

That would be enough

This has been issue 174 of *To Win Just Once*, published 16th May 2017. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2017

Deadlines

Orders for *Railway Rivals* and game end statements for *Star Trader* to Mike by Friday, 9th June 2017.

Orders for *LPBS*, votes and definitions for Fictionary Dictionary and all other contributions to Pevans by Friday, 9th June 2017.

(Next deadlines are: 7th/14th July, 11th/18th August)

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

Railway Rivals – the latest game is under way. Who's up for the next one? Working map and rules provided.

Star Trader – David Buchholz and Jason Fazackarley are waiting for the next game. 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

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

Pax Porfiriana (at www.yucata.de): Pevans

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

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

Vinci (at www.yucata.de): Pevans

Credits

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

I had a good time visiting Niagara Falls for this year's Gathering of Friends convention last month. It already feels a long time ago! My highlights – in terms of games played – are in this issue of *TWJO* and my full report will be on my website in due course.

The UK Games Expo is coming up, of course. I have pushed back the publication date of next issue so that the deadlines for the games are after the Expo (and the busy week I have on my schedule at the start of June). Expect *TWJO* 175 round about 23rd June with my report on the Expo.

The *Star Trader* game has finished (unexpectedly, as far as I'm concerned). We'll have game end statements from the players and GM next issue and will then be starting a new game. If you're interested in playing, let me or Mike know.

My latest pet peeve is newsreaders on television saying “an horrendous” something. What's wrong with “a horrendous” whatsit? Or, if you must say “an”, then you have to follow it with “orrendous”, surely? (As my father would say “an ‘otel” where I say “a hotel.) But no, “an horrendous” – and you can hear the hesitation as they insert a break between the two consonants. Bah!

TWJO online

Last issue, *TWJO* 173, was published on 9th April and the PDF versions were downloaded 130 times during the rest of the month. It seems the issue before that was popular too, with 137 downloads in April, making 287 in two months. *TWJO* 171 was downloaded 74 times, making a total of 302 since publication.

My review of *High Frontier* was also a popular download in April, possibly because of the recent release of the 3rd edition.

Letters

Tim Macaire has a problem with time...

Considering that the passage of time is literally the only predictable thing in the universe, I do not understand how some of it vanishes. I suspect undetected wormholes in my kitchen...

Well, I think we should try detecting them. Especially as I may have some at my place... Meanwhile, Al Tabor reports:

I'm rereading all of Iain Banks' Culture Series that are available on the Kindle. Fun!

What an excellent idea. I'll add it to my list of things to re-read... Chris Baylis has a question.

When is [Great] White Hunter returning?

Not until Fictionary Dictionary has finished, Chris. Just contain your excitement.

The Gathering of Friends 2017

Pevans reports from Niagara Falls

I decided to try the Canadian route to Niagara Falls for this year's Gathering. This entails a flight to Toronto and then a 90-minute drive to the hotel. Flying to the US, as I usually do, means arriving at a hub airport, followed by an internal flight to Buffalo and a 30-minute drive. The big difference is only having one interchange instead of two – though it does mean forgoing my usual Sam Adams or two at the bar in Chicago O'Hare airport. My only worry was what US immigration would make of this when I crossed the Rainbow Bridge from the Canadian Niagara Falls to the US town. The process turned out to be quite civilised in the end and one that the driver was familiar with.

However, my journey started at the new Terminal 2 at Heathrow airport. The first thing I saw as I approached the entrance was a huge screen, just behind the glass wall. I was taken with the bright blue colour, though it did remind me of something. Then I got close enough to read the white text: "A problem has been detected and Windows has been shut down..." As it happened, the t-shirt I was wearing read "Have you tried switching it off and on again?" Tee hee.

I'm pleased to say that the journey was otherwise uneventful – I caught up with a couple of recent films on the plane. For once I didn't miss any of the dialogue as I had the brainwave of switching the subtitles on. Arriving at the hotel, I met up with my roommate and usual wingman, Pete Card. Our first order of business was dinner and catching up, for which we adjourned to one of the many Indian restaurants in the town – this one rejoicing in the unoriginal name of the Koh-i-Noor.

About the Gathering

This year's event was the 28th Gathering of Friends, which started out as a weekend get-together by a bunch of gamers, led by Alan Moon (now well known as the designer of Airlines, Elfenland, Ticket to Ride et al). The following year they did it again, bringing some friends with them. This is the abiding principle of the Gathering of Friends: everybody who comes is a friend (and is invited by Alan). This makes for a very convivial, relaxed atmosphere in which anyone can walk up to anyone and ask to join or start a game. Never mind six degrees of separation, at the Gathering it's hard to find someone more than two away.

Over the years, the Gathering has expanded in time and space – and moved, too, arriving in Niagara Falls in 2011. Games designers bring prototypes to test and games publishers attend. However, the emphasis remains on playing games and having fun. The event would be recognisable to anyone who's attended a UK convention. It consists of people playing games – most of which they've brought with them. I always have a good time and meet up with old friends – and new.



Terraforming Mars in progress – the temperature's above 0 and, look, water on Mars

Then it was time to get down to the serious business of the week and play some games! *Terraforming Mars* was one of the hits at Spiel '16 last October, but I still hadn't played it. Pete took on the teaching duties and we were joined by a couple of old Gathering buddies, Maryl Fischer and Nick Ramsey. The title tells you what the game is about and it's played over a board that shows a map of Mars. A hexagonal grid regulates the placement of tiles, gradually turning Mars from the red planet to a blue (seas), green (plants) and grey (cities) world. The board also has tracks to show the surface temperature and the oxygen content of the atmosphere, along with areas for marking who's achieved what bonus.

At its heart, though, this is a card game. Players start each round with some new cards and decide which ones they want to buy – we played with the drafting rules, which seem to be preferred by gamers and give more control over what cards you end up with. Then players take it in turns to carry out an action or two, until everybody has passed. Playing a card is one of these actions. The card may have an immediate, once-off effect, add long-term resources or provide an additional action or effect. As the cards build up, the additional resources ('tags') make players' actions more and more effective.

The key thing players are doing is, of course, making Mars more habitable: adding tiles, increasing the temperature and adding to the oxygen level. However, players will also be building up their positions – and particularly their income – so that they can take more effective actions later and grab some of the bonuses available. Hence, while some cards do provide interaction between players, the game is largely one of doing your own thing. And trying to do it better than the others.

The game's complexity is largely in the cards, of course, and the cards you play will shape the strategy you follow. Nothing much seems to happen for quite a while as players add cards and boost their abilities and power. Then it snowballs. When choosing cards you're looking for synergy between them and familiarity with the game will help this. On first acquaintance, I found it interesting, but felt it rather overstayed its welcome. I put this down to unfamiliarity and my jet lag. *Terraforming Mars* gets a provisional 7/10 on my highly subjective scale. It was designed by Jacob Fryxelius and is published by Fryx Games (www.fryxgames.se), amongst others (Stronghold produce the US edition).



That was enough for the first evening. After breakfast the following morning, Pete, Steffan O'Sullivan and I set up a game of *Pax Renaissance*, another title released at Spiel '16 and the latest in Phil Eklund's "Pax" series. Ralph Anderson made a fourth for what was another voyage of discovery for me. In this one, players are the major banking families that bankrolled the powers of 16th-17th century Europe. Think Fugger, Medici et al. The European countries do appear in the game, but are something the players can acquire!

While *Pax Renaissance* is a card game, there are playing pieces. Some of these are for the players, while others represent different military forces tied to the major religions of the period – religious wars being another facet of the period. A set of cards provide a map, centred on the Mediterranean. Important on this are the major trade routes as pieces on the routes (*between* cards) are players' major source of income. Money is used to buy cards into players' hands, whence they can then be played.

Apart from doing things when they're played, cards build up players' holdings in the West and East (though ne'er the twain shall meet). Triggering either side lets a player carry out an action from each card. Hence, the more cards you can get down, the more you can do. Thus the obvious strategy is to buy and play lots of cards. Which in turn requires income. And that's before you consider what those actions actually do.

Oh boy, this is a complex game. Playing it for the first time can't do much more than familiarise you with the mechanics and some of the actions (particular actions and circumstances simply don't happen in every game). Working out how to put all that together will have to wait for a second play. Or a third. And then there's all the historical detail included on the cards.

As players work their way through the cards, 'comet' cards will appear. Buying one of these lets a player activate one of the winning conditions, which can then be claimed by a player who meets its requirements. A comet may well be bought as a preventative measure, triggering a winning condition that nobody can

achieve rather than letting someone else choose one that they can win. This is something I failed to do, letting Steffan take the win. My excuse is that I still had little idea what I was doing!

Pax Renaissance was designed by Phil and Matt Eklund and is published by Sierra Madre Games (www.sierra-madre-games.eu). It gets a provisional 8/10 on my highly subjective scale and I fully intend to play it quite a bit more.

After a lunchtime sandwich, it was time for another monster game. In this case, Uwe Rosenberg's latest, *A Feast for Odin*. Lotte Schueler fought off a nagging cough to introduce Pete and me to this epic. Just setting out all the boards and pieces took a while, but a lot of the game's mechanisms had a certain familiarity. They are clearly further developments of earlier Rosenberg games: *Le Havre*, *Ora et Labora*, *Glass Road* and so on.

This is "a saga in the form of a board game", according to the rules. The players are leaders of Norse tribes, aiming to build up their community through the



Look at all those bits! This is *A Feast for Odin* in play

traditional Viking activities: trading, raiding and colonising. The large central board lays out all the actions available to players. Most actions have several different flavours, requiring different numbers of workers. Since each action (usually) can't be re-used in the same round, sometime players have to take the more expensive version, even if they don't need the extras.

