavalry Division commander Uther Xavier-Beauregard invites Lt-Col Acier to be his Divisional Adjutant, but the Dragoon Guard prefers his Ministerial post. The Adjutant's position remains vacant.

It may have nothing to do with him not getting the CPS job, but Duncan d'Éauneurts is quick to leave Paris. He leads the second and third battalions of the King's Musketeers into action. Quite why the first battalion has to stay in Paris isn't clear... The troops on the front will have plenty of company, though, as Brigadier Sebastian de la Crème mobilises the whole Heavy Brigade.

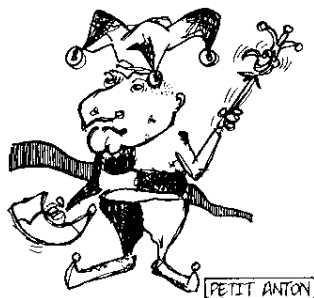
### Ice, ice, baby

There is a fascinating clash of parties to start the New Year. Ali Vouzon has promised an Ice Fair on the frozen Seine all month. However, he can't really take credit for the many activities taking place on the solid ice – he's just hired the premier section close to the Fleur de Lys. Sebastian Adis II holds his New Year's Ball at Bothwell's, where Beau Reese Jean Seine is partying as well. Meanwhile Was Nae Me hosts a party at Hunter's. Which will get the most guests?

Let's start with Beau Reese Jean Seine as the question is easy to answer: none. Beau and Maggie Nifisent spend the week drinking on their own. The club isn't even that noisy as the only guests for Sebastian and Marie Antoinette are Alan de Frocked and Lucy Fur. It's not much of a party and there's no real point in them wearing their masks.

Perhaps it's all happening on the ice? Let's see: Bill de Zmerchant, Etienne Brule and Frele d'Acier wave their invitations at the doorman by the entrance to the Fleur's enclosure. Inside, a bar is set up and staffed, hot toddy awaiting the revellers. The missing component is the host. There's no sign of Ali Vouzon and, without a guest list, nobody gets in.

The place to be is clearly Hunter's. Was and Vera Cruz welcome quite a crowd. Annibal Lechiffre is first (alphabetically), but has no-one on his arm. Coeur De Lion escorts Ada Andabettoir. Claude Talon comes with Anna Rexique. Félix Subercaseaux brings Ella Leight. Florent Sans de Machine arrives with Charlotte de Gaulle on his arm, but parks her while he harangues Claude for his lack of a title (or noble ancestors) – tithing to the church cuts no mustard with him. Gaston le Somme, now Lt-Col of the Royal Marines, steers his companion, Bess Ottede, past the argument. Gaz Moutarde escorts Anne Tique and congratulates his host on his peerage. Jacques As has Thomasina Tancenjin on



his arm. Jean Ettonique is accompanied by Alison Wunderlandt. Their arrival gives Claude some relief as Florent switches his attention to Jean as another member of the riff-raff. Jean Jeanie arrives with Jacky Tinne and Jean Tétreault-Cauchon is last on the list and unaccompanied.

Apart from the party-goers, there are a few people in the clubs. Enjoying the Fleur's exclusive ice bar are Pierre Cardigan and Edna Bucquette, Pierre le Sang and Guinevere d'Arthur and Uther Xavier-Beauregard and Henrietta Carrotte. They wave smugly at the three on the other side of the entrance. Chopine Camus and Jean d'Ice visit Bothwell's under their own steam. Each brings a lady: Sheila Kiwi and Ava Crisp, respectively.

The middle weeks of January are quiet in comparison – particularly as Ali Vouzon continues to be invisible. Bill de Zmerchant, Etienne Brule, Frele d'Acier and Was Nae Me wait hopefully outside the Fleur through week 2. The following week it's Chopine Camus, Etienne, Frele and Was. Inside the Fleur are the two Pierres: Cardigan with Edna and le Sang with Guinevere for both weeks. Bill gives up and joins those inside in week 3. He takes the opportunity to chuck some money on the gaming tables. He wins both his bets, so at least something's worked this month.

