

That would be enough

This has been issue 185 of *To Win Just Once*, published 23rd June 2018. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2018

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by 6th July 2018.

Orders for *LPBS*, shots in *Trophy Hunter* and all other contributions to Pevans by Friday, 13th July 2018.

(Next deadlines are: 10th/17th August, 14th/21st Sept, 26th Oct/2nd Nov)

Waiting lists

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

Railway Rivals – the latest game is under way, Martin Jennings, Rob Pinkerton and Anthony Gilbert are up for the next one, who else? (working copy and rules provided).

Star Trader – new players are welcome to join the current game (to gain experience, if nothing else, and there is an existing Corporation to take over). Anthony Gilbert is waiting for the next game. Rules provided.

Online games

Agricola (at www.boiteajeux.net): Pevans, Mark Cowper, Alex Everard, Martin Abrahams

Innovation (at www.boardgamearena.com): Pevans, Martin Abrahams

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

Pax Porfiriana (at www.yucata.de): Pevans, Mike Reeves, Mark Benton – 1 more needed

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

Credits

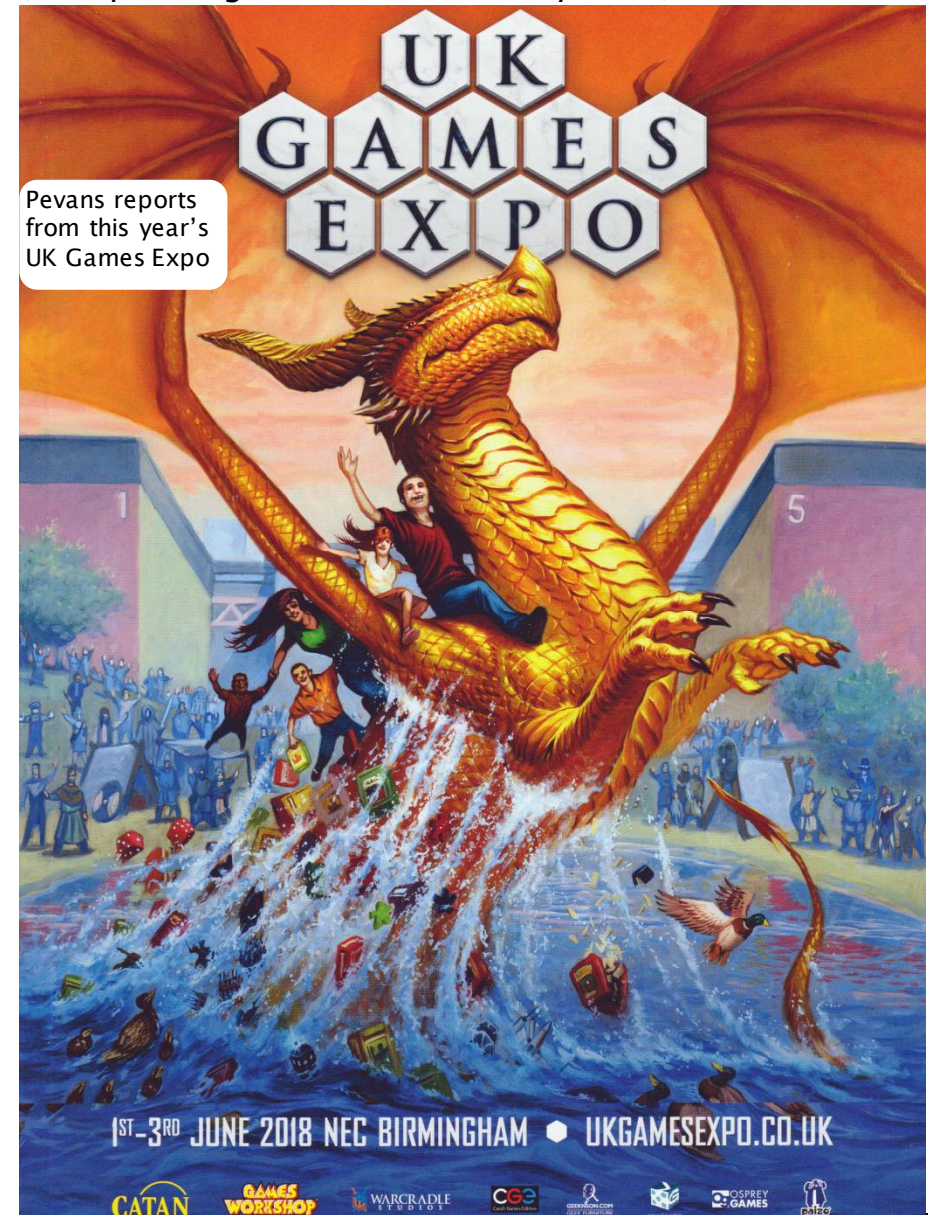
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

Urged on by Geraldine, I have been excavating boxes from the back of the garage – they've only been there 20 years – and examining their contents. Apart from my huge collection of science fiction paperbacks (from the late 1960s to early Nineties), all sorts of other treasures (ahem) have turned up. Most of these are going to local charity shops – and a passing Dommett has relieved me of several boxes of books.

One of the finds has been a box of board wargames. These are all issue games from *Strategy & Tactics*, *Ares* and *The Wargamer* magazines in, what, the late Seventies to mid-Eighties? Anyone want to make a bid for them before I start listing them on the BGG Marketplace?

I've also found unopened copies of *Credo* (1993) and *Judge Dredd* (1982), though the latter is a bit worse for wear. These are definitely for keeping, though.

The Spirit

In case you haven't noticed this, veteran UK gamer Kendall Johns has picked up the gauntlet laid down by the demise of *Counter*. *The Spirit* (of games and gamers) magazine aims to carry on from *Counter* (and *Sumo* before that). The first issue appeared at the end of May with various reviews and other contributions – including the latest from Mike "Sumo" Siggins. It is freely available to download from:

https://www.dropbox.com/s/cj6vbah4ieh1xbm/Spirit_01_FINAL.pdf?dl=0

Gathering of Friends 2018

For those of you who couldn't get enough of my report from this year's Gathering, the full version (I had to edit it down to fit into *TWJO* 184) is available online at:

<https://www.pevans.co.uk/Reviews/GoF18.html#Top>

TWJO online

I published issue 184 with 10 days of May left. The PDF versions were downloaded 114 times in that period. The month as a whole added 132 downloads for issue 183, which takes it to 204 in 6 weeks or so. *TWJO* 182 was downloaded 56 times in May to give it 202 downloads since publication.

Letters

Al Tabor responded to the last *TWJO*.

Just finished your Gathering report. Highly enjoyable. Stockhausen's *Orléans* is an unheralded gem in my opinion. I keep it my trunk* so we can play it at home and occasionally a weekly board game night. I notice that *Orléans* has the higher rating on the Geek.

We've been digging into some interesting co-op games on the home front: *Spirit Island* and *Robinson Crusoe*. Too early to draw a final conclusion, [but] both up the complexity level of the group challenge. *Crusoe* might prove the better game but it sure is fun smiting the colonizers in *Spirit Island*. It's got a vague *Magic: the Gathering* feel as you deploy some of your powers cards simultaneously with everyone else playing, leading to reinforcing effects between players. (You push those pesky explorers over here where I can hit them [with] a lightning bolt.)

* Al's American (bless), so think he's referring to what we would call the boot of his car.

Spirit Island I've not played, but *Robinson Crusoe* is one of my favourite co-operative games – and I enjoy the spin-off, *First Martians*, too.

Alex Bardy found time to comment on my *Gathering* report, too. Here are his notes (lightly edited) on a couple of the games I wrote about.

Nusfjord is a game I know a fair bit about (and have played plenty of, even won a few), and I do like this – I like *Caverna*, and this isn't a million miles away gameplay-wise. A selection of sub-systems ... helps to rein things in and 'average out' the gameplay considerably. If I have a moan, it's just that it can take a while, and doesn't feel like it ought to... I think *Nusfjord* should be played over fewer rounds ... maybe 6 instead of 8?

I have played *Clans of Caledonia* a number of times and have always found it a game where money is really tight, unless you're playing Clan MacKenzie (the ones with the whisky distillery that gives them extra money)... There are definitely some potential balancing issues with the different clans, and there's already been a fair amount of discussion about this on BGG...

Alex was also at the Expo, but was busy with other things...

So anyway, what did you think of UKGE? I must confess that, between the Publisher Speed Dating and Networking events on the Friday evening (for my *Agents in Time* game) and a couple of meetings with printers on the Saturday (and a Playtest UK slot for my *Aliens Ate My Planet!* Deck-building game), I really struggled to find time to actually enjoy much in the way of demos and games at UKGE this time. I can now appreciate why people attending Spiel for the first time can come away disappointed – from next year, I think a definitive plan is required to make the most out of future UKGE events (it's going to be THREE halls next year, apparently). I would beseech the UKGE organisers to try and organise the stands and areas next year into separate hall regions for RPGs, Games, and Accessories/Extras, to make navigating the halls that much easier, but I suspect that suggestion will fall on deaf ears!

Well, Alex, it's all your own fault for getting involved in the business. ;-))

1, 2, Hilton Metropole...

Pevans reports from the 2018 UK Games Expo

This year's Expo again took over two Halls at the National Exhibition Centre (NEC). This time, however, the trade hall filled Hall 1 and occupied more space in Hall 2. The rest of Hall 2, along with rooms at the Hilton Metropole hotel, was used for tournaments and other organised events with open gaming in the evening – late into the evening in the case of the Metropole. It also ran for three days this year: Friday-Sunday. The show is rapidly fulfilling its intention to be a British equivalent of Spiel.

However, my show started on Thursday afternoon when I put on my *Games from Pevans* hat to attend the Retailer Summit hosted by asmodee UK (formerly Esdevium Games). This is an opportunity for publishers distributed in the UK by asmodee to show off their up and coming titles – particularly to retailers, many of whom will be busy at the show themselves for the next three days. It doesn't offer the chance to play any games, but here are my highlights of what I saw.

AEG (www.alderac.com) presented John Clair's *Space Base*, a neat dice and cards game with a science fiction theme. Each player starts with a set of spaceship cards. They roll dice to trigger their spaceships' actions and may then buy a new card. This replaces the existing card in that 'slot'. The really clever bit is that the replaced cards go to the bottom of the player's board where they will be triggered by other players' dice rolls. I like the look of this one and will definitely be keeping an eye open for it.