Each player has their own board as well. This holds the various items they acquire – goods, livestock, ships, equipment and booty. A lot of these can be 'promoted' to increasingly valuable items. A feature of players' boards is that a lot of the spaces are marked '-1'. An important element of the game is arranging your stuff to reduce your negative points at the end of the game.

The game plays simply: players use their Viking workers to take actions, acquiring and promoting stuff in different ways. Once everybody's run out of workers, the round completes with the eponymous feast and some other housekeeping. The game lasts 6-7 rounds and then the points are totted up. With lots of different actions available, there are numerous ways of playing the game. I followed a farming route, rather than the more usual Viking activities, and this proved quite successful – it certainly made it easy to provide enough food each round.

It may be that I've played too many of these games, but *A Feast for Odin* didn't really grab me. It's a perfectly decent game that I'm happy to play again, but I won't be rushing to put it on the table. I give it a provisional 7/10 on my highly subjective scale. *A Feast for Odin* was designed by Uwe Rosenberg and is published by Feuerland Spiele (www.feuerland-spiele.de) and others, with the English language (US) edition coming from Z-Man Games.

After dinner I bumped into Greg Schloesser, *Counter* editor and all-round nice guy, who co-opted me into a game of *Sagrada* with two other Gathering veterans, John Palagyi and Larry Levy. This is a dice game of constructing stained glass windows. No, really. The dice are translucent and come in five bright colours. Each round, the start player draws dice at random, rolls them and chooses one. The next player chooses one and so on, with the last player taking two and everybody else getting a second in reverse order.

The chosen dice go into the player's grid, gradually filling this as the game goes on – if you get it right, you'll have just enough dice to complete your grid. However, the grid is



My *Sagrada* board after two rounds



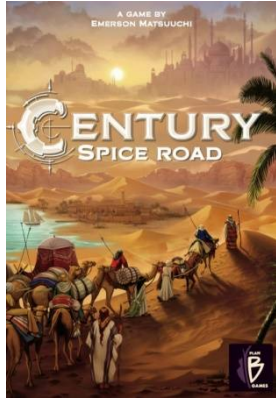
Playing *Sagrada*: the public goals and special actions

marked with spaces that must be filled with a particular colour or number. What's more, you're not allowed to place dice of the same colour or number next to each other. Suddenly the game's looking a bit tricky.

Players get to choose a grid card at the start of the game and get a number of chips, according to the difficulty rating of their card. These can be used to take extra actions during the game – swapping over a couple of dice, perhaps. When the dice run out, the game is over and players score up. There will be several public goals – so many points if a column contains all different values, perhaps – that players score points for. Each also has a particular colour of dice that's worth points to them. Unused chips are worth points and empty squares on their grid lose players points.

Sagrada is an ingenious, attractive game that provides an entertaining challenge without being too taxing. Greg clearly loved it (I saw him playing it several more times over the next few days), but I wasn't so enthusiastic. I give it 6/10 on my highly subjective scale. *Sagrada* was designed by Adrian Adamescu and Daryl Andrews and is published by Floodgate Games (floodgategames.com).

We then moved on to try *Century Spice Road*, complete with playing mat. One of the attractions of this game is the chunky coloured wooden cubes that represent the spices. In a nice touch, these come in little bowls rather than being heaped on the table. However, it's the cards that fuel gameplay. These, too, are nicely done: large format with colourful artwork.



Each card clearly shows what it does: allows a player to pick up cube/s of specific colour/s or lets them convert cube/s into different one/s. Players start with a set of the same cards and use these to get the right set of cubes to take a victory point card. They can also pick up extra cards that are not in the starting sets, letting them convert cubes in different ways. Players can only do one thing in their turn, though: play a card to acquire or convert cubes, claim a VP card or buy a new action card. Or pick their cards back up again.

I quickly realised that I needed to build an engine to generate cubes and set about acquiring the cards to do this. Of course, other players kept taking the good cards! However, I eventually got something that

worked fairly effectively and set about picking up victory points. Then somebody got their fifth VP card and triggered the end of the game. Adding up the points gave us a winner – not me.

Century Spice Road is a neat, lightweight game with high quality production – it reminded more than one of us of *Splendor*. It's certainly a game I'll play again, but I won't be going out of my way to do so. I give it a provisional 6/10 on my highly subjective scale. *Century Spice Road* was designed by Emerson Matsuuchi and is published by Plan B Games (www.planbgames.com).

On Thursday morning, I joined an august group – Joe Huber, Bill Masek and Michael Tsuk – to try *Papà Paolo*. As I have an unopened copy of this myself, I was keen to see what it's like. The answer is: pizza delivery in Naples. Though probably not much like actually delivering pizzas in Naples, judging by my experience of the traffic.

The game is played over five rounds, after which players tot up their points. Most of these will come from delivering pizzas, but there are also bonuses for developing their business and any undelivered pizzas are minus points. Each round has several stages, the first of which is taking actions. Players have four of these, marked by placing one of their delivery scooter pawns. The key action is taking one of the city tiles. This is added to the player's own 'neighbourhood', with the roads connecting back to their pizzeria.

The other actions include adding another pizzeria to your neighbourhood and making pizzas – represented by square wooden blocks with red, white and green stickers. Actions done, there is then an auction as players bid for their choice of 'investment' and 'delivery' tiles. The investment tile gives players either an immediate action or an improvement to one facet of their business – such as the number of pizzas they make. The delivery tile says how many pizzas they can deliver and how far they can move around their neighbourhood to do so.

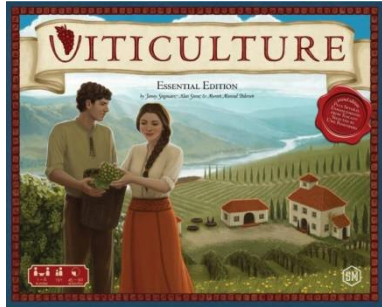


Getting the bids down in *Papà Paolo*

It quickly became apparent that there are a lot of tactical considerations in this game. For example, delivered pizzas stay on your neighbourhood, so you'll have to move further to deliver pizzas next turn. *Papà Paolo* turned out to be an entertaining game that requires some thought – though without melting any brain cells. It gets a provisional 7/10 on my highly subjective scale and my copy is on the table at the Swiggers games group. *Papà Paolo* was designed by Fabrice Vandenberghe and is published by Quined Games (quined.nl).

After this I re-joined Pete, who was with Jim Vroom and his copy of *Viticulture* and several expansions. Having recently discovered 'Stone-maier' games (okay, *Scythe*), I was keen to give this a go and we were joined by a couple more gaming buddies, Dan Luxenberg and Brian Stallings. As the name suggests, *Viticulture* is about making wine: planting vines, harvesting grapes, producing bottles of wine and selling them. And a whole lot more besides.

We played with the *Tuscany* expansion which, among other things, divides actions between all four seasons (the standard game has just two – summer and winter – essentially). Not that players will necessarily take actions in all four seasons – they have a limited number of worker meeples for use across the



year/round. Actions start with the things you'd expect: plant vines, harvest a field, fill an order – which is the way to score points. However, players can also sell grapes or give tours to gain some quick cash, build structures to improve their wine or give extra options and recruit new workers. Most actions can be taken by more than one player – depending on the number playing – but some action spaces also offer bonuses, making turn order important.

Turn order is a whole tactical sub-game in itself. Players chose where they want to go in turn order, gaining a bonus that gets more useful the later the slot they choose. Clearly, going later in turn order may mean you are frozen out of particular actions, but the bonus may be worth it. Conversely, if you really need to go first, you just have to forego any bonus. Add in to this acquiring and using visitor cards (often letting you take an action at a discount), ageing wines in your cellar to make them more valuable, the different grape varieties and wines...

The game continues until the end of a year/round when somebody has achieved a specific number of points. Of course, the player who triggers this may not be the winner once everything's been added up. I thought I was holding my own through the game, only to be eclipsed by some stonking scoring in the last couple of rounds. *Viticulture* is a really intricate game. Yet I found it very easy to get into, perhaps because the framework of the game logically follows the process of wine-making. I have to say I'm smitten: *Viticulture* gets a provisional 9/10 on my



The Oracle of Delphi in play – lots of stuff scattered across the islands



My player board in *The Oracle of Delphi* – note my dice on the left, ship on the right and completed quests at the top

highly subjective scale and I may have to resort to desperate measures – like buying my own copy – to play it again. *Viticulture* was designed by Jamey Stegmaier and Alan Stone and is published by Stonemaier Games (with other language versions from other publishers).

After an early dinner (and a few beers), Pete and I picked up a copy of *The Oracle of Delphi* to try. Nick Ramsey joined us and we benefitted from a rules explanation from Kris “Wattsalpoag” Gould. It's essentially a race game, as the winner is whoever is first to complete the players' missions and return to Zeus – at the centre of the 'board'.

Rather than a board, the playing area is a hexagonal grid of tiles representing the sea and islands of Ancient Greece. Each player has a 'ship', which they move across the sea to complete twelve tasks: three each of four types. Depending on the type, these involve picking up and delivering something (a statue or an offering) or going to specific places (build a shrine or defeat a monster).

The actions available to players each turn depend on their 'oracle dice'. These show coloured symbols, each representing one of the Greek Gods and constraining the action taken. For example, a blue symbol lets you move a ship to a blue space. Hence the colour of the dice is crucial, though there is some scope for changing them. Players roll their dice at the end of their turn, potentially providing bonuses for their opponents.