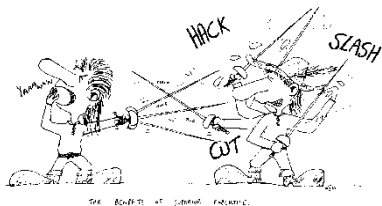
Bothwell's is empty in the second week, but Jacques As and Thomasina visit the week after. Coeur De Lion takes Ada to the Blue Gables for both weeks, finding Florent Sans de Machine also there, with Charlotte, in week 2. Félix Subercaseaux and Ulla spend two weeks in the Frog & Peach, the only visitors seen there this month. Le Poutine Noir is first man into Red Phillips, in week 2. The following week Annibal Lechiffre and Jean Tétreault-Cauchon look in.

### Battering

Terence Cuckpowder neatly avoids competition for his party by holding it in week 4. He's sporting a battered look: first from two weeks' arguing on a doorstep and, second, from the attentions of the footpads when he visits the bawdyhouses. This costs him a chunk of money, which he dismisses as a bit of income redistribution. He has the right venue though: the Fleur de Lys. Top of the guest list is Alan de Frocked, who brings Lucy. Coeur De Lion escorts Ada. Con d'Masses turns up with his new conquest, Frances Forrin. This makes for an interesting conversation with his host as they are the two who spent the first two weeks of January outside Frances's place. Claude Talon accompanies Anna. Gaz Moutarde comes with Anne. Jacques As has Thomasina on his arm. Jean Jeanie escorts Jacky. Was Nae Me brings up the rear (alphabetically) with Vera. The party-goers are able to see Etienne and Frele still waiting gamely for Ali Vouzon to turn up. A new game starts: tossing nibbles to the two excluded socialites. Terence wins by sending out waiters with whole trays of goodies for those in the street – whether beggars or disappointed Toadies. The two Pierres are still in the Fleur with their ladies, too.

Sebastian Adis II is to be found in Bothwell's on his own. Annibal Lechiffre and Jean Tétreault-Cauchon do the same in Red Phillips, despite both men's success at courting. Annibal decides to try his luck on the gaming tables, placing a sequence of small bets. He wins two and loses three to finish the week slightly out of pocket.

What else has been going on? Well, for a start, lots of people take the opportunity to spend some time in the gyms with their preferred type of sword. Practising all month are Amant d'Au (who uses a dagger), Bernard de Lur-Saluces (rapier) and, of course, Jacques de Gain (rapier). Rick O'Shea takes the traditional option of three weeks practice (with rapier) plus one week in the red light district.



Other three-weekers are Beau Reese Jean Seine (rapier being his preferred blade), Gaston le Somme (who uses a cutlass), Jean d'Ice (rapier), Jean Ettonique (sabre rattling), Leonard de Hofstadt (rapier) and Uther Xavier-Beauregard (sabre). Practising for two weeks are Alan de Frocked (rapier), Chopine Camus (sabre), Claude Talon (throwing tomahawks about), Florent Sans de Machine (rapier), Gaz Moutarde (cutlass), Henri Dubois (sabre), Jean Jeanie (rapier), Le Poutine Noir (rapier) and Sebastian Adis II (rapier).

Oh, and Balzac Slapdash spends his January trying to woo a certain young lady. She just isn't that into him.

### Firewood for the frontier

The bitterly cold weather is a real problem for the troops on the frontiers – though at least the ground is frozen hard enough to let the cavalry operate freely. Even if that's of limited use during a siege.

Colonel Duncan d'Euaneurts has taken two Battalions of the King's Musketeers into action and they don't thank him for it. It's a chilly month that brings the Colonel no reward.

Brigadier of the Heavy Brigade, Sebastian de la Creme, is rewarded: his rank is made permanent. There's nothing for his Brigade Major, Felix Antoine Gauchepied'er, though. Mind you, he's wrapped himself in so many layers (of silk pashminas in clashing colours) that he can barely walk. He's grateful to receive funds from Sebastian Adis II, sending some back to Paris to settle things with the Shylocks.