French publisher Ankama (www.ankama-games.com/en) has some wonderfully over-the-top designs. *Boufbowl* (designed by Yann and Clem) uses *Krosmaster*-style figurines for a two-player football (soccer) analogue. Players move their figures, passing the 'ball' or tackling opponents in an effort to score goals. A hand of cards gives each player further options. It's so not my thing, but it does look good.

Henhouse Havoc (designed by TOT) shows a similar graphic style for a game that is, in effect, a souped-up version of *Battleships*. Players use their weapons to bombard co-ordinates on opponents' boards, but lose weaponry as it's eliminated from their own board. Contributing to the destruction of a weapon earns players 'sheaves' which



The Boufbowl display



Stellium tucked between other games

can then be used to buy the eggs that are victory points. Secret Weapons cards add further mayhem. It's not a deep game, but looks magnificent.

Stellium (designed by Rémi Saunier) is a 2017 game from Ankama with a rather different graphic look to it. The key component is a bag of marbles in different colours. These are drawn at random, but each colour also has a different texture, so players can try to pull out just the marble they want. Marbles are placed on cardboard trays on the main board, scoring points when you match target configurations. It's an intriguing game, but rather too abstract for me.

Distributor Coiled Spring Games (coiledspring.co.uk) showed off some new titles from Gamewright Games

(www.gamewright.com). Most interesting of these for me was *Forbidden Sky*, the latest family-orientated co-operative game from Matt Leacock. Players are exploring a city floating in the sky in the middle of a thunderstorm. The objective is to find all the necessary pieces to power an escape rocket – completing a real electrical circuit – without being struck by lightning. I've enjoyed all the games in this series, and look forward to seeing the finished version of this one.

Okiya, published by Blue Orange, is also distributed by Coiledspring. Designed by Bruno Cathala, this is a simple little game, lifted out of the ordinary by the gorgeous Hanafuda-style illustrations on the square tiles. Each tile has several elements (bird, sun, banner, for example) on it and playing on a tile forces your opponent to play on a vacant tile with one of the same elements. Players win by completing a line of four or square or by



Forbidden Sky on display

preventing their opponent from playing – something that prevents the game becoming a stalemate. It's a delightful little game that I give a provisional 7/10 on my highly subjective scale.

Days of Wonder (www.daysof wonder.com) has an introductory *Ticket to Ride* game coming along. *Ticket to Ride New York* plays in just 15 minutes. The board shows Manhattan, players are running taxis rather than trains and gameplay is condensed. However, it condenses the *Ticket to Ride* experience without oversimplifying. Full marks to designer Alan Moon.

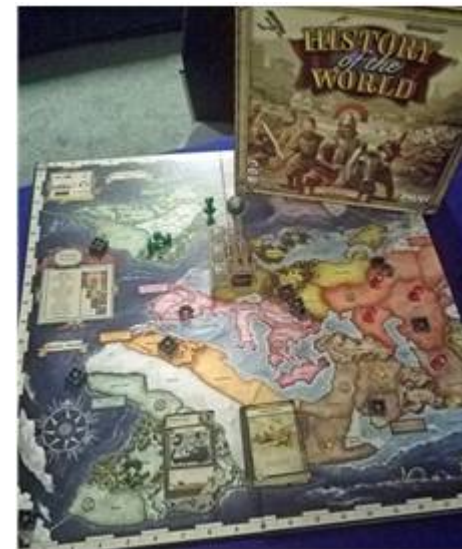
Wizkids (www.wizkids games.com) have lots of new games in the pipeline. Here's a little taster: *Fury of Dracula* is essentially a third edition of this clever hidden movement game; *Heroes of Dominaria* is explicitly a "Euro game"



Ticket to Ride: New York, but shouldn't ALL the taxis be yellow?

set in the *Magic: the Gathering* universe, though this is largely irrelevant; *Maiden's Quest* is a little card game that is played "in hand" – no table required! And *Star Trek: Galactic Enterprises* is a business game with bluffing elements. And there's more to come.

Z-Man (www.zmangames.com) is publishing a new edition of the Ragnars' *History of the World* – one of my Top Ten games. This has condensed the game into five Epochs (the original has seven and 2009's *A Brief History of the World* six), simplified the board and further streamlined the combat system (from *A Brief...*). Production is completely over the top: do we really need a model catapult for tracking combat



Here's the new *History of the World* with only two-thirds of the board visible

bonuses? It looks good, though, and hopefully it has preserved the original game's appeal while playing faster.

Switching hats

Thursday evening's press preview (with my *TWJO* hat on this time) used the open gaming section in Hall 1 (supplied by the Thirsty Meeples' – www.thirstymeeples.co.uk – extensive games library during the show proper). After working my way along the first row of tables, I took stock and realised just how many publishers were involved. I reckon I'd spent a sixth of the time on a twelfth of the exhibitors. Time to move up a gear. Again, this was not an opportunity to play any of the games, so here are my highlights of what I saw.

Those of a certain age will recognise these words: "...the Men of the Northlands sit by their great log fires and tell the tale ... of Noggin the Nog." Yes, that's part of the introduction to the classic animated TV series, *Noggin the Nog*, featuring the voice of Oliver Postgate and the drawings of Peter Firmin.

And now we have the game. *Tales of the Northlands: The Sagas of Noggin the Nog* (www.sagasofnogginthenog.com) is a hefty production that includes everything from the TV series and books. It's designed by Nick Case and published by A-Mu-Sement with a Kickstarter campaign that finished on 6th June after raising just over £45,000 against its original goal of £10,000.



"I say, Nogbad, I'd like a word with you." Need I say more?

The game positions the players as Lords of the Northlands, assisting Noggin in his quests and helping thwart his wicked uncle, Nogbad the Bad. They take actions with their Nog workers, producing and using resources. However, each action takes time, marked by moving the player's marker around a roundel which governs whose turn is next and how much they can do. It lasts a maximum of eight rounds and, assuming Noggin gains the crown rather than Nogbad, players score up to see who's won.

The game looks absolutely terrific, using Peter Firmin's original drawings, augmented by new artwork from the man himself. The game is expected in October, though I wouldn't be surprised if that slips, and I look forward to getting my copy. Yes, of course I backed it.

Hub Games (www.wearehubgames.com) is the new name for The Creativity Hub, originators of *Rory's Story Cubes*. The man himself, Rory O'Connor, was on hand to show off their new games. These included the finished version of *Untold: Adventures Await*, which I first saw at last year's Expo and was launched at last year's Spiel. *Untold* provides a structured way of using the story cubes to generate a story in five scenes, building up to a climax.

Hub's latest is *Holding On: The Troubled Life of Billy Kerr*. This is another cooperative game, with the players as a medical team trying to deal with an awkward, amnesiac (or is he?) patient. While caring for the patient and dealing with other day-to-day tasks, the players must try to work out who Billy Kerr actually is. I was warned that playing the game is genuinely stressful and players will, at some point, lose their tempers with Billy. This makes it sound perhaps too realistic.

There are ten different scenarios in the box, each starting from much the same point. However, I'd expect each scenario to support several plays as players get further into Billy's psyche. I was particularly taken with the sets of picture cards



Holding On displayed - note the blurry pictures (with the odd sharper image) on the tiles

that illustrate Billy's memories. They start blurry, but aspects of each picture come into focus as the team delves further into Billy's memories. Cleverly, the blurry bits can turn out to be rather different from what you think they are.

From what I've seen, the finished *Holding On* will be a terrific experience to play. I'm not sure how much of a game it will be. However, I very much look forward to seeing the final product.



Nanty Narking - now, where's the dragon?

Polish publisher Phalanx Games (phalanxgames.co.uk) had *Nanty Narking*, Martin Wallace's reworking of his *Discworld*-themed *Ankh-Morpork* to Dickensian London - hence the Victorian slang title. *Ankh-Morpork* is a fun game of utter chaos that often involves the destruction of swathes of the city, so I'm not sure how it will work in its new guise.

The most striking thing on Phalanx's table was the open-sided cardboard

U-boat model that was part of the display for *U-BOOT: The Board Game*. I do hope it's part of the published game, which was very successfully backed on Kickstarter in February. It's a co-operative game for a team of four players, each taking a different role in the U-boat's crew. Models are used to show the positions of crew and equipment, both of which must be moved to the right places to carry out actions correctly.



U-BOOT on display - that's the model sub just above the schematic

Players choose a scenario from the supporting app, whose software then provides the enemy players are working against. I suspect players will need to practise before playing the game, as they're expected to know their role and how to carry out the actions available to them. To help them, they have reproductions of genuine U-boat equipment - such as the ingenious cardboard dials used to determine the heading to fire torpedoes in given your target's heading and distance. *U-BOOT* has clearly been a labour of love for the Phalanx team and is as much a simulation as a game.

Hitting the show proper

On Friday I had the company of my roommate, Pete Card, and we did the rounds, looking at what interested us. Finding Gale Force Nine (www.gf9.com), I took the opportunity to have a look at their *Doctor Who* game - given the good job they've done with their board game adaptations of *Firefly* and *Star Trek*. *Doctor Who: Time of the Daleks* was designed by Andrew Haught and gives all the players the chance to be the Doctor. Though each is a different incarnation of the Time Lord (Patrick Troughton for me, please - though the second Doctor is an expansion).

The game is mostly co-operative as the Doctors must work together to stop the Daleks reaching Gallifrey and wiping out the Time Lords at the beginning of history. However, the way to do this is for one of the Doctors to get to Gallifrey



River Song with the fourth Doctor? At least Leela is there to keep her in line...

first, saving the Universe and winning the game. The game is powered by dice of various colours, each colour having a different set of symbols. To win an adventure, the Doctor needs to roll the right set of symbols, so the more dice he has, the better. Extra dice come from companions, and playing “Timey-Wimey” cards (which are acquired using “Sonic” points).

The game’s mechanisms are clever and there’s clearly real pressure on the players as the Dalek ship moves ever closer to Gallifrey and Daleks (neat models) keep popping up and getting in the way (if Davros appears, you’re about to lose!). Yes, what appeals to me about the game is the atmosphere. Though heavily weighted towards recent incarnations of the Doctor, the adventures and Companions are drawn from right the way through the TV series. This is definitely on my list to try.