On top of this, players may take 'injuries' each round, drawing cards that will then limit their actions until they get rid of them. So, this is a pick-up-and-deliver game with the luck of the dice a significant factor. It's fun, but didn't really grab me. *The Oracle of Delphi* gets a provisional 6/10 on my highly subjective scale. It was designed by Stefan Feld and was published by Pegasus Spiele (www.pegasus.de) with a US edition from Tasty Minstrel (tastyminstrelgames.com).



Players' tokens on the card whose action they've taken in the search for *Fabled Fruit*

Mike Allen, another Gathering veteran, joined us to try *Fabled Fruit*. This is an intriguing card game from Friedemann Friese where players collect and play different fruits to acquire the 'fabled juices'. Thus three pineapples and another fruit will get you a #1 'location' card/juice. The stack of uncollected location cards provides an action players can carry out to pick up fruit. That stack of #1 cards will let you draw two Fruit cards into your hand, for example.

Other location cards provide more complex interactions: such as giving another player a banana and getting two cards from their hand. As the location cards are used, the next stack in sequence becomes available. This changes the interactions available to players and these get more involved as the game goes on. The winner is the first to have collected a set number of fabled fruits, depending on the number of players.

The really intriguing bit is the next time you play. By keeping the cards carefully in order, players can start with the set of locations/actions that was available at the end of the previous game. This means that the game will continue to change each time you play until you've worked through the entire deck of cards. We played through several times to see how this changed the game and the answer was not a lot, really.

This is a fascinating idea, and I'm very interested to see how Friedemann will apply this to more complex games. However, I did not find *Fabled Fruit* particularly interesting. It gets a provisional 5/10 on my highly subjective scale. *Fabled Fruit* was designed by Friedemann Friese and is published by his imprint, 2F Spiele (www.2f-spiele.de). The English language edition comes from Stronghold Games (strongholdgames.com).

Friday was a day out: road trip to Toronto! The main reason for going was to take in a Major League Baseball game: the Baltimore Orioles at the Toronto Blue Jays. It's the best part of twenty years since I went to a ballgame, so I jumped at the opportunity. In fact, most of the British contingent at the Gathering made the trip. There were something like 30 of us on the coach.

We arrived in Toronto at lunchtime – far too early for the game. Our first port of call was Snakes and Lattes, a board game café in central Toronto (and noticeably convenient for the University) for lunch and games. The place itself was fairly basic – bare concrete floor and lots of visible ducting – but had plenty of solid tables and chairs. Plus food and drinks, a substantial games library and a small games shop. Pete and I lunched with our old friends James and Sheila Davis and together we played *Pandemic: Reign of Cthulhu*.



Pandemic: Reign of Cthulhu: Investigators in grey, cultists - and Shoggoths! - in blue

This is essentially the same game as the disease-fighting original co-operative game, *Pandemic*. Except that here the players are fighting the minions of the Old Ones in an effort to close portals and stop Cthulhu himself from arriving. Each has a specific character with its own special ability and part of the challenge is working together to make the best use of the characters. The extra tricky bit in this game is that characters may be driven mad by what they've witnessed, making co-operation problematic.

It is an atmospheric adaptation of the base game, with the same sense of jeopardy. We went close to the wire, but managed to thwart the bad guys in the nick of time and save the world. Until next time... I like the game's ambience and it does make a change from fighting diseases. *Pandemic: Reign of Cthulhu* gets a provisional 7/10 on my highly subjective scale. It was designed by Matt Leacock (in evidence at the Gathering with a prototype or two) and is published by Z-Man Games (www.zmangames.com) and others.

Pete and I then had a go at *7 Wonders Duel*, which is a clever two-player adaptation of the original game. Since a crucial mechanism in *7 Wonders* is the



7 Wonders Duel: we've both completed one Wonder and Pete (left) is ahead in military

way cards are passed between players for them to draft their hand, I did wonder how this could be reproduced in a game with only two players. The answer is that each round's cards are dealt out in a pattern, some face up and some face down, with cards overlapping. A card can only be taken if nothing is covering it. This is a very neat mechanism that makes players think hard about each card they take.

Apart from this, the game is much the same. Players develop their civilisation over three rounds, as part of which they may build their particular Wonders. The different card colours continue to represent different facets of each culture: red for military, brown and grey for production, green for science and so on. And points are scored in similar ways. As there are only two players, military strength is a straight fight. It's on a track that gives bonuses for increasing your military superiority over your opponent – and the possibility of an outright win.

7 Wonders Duel is a clever, challenging game that successfully translates the feel of the original game to a two-player game. I'm not a great fan of two-player games, but this gets a provisional 7/10 on my highly subjective scale. *7 Wonders Duel* was designed by Antoine Bauza and Bruno Cathala and is published by the sombrero-wearing Belgians of Repos Production (www.rprod.com).

Then on to the ballgame. It meant a late return to the hotel, back in the USA, so that was that for Friday.

Once Saturday morning's flea market was out of the way, it was time to play another game. Rodney Somerstein taught *Fields of Green* to me, Ward Batty and Mike Young, but didn't play himself. I was in good company, though, as both these two are real characters. The game turned out to be a cracker, too: (modern) farm development in a tile-laying game.

Players start with two tiles: a water tower (crucial for watering crops) and a silo (for storage). The rest of the tiles are shuffled and stacked by type. Players start each round by drawing tiles from the piles and can choose what mix of things they want: more fields initially, say, and more buildings (which score points) later on. Then each player uses one tile from their hand and passes the rest to the next player. And so on.

The obvious thing to do with a tile is add it to your farm. However, there is a cost to doing this. It must be placed adjacent to an existing card and may have other requirements on it. In particular, cards may need other cards within a certain distance in order to produce anything (or score points). Early on this is straightforward, but it gets increasingly complicated as the game goes on. Of course, once you know the game, you may well leave spaces in your layout for particular tiles. Whereupon the other players will try to stop you getting one!

Tiles can also be discarded to add a new water tower or silo or to sell food for some immediate cash. Once players have dealt with all their tiles, it's time to harvest. This is when cards need to be in the right place – and there can be a

chain reaction: water from the tower to a field to produce grain to feed the horses. Failing to harvest a tile means it's turned over and plays no further part in the game – unless you have a tile that scores for such spaces.

After the fourth harvest, the game ends. Players score points for the tiles they've played plus a bit more for their stored food, left over cash and empty water towers (to reward efficiency). Add in the chance to get equipment, which provides extra abilities, and the potential synergy of the tiles and there's a lot to think about. I was very taken with *Fields of Green* and it gets a provisional 9/10 on my highly subjective scale. *Fields of Green* was designed by Vangelis Bagiartakis (it's developed from his earlier *Among the Stars*) and published by Artipia Games (artipiagames.com), though without their usual baroque artwork. Stronghold produces the US edition.

Next up was the traditional *Memoir '44* Overlord game. Then James Davis, Leo Tischer and I sat down to try the co-operative version of *Days of Ire*, drafting in Jason Henke as our fourth. The game is about the doomed Hungarian Uprising of 1956, pitching the players as revolutionaries against the Hungarian state and its Soviet sponsors. To win, the players must resolve most of the events that keep cropping up, while making sure no-one dies.



My farm as *Fields of Green* nears a conclusion



Days of Ire in play: I'm top right, on my T34! Brown and red bits are the bad guys

Threats keep popping up, meaning the players constantly have to decide which one to tackle, knowing that the others will get worse. It constantly feels that the whole thing is on a knife edge and any choice could end in catastrophe. There is a clever mechanism that drives the authorities' actions, one of the many things players have to consider whether to oppose. (The alternative version of the game has one player as the authorities against a team of revolutionaries.)

We had to abort the game after three days/rounds (out of seven) due to time considerations, but this was enough for me to decide I want to play this game again. I give it a provisional 8/10 on my highly subjective scale. *Days of Ire* was designed by Katalin Nimmerfroh, Dávid Turczian, Mihály Vincze and is published by Cloud Island (cloudislandgames.com) with a US edition from Mr B Games (www.mrbgames.com).

An early dinner at TGI Fridays was followed by the ice cream reception – an opportunity to chat while eating large bowls of ice cream. Mmm... ice cream! This is sponsored by Rio Grande Games, so many thanks to main man Jay Tummelson for his continuing generosity. It also gets everybody out of the way while the ballroom is re-configured for the climax of the Gathering: the prizes!

Nowadays there are few organised tournaments, but this remains a fun feature: everybody who wants to participate brings a game to add to the prizes. And everybody gets to pick something to take away. The key principle is that you bring a game of the quality you'd like to get. Thus the standard is high, with several special items, including homemade game boxes and the like, taking pride



Alan speechifies on Saturday evening – that's part of the prize 'table' behind him

of place. Additional games are donated by publishers, so this year we all got two picks plus a copy of *Foreclosed* from Mercury Games.

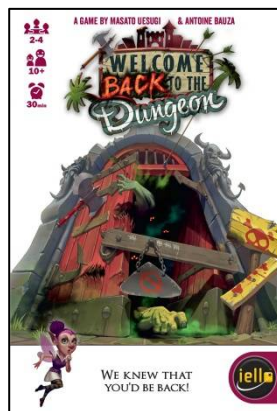
The only downside is that, first, Alan makes a speech. Okay, it's short; it's about thanking the team that organises the event and recognising the winners of the tournaments that do take place. Apart from tournament winners, names are picked at random and I was early enough that my top choice, a copy of the out-of-print *Memoir '44 Air Pack* was still there. Yay!

Saturday evening saw a quick game of *Powerboats*, Corné van Moorsel's excellent race game (he's just kickstarted *Powerships*, a development of the game with rocketships instead of powerboats), followed by a long game of *Terraforming Mars*. For some reason we just weren't getting seas onto Mars and the game went on until we did.