As the new commander of the Archduke Leopold Cuirassiers, Lieutenant-Colonel Percy Mystic wants to show his mettle. He has his troopers dashing hither and yon (which at least keeps them warm) and gallops off on patrols himself, much to the derision of the infantry huddled round their camp fires. Lt-Col Mystic has the last laugh, returning with well over 500 crowns' worth of looted firewood. ❖

## Press

### Announcements

To: Those looking to progress within our army, whilst serving God and France.

The Cardinal's Guard continues to seek suitably qualified men with the potential for office within the regiment. If you require funds to aid your application to the regiment, please ask the C.O. directly.

† Leonard de Hofstadt

Gentlemen of the 1st Squadron Dragoon Guards

Urgent business has required me to remain in Paris. Please consider yourself stood down. We are not going to the Front in January.

† Marquis de Acier

OC Dragoon Guards 1st Squadron

To the officers and men of the Guards Brigade

Gentlemen, we shall continue to maintain a strong presence to deter France's enemies. To that end the Cardinal's Guard plus the Brigade staff will depart for the front in February.

† Brigadier-General Was Nae Me

To: Members of the Cardinal's Guard. It appears that the pesky Spanish are giving our frontier regiments some difficulties. I will be taking the Guard to aid our forces during February. If anyone feels their battalion may be better served in Paris, please put a note in writing to that effect!

Your CO,

† LdH

### Despatches from the Front

Cher Papa and Mama,

I am sorry it's been a while since I last wrote, life has been hectic and duty must come first.

You may see that this missive comes from the front, but do not fear, I have the Heavy Brigade with me and they have the best fighting men in France. That said, it is cold here and the Brigade is not suited to siege warfare, but we will serve our country as best we can.

I must tell you, I have had somewhat of an amusing exchange with an individual, a fellow called d'Euaneurts. Yes, I know, that was the name of the village beggar, but I'm sure there is no relation... well, there is a certain similar nose structure... Anyway, as I was saying there was a disagreement whereby he flung some rather ill-chosen words my way and I had my first duel, I know, I know, sword play was never really my thing, but honour needed to be settled. As it happened, he won and I considered the matter to be over, but you would not believe it, the cad wrote a poem... Well, I say a poem, it didn't rhyme and was poorly written, but he published this piece in public. Now, I couldn't help but overhear how the locals were laughing at the man, and I must admit I was a little childish and wrote a retort, but blow me down he'd published a second poem! Again, I use the word loosely.

So, here we have it, suddenly I'm having some sort of word battle, the

thing is, as I've said, swords aren't my thing, but I am a master duellist compared to his word play. You don't believe me, so I've transcribed some for you and attached them herewith, these were honestly what he published.

So, where does that leave me? Continuing to sink to his level (a purchased Colonel, don't laugh father!), a man who somehow got knighted (now now, I said don't laugh) and has no respect for his ranked superiors (yes, I continue to outrank him, but the man has no class). He was offered the job of Commissioner of Public Safety in error by the Minister of State, an error by his Aide I'd guess?

Here's a prediction for you, if he did get the CPS post someday, he'd trump up some charges against me, he has no concept of honour being settled, I'm telling you! My prediction is that he'll say that I was after money from him when questioning him about his application for Aide (you remember, I had three candidates and was being meticulous – as always). As it happens, you know I have no need for money, I am very comfortable (and if the reports are correct, better off than he is – despite that he has been gifted large sums by generous benefactors) and father's stipend is very generous and keeps me in the life I am accustomed to. Time will tell if I am right.

Now, I have preparations to make, the men need to see me at the front, it inspires them. I'm just readying a patrol to see if we can breach the defences.

Your loving son, † Sebastian  
Post Script – I did actually manage to win a duel, despite still not having had a chance to recover from my wounds, which I still carry!

Wishing you a Happy New Year with the hope that you will have many blessings in the year to come. Even though things never actually work out as you intend in life and, let's face it, the economy could be better. I won't be able to join you as I'm busy fighting the Spanish and will probably die. I don't want to be overly optimistic but, if I survive, I hope to see some of you in my club upon return. If they let me join a club, and I'm not disabled or like that one guy who sits in the corner at Red Phillips clutching his head and thinks he can hear cannon fire.