A whole heap of spaceships: *Red Alert!*

Both Pete and I were keen to see what PSC (www.pscgames.co.uk) had for us. The answer was black jump-suits with rows of red LEDs down the sides. Very, umm... fetching. However, the game is *Red Alert**, Richard Borg transferring his simple wargame system (aka *Commands & Colors*) into space. Seeing the huge playing mat and chunky models on display, my first question for main man Will Townshend was “how big will the production game be?” “The same as this,” was his response. Wow! This

game will be a seriously large box – I just hope the postage cost isn’t prohibitive.

Anyway, the game takes the standard core of *Commands & Colors*-style games: play cards to move your units, roll dice to blast away at your opponent. These have, of course, been tweaked to reflect the different setting of the game. Specific changes include task forces so that your opponent isn’t quite sure what they’re

* “Sir, are you absolutely sure? It does mean changing the bulb.”

facing and debris fields so that flying through destroyed ships can be hazardous. The particular change I like is that, instead of simply counting how many enemy units they’ve destroyed, players score points according to the value or significance of the target. This should make for a more subtle game.

The other change is that, not being a historical setting, there can’t be any real battle scenarios – though I’m sure there will be some scenarios to give players standard set-ups and a way of learning the game. Instead, *Red Alert* uses a points system, like miniatures wargames do. At the start each player has the same number of points and ‘buys’ the units they want with these. Thus one player could have a couple of battleships and a fleet of fighters while their opponent might have a squadron of cruisers.

There is, of course, plenty of scope for expanding this: different ships, alien races with their own types of ship and abilities and so on. However, just the base game looks terrific and I look forward to finding out how the system works in this different setting. The Kickstarter project runs to 26th June and has already raised double the amount required and thus unlocked all sorts of ‘Stretch Goals’. Yes, of course I’ve backed it.

Ian Brody of Griggling (www.grigglinggames.com) was not with the PSC team this year. However, there was a preview copy of the next game in Ian’s *Quartermaster General* series on display. This is *The Cold War* which involves three factions: NATO, Warsaw Pact and non-aligned



Quartermaster General: The Cold War preview

countries. The game has less emphasis on the military and more on espionage and diplomacy – as you’d expect in a **cold** war. I look forward to giving it a go.

At the Surprised Stare (www.surprisedstaregames.co.uk) stand Pete and I met an old gaming buddy from the Warfrog crew, Martin Hair. He joined us plus a passing gamer called Tim to try *North American Railways* (designed by Peer Sylvester). This is a card game of share trading and railway building. However, it’s far from being 18xx: the card game.

There are two sets of cards in the box: share cards, in five colours, and city cards. There are also locomotive makers for each colour (company) and some paper money (I like games with paper money). Both sets of cards are laid out in grids and the important point to note is that players can only take a card from the



North American Railways ready to play

bottom of any column. Aha: it's not just about which card to take, but about what card that releases for the next player.

In each round players first get to buy a share. Half the money paid for this goes to the company treasury. The player with the most shares is director of the company and gets to spend the company's money buying a city card for the company. (As there's no geography in the game, a company could happily go from New York to New Jersey via San Francisco.) Then the company pays dividends: the total of the amounts on its city cards split between the shareholders.

The final element is that each city also has bonus symbols and these are worth a large chunk of cash to shareholders at the end of the game. Most money wins, of course. There is an elegant simplicity to the game which belies all the thinking that goes into playing it. It still flows quickly – there aren't that many cards – and four novices didn't take much longer than the 45 minutes on the box. *North American Railways* gets a provisional 8/10 on my highly subjective scale – and you don't even need to sign up to Kickstarter to get a copy.



Warm Acre (warmacre.com), however, is kickstarting its latest card game: *Blame Space* (blamespace.com), designed by Richard Wolfrik Galland. At its heart, this is *Game of Blame*. Players dump colour-coded cards and switch roles to avoid the blame (i.e. taking the most cards from the pile that match the colour of their role). It's neat, fast-playing fun.

Apart from the different costumes depicted on the cards, *Blame Space* adds some wrinkles. In particular, one player may have betrayed the others and, instead of

taking any blame that's going around, scores for the number of damaged life pods (and there weren't enough on the ship for everybody to start with!). Players may be thrown into the Brig – and obvious alibi if you're blamed – or Quarantined because they've picked up an infection. I look forward to seeing the finished article (it was successfully funded in mid-June).

Warm Acre were also showing their 2017 game, *Jane Austen's Matchmaker: Chapter Two*. This takes the original game of matching male and female characters from Jane Austen's novels and adds in properties and patrons – providing extra actions and opportunities – plus a more subtle scoring system.

At this point I'll have to leave the rest of my Expo explorations for next issue – I'm running out of pages.

Games Events

With the Expo out of the way, the next big board games event on the horizon is ManorCon: 20th-23rd July at Stamford Court, University of Leicester. This is the 36th ManorCon, so t'committee should know what it's doing. In this case, three days (Friday afternoon – Monday afternoon) of open gaming with the odd organised event thrown in. Accommodation is in the neighbouring University Halls of Residence, though there are also B&Bs nearby. For more information and sign-up details, see www.manorcon.org.uk

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (next to London Bridge station). For more info, see www.pevans.co.uk/Swiggers

Games Games Games Days: from noon(-ish) on the second Saturday each month – now at the Leon in Spitalfields Market (London E1 6DW). It's brightly lit, has big tables and they don't mind us stopping all afternoon. Closest stations are Liverpool Street (Tube and rail) and Shoreditch High Street (Overground).

UK Games Expo: early June 2019 at the NEC (Halls 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. 25th-28th October 2018, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: 2nd-4th November 2018 at the Hallmark Hotel in Derby. **MidCon** is a friendly board games convention in a decent hotel. Expect mostly gaming plus a few organised events, including a bring 'n' buy and quiz. 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

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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	£36.00	£43.00

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

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

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Voyager (Star Trader game 9)

Turn 6

At Beta Hydri TRANSURANIC TRADING sold 3 Monopoles at 16 HTs while the price continued to rise. RED STAR LINES sold 8 Petroleum for 10 HTs apiece without further reward.

Alpha Centauri had SOLAR SPICE & LIQUORS disposing of Liquors on Contract, while OXFORDS NOT BROGUES sold 8 Monopoles for 14 HTs each and gained a Dealership.

SOLAR SPICE & LIQUORS were selling Monopoles at Sigma Draconis, 15 for 16 HTs each, and gaining the advantage of being a Dealer. INTERSIDEREAL NOVICES sold 6 Petroleum for 10 HTs apiece and took a Dealership, while RED STAR LINES sold 5 more on Contract. SOLAR SPICE & LIQUORS bought 10 Spice for 12 HTs each to gain the Market Manager position. COSTRA NOSTRA pushed the price down, selling 4 units for 9 HTs each, after which TRANSURANIC bought 6 more, also at 12 HTs. Isotopes were popular, too: TRANSURANIC bought 4 for 3 HTs apiece, RED STAR LINES bought 2 at 2 HTs and then INTERSIDEREAL NOVICES bought 10 for 2 HTs each and gained a Dealership.

Mu Herculis was quiet, though TRANSURANIC TRADING bought 6 Monopoles for 13 HTs apiece and gained a Contractor's option thereby.

OXFORDS NOT BROGUES was selling Petroleum at Tau Ceti and became a Dealer after they managed to dispose of 8 units for 10 HTs each.

At Delta Pavonis RED STAR LINES sold 2 Isotopes on Contract. TRANSURANIC TRADING bought 6 Petroleum for 4 HTs each and gained a Dealership, leaving COSTRA NOSTRA only able to buy 2 units at 3 HTs.

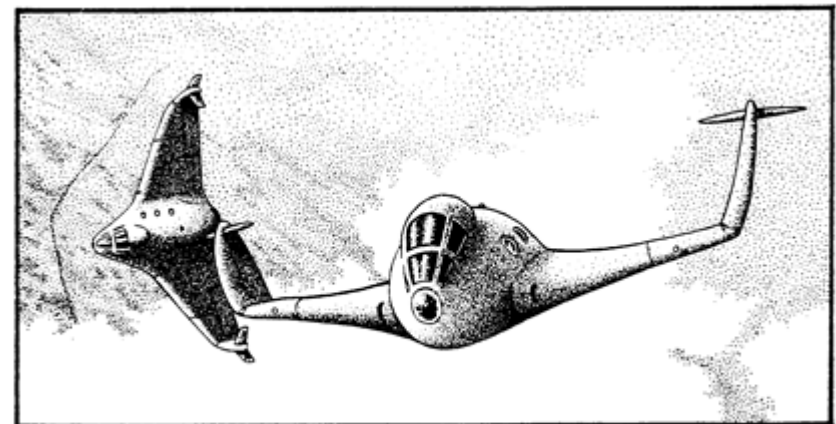
SWISS MERCENARY FLEET landed a full load of Spice at Epsilon Eridani and sold 12 units at 15 HTs to take a Dealer's position. Isotopes were sold by FATCAT: 12 units for 8 HTs each and a Dealership, with TRANSURANIC TRADING using Percent to sell 6 more at the closing price.

And, with Gamma Leporis's convulsions behind it, TRANSURANIC bought 6 Alloys for 3 HTs each there.

SOLAR SPICE & LIQUORS disposed of the Tempus (OP 12) at Gamma Leporis and got in the region of 500 HTs for it, Willy proving to be persuasive. Van Rijn repaid his loan to the Federation Banks and promptly laid down a new hull at Beta Hydri, the Java: a Corco Gamma Hull with A class crew and 2 cargo and an augmented jump pods.

TRANSURANIC TRADERS loaded passengers for Alpha Centauri.

COSTRA NOSTRA PIZZA INC bought a second Warehouse at Delta Pavonis and 8 Petroleum Factories to go with it. Most of the cost was raised by selling the 4 Spice Factories at Sigma Draconis. The Phoenix Hull, 4 Cheese, was equipped with A class crew, augmented jump, light weapons and cargo pods.



LB Wood
86

THE TERWILLICKER 5000 SERIES SHUTTLE.

OXFORDS NOT BROGUES increased their Reputation substantially and loaded Passengers for Alpha Centauri and Epsilon Eridani.

FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS loaded Passengers for Epsilon Eridani, Tau Ceti and Beta Hydri and then bought 12 Alloy Factories at Gamma Leporis.