Sunday is always a bit of an anti-climax. People start leaving on Saturday and continue through Sunday, so there are a lot of goodbyes. The rooms feel empty as a result and, worst of all, people take their games as they go, so the selection available dwindles. (Hence why I always take one or two games with me: this way I'm sure to have something to play on Sunday.) I did get to play another game of *Sagrada*, though.

On the plus side, there are a couple of fun tournaments on Sunday: *Can't Stop* and *Liar's Dice*. In between the two tournaments there was just time for something else. The irrepressible Mary Prasad introduced *Welcome Back to the Dungeon* to me and Carlos Hernandez. This entertaining card game is a mash-up of push-your-luck with a dungeon bash. Even on first acquaintance, it has some interesting tactical subtleties. Before the intrepid adventurer enters the dungeon, the players 'bid' for which of them that is going to be. They do this by removing equipment (cards) from the hero or adding more monsters to the dungeon (stack of cards)!

Eventually, one player will be left to act as the adventurer: trying to defeat the monsters with whatever weapons they have left. If they manage this, they get a success card – two of these wins the game. However, if they run out of hit points before the end of the monsters, the



adventurer has died. Die twice and you're out of the game – being the last person standing is the other way to win.

This is an enjoyable, quick playing game that I had great fun playing. (Okay, part of this may have been Mary: "Let's not play the Princess: she's rubbish!") It gets a provisional 7/10 on my highly subjective scale. *Welcome Back to the Dungeon* was designed by Antoine Bauza and Masato Uesugi and is published by Iello (www.iellogames.com).

And then it was time to say my final goodbyes and pick up the shuttle for the trip back to Toronto. I took in some great views of the Falls from the Canadian side as the shuttle picked up other passengers. The rest of the journey was uneventful, just lengthy, and that was that for another year. Thanks are due to Alan Moon and the rest of the team for another fun Gathering and I look forward to seeing everybody again next year.

Games Events

Yes, as I've already mentioned, the UK Games Expo takes place in a few weeks' time: 2nd-4th June at the NEC – Hall 1 for the main exhibition and trade hall and the Hilton Metropole for tournaments and events. This really is the British equivalent of Spiel with a lot of publishers showing off their new games – board games, role-play, CCGs, wargames and more. Definitely worth a look, even if you don't fancy the whole weekend. You'll find the details at www.ukgamesexpo.co.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 Marylebone stations and a short walk from Bond Street Tube 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

Spiel: the board games event of the year. 26th-29th October 2017, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: 17th-19th November 2017 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 Queen's Lane Advertiser at www.boardgamers.org.uk/qla.php

Fictionary Dictionary

Round 6 Scores

Name	This round	Total
Chris Baylis	2	9
Colin Bruce	4	20
Mike Dommett	2	13
Alex Everard	0	13
William Hay	3	22
Andrew Kendall	3	26
Nik Luker	2	18
Tim Macaire	2	12
Graeme Morris	4	18
Rob Pinkerton	4	11
Pam Udowiczenco	0	11
Bruce Whitehill	0	5

A good spread of scores from round 6. Bill and Andy maintain their gap, but Colin edges a bit closer. Graeme catches Nik, just behind the leading three.

Mr Baylis has some sour grapes: "I see I got my wish: Nil Points in the last round, pah! Nobody ever believes me. I'll therefore try a different tack and go for realism." So you should be able to tell which entries are Chris's!

Round 7 definitions

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

Rauwolfia

1 Pronounced Row-Wolfia, the practice or habit of arguing with wolves.

2 Genetic condition characterised by hairy hands. Thought to have inspired the werewolf myth.

3 The chemical substance transferred into the victim's bloodstream by the werewolf's bite.

4 The leader of an eastern European clan of werewolves known for his knowledge of sushi.

5 The delusion that adding some variant of the word Rauw to an electronic communication actually makes you sound feral.

6 Administrative region in the extreme north-west of central

Lichtenstein. Inhabitants have traditionally used a 360-day calendar with the result that they are (both of them), on average, calendrically older than any other Europeans.

7 Bavarian version of Crying Wolf.

8 The condition of being totally overshadowed by one's elder sibling. The word derives from the name of Beowulf's younger brother, Rauwolf, who, of course, no-one remembers at all.

9 A Swedish delicacy; better not to ask the ingredients till you have finished the meal.

10 The title given to the woman leading a raiding party of Vikings.

11 It's an eating disorder most commonly known as wolfing your food

down or eating too quickly so as to cause stomach upset.

Slumgullion

1 A sub-species of *Felidae panthera* preying mostly on urbanised maritime avians.

2 This is Elizabethan and is the collective name given to animals that live off the street.

3 A rare feline predator of seabirds only found in areas of extremely poor social housing.

4 In musical theatre: a member of a group of street urchins who form the chorus.

5 Divination by studying the soot trails left by a cooking fire on the ceiling.

6 Derisive term used by Elizabethan sailors to describe a ship whose crew lacked pride in the vessel's appear-

ance. If they neglected to knit jaunty little caps for the ship's rats, for example.

7 A common term for a guttersnipe during the British Raj.

8 Mid-Victorian slang for the inebriated occupant of a bunk at a doss house, as in: "don't sleep near George. He's a right slumgullion. Heaven help his neighbours if he throws up!"

9 Indeterminate floating object found in gutters of shanty towns after rain. Possibly edible if desperate, but probably not.

10 Stew served in cheap 18th C inns. Best not to ask what is in it.

11 One who can find it hard to distinguish truth from falsehood: "That Trump, he's a real slumgullion".

The next words are: Tramontane and Udal

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 9th June 2017

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.

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 49 of *Brass* (at brass.orderofthehammer.com) went to our ringer, 'kariuns', on 164 points, with yours truly scoring 139, Steve getting 137 and Mike on 125. I've set up game 50 and there's room for another player...

I seem to be getting better at *Castles of Burgundy* and would welcome other players at yucata.de or BoiteAJeux.net. And if you fancy playing *Keyflower*, let me have your ID at BoardGameArena.com and I'll invite you into a game.

boardgaming-online.com has an implementation of the new edition of *Through the Ages*. Al Tabor, Mike Reeves, Brad Martin and I are discovering that it's just as tricky as the original. Anyone else fancy a game?

I won our third game of *Pax Porfiriana* (at yucata.de) with my impressive Loyalty to Presidente Diaz (okay, just one more than the opposition). I expected to be stopped, so this was a surprise. Let me know if you'd like to join the next game.

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.

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

Game report - Turn 12

The Civil War that had been threatening erupted on Gamma Leporis. The revolutionaries and regulars confiscated all warehouses and ships in the system but most Corporations, either by luck or knowledge, avoided losses.

At Epsilon Eridani TRANSURANIC TRADING sold 5 Liquor for 10 HTs each, undercutting WHITE STAR LINE's bid of 12 HTs. PAVONIS PIONEERS sold 7 Petroleum for 3 HTs.

FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS became a Dealer in Isotopes at Delta Pavonis, after selling 14 units for 10 HTs each. PAVONIS PIONEERS sold 5 more units at the same price.

Mu Herculis was busy, starting with FATCAT selling 9 Alloys for 11 HTs each to take a Dealership. PAVONIS PIONEERS sold 8 Isotopes for 12 HTs apiece and gained the same Market Position. INTERSIDEREAL GREENHORNS sold 6 Liquors for 10 HTs each and a Contractorship. Various Corporations wanted to deal in Monopoles but in the end INTERSIDEREAL GREENHORNS sold 6 at a price of 8 HTs and PAVONIS PIONEERS bought 5 at 12 HTs. COSTA NOSTRA, TRANSURANIC and PAVONIS all wanted to sell Petroleum, but none did as the price fell.

FOOLS AND HORSES sold Spice at Beta Hydri, using their Market Manager position to sell 11 units for 16 HTs each.

And at Sigma Draconis, PAVONIS PIONEERS sold 8 Monopoles for 16 HTs each, gaining a Dealership. FATCATS bought 17 Alloys at 6 HTs each, also gaining a Dealership and shutting out TRANSURANIC's bid of 2 HTs to buy.

COSTA NOSTRA IMPORTERS INC loaded Passengers for Beta Hydri, Epsilon Eridani and Delta Pavonis.

FATCAT loaded Passengers for Alpha Centauri, Beta Hydri and Tau Ceti, while concentrating their cargo fleet at Sigma Draconis. Their Alloys and Warehouses vanished at Gamma Leporis.

WHITE STAR loaded Passengers for Beta Hydri, Epsilon Eridani and Tau Ceti.

SWISS MERCENARY FLEET sold 2 Piccolo hulls at Mu Herculis and laid down two more at Tau Ceti Shipyards. The Glaive landed on planet at Tau Ceti and loaded as much of OP 33 as it could.

TRANSURANIC TRADING raised its Political Connections to 6 and lost its Gamma Leporis resources in the revolt. An additional Spice Factory was bought and Passengers were loaded for Mu Herculis. An agent was being sought for hire, but then news came in and the purchase was not proceeded with.

PAVONIS PIONEERS sold all their Factories and Warehouses and then sold their ships at prices ranging from 50% of list to 140%. Sacrificing many goods in warehouses they just managed to scrape over the 2000 HT line.