Yours, † Major Percy Mystic

## Matters of Honour

Gentlemen,  
You will excuse my absence from the field of honour, but my current ill-health will only permit me to issue arrest warrants.  
I look forward to being sturdy enough to meet you all in due course.

† Cuckpowder

## Social

Newly-appointed Minister of State Pierre le Sang invites all government ministers, landed nobles (Barons and above), and officers who hold the rank of Brevet Lieutenant-General and above to attend a Ball at his club during weeks 1 and 2 of February

1669 with their ladies. The event will afford an opportunity to discuss the goals and plans for his new administration. All costs met.

† Field Marshal Earl Pierre le Sang

Sebastian Adis II and Marie Antoinette invite all of Parisian Society to a wake in honour of ex-Minister Humble, or "old Yella belly" as he was affectionately known. A good companion in the clubs, but not the man to watch your back at the front, as he found the most amazing excuses to be heading away from the front line as fast as he could. I remember the time he was found hiding in a dung heap and tried to claim he was searching for Spanish Spies but had only found a load of Spanish Flies... anyway, I digress, please join us at my Club in the 3rd week of February 1669 and we will toast him to the afterlife with some fine Angoulême brandy.

Calling all men!

The next meeting of the ARSE club will be held in the third week of March at Blue Gables. This will be our AGM and as everyone else seems to be holding balls at the moment (lucky them, Trissy and I say!) we shall combine the AGM with a 'Spring' themed masked Ball.

Trissy and I will provide the refreshments, so do all come along, darlings, and let's have a wild time! We will be arranging some fun games to play as well as dancing, drinking and having a damn fine time. If you insist upon bringing a woman with you, then fine, but they will be

entertained in the front of house bar while all of us gentlemen will be taking ours in the rear\*.

† Felix & Trissy

\* Shame on you, we of course mean the Rear Bar!

## Personal

To Sir Beau Reese Jean Seine and Sir Sebastian Adis II

Gentlemen, it is with great regret that I cannot attend either of your parties. To show that there is no malice in my non-attendance, might we arrange to meet in March? I shall cover costs, it goes without saying.

Yours,

† Brigadier-General Was Nae Me

Colonel Sir Duncan d'Eauneurts, OC King's Musketeers, to His Excellency Field Marshal Earl Pierre le Sang, His Majesty's Minister of State,

Greetings! Your Excellency,

Let me be the first to congratulate you upon your appointment as Minister of State. I would be honoured to serve your administration in the office of Commissioner of Public Safety should Sir Terence resign the post. Does he seek greater governmental responsibilities or is he content with his lot?

Let me take this opportunity to thank you for your hospitality over festive period. With Your Excellency's permission I will be leading the Musketeers at the front for the remainder of the Winter.

Yours to Command,

† Sir Duncan d'Eauneurts



Lord Percy Percy says, as fashion is tending towards the oblate spheroid, the officers of the 27th Musketeers are intensely fashionable.

My dear Gauchepied'er, when you have purged your cowardice by service, you will be welcome again.

† Cuckpowder

To Colonel Sir Duncan d'Éauneurts, OC The King's Musketeers, Apartment 6d, Place des Conquetes, Quartier du Louvre, Paris.

Dearest Duncan,

Actually, Madelein has taken to calling ye 'Ben Duncan' – as in Ben Nevis – so rarefied is the atmosphere you're used tae now! Dining with the Field Marshal, who is noo also the Minister of State, nae less! In truth there is a base falsehood reported here that ye turned doon the Minister when he offered ye the post of Commissioner!! 'Nae son o' mine would be sae stupid' I told the pedlar purveying the 'news', giving him a hefty clout in the process. The baubles and trinkets frae those wishing tae stay on the good side of the Commissioner would soon add up to a hefty sum. You'll recall the 'True Patriots Fund' set up by a previous incumbent, I'll be bound?

Christmas at the Chateau d'Éauneurts was quieter than we'd have liked. Although no longer in penury we still havnae the means to offer the magnificent hospitality of happier years.

Your Doting Maman,

† Lady Isla d'Éauneurts

To Lt Col d'Acier

I am delighted to appoint you as Div Adjutant. In the summer we will show those damn scoundrels what for, whoever they may be.

† UXB

Or not.