RED STAR LINES took OP 43 and now has a Battle Comm Pod on a ship. The current loan was repaid and a fresh 540 HT loan was taken out over 4 quarters. With this they bought 9 Petroleum Factories at Delta Pavonis, 2 Warehouses as well and laid down a replacement Phoenix hull with A crew, 5 cargo and passenger and augmented jump pods. And then still had the money to increase Political Connections.

INTERSIDEREAL NOVICES bought an Augmented Jump pod and 4 Cargo pods for the new ship, Alex, took the two from the warehouse at Tau Ceti where they had been in store and added an A class crew to man it.

SMITTEN KITTEN took out a 200 HT loan over 4 quarter,s bought 2 more Petroleum Factories at Delta Pavonis and laid down a new Clarinet Hull at Tau Ceti Shipyards with Cargo and a Passenger pods and A class crew.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash	Rep	Player
A Costra Nostra Pizza Inc	9 0 2	0	6th	177	29	Mark Cowper
B Oxfords not Brogues	3 0 7	0	3rd	303	35	Mike Clibborn-Dyer
C FATCAT	5 0 7	7	2nd	136	30	Jerry Elsmore
D Solar Spice & Liquors	10 0 6	0+4	5th	222	40	Paul Evans
E Swiss Mercenary Fleet	4 0 5	0	8th	252	38	Martin Jennings
F Smitten Kitten	4 0 7	0	7th	75	22	Michael Martinkat
H Intersidereal Novices	8 7 3	0	4th	76	40	Mateusz Ochman
J Red Star Lines	9 7 3	10	1st	225	40	Przemek Orwat
K Transuranic Trading	9 0 7	0	9th	119	38	Bob Parkins

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

News

INTERSIDEREAL NOVICES took OP 11.

RED STAR LINES took OP 43.

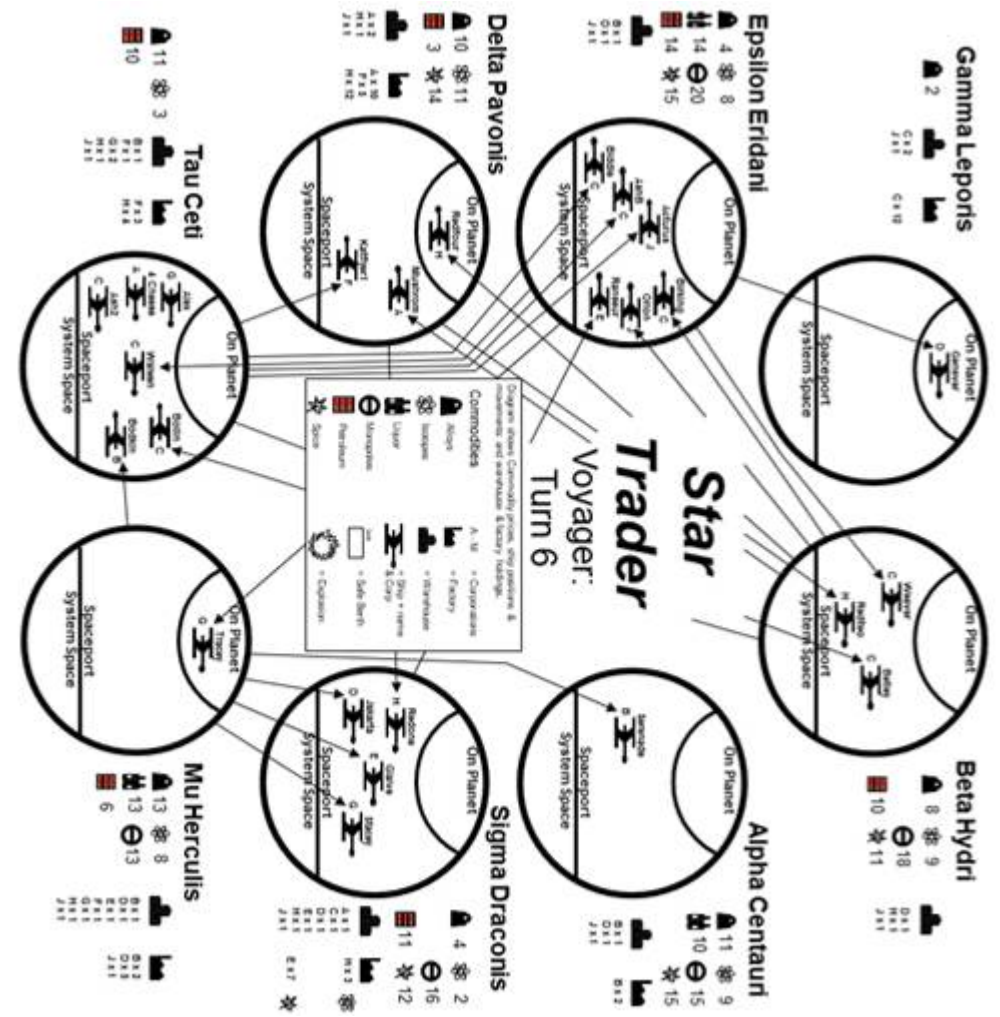
There were four new News chits this turn. The current list (new chits in **bold**) is:
 Turn 7 B1, C3, C7
 Turn 8 B1, B6, C6, B4

Turn 9 P6, P3
 Turn 10C4, P5, B6

see them and disappear/take effect in the News Phase of the turn listed.)

(Chits are identified by the Connection type and level required to

Orders for next turn to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by Friday, 6th July 2018



Trophy Hunter

Turn 9

This turn's shots

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

Bill Hay complains “to the people running the safari park that the peashooters we are allowed are clearly not suited for the purpose. We should be able to get a clean kill. Combined with the arbitrary cut-off after 10 turns, there is a good chance we will leave an animal wounded and suffering. Request permission to upgrade to an elephant gun for the final turn to ensure any animals hit are killed outright. Further suggest that any animal left wounded and suffering should count against the score of the trophy hunters who hit it.” Hmm, perhaps the authorities should consider these proposals... It doesn't stop Bill being one of several many to help finish off the Gorilla for a point.

Graeme Morris takes “just a shot in the dark” and hits an Antelope. Mike Dommett is clearly following a similar principle as he gets one too – and jumps into the lead as Tim Macaire pauses to clean his gun.

Mark Cowper reckons there “must be a snake by that bush”. He’s wrong.

While the incorrigible Chris Baylis notes, “Looks like I fired blanks last round, story of my life! Loaded the film on the drone and aimed its camera.” He misses again – though any animal on O15 must feel danger approaching...

Scores

Player	Shots	This turn	Total
Alex Bardy	M20, S13	0	13.33
Chris Baylis	O13, O14	0	14
Charles Burrows	G4, T9	1	13.83
Mark Cowper	P8, Q7	0	7
Mike Dommett	L19	4	18
Jerry Elsmore	T9	1	8.33
Bill Hay	H4, T9	1	6.25
Andy Kendall	M15, N15	0	6.5
Rob Lee			4
Nik Luker	D2, C3	0	12.5
Tim Macaire			16.33
Dave Marsden	T9	1	8.5
Graeme Morris	O4, O5	4	11.5
Rob Pinkerton	T9	1	5.33
Gerald Udowiczenko			2.58
Pam Udowiczenko	N17 H13	0	2
Matt Wale	S2, S19	0	6.25
Graeme Wilson	I13, Q13	0	11.5
Paul Wilson	T9	1	9.5

What's this about?

This game is essentially a variation of *Battleships* and is open to all readers of *TWJO*. The 20 x 20 grid represents an African safari park where a population explosion means some animals must be culled. The players are trophy hunters allowed in to carry out the cull.

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

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

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

An animal is dead when all its squares have been hit. No more points can be scored for this animal. After 10 turns or when the board is clear (except for any snakes), the player with the most points wins.

Key

Animals	Symbol	Size (squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	20
Other symbols				
	X	Missed shot		
UPPER CASE = this turn, lower case = last turn, Strikeout = dead animal				

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

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

Send your final shots to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Friday, 13th July 2018.

Games from Pevans

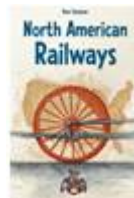
Mail order board and card games in the UK



North American Railways

This is a neat card game of share-buying and railway building. Tricky decisions need to be taken all the time, but it plays quickly.

For 3-5 players, aged 14+, playing time 45 minutes: £18.00



Online at 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.

Brass game 64 (at brass.orderofthehammer.com) finished just after the last TWJO came out and was my third win in a row, though it was a low scoring game. After a bit of a hiccup, game 65 is now under way.

Can I persuade anyone into a game of *Keyflower*? Let me have your ID at BoardGameArena.com and I'll invite you into a game. My record so far is patchy, but I do seem to end up scoring better than I think I am (with most games it's the other way round).

Through the Ages: a New Story of Civilization is going well (at boardgaming-online.com). Game 12 was another win for Al Tabor – and an emphatic one, too. Yours truly took game 13 with a new personal best: 284 points. (I reckon I'm doing well if my score goes over 200 and I've won games with less than half that score.) Game 14 is in progress and this is different as we're trying the peaceful game (no War or Aggression cards).

It looks like we need another player for *Pax Porfiriana* (at yucata.de). Who'd like to give it a go?

Sadly, boardgames.famdepau.nl has been suspended as an update to PHP has left the site unusable until some maintenance work can be done on it. Shame, I was enjoying playing *Power Grid (Funkenschlag)* on the site.

I've resorted to playing *Innovation* (at BoardGameArena.com) two-player. Martin Abrahams is my regular opponent and I'm currently 3 for 3, which is far better than I manage in face-to-face games. Who'd like to join us for a three- or even four-player game?

Our third *Agricola* game at www.BoiteAJeux.net is entering the final rounds, so there'll be a new one starting soon. Who'd like to join in?

Watercress (*Railway Rivals* game 13 - RR2344LH)

Turn 3

Builds

GRAND RAIL EAST ATLANTIC TRUNKLINE changed the direction of building and started on a north-west/south-east alignment. SLOW LOCOMOTIVES ONLY USED GENTLY ON HILLS built down the Itchen Valley through Winchester to Southampton alongside BASINGSTOKE ASSOCIATED STEEL HIGHWAY.

TIGER IN SMOKE built west from Havant to Southampton, collecting from the later arrivals. It then built back to Littlehampton, paying **SWIFT** for the privilege.