INTERSIDEREAL GREENHORNS also were cashing everything in, or almost everything. They kept four warehouses and their contents, while selling all their Factories and ships for just 70% of list at Mu Herculis. However this gave them a total cash bank of nearly 400 HTs more than PAVONIS PIONEERS, and INTERSIDEREAL GREENHORNS are therefore the most successful company in the Quadrant.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash	Rep	Player
C Costra Nostra II	7 5 2	0	6th	114	26	Mark Cowper
D Fools & Horses	3 0 7	0	7th	966	40	Mike Clibborn-Dyer
E FATCAT	10 8 5	12	1st	425	36	Jerry Elsmore
F White Star Line	4 0 7	10+1	2nd	266	40	Paul Evans
G Swiss Mercenary Fleet	4 5 5	0	5th	286	40	Martin Jennings
H Intersidereal Greenhorns	10 0 7	0	8th	2392	40	Mateusz Ochman
J Pavonis Pioneers	10 0 8	5	3rd	2022	40	Przemek Orwat
K Transuranic Trading	10 0 6	0	4th	189	40	Bob Parkins

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

News

EV 5 – Civil War at Gamma Leporis – took place this turn.

There were 4 new News chits this turn. The current chits (new ones in bold) are as follows.

Turn 13 B5, C8

Turn 14 P4, B3, P2

GM Notes

I would appreciate a Game End Statement from each of you by the next deadline (pushed back because of exam commitments) explaining how you were cheated, or the cunning moves, the breaks you got, or how you went wrong.

Turn 15 C4, **B10**, C6, P6

Turn 16 **B7**

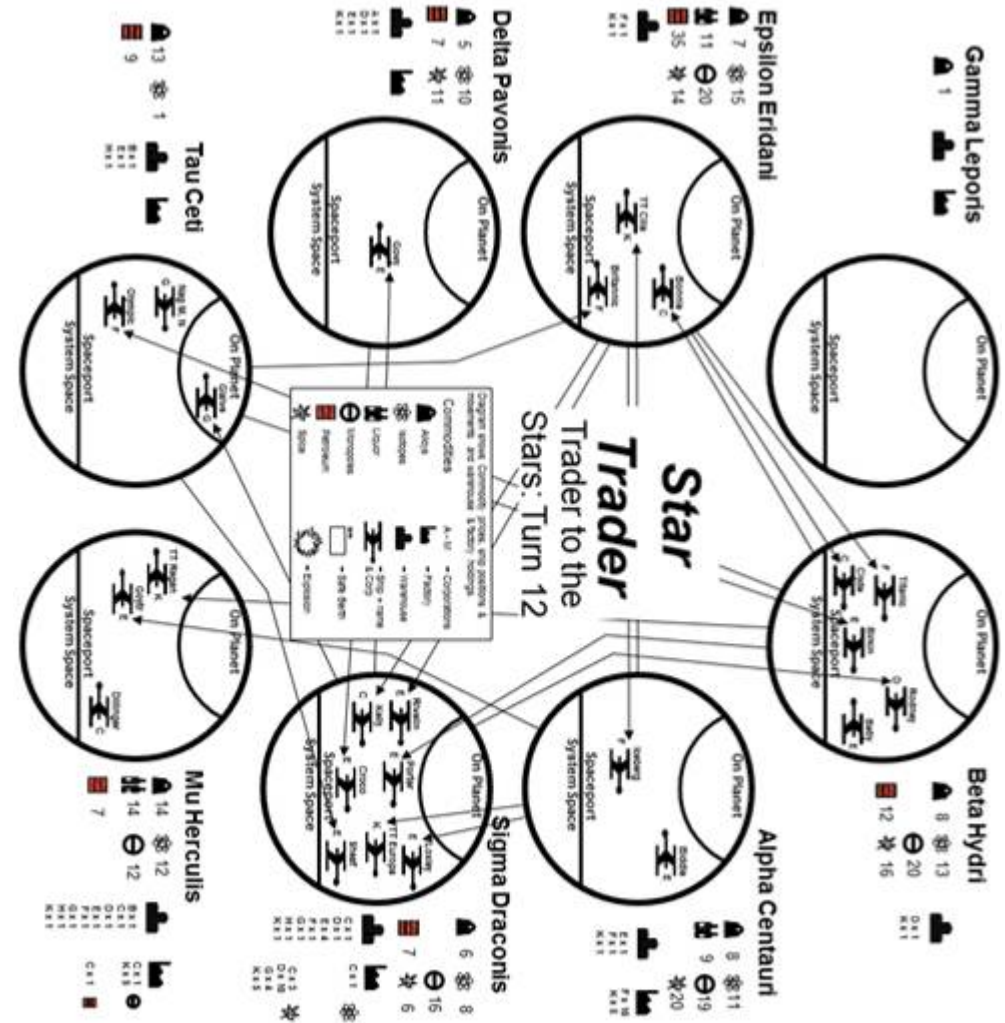
(Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

As a rough final position, using approximations and assuming everything was sold, the Corporations' final positions are as follows:

Intersidereal Greenhorns: 2,556 HTs
 Pavonis Pioneers: 2,022 HTs
 Transuranic Trading: 1,875 HTs

Fools And Horses: 1,606 HTs
 FATCAT: 1,509 HTs
 White Star Line: 1,260 HTs
 Costra Nostra Import Inc: 1,031 HTs
 Swiss Mercenary Fleet: 870 HTs

Game End Statements to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 9th June 2017



Obama (*Railway Rivals* game 12)

Game report – Turn 5

AMERICAN CENTRAL RAILWAYS fanned outwards from Bloomington, followed by TYRANNICAL RACISM UNDER MY PRESIDENCY, who built into Indiana and then Kentucky. CANNIS RAILWAYS built northwest and west towards Iowa, parallel to ACR. UPTHUR CREEK RAILS continued southwest into Missouri and west into Iowa.

Builds

TYRANNICAL RACISM UNDER MY PRESIDENCY (TRUMP),

Gerald Udowiczko – Black

a)(X30) – X31;

(O67) – Joliet (2 to ACR)

b)(M28) – L28;

(Bloomington) – G60 (1 to ACR)

c)(L28) – K29 – Evansville – I29 – H29 (+6)

Points: 34 +2 -3 +6 = 38

AMERICAN CENTRAL RAILWAY

(ACR), Jonathan Palfrey – Green

a)(Bloomington) – G57

b)(G57) – Pekin;

(D59) – D58 – B57

c)(B57) – Springfield;

(Aurora) – V62

Points: 68 +3 +6 = 77

CANNIS RAILWAYS (CR), Paul

Evans – Blue

a)(J63) – Streator – N61 (1 to ACR)

b)(N61) – R59

c)(R59) – R58 – Dixon;

(Bloomington) – G58 (5 to ACR, 2 to TRUMP)

Points: 78 -8 = 70

UPTHUR CREEK RAILS (UCR),

Mike Clibborn–Dyer – Red

a)(Galesburg) – L53 – M54 – N54 – O55

b)(O55) – P55 – Q56 – R56 – S57

c)(S57) – Dixon;

(F47) – E47 – D46 – C46 – Quincy;

(+6)

(Belleville) – M15

Points: 68 +6 = 74

GM Notes

You only need to build into the surrounding states and NOT to the hex where the Ace or King/Queen symbol is located.

No one is connected to Wisconsin, yet.

Note that the deadline has been pushed back due to exam commitments.

Last builds: 6, 4, 5

**Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk
by 9th June 2017**

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 24). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

Orders for September 1669 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 9th June 2017



August 1669 (306)

The heat in Crete continues as August arrives. It's not just the weather: France's Venetian ally wants to know why the French armies are not relieving the Turkish siege of the capital, Candia. First Army commander (and Field Marshal to be) Bill de Zmerchant gives in to the Venetian demands and orders First Army to march on Candia. Their advance will be screened by the cavalry (Second Army), while Third Army (aka the Guards) defends their line of retreat (otherwise known as Agios Nikolaos).

The Cavalry Division gets the job of shielding the infantry with the Horse Guards on one flank and the Heavy Brigade on the other. Archduke Leopold's and the Crown Prince's Cuirassiers regiments have a fine time riding around the Cretan countryside. The only resistance is the occasional skirmish with small Turkish forces. The freshly knighted Percy Mistic, commanding the ALC, shows his mettle in dealing with these and 300 crowns worth of loot finds its way into his coffers. Heavy Brigadier Jacques de Gain does slightly better, cashing in on the Brigade's success to the tune of 350 crowns. His Brigade Major, Felix Antoine Gauchepied'er of the CPCs, is too busy finding a fetching colour for each day's Despatches to even notice there's fighting going on.

Over on the other flank, the Horse Guards find rather more to keep them busy. The Dragoon Guards run into scouting Turkish cavalry and try to see them off. The result is something of a score draw. DG commander Etienne Brule receives a Mention in Despatches ("Was he twirling his moustache as he attacked?") as he sees off one detachment of Turks, whose accoutrements bring him 250 crowns.

Lieutenant-Colonel Frele d'Acier follows his CO's example, gaining his own mention ("another fine moustache") and liberating 350 crowns worth of goodies for himself. Only Captain Henri Dubois misses out as he finds the Turkish horsemen hard to handle.

The Queen's Own Carabiniers have no problems, giving short shrift to any enemy they encounter. Major Swindelle d'Masses uses the opportunity for some serious looting and will be going home some 700 crowns better off. Horse Guards Brigadier Terence Cuckpowder takes a modest percentage of the Brigade's intake: 150 crowns worth. His Brigade Major, Jean Ettonique of the DGs, doesn't even get that.

General Uther Xavier-Beauregard is Cavalry Division commander and is pleased with the Division's performance. He pockets just 100 crowns worth of booty before seeing his name go into the Despatches. Brigade Major Gaston le Somme keeps his looting down to 200 crowns and is pleased to be promoted to Colonel (of the Royal Marines). His success is Mentioned in Despatches ("He's successful") and this brings him a battlefield Knighthood.