† Le Roi

Field Marshal Le Sang  
Minister of State

I would be honoured to serve in your administration as a Minister without Portfolio.

Sincerely,

† Marquis Frele d'Acier

To Lady Isla d'Éauneurts, Chateau d'Éauneurts, Éauneurts-sous-Montreuil, Pas-de-Calais, Picardy  
Chère Maman,

I'm afraid you owe the Pedlar an apology, though I pointed out that the Commissioner's office was not actually vacant rather than tendering a refusal. Naturally, I'd be honoured to serve His Excellency in this office should opportunity arise.

I appreciate how galling it must be to look out from the Chateau over the rich farmlands which Xavier squandered away but, when last I checked, the sum of 4,500 crowns was needed to redeem the remaining mortgages – and I will need continued good fortune over a number of months at the front to raise such an enormous sum.

Still, I hope to make a start this month. Hopefully as a Colonel more lucrative opportunities will present themselves to

Your Dutiful Son,

† Duncan

Burgundian is foreign from where I'm listening.

† La pantalon blue

Sir Seine and City Governor Vouzon, Calling loyal soldiers of Le Roi's great army who come from more modest backgrounds "hoi polloi" and "peasants" is a poor show and does you a disservice – it is part of a growing trend of snobbery and non-inclusivity amongst the Paris Elite. A simple apology in the press in March 1669 should suffice. As Adjutant General, it reinforces my view that our armies should aim to be progressive and promote diversity – the conviction of Felix Gauchepied'er just shows how far we need to go.

## Points Arising

**Next deadline is 21st Oct 2016**

The NPC Minister of Justice's term ends at the end of February. Anyone wishing to apply for this appointment should do so with their February orders (for action at the start of March). Mind you, assuming Pierre le Sang is still Minister of State, who gets the job will be up to him.

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

AV Ali Vouzon (Graeme Morris) has NMR'd. Total now 1

CLD Charles Louis Desapear (Martin Jennings) has NMR'd. Total now 1

JS Jacques Shitacks (David Olliver) has NMR'd. Total now 1

MED Maurice Essai Deux (Olaf Schmidt) has NMR'd. Total now 1

PN Pepé Nicole (Colin Cowper) has NMR'd. Total now 1

Does it matter if a man chooses to go to war in a dress wearing make-up if he is brave, loyal and willing?

† Adjutant General Adis II

## Poetry Corner

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

"I've won one !!!" shouts Creme with some glee.

"Poor old Flo's even less skilled than me!!!

But if d'Éauneurts comes calling He'll still find me bawling.

Just not in his league yet, you see..."

† DdE

PY Philippe Yerbouttes (Paul Appleby) has NMR'd. Total now 4 and is sent to a Frontier regiment

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

XFH Xavier Four-Hollandaise (Francesca Weal) has NMR'd. Total now 1

X2 (Gerald Udowiczenko) has been floated

XM (Pam Udowiczenko) has been floated

## Welcome

Joining us for next turn is Dave Marsden – his character's details are below. Welcome to the game, Dave, and have fun!

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

There's a Yahoo! group for *En Garde!* players that provides a forum for players of different games to swap stories and ideas. Sign up and get talking at: <http://games.groups.yahoo.com/group/EnGardePlayers/>

**Reminders:** It is worth sending orders in even if they're a day or two

late: I may be able to action the orders and should be able to use any press. It also reassures me you're still there.

Orders (and press) should be e-mailed to [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) – you'll get an automated reply when your message arrives in my mailbox. Please give your name and your character's name and specify actions in full (since it's without your character sheet). If you want queries answered before the deadline, e-mail [LPBS@pevans.co.uk](mailto:LPBS@pevans.co.uk) instead.

## Announcements

Con d'Masses applies for Minister without Portfolio

Duncan d'Euaneurts applies for Commnr. of Public Safety

## Duels

### Results of January's duels

Terence Cuckpowder declined to meet Amant d'Au as he was under half Endurance.

Maurice Essai Deux didn't turn up to fight Alan de Frocked and lost SPs.

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

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

Maurice Essai Deux didn't turn up to fight Jean d'Ice and lost SPs.