MISSED, DELAYED AND CANCELLED RAILS built to Portsmouth and the other coastal towns and then essayed the Netley Railway.

SLOW WAGON IN FAST TRAFFIC built to Havant, and then collected some towns, before building towards Petersfield.

BASINGSTOKE ASSOCIATED STEEL HIGHWAY (BASH), Bob Blanchett - Black

- a)(E47) - C46 - A47 - Winchester (+1.5)
- b)(Winchester) - K5 - J5
- c)(J5) - Eastleigh - Southampton (+1.5, 2 to TIS); (E47) - Whitchurch

Points: 31.5 +3 -2 +5 = **37.5**

MISSED, DELAYED AND CANCELLED RAILS (MDCR), Mike Dyer - Blue

- a)(K9) - J8 - I9 - G8 - F8 - Cosham (2 to TIS)
- b)(Cosham) - F10 - E10 - Portsmouth (+6, 2 to TIS)
- c)(F10) - Havant - E12 - Hayling (+3, 2 to TIS); (F8) - E8

Points: 35.5 +9 +5 -6 = **43.5**

SLOW LOCOMOTIVES ONLY USED GENTLY ON HILLS (SLOUGH), Brad Martin - Orange

- a)(Whitchurch) - D46 - C46 - A47 - Winchester (+1.5)
- b)(Winchester) - K5 - J4
- c)(J4) - Eastleigh - Southampton (+1.5, 2 to TIS); (J4) - J3

Points: 49.5 +3 -2 +1 = **51.5**

TIGER IN SMOKE (TIS), Jonathan Palfrey - Green

- a)(Havant) - Cosham - Fareham - H6 (+6)
- b)(H6) - H4 - Southampton (+6)
- c)(Havant) - F14 - Chichester (7 to SWIFT)

Points: 33.5 +12 -7 +6 +4 = **48.5**

GRAND RAIL EAST ATLANTIC TRUNKLINE (GREAT), Rob Pinkerton - Red

- a)(M53) - L53 - K54 - Wokingham - I55 - H55 - Farnborough (+3, 1 to SLOUGH)
- b)(Farnborough) - F55 - Aldershot - D55 (3 to BASH, 3 to MDCR)
- c)(D55) - Farnham - B55 - B56 - B57 (2 to BASH, 2 to MDCR)

Points: 11.5 -10 +3 = **3.5**

SLOW WAGON IN FAST TRAFFIC (SWIFT), Gerald Udowiczenko - Yellow

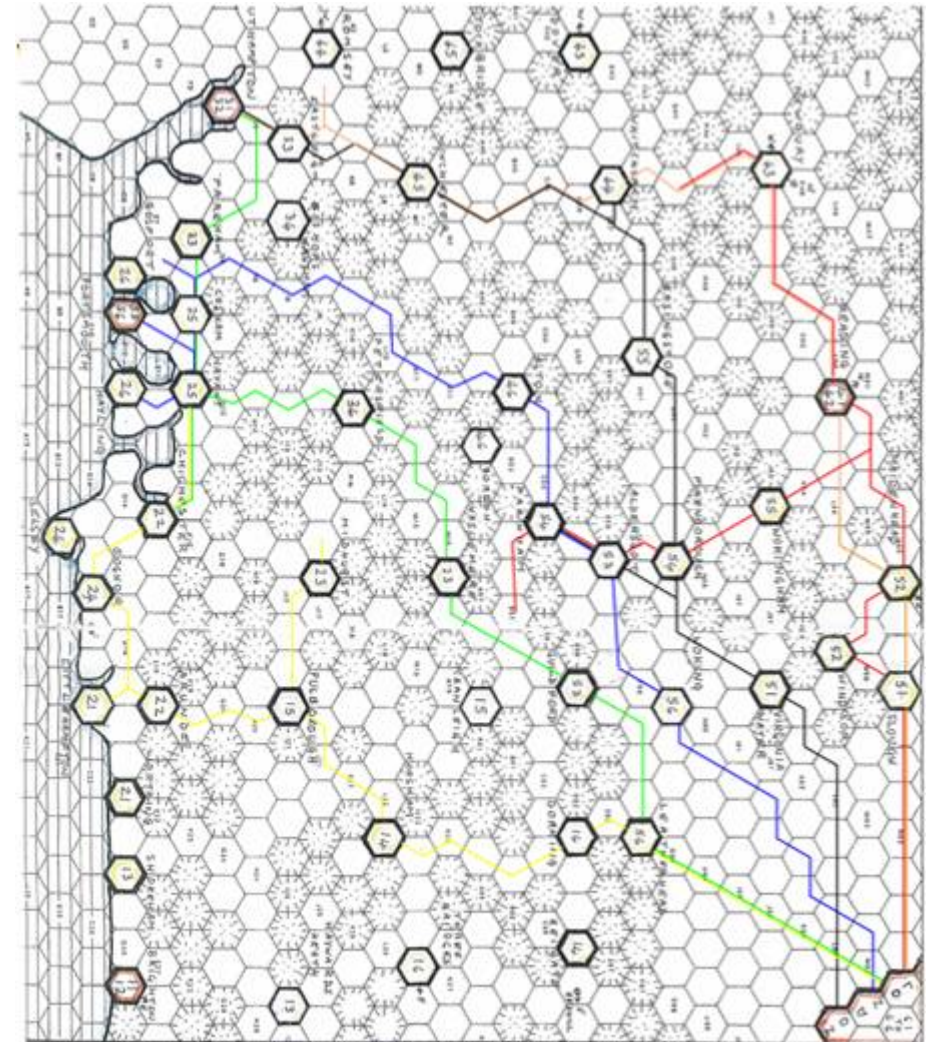
- a)(D19) - D17 - Bognor - C16 - D15 - Chichester (+6)
- b)(Chichester) - F14 - F12
- c)(F12) - Havant; (I17) - Midhurst (+3); (D19) - Littlehampton (+3); (Midhurst) - J15

Points: 33.5 +12 +7 = **52.5**

GM Notes

Next die rolls are: 3, 4, 4

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by Friday, 6th July 2018



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

Orders for September 1670 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 13th July 2018



August 1670 (318)

It's the height of summer in Franche-Comté, but this year the drone of fat insects is accompanied by the zip of musketballs and the odd thunderstorm finds its counterpart in artillery cannonades. The sound of galloping horses is not unusual, but there do seem to be a lot of them in organised groups. It's time for the French military to wrap up their exploration of the area's defences before Spanish troops arrive in force.

A few fresh recruits arrive to take part in the last month of the campaign. Gauvin le Just has signed up with the 27th Musketeers as a Private and joins the regiment in action. Hercule D'Engin has rather more ambition: having been accepted into the 53rd Fusiliers, he buys the rank of Captain and the obligatory horse before finding his way to the regiment's position. The Picardy Musketeers accept Georges Dueppre into their ranks and he purchases the vacant Major's slot – which requires three horses, of course. A small loan makes sure he has the necessary funds. Alain SansSous also enlists with the Picardies, but just as a private soldier. After Swindelle d'Masses refuses to let him into the Queen's Own Carabiniers, Chris Knight offers his services to the Crown Prince Cuirassiers. He is accepted and buys a Majority (and accessories) with his borrowings. Bastian de LaGarde's ambition is to join France's finest. He enrolls with the Royal Foot Guards, taking a Captaincy before taking the high road to Franche-Comté.

None of the rookies is going to Second Army though. The army continues to bottle up the Spanish forces around Franche-Comté's capital, Dôle, making sure they can't interfere with the French operation. The army commander, General Uther

Xavier-Beauregard, refuses to rest on his laurels. He is a noticeable figure all around the army's positions and is duly Mentioned in Despatches ("He's going to be Field Marshal"). He takes every opportunity to help himself to some loot, bringing in a nice round total of a thousand crowns this month. His Aide, Major Jean Ettonique, is with him most of the way, but does take the occasional opportunity to line his own pockets: that's 1,600 crowns worth for him. Major Ettonique receives a Mention, too ("Will he be Aide to the Field Marshal?").

Amongst the Frontier troops we find second regiment, which surprises a Spanish sally by detonating the mine carefully laid in front of their position. Some well aimed musketry finishes off the Spaniards and the regiment is then able to pick up a cartload of booty. For Brigadier-General Charles Louis Desapear, attached to the regiment, this comes to more than a thousand crowns worth. For Private Percy Urbain Fanci-Free, it's 1,500 crowns and a piece of shrapnel in his hat.

On the way home

First Army is looping back to return to French territory. First Division, consisting of the Guards and the Dragoons, is moving more slowly as its supply train has got rather larger. Well, all that loot has to be carried somehow. Division commander Bernard de Lur-Saluces has a contented look as he adds a couple of hundred crowns worth of plunder to his personal coffers. He is Mentioned, too ("He looks contented"). Guards Brigadier Leonard de Hofstadt makes do with just a MiD ("Hmm, more self-satisfied, I think").

Of the Guards regiments, only the Royal Foot Guards run into any serious trouble, encountering some local militia. They don't offer too much resistance, though, and do give all concerned a last chance to display their bravery and rake in some cash. Bdr-General Amant d'Au, commanding the regiment, sees his name Mentioned ("actually, not brave at all, just very, very safe") and sweeps up over 500 crowns' worth of loot. Lieutenant-Colonel Jean Jeanie ("a bit braver") gets a MiD too, but can't manage to find much more than a hundred crowns worth of goodies. A Mention for Major Beau Reese Jean Seine ("okay, that's bravery") doesn't get in the way of his looting: over three hundred crowns' worth comes his way. And new Captain Bastian de LaGarde goes into the Despatches ("That's really brave!") while picking up a couple of hundred crowns for himself.

As acting commander of the Cardinal's Guard, Lt-Colonel Jean d'Ice keeps himself and the men out of any trouble. He receives a MiD ("Nothing to see here") and over three hundred crowns from the pickings. Duncan d'Eauneurts leads the King's Musketeers, of course, and is brevetted to Brigadier-General. Not that this makes much difference when he's already Commissioner of Public Safety. Conscious of his duty, Colonel Eauneurts makes sure of sending money back to Paris to pay off his loans. Captain Florent Sans de Machine likewise receives a brevet promotion – to Major in this case. This requires him to buy a couple more horses, but there are plenty of those around.