While the Cavalry Division is otherwise occupied, Dragoon Brigade takes on the cavalry's other role: foraging for supplies. Both Dragoon regiments try to stay out of the way of enemy forces, while keeping their eyes open for a good thing. Jean Tétreault-Cauchon, Lieutenant-Colonel of the Princess Louis Light Dragoons, spots one. It's worth 600 crowns to him. And he cuts in his Colonel, Balzac Slapdash, for a further 300 crowns. Slapdash receives a brevet promotion to Brigadier-General, which may just save his bacon as he has run out of time to restore his social standing to that expected of the commander of the PLLD.

Major Xavier Money commands the Grand Duke Maximilian Dragoons as its Colonel, Chopine Camus, is Dragoon Brigadier. Money is promoted to Lt-Colonel after a quiet month. Brigadier Camus, on the other hand, has his rank made permanent and takes a cut – just 50 crowns – from the PLLD's success.

CG Lt-Col Alan de Frocked is Aide to the General commanding Second Army and basks in his boss's success. The resulting Mention in Despatches ("look at him bask!") brings him a Knighthood as well. Plus there's almost 500 crowns' worth of plunder for each member of Army HQ.

En route to Candia...

The staff of First Army HQ get rather more cash. Well, the surviving ones, anyway. General Bill de Zmerchant tucks away the best part of a thousand crowns' worth of loot before things turn sour. He is Mentioned twice, too ("Look at him go! Watch him come back..."). His Aide, RFG Major Beau Reese Jean Seine, picks up twice as much booty, which is worth a Mention ("Can he carry it all?").

The Frontier Division advances first, to clear the road. Freshly arrived volunteer 'X6' is assigned to Frontier regiment 2 and given a uniform and a musket. He's

then ordered into the attack with his new buddies. Coming under heavy fire from a barricade across the road, he dives into a ditch for cover. Here he finds an unexpectedly senior comrade: the Lt-Col of the 69th Arquebusiers, Renaud Taillebois. Taillebois looks at the green recruit. "Have you come here to die?" he drawls. "Non," replies 'X6', "I arrived yester-die." With a smile on their lips, the two men charge out of the ditch. And are cut down in a hail of lead. RIP.

Even the Royal North Highlanders cannot make progress against the determined Turkish resistance. Lt-General Richard Shapmes has transferred to the regiment to take command of a Battalion. His rank doesn't help the regiment, but he gets a Mention in Despatches even as the RNHB leaves the field ("That didn't help").

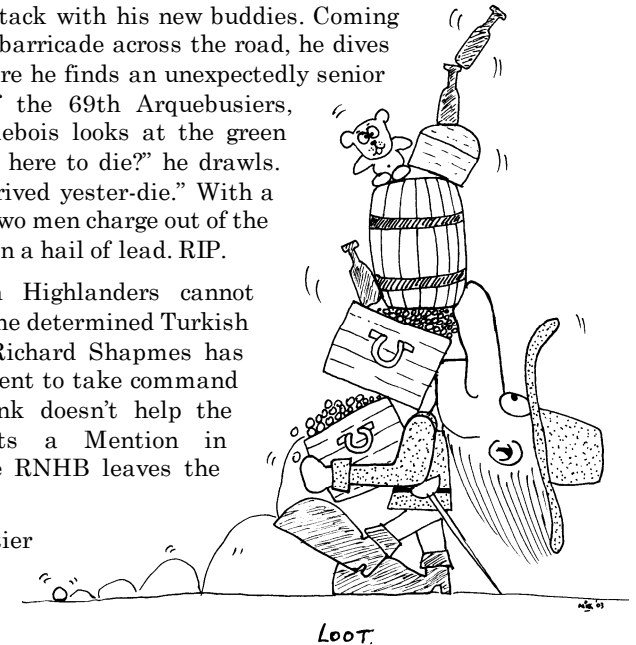
As the remains of Frontier Division head back to Agios Nikolaos, it's up to First Division to salvage something. They fail to

make significant headway either, but at least they prevent the Turkish troops pursuing the retreating French. However, Third Foot Brigade can't even manage that. Brigadier Charles Louis Desapear gets no reward from his month in action.

The Fusiliers of Second Foot Brigade do a bit better. Better enough that there's a Mention in Despatches for Brigadier Bernard de Lur-Saluces ("Putting up a brave show") to redeem his earlier disgrace.

The Picardy Musketeers have the most success and a new recruit. Having signed up and bought his way to Major, Jacques Diabolick joins the regiment in action and immediately picks up over 1,500 crowns' worth of loot. First Foot Brigadier Gaz Moutarde finds himself brevetted as a Lt-General as a result of the Picardies' success. There's promotion, too, for his Brigade Major, Louis Oeuf Ur Terribles of the Royal Marines, to Lt-Colonel in the wake of Gaston le Somme.

First Division commander Sebastian de la Crème can do nothing except report a complete failure to General Merchant. The one redeeming feature is that he picked up exactly 1,500 crowns' worth of loot for himself. He is Mentioned in Despatches, too ("Didn't he do well?"). Seeing the way the wind is blowing, General Merchant orders First Army to fall back on Ag Nik. After an increasingly heated exchange with his Venetian liaison, these orders are changed and the Army embarks to return to France.



...or not

As the cavalry of Second Army follow First Army back to the port and onto ships for France, The Guards Brigade (that is, Third Army) actually have to do some work: holding the perimeter as their fellows embark. The pursuing Turks are not organised – the siege of Candia remains their main concern – giving the Guards the opportunity to defeat them in detail and earn plenty of booty.

Commanding the King's Musketeers is no less a person than the Commissioner of Public Safety, Duncan d'Éauneurts. He finds himself in the Despatches twice ("Yes, Commissioner. No, Commissioner") and plunders just over 500 crowns' worth for himself.

Leonard de Hofstadt commands the Cardinal's Guard and receives a Knighthood to go with 250 crowns' worth of loot. He is briefly Mentioned in Despatches ("Sir Len") as well. Major Jean d'Ice survives handily.

There are more Mentions for the commander of Royal Foot Guards, Amant d'Au, who only collects 250 crowns this month. A further Mention in Despatches goes to Lt-Colonel Jean Jeanie. His share of the loot is only 150 crowns' worth. And just 100 goes to Captain Inigo Montoya, whose name appears in the Despatches too ("Shouldn't the Guards be earning more?").

Guards Brigadier Was Nae Me is elevated to the rank of Viscount and makes sure he gets a good 700 crowns' worth of loot. He receives a Mention in Despatches. Brigade Major Maurice Essai Deux is promoted to Lt-Colonel (in the KMs) with a Mention in Despatches and a piece of the action – 400 crowns.

**Lazing in Paris**

Back in Paris, there's not much going on. Pierre le Sang and Pierre Cardigan visit the Fleur de Lys with their ladies: Guinevere d'Arthur and Edna Bucquette, respectively. However, Pierre and Guinevere are there for the whole month, while Pierre heads off for three weeks' practice with his sabre.

Sebastian Adis II takes Marie Antoinette to Bothwell's before taking himself to the gym to practise with his rapier. The three weeks practising rapier comes to Florent Sans de Machine after he's visited his lady friend at home.

Jacques Zelad tries out the Frog & Peach, but then disappears. He returns to the club in week 3 with Angelina di Griz on his arm and they stay there for the last week.

'X1' is courting, too. Just not successfully. He spends his last week in the bawdyhouses. ❖

Press**Social**

Victory Celebration at the Fleur, 1st Week of September
Brigadier General Sir Duncan d'Éauneurts, Commander of the King's Musketeers, His Majesty's Commissioner of Public Safety and Minister of Justice, will be hosting a Victory Celebration at the Fleur de Lys in the 1st week of September. All gentlemen eligible for membership of Hunter's, together with their ladies, are cordially invited – even members of the Cardinal's Guard – and all costs will be borne by the host.

[OOC: DdE Party for all of SL 9+ at the Fleur in week N. Ladies welcome, all costs paid]

All officers and men of the Cavalry Division, those still this side of the grave, are welcome to drink as my guest at the Fleur on our return, all month. Bring your companions.

† UXB

To All Gentlemen-Soldiers of France, pray join me in my club in Weeks 3 and 4 next month to remember the Glorious Dead of our recent campaigns and to praise the leadership and courage sang-froid of the noble Count Xavier-Beauregard. Those holding a military rank of SL 6 or above and their mistresses will be very welcome at my table.

Vive La France!

† Lt.Colonel Gaston Le Somme,
Divisional Adjutant

Jean d'Ice will be hosting a party for all soldiers who served in this campaign, INCLUDING the scum of the King's Musketeers. It will be held in the 4th week of September. Mistresses are welcome.

Despatches from the Front**MIDNIGHT MEETING**

A Secluded Beach Near Agios Nikolaos

"Thank you for coming, Gentlemen. I won't keep you long, I appreciate you have not inconsiderable rides ahead before you can rejoin your units. Did you examine the body?"

"Yes, Sir. It was as you suspected. O'Shea's wounds were all in the back. He was shot by the men of his own regiment."

"I have no doubt that all of them had lost comrades as a result of O'Shea's greed."

"Should I institute a formal enquiry, Sir?"

"No. Let O'Shea's death continue to be that of a 'hero'. No point in allowing the detrimental effect he had on morale whilst alive to carry on now he's dead. Any progress on the other matters?"

"We're continuing with our enquiries, Sir, but still nothing concrete, I'm afraid."

"Well, keep digging. Whilst a modest amount of peculation from army stores might be considered a demonstration of initiative, I will not have Quartermasters embezzling to the extent that they put lives of French Soldiers at risk. Any you find doing so will come to beg for a death as painless as O'Shea's. You may count on it..."