Duncan d'Euaneurts (with WNM, gains 1 Exp) beat his enemy Alan de Frocked (with LdH).

Florent Sans de Machine declined to meet Claude Talon as he was under half Endurance.

Duncan d'Euaneurts (with WNM, gains 1 Exp) beat his enemy Jean d'Ice (with LdH).

Jean Ettonique (with CT, no Expertise) beat Florent Sans de Machine.

Terence Cuckpowder declined to meet Henri Dubois as he was under half Endurance.

Terence Cuckpowder declined to meet Jean Ettonique as he was under half Endurance.

### Grudges to settle next month:

Con d'Masses (Rapier, 5 rests) and Terence Cuckpowder (Sabre, adv.)

have mutual cause as neither stood down over Frances.

Florent Sans de Machine (Rapier, 4 rests) has cause with Claude Talon (Dagger, Seconds JE, adv.) as he's not Noble but higher SL.

Florent Sans de Machine (Rapier, 3 rests) has cause with Jean Ettonique (Sabre, Seconds CT & HD, adv.) 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.

### Duels held over to March:

Felix Anton Gauchepied'er versus Jean Tétreault-Cauchon.

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.

## New Characters

Dave Marsden gets the First son of a very wealthy Merchant: Init SL 4; Cash 550; MA 2; EC 5 (X1).

## 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 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 (until April 1669)	
Minister of Justice N (until February 1669)	
Minister of War JS (until May 1669)	
Minister of State PIS (until November 1669)	

Shows who holds appointments outside military units:

ID for Characters, N for NPC, \_\_ for vacant, CPS for additional posts held by the CPS.

### Battle Results

Heavy Brigade: 5  
 Archduke Leopold Cuirassiers: 4  
 Crown Prince Cuirassiers: 3  
 King's Musketeers: 5

Frontier regiment 1: 3  
 Frontier regiment 2: 6  
 Frontier regiment 3: 6  
 Frontier regiment 4: 3  
 RNHB regiment: 5

### Army Organisation and 1669's Summer Deployment

First Army (Assault)	BdZ/BRJS/N3/N
First Division (Assault)	___/___/6
1st Foot Brigade (Assault) – RM PM	
2nd Foot Brigade (Assault) – 13F 53F	
3rd Foot Brigade (Assault) – 27M 4A	
Frontier Division (Assault)	N2/N/N5
Frontier Regiments (Assault)	
Second Army (Field Ops)	N4/AdF/N3/JdG
Cavalry Division (Field Ops)	UXB/N/___
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Dragoon Brigade (Field Ops) – GDMD PLLD	
Third Army (Defence)	N1/N/N5/EB
Guards Brigade (Defence) – RFG CG KM	

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	WNM/N/MED	First Foot Brigade	N2/N/FS
Horse Guards Brigade	N4/N/JE	Second Foot Brigade	BdLS/N/N6
Heavy Brigade	SdIC/N/FAG	Third Foot Brigade	___/___/N2
Dragoon Brigade	N4/N/CT	Fourth Foot Brigade	N1/N/PY

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

### Frontier Regiments

	(Siege for Dec–Feb)				
	F1	F2	F3	F4	RNHB
Colonel	N3	N1	N3	N6	N4
Attached	PY X6				
Also at the Front	Heavy Brigade (Archduke Leopold Cuirassiers, Crown Prince Cuirassiers) King's Musketeers – 2 Bn 3 Bn only				

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

### Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	
54	Madeline de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	BRJS
55	Jacky Tinne	16		JJ
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	CdM
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		JE
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	AdF
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		FSdM
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		WNM
31	Bess Ottede	12	I/W	GIS
1	Sue Briquet	11	B	
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	CT
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	Jdl
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	SA2
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	FS
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	CDL
25	Lois de Lô	5	B	