In support of the Guards, the Dragoon regiments are scouting, foraging or, in the case of the Grand Duke Max Dragoons, trotting along the road. Colonel Xavier Money finds himself brevetted to Bdr-Gen and takes over the suddenly vacant command of the Brigade – for the march back to Paris at least. There's no reward for Major Padamus Da Grim, but brevet Captain Augustin Fourier receives a further promotion. He's definitely a Captain now. Princess Louisa's Light Dragoons pursue the militia that tangled with the RFG, offering the possibility of some loot. However, Lt-Col Arthur 'Dekka' Dent, commanding the regiment, is too diffident to go looting. He is, however, promoted to Colonel and Mentioned, briefly, in the Despatches ("How do you spell 'diffident'?"). Major Georges Hommemince gets the Lt-Colonelcy in his wake and, spurred on by a pistol shot ripping through his epaulettes, captures an enemy officer for a tidy ransom. Eight hundred crowns to be exact.

Horse manoeuvres

As First Division slogs its way back towards the border, the Cavalry Division prances around like a foal – though never straying too far from the protective guns of the infantry. Division commander Jacques de Gain finds that he has been Mentioned in Despatches ("Who he?"), though he's not sure why. He does understand looting, though, and adds three hundred crowns to his takings. With the abrupt removal of the First Army commander, General Gain finds himself in charge of the whole army for the march home.

The Dragoon Guards locate a Spanish fort close to the border. This is good work by their commander, Bdr-Gen Etienne Brule. Parading the regiment in front of the walls, less so. As shot and shell descend on the cavalymen, Brule gives the order for a rapid retreat: "Sauve qui peut!" He is Mentioned twice: once for getting them into the mess and again for getting them out of it. There is a further Mention in Despatches for Lt-Col Frele d'Acier, who contributes to the second part of the action ("Excellent turn of speed!"). Despite losing his horse to a cannonball, Major Henri Dubois rallies his squadron to gain a MiD, which then brings him advancement to the estate of Baron.

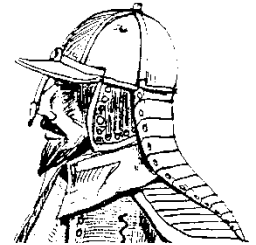
The Queen's Own Carabiniers stick to the foraging and see off lots of peasants along the way. Regimental commander Swindelle d'Masses is Mentioned ("Did you see him dodge those pitchforks?") and grabs some 700 crowns' worth of goodies for himself into the bargain. Brigadier Terence Cuckpowder settles for a cut of the loot: just over four hundred crowns' worth comes his way.

On the other side of First Army, the Heavy Brigade does much the same. Apart from the bit about getting shot at in front of a Spanish fort. Brigadier Chopine Camus's bravery rewards him with two Mentions in Despatches and he extracts close on a thousand crowns' worth of plunder as the Heavies pillage a village. He follows General de Gain up the ladder, taking over command of the Division. The Crown Prince Cuirassiers are the main pillagers, with new Major Chris Knight

picking up 700 crowns' worth for himself. He gets a Mention, too ("Good job he followed Camus into that village") and finds himself promoted to Lt-Colonel – that's a good month's work.

Bringing up the rear

Third Army acts as rearguard as the other two armies retire to French territory. This does not involve a lot of action, though they are harassed by Spanish light cavalry units released by the lifting of the siege. General Sebastian de la Creme obtains two Mentions in Despatches for his sterling work, as does his Aide, Felix Anton Gauchepied'er ("Why is one of them wearing orange and the other pink?" "It's hideous!"). Army Adjutant Alan de Frocked stays out of the sartorial conflict, but is still Mentioned ("Plain, plain, plain").



Second Division takes most of the attacks from the Spanish cavalry, which rattle a few of the junior regiments. There's a Mention in Despatches for the Division's commander, General Was Nae Me ("It was him!"), who collects over two hundred crowns' worth of cavalry helmets. The new recruits of the 27th Musketeers are not able to stand against the cavalry. Private Gauvin le Juste survives a sabre blow to the head and is one of those promoted to Subaltern to fill the vacancies.

Lt-General Richard Shapmes and his battalion of the Royal North Highlanders are on uncomfortable ground: it's flat. Still, they hold off the enemy cavalry and Shapmes adds a further 150 crowns to his loot.

First Foot Brigade needs a commander and Bdr-Gen Louis Oeuf Ur Terribles of the Royal Marines takes over as acting Brigadier. However, his new command seems to have gone to his head as he insists on standing in front of the regiments as the Spanish cavalry appears. The covering fire of both the Royal Marines and Picardy Musketeers is not enough to save him from being ridden down. RIP. Lt-Colonel Robert d'Lancier has command of the RMs in Terribles's absence and this now becomes permanent.

There is little reward for the new members of the Picardies. Nothing at all for Major Georges Dueppre or Subaltern Fabien Petanque. However, Private Alain SansSous is promoted to Subaltern as there are some vacancies to fill. The other new arrival, Hercule D'Engin, is a Captain in the 53rd Fusiliers. He is brevetted to Major, but can only afford one of the extra horses his new rank requires.

Zzzz...

Meanwhile, things are pretty quiet back in Paris. The Fleur de Lys sees Pierre le Sang and Guinevere d'Arthur in situ all month. Pierre Cardigan and Edna Bucquette are there for the first week, but Pierre then takes up his sabre. After visiting Di at home, Bill de Zmerchant is then in the Fleur for the rest of August.

First with Di, then on the gaming tables and, finally, all on his tod. It's an expensive month for Bill as his gambling is not successful: he places four substantial wagers and wins just one.

Blue Gables has L'Inconnu and Anna Rexique in residence all month. Red Phillips sees Balzac Slapdash bring Mary Huana along for three weeks, dipping out for a week's practice with his rapier.

This leaves Gaz Moutarde, who spends most of his time with his lady friend before finishing off with a week's cutlass practice. ❖

Press

Announcements

To all new Divisional commanders
Sirs,

It is with all due humility that I shall present myself as applicant for the role of Adjutant to one of your good selves next month.

Please do not forget that, in order not to be lumbered with some 'non-entity' by the 'name' of 'N5' or similar, you should make immediate steps upon appointment to engage the services of a real person such as myself.

"I am not a number, I am a free man!"

† Lt Col Arthur Dent (PLLD)

PS I can make a jolly good cup of tea.

Social

Ladies and Gentlemen of Paris

To celebrate the return of our glorious and victorious army from the Front, on behalf of the Grand Duke Max's Dragoons, I will be hosting a party in the regimental Officers' Mess during the **4th week of September**.

All friends of the regiment and potential recruits welcome – **all costs paid for new recruits**.

Yours, etc,

† Colonel Xavier Money

Count Was Nae Me will be hosting a party: Week 2 of September in Bothwell's. The guest list will include all characters and their plus ones. Costs covered.

† Was Nae Me

Personal

Hugh Bastadge stepped from the confines of the creaky old vessel onto the cobbled quay in fabled Paris. The long voyage from his family's failed sugar plantation in Martinique – now in his elder brother's greedy hands – had left him with a pittance and a desire to escape the provincial life.

Paris! What new adventures and delights awaited!

But first, a billet and bath. Months at sea had cursed him with an odour which would not soon fade and would put off all but the hardiest of doxies...

[OOC: Hello from Alaska. I'm Burt, and my brothers and I started playing En Garde! in 1977, and the game has been a favourite for years. With the recent death of my brother a month ago, I thought a lot about returning. I look forward to joining next turn!]

Come on, give me a title, Your Majesty! It gets boring beating all those lower nobles... ;) † CLD

Lady Isla d'Éauneurts to
The Shirt-Lifting Nancy commanding
the 3rd Btn Cardinal's Guard
Major Gauchepied'er,

What an impertinent wee blurt ye are! D'ye really not comprehend yer pathetic transparency? Ye desire the government appointment held by my son, so yer bile gives vent to a volcano of libellous untruths about him? If ye think yer 'd'Eaunert's Dossier' will carry any weight at all, I can only conclude that yer Spanish Pox has reached the brain-rotting stage...

And trying tae involve yer victim's poor maither in yer poisonous fantasies? Have ye nae shame, man? Nae gentleman would stoop sae low – and nae true Dame neither, I'll warrant. Yer allegation that Duncan would ever dream of producing his todger for yer inspection is laughable. Duncan was ne'er drawn tae yer Shirt-Lifting fraternity at all – a maither always knows. (I certainly pity yers all the anguish ye must have put her through – a doctor friend tells me the most obvious symptom of yer 'Little Man's Syndrome' is a fascination and self-delusion regards the todger size of others).

Speaking of deficiencies in the trouser department, whatever happen'd tae yer balls, laddie? Are ye ever going to turn up tae a duel you instigate, ye pathetic wee timorous Nancy?

Pray do me the courtesie of refraining from including me in yer poisonous

imaginings in the future. Rest assured that any further bilious libels from ye will be contemptuously ignored by

† Lady Isla d'Éauneurts,
Chateau d'Éauneurts,
Éauneurts-sous-Montreuil,
Pas-de-Calais, Picardy

To His Majesty, King Pevans
Dearest Kingy,

Trissy and I have compiled a dossier detailing the scandalous and corrupt practices of the current Commissioner for Public Safety, Dunkie d'Éaunerts. We would welcome the opportunity to meet you in person to show you all of our findings. Once you've seen the catalogue of abuse and treason, no doubt you'll order his immediate arrest and summary execution.

The Summer Campaign season is almost over, so we can pay you a visit upon our return.

I also have a wonderful white pearl-encrusted dress that I am happy to present to you as a gift for Her Majesty.

See you soon.

Your most loyal servant,

† Dame Felix Anton Gauchepied'er

Better call Her Majesty – this one's for her. † Le Roi

My dear Dame Felicity,
Thank you so much for the gift. It's a little large for me, but I'm sure Constance can sort that out.

† La Reine

Lord Percy Percy says, as fashion is tending toward the prat-fall, Jean Jeanie is very fashionable.

To Field Marshall the Viscount Bill de Zmerchant, Minister of War,
From General the Baron Sebastian de la Crème, Army Commander – 3rd Army

Your Excellency,

I trust that this letter reaches you in good health. I imagine it must be difficult, sat in Paris gorging yourself whilst other brave men risk life and limb at the front. It must be a blessing for you to be able to walk the streets of Paris in the knowledge that you are safe from harm thanks to the soldiers of France.

