

## That would be enough

This has been issue 186 of *To Win Just Once*, published 9th August 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 17th August 2018.

Orders for *LPBS* and all other contributions to Pevans by Friday, 24th August 2018.

(2018 deadlines are: 21st/28th Sept, 26th Oct/2nd Nov, 30th Nov/7th Dec)

## 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](http://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](http://www.boiteajeux.net)): Pevans

*Brass* (at [brass.orderofthehammer.com](http://brass.orderofthehammer.com)): Pevans, Mike Tobias, Steve Jones – 1 more needed

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

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

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

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

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

## Credits

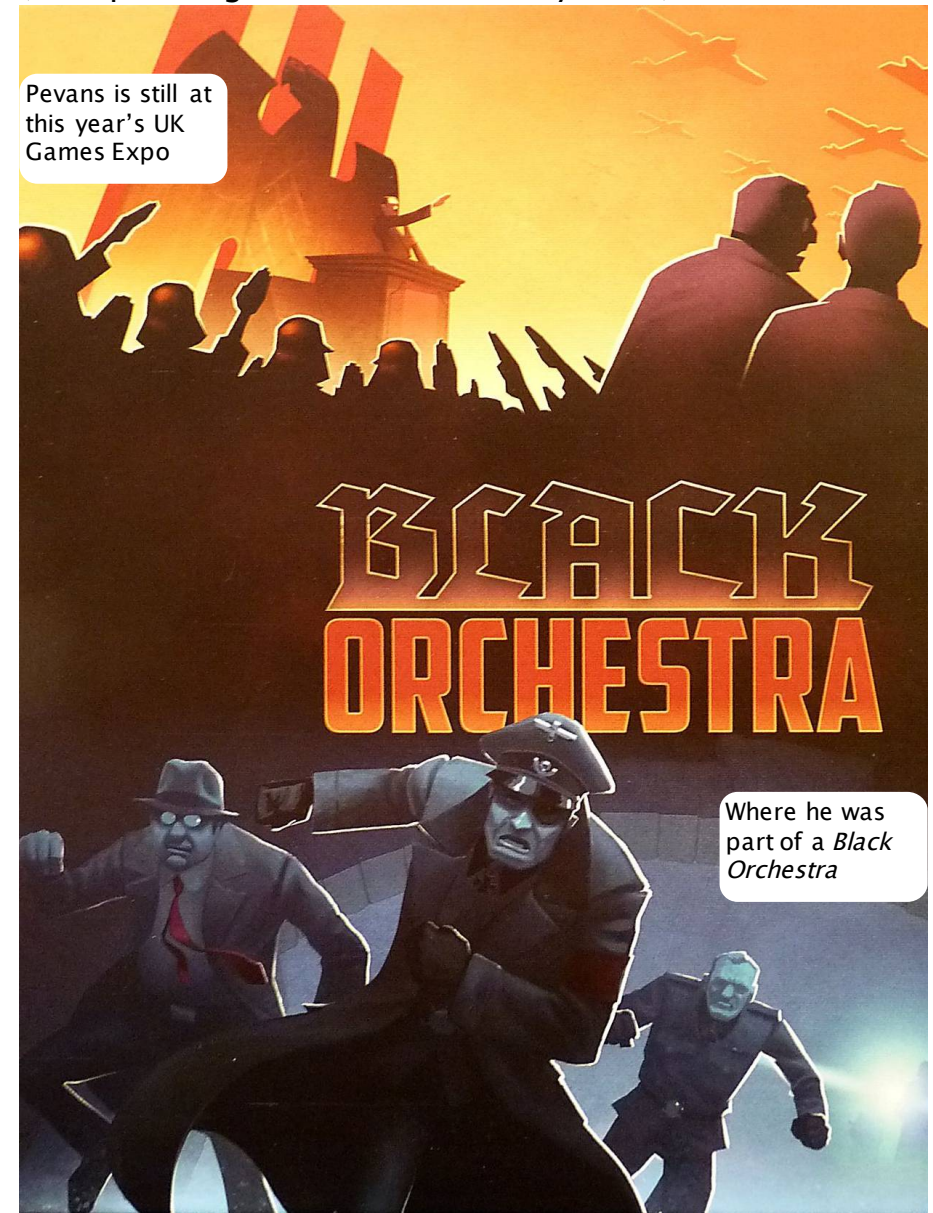
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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Issue 186: August 2018

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## Chatter

In retrospect, it was probably a mistake to try to do the magazine while away visiting in-laws. I did a fair amount of work, but have been further delayed by work commitments, so this issue is very late (I published the game reports separately and have pushed back the next couple of deadlines by a week). We were in Norn Iron (as the locals say) for my father-in-law's 90th birthday. This all went off well and I've now met even more distant relatives of Geraldine's. The other good thing about this trip is that we missed the height of the heatwave in London, enjoying Northern Irish rain instead.