		Regiments																								
Col	LCol	Maj 1	Maj 2	Capt 1	Capt 2	Capt 3	Capt 4	Capt 5	Capt 6	RFG	CG	CCG	KM	DG	OOO	ALC	CPC	RM	GDMD	13F	PLD	53F	27M	4A	69A	Gscn
	Ada	BRJS	Jdl	N3	N3	N5*	N5	N2	N2																	
	LdH	Jdl	Jdl	N3	N6*	N5	N5	N2	N2																	
	DdE	N2	N3	N2	N6*	N2	N2	N2	N2																	
	Fda	N1	N3	N1	N5	N5	N5	N5	N5																	
	TC	N4	N4	N2	N6	N6	N6	N6	N6																	
	PM	N1	N1	N1	N4*	N5	N5	N5	N5																	
	FAG+	N5	N5	N1	N1	N1	N1	N1	N1																	
	GIS	N3	N4	N3	N4	N3	N3	N3	N3																	
	CT+	N6	N4	N6	N4	N4	N4	N4	N4																	
	FS+	N7	N5	N7	N6	N6	N6	N6	N6																	
	BdLS+	N3	N6	N3	N6	N2	N2	N2	N2																	
	XFH	N6	N3	N3	N3	N3	N3	N3	N3																	
	N6	N6	N6	N6	N6	N6	N6	N6	N6																	
	N4	N4	N4	N4	N4	N4	N4	N4	N4																	
	N4	N4	N4	N4	N4	N4	N4	N4	N4																	
	N5	N5	N5	N5	N5	N5	N5	N5	N5																	
	N3	N3	N3	N3	N3	N3	N3	N3	N3																	
	N2+	N2	N2	N2	N2	N2	N2	N2	N2																	
	N2	N2	N2	N2	N2	N2	N2	N2	N2																	
	N3	N3	N3	N3	N3	N3	N3	N3	N3																	
	N5	N5	N5	N5	N5	N5	N5	N5	N5																	
	N1*	N1*	N1*	N1*	N1*	N1*	N1*	N1*	N1*																	

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
PC	Count Pierre Cardigan	25	58	Withy	General/Min w/o Port	9	Edna	Flr	5	Matt Shepherd
JS	Count Jacques Shitacks	23	60	Rich	General/War Minister	3		Flr	4	David Oliver
JdG	Count Jacques de Gain	23	26	Fithy	Bdr-General/2nd Army QM Gen.	20		Flr	6	Ben Brown
PLS	Earl Pierre le Sang	23+87		Comfy	Fld Marshal/State Min.	7	Guinevere	Flr	4	Bill Howell
BdZ	Earl Bill de Zmerchant	22	53	Comfy	General/1st Army Commandr	6		Flr	3	Tim Macaire
AV	Count Ali Vouzon	22	52	Rich	B.Lt-General/City Mil.Gov	9		Flr	1	Graeme Morris
UXB	Count Uther Xavier-Beauregard	22	52	Withy	B.Lt-General/Cav Div Commandr	14	Henrietta	Flr	4	Pete Card
EB	Baron Etienne Brule	19	43	Comfy	B.Bdr-General DG/3rd Army QMG	2		Flr	4	James McReynolds
RS	Earl Richard Shapmes	19	39	Withy	Lt-General/Prov.Mil.Gov	11		Flr	4	Charles Popp
FdA	Earl Frele d'Acier	18	46	Comfy	Lt.Colonel DG/Min w/o Port	9		Flr	3	Peter Farrell
AdA	Viscount Amant d'Au	18+60	60	Rich	B.Bdr-General RFG/Min w/o Port	8		Both	5	David Brister
ROS	Marquis Rick O'Shea	16	36	Rich	Bdr-General/Chancellor	5		Both	6	Paul Wilson
TC	Sir Terence Cuckpowder	16	36	Comfy	B.Bdr-General QOC/CPS	4		Flr	4	Mike Dommatt
WNM	Earl Was Nae Me	16	35	Withy	Bdr-General/Gds Brigadier	8	Vera	Hunt	3	Mark Farrell
JJ	Earl Jean Jeanie	16+53	53	Withy	Lt.Colonel RFG/Min w/o Port	18	Jacky	Both	3	Andrew Kendall
GM	Sir Gaz Moutarde	15	34	Rich	B.Bdr-General RM	3	Anne	Both	2	Mike Clibborn-
Dyer										
JA	Sir Jacques AS	15	29	Comfy	Lt.Colonel GDMD	4	Thomasina	Both	4	Joe Farrell
CC	Sir Chopine Camus	15	26	Comfy	B.Bdr-General GDMD	7	Sheila	Both	4	Stewart Macintyre
DdE	Sir Duncan d'Eauneurts	15	F	OK	Colonel/KM/FMsh's Aide	5		Both	5	Paul Lydiate
SA2	Sir Sebastian Adis II	14	36	Comfy	B.Lt-General/Adjutant Gen	5	Marie	Both	4	Mark Cowper
SdIC	Sebastian de la Creme	14	F	Comfy	Bdr-General/Hvy Brigadier	4		Both	5	Alan Percival
BRJS	Sir Beau Reese Jean Seine	13	33	Poor	Major RFG/Gen's Aide (1st Army)	4	Maggie	Both	3	Bill Hay
JE	Jean Ettonique	12	35	Comfy	Major DG/HGds Brigade Maj.	7	Alison	Both	5	Tony Hinton-West
AdF	Alan de Frocked	12	32	Comfy	Lt.Colonel CG/Gen's Aide (2 Army)	3	Lucy	Both	2	Charles Burrows
Jdl	Sir Jean d'Ice	12	22	Comfy	Major CG	5	Ava	Both	3	Tym Norris