That said, life is not that easy I imagine. I mean, all those ladies left unattended, not knowing if their beloveds are alive or dead. I mean, you must have your picking, who could blame a man for taking the best of those left behind by those foolish enough to believe that giving service to His Majesty is the mark of a true gentleman?

Perhaps we should be grateful that whilst we are swanning around under enemy fire, we have you to look after the fair women? Just because they are vulnerable and desperate for company, why should that bother your conscience?

I imagine the diet of wine and the finest cheeses must be a burden that you have to bear? How you cope I do not know, but someone has to do it.

I feel obliged to meet you in person to offer my personal thanks and to show my gratitude. It will be my first call upon returning from the battlefield, perhaps with injuries, no doubt with the loss of many men on my mind, to call upon you. I have a present for

you, it is rather long and sharp, but I'm sure it will be ideal for you. There may be a small prick involved (I am sure Di is used to that by now), but I will get the gift to you as quickly as I can. You will become very well acquainted with it, intimately so, in fact.

I so look forward to our reunion,

† Baron de la Crème

The Journal of Perci Urbain Fanci-Free

Having been rejected by the King's Musketeers due to my delicate physique and failure to lug a huge bale of hay across the parade square – caused me terrible hay fever, so I just had to sit down after a few steps and blow my nose – it was back on the streets. Having no cash to afford even a flop house and being forced to sleep under bridges and bathe in fountains, I was getting quite “out of sorts”. So, when I heard a man in the street saying something about “looking for his privates”, I was in there like a rat up a drain pipe. Only to find myself shipped to the country, given a spade and told to dig a big barricade in case some nasty Spanish peasants with big pikes tried to skewer us. We boys had great fun sculpting a giant phallus-shaped earthwork – called “Big Dickie” – which obviously scared them off, as, despite a few alarms, we were untouched, which was a relief, as those Spanish are known to be quite filthy and no-one knows where their pikes might have been. And the food is free (though a bit poor quality) and I can share a tent with some other

young lads instead of the pavement with dirty old tramps (a gentleman does have to preserve his dignity), so life is not too bad. We had a real thrill yesterday; a handsome man on a horse appeared. “Who is he?” we all cried. “That is Brigadier-General Desappear,” said the corporal. Something there to aspire to...

To Major Georges Hommemince, Princess Louisa's Light Dragoons.

Major Hommemince,

Thank you for your interest in the King's Musketeers. As I also mentioned to Monsieur Fanci-Free, however, the regiment does insist on a minimum standard where general physique is concerned – a standard to which I regret neither yourself nor Monsieur Fanci-Free may lay claim. A certain level of brute force is required to pitch in with manhandling captured Spanish guns and so forth, as I'm sure you'll understand. Also, since I gained command of the regiment, I can't recall a single occasion when the King's Musketeers have lost a duel to the ladies of the Cardinal's Guard – and this is a record I intend to safeguard most jealously.

Let me take this opportunity to wish you every success with Princess Louisa's Light Dragoons.

† Colonel d'Eauneurts
[OOO Minimum requirements for joining the KM are EC 4+ and sufficient SL. This will secure automatic entry for anyone (except FAG again of course).]

I'd say that the Minister of State was developing a coterie, if I thought he'd understand it.

† La Parapluie rouge

To the Officers and men of the Picardy Musketeers:

Thank you, fellows, for providing a proper send-off to my brother, Jacques Diabolick. He was a bastard in every sense of the word, and Father never recognized him; but many were the adventures in and out of the brothels we shared. When you win at cards or win the affections of some wench, raise a glass of ale to him. I imagine where he's at now he'd appreciate a cool pint.

Yours,

† Jean Diabolick

To all gentlemen of Paris,

Those following gossip in society will have heard that, whilst I have been away, serving King and Country, the vile Viscount de Zmerchant has taken advantage of my absence and the weakness of women and has stolen Di away from me.

I do not blame her, after all, she was vulnerable and alone, but only a cad and a cur would seek to undermine the fighting men of this fine country.

I seek to oust him as Minister of War, after all, why should such a man serve in His Majesty's Government? If anyone has the ear of the King, I would be pleased if they would speak in my favour for this appointment.

Vive la France, Vive la Roi.

† Baron de la Crème

I am poor as a mouse in Notre Frère... † Alain SansSous

Colonel le Marquis Duncan d'Éauneurts, Commissioner of Public Safety etc., to General Count Uther Xavier-Beauregard, OC 2nd Army, Greetings!

General Xavier-Beauregard, Rumours reached my office at Le Châtelet last year that Rick O'Shea had abused his office of Quartermaster-General by providing substandard equipment to the army for which he was responsible in order to line his own pockets – an unforgivably selfish action which led to unnecessarily poor military performance and unnecessary deaths amongst those members of His Majesty's soldiery in his charge. Further investigation proved these rumours to be true – as corroborated by Viscount Bill de Zmerchant (the Field Marshal and Minister of War) and his then Aide, Baron Beau Reese Jean Seine. O'Shea was duly charged and sentenced to service with a Frontier Regiment – a sentence which he did not survive. (It is said in some circles that an initial sentence of death would have been both more appropriate and prove more of a deterrent for any others who might be tempted to consider following in footsteps).

Points Arising

Next deadline is 13th July

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

I was not a little surprised – given the fate of O'Shea – that similar rumours emerged this year, leading me to ask for those with more concrete information to come forward. (I would have been most remiss in my duties to ignore such rumours and leave them un-investigated, as I am sure you must agree.)

No further information has been forthcoming, no allegations have been made and no arrests executed, so I am somewhat at a loss as to why my diligence in pursuing these – apparently fruitless – enquiries appears to have been misconstrued as 'abuse of power' in some circles.

Let me make myself perfectly clear: Those with nothing to hide will have nothing to fear.

Surely you – and indeed all loyal soldiers of the Crown – must agree that benefitting financially at the expense of the lives of His Majesty's brave soldiers is the lowest action it is possible for an officer to commit and that it is the clear duty of the Commissioner of Public Safety to bring any such heinous transgressions to light?

His Majesty's Most Loyal and Devoted Servant,

† Marquis Duncan d'Éauneurts,
Commissioner of Public Safety

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.

Absent friends

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

AdA Amant d'Au (David Brister) has NMR'd. Total now 1

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

X1 (Francesca Weal) has NMR'd. Total now 1

X2 (Ray Vahey) has NMR'd. Total now 1

Announcements

Arthur 'Dekka' Dent applies for Army Adjutant of First and Second Armies

Alan de Frocked applies for Army Adjutant of First, Second and Third Armies

Welcome

We have two new players joining us this month: Burt Miller and Anthony Gilbert. Welcome to the game, gents.

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 that 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.

Alan de Frocked applies for Brigadier of Guards, Heavy and 1st Foot Brigades

Alan de Frocked applies for Army Quarter Master Gen. of First, Second and Third Armies

Bastian de LaGarde applies for Regiment Adjutant of RFG

Bastian de LaGarde applies for Aide to Lt. General

Bastian de LaGarde applies for Captain, King's Escort

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

Bernard de Lur-Saluces applies for Inspector General Infantry

Bernard de Lur-Saluces applies for Adjutant General

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 Portfolio

Chopine Camus applies for Province Mil. Governor

Chopine Camus applies for Inspector General Cavalry

Felix Anton Gauchepied'er applies for Brigade Major of Guards, Heavy and Dragoon Brigades

Felix Anton Gauchepied'er applies for Aide to General

Georges Hommemince applies for Aide to General

Georges Hommemince applies for Division Adjutant of Cavalry Division

Georges Hommemince applies for Aide to Field Marshal

Jacques de Gain applies for Province Mil. Governor

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

Jacques de Gain applies for City Military Governor

Jacques de Gain applies for Inspector General Cavalry

Jacques de Gain applies for Inspector General Infantry

Jacques de Gain applies for Army Commander of First and Second Armies

Jean d'Ice applies for Division Adjutant of First, Second, Cavalry and Frontier Divisions

Jean d'Ice applies for Aide to Field Marshal

Leonard de Hofstadt applies for Division Commander of First, Second, Cavalry and Frontier Divisions

Leonard de Hofstadt applies for City Military Governor

Leonard de Hofstadt applies for Inspector General Cavalry

Leonard de Hofstadt applies for Inspector General Infantry

Leonard de Hofstadt applies for Adjutant General

Robert d'Lancier applies for Division Adjutant of First, Second, Cavalry and Frontier Divisions

Robert d'Lancier applies for Aide to Field Marshal

Sebastian de la Creme applies for Minister of War

Swindelle d'Masses applies for Brigadier of Horse Guards Brigade

Swindelle d'Masses applies for Commnr. of Public Safety

Swindelle d'Masses applies for Chancellor of Exchequer

Swindelle d'Masses applies for Minister without Portfolio

Swindelle d'Masses applies for Minister of Justice

Terence Cuckpowder applies for Province Mil. Governor

Terence Cuckpowder applies for Division Commander of First, Second, Third, Cavalry and Frontier Divisions

Terence Cuckpowder applies for City Military Governor

Terence Cuckpowder applies for Inspector General Cavalry

Terence Cuckpowder applies for Inspector General Infantry

Terence Cuckpowder applies for Adjutant General

Terence Cuckpowder applies for Minister of War

Was Nae Me applies for Army Commander of First, Second and Third Armies

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: SdIC, TC

Minister of Justice: SdM

Minister without Portfolio: BRJS, SdM

Chancellor of the Exchequer: SdM

Commissioner of Public Safety: SdM

Army commander: JdG (both), WNM (both + Third)

Adjutant-General: BdLS, LdH, TC

Inspector-General of Infantry: BdLS, JdG, LdH, TC

Inspector-General of Cavalry: BdLS, CC, JdG, LdH, TC

City Military Governor: BdLS, JdG, LdH, TC

Division commander: BdLS (First, Second, Third, Cavalry), JdG (all), LdH (all), TC (all + Third)

Province Military Governor: BdLS, CC, JdG, TC
 Army Quartermaster-General: AdF (both + Third)
 Brigadier: AdF (Guards, Heavy, 1st Foot), SdM (Horse Guards)
 Army Adjutant: ADD (both), AdF (both + Third)
 Aide to Field Marshal: GH, JdI, RdL
 Division Adjutant: GH (Cavalry), JdI (all), RdL (all)
 Aide to General: BRJS, FAG, GH
 Brigade Major: BRJS (Guards), FAG (Guards, Heavy, Dragoons)
 Captain, King's Escort: BdLG
 Aide to Lt-General: BdLG
 Regimental Adjutant: BdLG (RFG)

Duels

Results of June's duels

There were none

Grudges to settle next month:

Sebastian de la Creme (Sabre, Seconds PIS, 3 rests) has cause with Bill de Zmerchant (2-Hand, adv.) for pinching Di.