### Great British Beer Festival

I would normally be reminding people of the dates for this year's GBBF, but it's already upon us. The question is, will I actually get to it now? Watch this space...

### Next all-reader game

The latest Trophy Hunter game ends this issue. I'm pondering what should be the next all-reader game – rather than just alternating Trophy Hunter with Fictionary Dictionary, I'd like to find something different. However, I haven't come up with anything yet, so I'm not starting anything immediately. If you have a suggestion for a game that would work in this format, let me know.

### D-Day game

Back in 2016, one of the games I reported on from the UK Games Expo was a neat two-player card game of the First World War called *Western Front*. The designer, Tom Lee, is now Kickstarting a World War II game using the same mechanisms. *D-Day Operation Overlord* is a 30-minute, two-player card game of out-thinking your opponent. The subject matter is rather given away by the title. I've signed up to the Kickstarter and suggest you take a look.

### 7 Wonders on BGA

The latest arrival at BoardGameArena.com is their online implementation of *7 Wonders*. I've given it a go and it works really well. However, *7 Wonders* is one game that really needs to be played in real time, so I won't be adding it to the list of online games in *TWJO*. I'll just make do with playing it, when I get the chance.

### EuropeMasters tournament

One of the qualifying teams from this year's UK tournament can't make it to Spiel to participate in the European Boardgame Championships (EuropeMasters – [www.europemasters.org](http://www.europemasters.org)). I've been invited to put together a team to take their place. So, is anyone who's attending Spiel this year interested in spending the Saturday playing games? This year's selection is *Clans of Caledonia*, *Heaven & Ale*, *Keyper* and *Pulsar 2849* and participants **MUST** be familiar with the games

before the event. I've actually played all the games (though only a pre-production *Pulsar 2849*) and they're all good, but all pretty meaty as well. Let me know asap – who knows, we might even get in a training session.

### TWJO online

I published issue 185 a week before the end of June. The PDF versions were downloaded 185 times in that period and a further 113 through July. The two months added 184 downloads for the PDFs of *TWJO* 184, which means they've been downloaded 259 times. Issue 183 was downloaded 78 times, a total of 284 since publication.

My reviews of *High Frontier* and *Ambush* were the other top attractions in July and my reports from the 2014 and 2015 UK Games Expo were also popular. The question is, should I be worried about all the Russian sites that apparently refer to my website?

## Letters

Alex Bardy is planning some con attending:

I booked/confirmed my ticket and accommodation for MidCon t'other day, so am genuinely looking forward to making that. It's been a lot of years since I went to a 'local Con' – the last one may well have been KoanCon and/or RamsdenCon in the last century (organised by the irrepressible Trevor Mendham, I believe).

Hmm, I don't know about Koancon, but Ramsdencon was the province of the irrepressible Annie Shillabeer.

## Still at the NEC

### More from the 2018 UK Games Expo

Let me see, where had I got to last time? Ah yes, I was reporting what Pete Card and I saw and played at the show on its first day, Friday. The result of the Ragnar Brothers' (ragnarbrothers.com) latest Kickstarter was available for all to see on their stand. *Darien Apocalypse* is their latest big-box game and the second in their "Quantum" series. As with the first, *Nina & Pinta*, the game is about colonising the New World, but with several parallel versions of America to confuse things. In this game, the specific topic is the disastrous Scottish colony of Darien (the effect of its failure on the economy of Scotland was a factor in Act of Union). This time there are four parallel worlds to play on and the four horsemen of the Apocalypse to worry about.

Pete and I sat down with Phil "Ragnar" Kendall and played through a couple of rounds to get a taste for the game. There's a definite flow to the actions available to players. You embark your wee Scottish colonists onto ships in one version of



The demo game of *Darien Apocalypse* in progress

Scotland, sail them to Darien, explore the land to discover resources, construct buildings using those resources, trade to generate goods, ship the goods back to Scotland and turn them into cash, victory points and/or more recruits.

The major twist to this is that when a player takes an action, the other players may copy them, taking the same action for their own rewards. However, the first player will have more actions available to them. Thus, the other players must weigh up what other actions they think the first player will take and decide whether or not to use one of the limited actions to copy them. It's a clever mechanism that means players are involved in the game all the time.

The second twist is, of course, those four horsemen. At the start of each turn, one or more of the parallel worlds will be visited by a horseman. This stops all actions in that world for that turn. What's more, they leave behind a 'shadow' (a smaller horseman piece), which stops a specific action being used in that world from now on – until a player uses the Pray action to remove it. The game can be played competitively, players scoring up after 12 turns, or co-operatively, where all the players have to beat the horsemen's score. Having whetted my appetite, I look forward to playing my copy of the game.

Tucked away on the very last row of stands, Pete and I found Jamie Frew and friends surrounded by an esoteric collection of Victoriana and demonstrating *The Old Hellfire Club*. This is a story-telling card game in the vein of *Once Upon a Time* and *The Extraordinary Adventures of Baron Munchhausen*. The idea is that players are what's left of the original Hellfire Club in Victorian England.