Military Missives

To Gen. Moutarde, Brigadier, 1 Foot

Dear General,

I believe you may be in need of an aide. I am new to Paris and intend to join the Picardy Musketeers as a Major and head to the front. Should they accept me, I offer my services as your aide.

Yours, † Jacques Diabolique

Dear Jacques,

Your application could not have come at a better time! These damnable Turks have all but done for my supplies.

Be quick about it... I need three cases of Rogomme and a wheel of Roquefort, urgent!

Yours, etc, etc.

† Moutarde, Cmdr 1st Foot

Personal

Cher Etienne Brule,

We have had our differences in the past but, as you remember, I have always sent my sympathies to you and your regiment. Fortunes of war recently have favoured my Regiment, and may favour yours this month.

In view of your regiment's slurs on my name, I would like to think that we can let bygones be bygones and meet over a glass of wine. While I am not back to full strength yet, I will offer you satisfaction and to as many of your officers as my strength allows. I would like to think we could all enjoy a season in Paris

Yours ever,

† Terence Cuckpowder
Horse Guards Brigadier (acting)

Is anybody acquainted with a person named Lloyd George? Apparently he knew my father...

† Inigo Montoya

In which case he probably knew your mother as well... † Le Roi

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

It was a great comfort to receive your kind wishes regards my government appointment. Thanks to the direction of Earl le Sang, the Minister of State, my duties are clear: to prosecute those who are actually guilty of treason and not abuse my position for personal ends. The late and unlamented Marquis O'Shea demonstrated a venality totally unconcerned with the welfare of His Majesty's soldiers – and eventually he paid the price. Such should be the fate of anyone pilfering from the Army Commissariat to the extent that lives are needlessly lost. I have here a letter he wrote to the Minister of State from the Bastille which bluntly asks how much it will cost to make the charges levelled at him go away! The man was utterly shameless!!

Rob d'Emblind was equally culpable and I'm pleased to say that I have now replaced him as Minister of Justice. My elevation to the appointment was not, unfortunately, accompanied by an elevation to peerage I'm afraid.

I do have some good news, however. Thanks to moving in government circles I gained advance warning of

how many brigades would be committed during next year's Summer Campaign. As a result I borrowed to the hilt from Shylocks, invested heavily in arms and, following the official announcement last month, the returns should be sufficient to buy up the remaining mortgages on the d'Euaneurts estate at last. We shall finally be able to rejoin the ranks of the very rich noble families.

The English, at least officially, frown upon such practices of course, terming it 'insider trading'. As Minister of Justice, however, I have perused all the relevant Royal Statutes and can find no French law against it. Indeed, it is considered to be a perquisite of cabinet membership.

As you will have read in the gazette, the army has been serving in Crete over the Summer. The place is a little arid for my taste, except for the central plateau. The coastal scenery is pleasant, however, though why the ancients described the sea as being 'wine dark' is beyond me. It's actually a deep prussian blue, except when over white sand when it becomes a breathtaking turquoise. I'm looking forward to returning to France and seeing some lush greenery, however. Indeed, I'm minded to host a party to celebrate the army's safe return.

Your Loving Son,

† Duncan

P.S. Please waste no time in acquainting Madelein of our good fortune. I'm sure it will be a relief to learn that a suitable dowry can now be found for her.

Lord Percy Percy says, as blatant theft is fashionable our CPS is very fashionable.

"Have you heard?"

"Heard what?"

"About the horses in the Cardinal's Guard?"

"No, I haven't heard."

"Bother. I was hoping you had the details."

My dear M. Talon, no apologies are required. You were trying to do your best for the Army and for the King and if some clod of a clerk has misdirected your missive I blame the educational system. Oh! We don't have one. That probably explains things... Yours,

Lt. Colonel Le Somme, Divisional Adjutant, the Cavalry Division

Our Minister of State needs to know his bible better. I am somewhat surprised that the Cardinal has not pointed out that the bible says "The love of money can be the root of all kinds of evil." † La Parapluie Jaune

The justice of Heaven will not be denied! Let's see O'Shea bribe his way out of that one. † BdZ

Poetry Corner

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

An Ode to Papa
Arrived in Paris;
On my jack;
The taverns are empty
But the girls are slack! † Jaques ZeLad

Points Arising

Next deadline is 9th June 2017

I have pushed the deadline back a week to avoid the weekend of the UK games Expo (and the busy work week I have at the start of the month).

Next turn is the start of a new season. **All characters start the month in Paris and all duels must be fought.**

The new Military Appointments and any empty Government Appointments will be filled at the start of September – by NPCs where they are not taken by player characters. A player character with a position that lets him appoint a post may choose to leave the appointment vacant. If you have applied for an appointment – or hold a rank – that allows you to appoint other characters, don't forget to do so (or NPCs will get the jobs).

Note that the military appointments shown on the Greasy Pole (and character sheets) have expired. They are shown as a reminder that the incumbent gets +1 on his chance of being appointed if he has re-applied for the same position.

Next month is September and any returns on investments will be paid out. Any shortfalls must be made good this month or the investment will be lost.

The game has now dropped to its lowest ever number of players (44!), so please do recruit anyone you think will enjoy *LPBS*. If anyone wants to sample the game, I'm happy to offer a free sample subscription for 5 turns.

Absent friends

I had no orders (“No Move Received”) from the following and they suffered the consequences:

FAG Felix Anton Gauchepied'er (Jason Fazackarley) 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

X3 (Graeme Wilson) and X4 (Paul Wilson) were floated due to family commitments

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

Alan de Frocked applies for Division Adjutant of First, Second, Third, Cavalry and Frontier Divisions

Bernard de Lur-Saluces applies for Brigadier of Guards, Horse Guards, Heavy, Dragoon, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades

Bernard de Lur-Saluces applies for Province Mil. Governor

Bernard de Lur-Saluces applies for Division Commander of First, Second, Third and Cavalry Divisions

Bernard de Lur-Saluces applies for City Military Governor

Bernard de Lur-Saluces applies for Inspector General Cavalry and Infantry

Bernard de Lur-Saluces applies for Adjutant General

Bill de Zmerchant applies for Minister without Portfflio

Bill de Zmerchant applies for Minister of War

Beau Reese Jean Seine applies for Brigade Major of Guards Brigade

Beau Reese Jean Seine applies for Aide to General

Beau Reese Jean Seine applies for Minister without Portfflio

Gaston le Somme applies for Army Adjutant of First Army, Second and Third Armies

Inigo Montoya applies for Regiment Adjutant of RFG

Inigo Montoya applies for Aide to Lt. General

Inigo Montoya applies for Captain, King's Escort

Inigo Montoya applies for Aide to Crown Prince

Jacques de Gain applies for Division Commander of First, Second, Third, Cavalry and Frontier Divisions

Jean d'Ice applies for Brigade Major of Guards Brigade

Jean Ettonique applies for Brigade Major of Horse Guards Brigade

Leonard de Hofstadt applies for Brigadier of Guards Brigade

Louis Oeuf Ur Terribles applies for Division Adjutant of Third Division

Louis Oeuf Ur Terribles applies for Aide to Field Marshal

Percy Mystic applies for Brigadier of Heavy Brigade

Percy Mystic applies for Army Quarter Master Gen. of First, Second and Third Armies

Sebastian Adis II applies for Brigadier of Guards, Horse Guards, Heavy, Dragoon, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades

Sebastian Adis II applies for Army Quarter Master Gen. of First, Second and Third Armies

Sebastian de la Creme applies for Minister without Portfflio

Sebastian de la Creme applies for Minister of War

Swindelle d'Masses applies for Brigade Major of Horse Guards Brigade

Terence Cuckpowder applies for Brigadier of Guards, Horse Guards, Heavy, Dragoon, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades

Terence Cuckpowder applies for Minister of War

Uther Xavier-Beauregard applies for Army Commander of First, Second and Third Armies

Was Nae Me applies for Division Commander of First, Second, Third and Cavalry Divisions

Was Nae Me applies for Minister of War

Applications

Here are the appointments again, this time in the order in which they will be resolved, with the characters who are applying for each post.

Minister of War: BdZ, SdIC, TC, WNM

Minister without Portfolio: BdZ, BRJS, SdIC

Army commander: UXB (all)

Adjutant-General: BdLS

Inspectors-General: BdLS (both)

City Military Governor: BdLS

Division commander: JdG (all), WNM (1st, 2nd, 3rd, Cav)

Provincial Military Governor: BdLS

Army QMG: PM (all), SA2 (all)

Brigadier: BdLS (all), LdH (Gds), PM (Hvy), SA2 (all), TC (all)

Army Adjutant: GIS (all)

Aide to Field Marshal: LOUT

Division Adjutant: AdF (all), LOUT (3rd)

Aide to General: BRJS

Brigade Major: BRJS (Gds), JdI (Gds), JE (HGds), SdM (HGds)

Aide to Crown Prince: IM

Captain, King's Escort: IM

Aide to Lieutenant-General: IM

Regiment Adjutant: IM (RFG)

Duels

Results of August's duels

None

Grudges to settle next month:

None

All duels (including any to be voted on) must be fought next month unless held over because one of the duellists is already at the Front. Orders conditional on a challenge being voted cause are acceptable.

New Characters

Mark Nightingale gets the Second son of a wealthy Merchant: Init SL 3; Cash 250; MA 1; EC 4 (X2).

Marc Blanchette gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 3; EC 5 (X5).