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

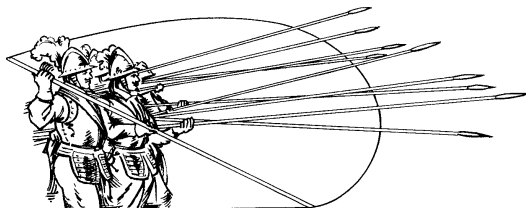
All duels listed above (including any to be voted on) must be fought next month. Orders conditional on a challenge being voted cause are acceptable.

New Characters

Dave Marsden gets the First son of a wealthy Marquis: Init SL 9; Cash 550; MA 4; EC 4 (X3).

Burt Miller gets the Second son of an Impoverished Gentleman: Init SL 4; Cash 40; MA 3; EC 4 (HB).

Anthony Gilbert gets the Second son of an Impoverished Gentleman: Init SL 4; Cash 40; MA 6; EC 5 (X4).



Tables

Battle Results

First Army: 5 First Division: 4 Guards Brigade: 4 Royal Foot Guards: 1 Cardinal's Guard: 3 King's Musketeers: 3 Dragoon Brigade: 4 Grand Duke Max's Dragoons: 4 Princess Louisa Lt Dragoons: 2 Cavalry Division: 3 Horse Guards Brigade: 3 Dragoon Guards: 6 Queen's Own Carabiniers: 2 Heavy Brigade: 2 Archduke Leopold Cuirassiers: 3 Crown Prince Cuirassiers: 2	Second Army: 1 Frontier Division: 2 Frontier regiment 1: 1 Frontier regiment 2: 2 Frontier regiment 3: 6 Frontier regiment 4: 4
	Third Army: 5 Second Division: 3 3rd Foot Brigade: 6 27th Musketeers: 6 4th Arquebusiers: 4 4th Foot Brigade: 6 69th Arquebusiers: 3 The Gascon Regiment: 5 RNHB regiment: 4 Third Division: 4 1st Foot Brigade: 5 Royal Marines: 3 Picardy Musketeers: 4 2nd Foot Brigade: 3 13th Fusiliers: 3 53rd Fusiliers: 4



New Army Organisation and 1671's Summer Deployment

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

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

Current CO/Aide/Brigade Major of each Brigade; entries are ID for player characters, "N" (+ MA if needed) for NPC, __ for vacant

Frontier Regiments

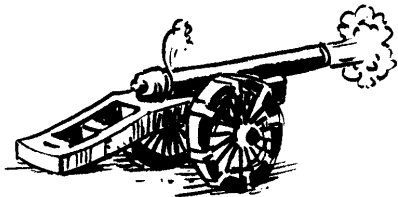
	F1	F2	F3	F4	RNHB
Colonel	N6	N4	N2	N3	N10
Attached					
Also at the Front					

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

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 1671)	
Chancellor of the Exchequer EB (until April 1671)	
Minister of Justice CPS	
Minister of War __	
Minister of State PIS (until November 1670)	

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	LI
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	BdZ
53	Angelina de Griz	10	B	
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	BS
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

Col	RFC	CG	KM	DG	OOC	ALC	CPC	RM	CDM	13F	PLLD	53F	27M	4A	69A	Gscn
AdA	AdA	AdF	DdE	EB	SdM		N4	RdL	XM		ADD					
Jl	Jl	Jdl	N6	Fda			CK				GH	N4				
BRJS	N2	N2	N1	N2	N3	N5	N2	N3	N2	N4	N5	N5	N4	N3	N6	N2
N5	N5	N2	N3	N6	N1	N6	N6	N6	N6	N4	N3	N5	N5	N6	N6	
N2	N3	N3	N6	N3	N4	N4	N5	N6	N4	N4	N1	N5	N5	N1	N6	N2
N2	N3	N3	N6	N3	N4	N4	N3	N4	N3	N6	N5	N3	N3	N5	N1	N1
N2	N4	N4	N6	N2	N3	N3	N4	N2	N6	N4	N5	N3	N3	N5	N1	N2
N2	N2	N2	N6	N2	N3	N3	N4	N2	N6	N4	N5	N3	N3	N5	N1	N2
N2	N2	N2	N6	N2	N3	N3	N4	N2	N6	N4	N5	N3	N3	N5	N1	N2

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
BdZ	Viscount Bill de Zmerchant	28+	86	Poor	Fld Marshal/War Minister	7	Di	Flr	3	Tim Macaire
PIS	Viscount Pierre le Sang	25	62	Comfy	General/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
EB	Marquis Etienne Brule	24	F	Withy	B.Bdr-General DG/Chancellor	3		Flr	4	James McReynolds
UXB	Count Uther Xavier-Beauregard	23	F	Rich	Fid Marshal/2nd Army Commdr	16		Flr	4	Pete Card
JdG	Count Jacques de Gain	23	F	Flthy	B.General/1st Army Commdr	24		Flr	6	Ben Brown
FdA	Count Frele d'Acier	22	F	Comfy	Lt.Colonel DG	18		Flr	3	Peter Farrell
AdA	Count Amant d'Au	22	F	Rich	B.Bdr-General RFG/Min w/o Port	11		Flr	5	David Brister
DdE	Marquis Duncan d'Eauneurts	21	F	Withy	B.Bdr-General KM/CPS	8		Flr	5	Paul Lydiate
JJ	Count Jean Jeanie	20	F	Rich	Lt.Colonel RFG	25		Flr	3	Andrew Kendall
RS	Count Richard Shapmes	20	F	Rich	Lt-General/Prov.Mil.Gov	18		Flr	4	Charles Popp
SdlC	Baron Sebastian de la Creme	20	F	Comfy	General/3rd Army Commdr	4		Flr	5	Alan Percival
BRJS	Baron Beau Reese Jean Seine	19	F	Comfy	Major RFG/Min w/o Port	4		Flr	3	Bill Hay
TC	Baron Terence Cuckpowder	18	F	Rich	B.Lt-General/HGds Brigadier	6		Both	4	Mike Dommett
WNM	Count Was Nae Me	18	F	Rich	B.General/2nd Div Commdr	14		Both	3	Mark Farrell
GM	Sir Gaz Moutarde	16	32	Rich	B.Lt-General	4		Both	2	Mike Cilbourn-Dyer
LdH	Sir Leonard de Hofstadt	16	F	Comfy	B.Lt-General/Gds Brigadier	5		Both	5	Neil Packer
CC	Marquis Chopine Camus	16	F	Withy	B.Lt-General/Cav Div Commdr	9		Both	4	Stewart Macintyre
AdF	Sir Alan de Frocked	15	F	Withy	B.Bdr-General CG/3rd Army Adj't	3		Both	2	Charles Burrows
Jdl	Sir Jean d'Ice	14	F	Comfy	Lt.Colonel CG	6		Both	3	Tym Norris
BdLS	Sir Bernard de Lur-Saluces	14	F	Withy	B.General/1st Div Commdr	9		Both	2	Rob Pinkerton
JE	Marquis Jean Etonique	14	F	Rich	Major DG/Gen's Aide ()	13		Both	5	Tony Hinton-West
SdM	Swindelle d'Masses	13	F	Comfy	B.Bdr-General QOC	6		Both	4	Craig Pearson
LOUT	Louis Oeuf Ur Terribles	13	RIP							Dave Marsden
CLD	Charles Louis Desappear	13	F	Withy	Bdr-General/2nd Army QM Gen.	3		Both	4	Martin Jennings
FAG	Sir Felix Anton Gauchepied'er	13	F	Withy	Major CG/Gen's Aide ()	8		Both	4	Jason Fazackarley

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
BdLG	Bastian de LaGarde	11	F	OK	Captain RFG	4				1 Jerry Spencer
PUFF	Percy Urbain Fanci-Free	11	F	Comfy		6				2 Mark Cowper
HD	Baron Henri Dubois	11+	F	Comfy	Major DG	3		Hunt	3	Wayne Little
XM	Xavier Money	9	F	Comfy	B.Bdr-Gen GDM/Drgn Brigadier	5		F&P	3	Pam Udowiczenko
GH	Georges Hommemine	9	F	Comfy	Lt.Colonel PLLD	5			1	Cameron Wood
FSdM	Florent Sans de Machine	8	F	Comfy	B.Major KM	3		BG	4	Nik Luker
LI	L'Inconnu	7	8	OK		5	Anna	BG	1	Gerald Udowiczenko
ADD	Arthur 'Dekka' Dent	7	F	OK	Colonel PLLD	8		BG	1	Graeme Morris
CK	Chris Knight	7	F	OK	Lt.Colonel CPC	7			2	Paul Wilson
RdL	Robert d'Lancier	7	F	OK	Lt.Colonel RM	7		F&P	4	Steven Malacek
PDG	Padamus Da Grim	6	F	OK	Major GDM	6		F&P	2	Graeme Wilson
BS	Balzac Slapdash	6+	18	Comfy	B.Bdr-General	9	Mary	RP	4	Matthew Wale
GD	Georges Dueppre	5	F	Poor	Major PM	6			3	Mark Nightingale
ASS	Alain SansSous	5	F	Poor	Subaltern PM	6			4	Olaf Schmidt
X1		4-	2	OK		6			2	Francesca Weal
X2		3-	2	Poor		3			3	Ray Vahey
AF	Augustin Fourrier	3	F	OK	Captain GDM	2		RP	3	Brick Amundsen
GJJ	Gauvin le Juste	3	F	Poor	Subaltern 27M	4			2	Gavin Wright
FP	Fabien Petanque	2	F	Poor	Subaltern PM	6			3	Bob Blanchett
HDE	Hercule D'Engin	2	F	Poor	B.Major 53F	2			2	Gerry Sutcliffe

An F under SPs means that the character was at the Front, RIP means that he died.

+ against SL means it went up this month, - means it went down.

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Flthy = 25000+

Last seen is the lady the character was last seen with in public.

EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+