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
CdM	Baron Con d'Masses	11	33	Comfy	Major RFG	8	Frances	Hunt	2	Craig Pearson
CT	Claude Talon	11	30	Withy	Major GDMD/Drgn Brigade Maj.	4	Anna	Hunt	4	Cameron Wood
CDL	Sir Coeur De Lion	11	28	Comfy	B.Bdr-General PM	5	Ada	BG	3	Graeme Wilson
PN	Sir Pepé Nicole	11	28	Comfy	B.Bdr-General 69A	7		BG	3	Colin Cowper
LdH	Leonard de Hofstadt	11	18	Comfy	B.Bdr-General CG	5		Hunt	5	Neil Packer
XFH	Xavier Four-Hollandaise	10	14	Comfy	Lt.Colonel 13F	5		Hunt	2	Francesca Weal
MED	Maurice Essai Deux	9-	5	Comfy	Major KM/Gds Brigade Maj.	4		BG	3	Olaf Schmidt
GIS	Gaston le Somme	9	21	Poor	Lt.Colonel RM	2	Bess	Hunt	3	Jerry Spencer
BdLS	Bernard de Lur-Saluces	9	16	OK	B.Bdr-General 13F/2 F Brigadier	5		BG	2	Rob Pinkerton
CLD	Charles Louis Desapear	9	11	OK	B.Bdr-General 27M	2		BG	4	Martin Jennings
PM	Percy Mistic	8	F	Comfy	Lt.Colonel ALC	6		3	Ray Vahey	
FsdM	Florent Sans de Machine	7	19	Comfy		3	Charlotte	BG	4	Nik Luker
FAG	Felix Anton Gauchepied'er	7	F	OK	Major CPC/Hvy Brigade Maj.	5		BG	4	Jason Fazackarley
FS	Félix Subercaseaux	7+	27	Poor	Major PM/1 F Brigade Maj.	6	Ulla	F&P	1	Mark Nightingale
BS	Balzac Slapdash	6-	5	Poor	Major PLLD	6		4	Matthew Wale	
HD	Henri Dubois	6	9	Poor	Subaltern DG	1		F&P	3	Wayne Little
XM	Xavier Money	6	7	Comfy	Captain GDMD	5		F&P	3	Pam Udowiczenko
X2		5	0	Poor		2		3	Gerald Udowiczenko	
X6		5	F	OK		1		3	Geoff Bowers	
AL	Annibal Lechiffre	5+	19	OK	Captain PLLD	5		RP	2	Marc Blanchette
PY	Philippe Yerbouttes	4	F	Comfy	Lt.Colonel 69A/4 F Brigade Maj.	3		RP	4	Paul Appleby
JTC	Jean Têtreault-Cauchon	4+	23	OK	Captain PLLD	3		RP	5	Daniel Blanchette
LPN	Le Poutine Noir	3	9	Poor	Captain 13F/13F Regt. Adjt.	5		RP	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+