Tables

Army Organisation and 1670's Summer Deployment

First Army (Field Ops)	--/--/--
First Division (Field Ops)	--/--/--
Guards Brigade (Field Ops) - RFG CG KM	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Cavalry Division (Field Ops)	--/--/--
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Second Army (Siege)	--/--/--
Frontier Division (Siege)	--/--/--
Frontier Regiments (Siege)	
Third Army (Defence)	--/--/--
Second Division (Defence)	--/--/--
3rd Foot Brigade (Defence) - 27M 4A	
4th Foot Brigade (Defence) - 69A Gsc n	
RNHB Regiment (Defence)	
Third Division (Defence)	--/--/--
1st Foot Brigade (Defence) - RM PM	
2nd Foot Brigade (Defence) - 13F 53F	

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	--/--/--	First Foot Brigade	--/--/--
Horse Guards Brigade	--/--/--	Second Foot Brigade	--/--/--
Heavy Brigade	--/--/--	Third Foot Brigade	--/--/--
Dragoon Brigade	--/--/--	Fourth Foot Brigade	--/--/--

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

Frontier Regiments

				(Defence for Sept–Nov)	
	F1	F2	F3	F4	RNHB
Colonel	N5	N1	N5	N6	N6
Attached					
Also at the Front					

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

Battle Results

- | | |
|------------------------|---------------------------------|
| First Army: 1 | Second Army: 3 |
| First Division: 3 | Cavalry Division: 1 |
| 1st Foot Brigade: 4 | Horse Guards Brigade: 4 |
| Royal Marines: 4 | Dragoon Guards: 3 |
| Picardy Musketeers: 1 | Queen's Own Carabiniers: 2 |
| 2nd Foot Brigade: 4 | Heavy Brigade: 3 |
| 13th Fusiliers: 2 | Archduke Leopold Cuirassiers: 1 |
| 53rd Fusiliers: 5 | Crown Prince Cuirassiers: 2 |
| 3rd Foot Brigade: 4 | Dragoon Brigade: 4 |
| 27th Musketeers: 5 | Grand Duke Max's Dragoons: 4 |
| 4th Arquebusiers: 6 | Princess Louisa Lt Dragoons: 3 |
| Frontier Division: 5 | Third Army: 6 |
| Frontier regiment 1: 4 | Guards Brigade: 1 |
| Frontier regiment 2: 6 | Royal Foot Guards: 3 |
| Frontier regiment 3: 5 | Cardinal's Guard: 2 |
| Frontier regiment 4: 3 | King's Musketeers: 2 |
| RNHB regiment: 5 | |

Other Appointments

King's Escort: Ensign __	Captain __
Cardinal's Escort: Ensign __	Captain __
Aides: to Crown Prince __	to Field Marshal __
Provincial Military Governors: __/__/__/__/__	
City Military Governor __	Adjutant-General __
Inspectors-General: of Cavalry __	of Infantry __
Commissioner of Public Safety DdE (until March 1670)	
Chancellor of the Exchequer EB (until April 1670)	
Minister of Justice CPS (until March 1670)	
Minister of War __	
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.

Femmes Fatales

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

Regiments		RFC	CG	CC	KM	DG	OO	ALC	CPC	RM	CDM	13F	PLLD	53F	27M	4A	69A	Gscn	
Col	LCol	AdA	LdH	AdF	DdE	EB	TC	PM	FAG	GIS	XM	N7	N4	N6	N2	N5	N2	PN	
	Maj 1	BRIS	Jdl	N6	N1	N5	N1	N5	N1	N4	N5	N5	N3	N2	N4	N4	N6	N2	N3
	Maj 2	IM	N2	N6	N1	N5	N1	N5	N1	N4	N5	N5	N3	N2	N4	N4	N6	N2	N1
	Capt 1	N5	N6	N1	N6	N5	N2	N5	N1	N3	N3	N2	N3	N3	N1	N6	N6	N3	N1
	Capt 2	N2	N4	N1	N6	N4	N2	N4	N1	N5	N6	N4	N5	N5	N5	N5	N6	N6	N2
	Capt 3	N3	N3	N1	N1	N3	N2	N4	N3	N6	N2	N2	N3	N3	N3	N3	N3	N3	N2
	Capt 4																		N1
	Capt 5																		N1
	Capt 6																		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
PLS	Earl Pierre le Sang	24	72	Comfy	Fld Marshal/State Min.		7	Guinevere	Flr	4	Bill Howell
PC	Count Pierre Cardigan	24	55	Rich	General/Min w/o Port		9	Edna	Flr	5	Matt Shepherd
JdG	Count Jacques de Gain	23	F	Filthy	B.Lt-General/Hvy Brigadier		21		Flr	6	Ben Brown
UXB	Count Uther Xavier-Beauregard	22	F	Withy	B.General/Cav Div Commandr		16		Flr	4	Pete Card
BdZ	Earl Bill de Zmerchant	22	F	Comfy	Fld Marshal/1st Army Commdr		7		Flr	3	Tim Macaire
FdA	Earl Frele d'Acier	19	F	Comfy	Lt.Colonel DG/Min w/o Port		12		Flr	3	Peter Farrell
RS	Earl Richard Shapmes	19	F	Withy	Lt-General/Prov.Mil.Gov		14		Flr	4	Charles Popp
EB	Marquis Etienne Bruile	19	F	Comfy	B.Bdr-General DG/Chancellor		3		Flr	4	James McReynolds
AdA	Count Arant d'Au	19	F	Rich	B.Bdr-General RFG/Min w/o Port		8		Flr	5	David Brister
JJ	Count Jean Jeanie	17	F	Rich	Lt.Colonel RFG/Min w/o Port		22		Flr	3	Andrew Kendall
SAZ	Sir Sebastian Adis II	16	36	OK	B.Lt-General/Adjutant Gen		5	Marie	Both	4	Mark Cowper
TC	Baron Terence Cuckpowder	16	F	Withy	B.Bdr-General QOC/HGds Brigadier		6			4	Mike Dommatt
SdC	Sir Sebastian de la Creme	16	F	Comfy	B.General/1st Div Commandr		4			5	Alan Percival
DdE	Sir Duncan d'Eauneurts	16	F	Comfy	B.Bdr-General KM/CPS		5		Flr	5	Paul Lydiate
GM	Sir Gaz Moutarde	15	F	Rich	B.Lt-General/1 F Brigadier		4		Both	2	Mike Clibborn-Dyer
CC	Sir Chopine Carnus	15	F	Comfy	Bdr-General/Drgn Brigadier		8		Both	4	Stewart Macintyre
WNM	Viscount Was Nae Me	15	F	Withy	B.Lt-General/Gds Brigadier		11		Hunt	3	Mark Farrell
BRJS	Baron Beau Reese Jean Seine	14	F	Comfy	Major RFG/Gen's Aide ()		4		Both	3	Bill Hay
JdI	Sir Jean d'Ice	13	F	OK	Major CG		5		Both	3	Tym Norris
AdF	Sir Alan de Frocked	12	F	Withy	Lt.Colonel CG/Gen's Aide ()		3		Both	2	Charles Burrows
LdH	Sir Leonard de Hofstadt	12	F	Comfy	B.Bdr-General CG		5		Hunt	5	Neil Packer
JE	Jean Ettonique	12	F	Withy	Major DG/HGds Brigade Maj.		7		Both	5	Tony Hinton-West
PN	Sir Pepé Nicole	11	12	Comfy	B.Bdr-General 69A		7		BG	3	Colin Cowper
GIS	Sir Gaston le Somme	11	F	Comfy	Colonel RM/Cav Div Adjutant		2		Hunt	3	Jerry Spencer
CLD	Charles Louis Desappear	11	F	Comfy	Bdr-General/3 F Brigadier		3		BG	4	Martin Jennings
MED	Maurice Essai Deux	11	F	Comfy	Lt.Colonel KM/Gds Brigade Maj.		4		Hunt	3	Olaf Schmidt

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
JD	Jacques Diabolick	10	F	Comfy	Major PM		1			3	Cameron Wood
IM	Inigo Montoya	10	F	Comfy	Captain RFG		5		Hunt	3	Graeme Morris
SdM	Swindelle d'Masses	10	F	Comfy	Major QOC		4		Hunt	4	Craig Pearson
X4		10	0	Poor			6			2	Paul Wilson
PM	Sir Percy Mystic	10	F	Comfy	B.Bdr-General ALC		8		BG	3	Ray Vahey
BdLS	Bernard de Lur-Saluces	10	F	Withy	B.Lt-General/2 F Brigadier		7		Hunt	2	Rob Pinkerton
FSdM	Florent Sans de Machine	8	9	Comfy			3		BG	4	Nik Luker
XM	Xavier Money	8	F	Comfy	Lt.Colonel GDMD		5		F&P	3	Pam Udowiczenko
FAG	Felix Anton Gauchepied'er	8	F	Comfy	B.Bdr-General CPC/Hvy Brigade Maj.6		1		BG	4	Jason Fazackarley
HD	Henri Dubois	7	F	Comfy	Captain DG		1		BG	3	Wayne Little
LOUT	Louis Oeuf Ur Terribles	7	F	Comfy	Lt.Colonel RM/1 F Brigade Maj.		2		F&P	5	Dave Marsden
JZ	Jacques Zelad	6	13	OK			5	Angelina	F&P	2	Francesca Weal
JTC	Jean Tétrault-Cauchon	6	F	Comfy	Lt.Colonel PLLD		3		F&P	5	Daniel Blanchette
X1		5-	4	OK			5		F&P	1	Gerald Udowiczenko
BS	Balzac Slapdash	5	F	Comfy	B.Bdr-General		9		F&P	4	Matthew Wale
X3		5	0	OK			2			3	Graeme Wilson
RT	Renaud Taillebois	3	RIP								Mark Nightingale
X6		3	RIP								Marc Blanchette

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, Filthy = 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+