Players tell tall tales of their over-the-top lives, using their hand of cards for inspiration (potted crab, dynamite and a portrait of Queen Victoria!) and picking up the plot from where the previous player left off. The aim is to earn pennies by playing the most outrageous boasts. However, any story can be wrecked by clever card play from the other players, in which case the current story-teller loses the pennies they'd gained. The longer you go on, the more pennies you win, but the more likely someone else will interrupt. Hence the option to pass on the story-telling baton and keep the pennies you've earned.

The story ends when the deck runs out, hopefully with a suitable climax, and the player with the most pennies wins. We had good fun playing the demo game and I am looking forward to seeing the finished article. Expect a Kickstarter campaign next year, once game development is complete. For the time being, you can find out more on Facebook: [www.facebook.com/TheOldHellfireClub](http://www.facebook.com/TheOldHellfireClub).

After a bite to eat on Friday evening, Pete and I trotted into the open gaming area at the Metropole. Here we found a copy of *Black Orchestra* (designed by Philip duBarry and published by Game Salute – [www.gamesalute.com](http://www.gamesalute.com) – and now under the Starling Games brand) being set up by a convivial pair called Paul and Giorgio. They were looking for two more players and we jumped at the chance. This is a co-operative game that sets the players as some of the real-life figures involved in the various historical plots to assassinate Hitler. There's quite a bit



Playing *The Old Hellfire Club* – Yes, I was Boney's gaoler, don'tcha know...

involved in the game as the players have to build up their characters' motivation, putting together historical dossiers that will include historical assassination schemes. Then all they have to do is collect the right items, manoeuvre Hitler into the right location and successfully carry out the plan.

Just to make things more difficult, the more players investigate, the more suspicious the Gestapo gets. This can mean characters being imprisoned and interrogated, possibly incriminating others. If all

the players are arrested, they lose – just one of the ways the players can lose the game. We were focused on a specific assassination plot (and trying to keep people out of gaol) when we suddenly realised we actually had everything to complete a different one. All we needed to do then was get Adolf to the right place and roll some dice... We had cards for re-rolls and the result was: boom!

We were playing on the "standard" setting and won comfortably at stage 5 (out of 7). However, I found the game quite tense all the way through. Every move you make to advance the conspiracy also raises suspicion, so there's a fine line to walk. I thoroughly enjoyed *Black Orchestra* and it gets a provisional 8/10 on my highly subjective scale.

Paul and Giorgio moved on to other things, but Pete and I are made of sterner stuff. Pete picked a first edition copy of *Destination: Neptune* (designed by Ian Brody and published by his imprint, Grigling Games – [www.griglinggames.com](http://www.griglinggames.com)) from the games library to try. We found a volunteer called Graham to make a third player and set off to build commercial empires across the solar system. Two hours in to the 90-minute game we called a halt as we weren't yet halfway through.

The game is a nice idea, but extremely fiddly to play. Lots of things provoke stuff being moved and players have to keep track of VPs, money, fuel and fame: 2 tracks and two types of token. The main aim is to build factories and colonies at locations around the solar system. However, you must have a base first and can



I'm definitely suspected, but luckily I have a Convincing Alibi or two...



*Destination Neptune*: we may have reached Jupiter, but nobody's gone to Mercury

only get one by first establishing a research mission – though you can piggyback on other players' missions.

Many locations have a prerequisite technology, so you need to discover the appropriate technology first – or buy it from the player who has. All actions are triggered by playing the appropriate card, which give fame as well and often allow other players to join in. Timing is important, too: play a research mission and you're potentially allowing the next player to build at that location.

Points are scored when triggered by someone playing a scoring card – timing is important again here – and at end of each 'generation'. The game should continue through four generations, but we felt the need to get to bed for a few hours. *Destination: Neptune* gets a provisional 4/10 on my highly subjective scale. I see there's a second edition, which apparently plays faster, so that would definitely be my choice should I ever play it again.

### Saturday is Agricola time

Pete had a date to play miniatures wargames during the day on Saturday, so I made the rounds of the show on my own. Hidden away at the end of a row, I came across Korean publisher Baccum ([www.baccum.com](http://www.baccum.com)), where co-designer Minwoo Hyun was demonstrating the prototype of their new game, *Athens*. This obviously

involves cards, as the colourful large format cards were laid out on the table, but the actual mechanics were a bit confusing.

Many of the cards on display showed actions which players could take by placing their worker. These actions generally involve generating or swapping the coloured cubes that represent goods. Goods can also be traded in for points, using the cards in the top row. When one of these has been used three times, it's flipped over and the game ends when all the cards have been flipped. Players can also spend cubes to add building cards in front of them, providing bonuses and special actions.

Taking actions also needs people, which are provided by the symbols on the dice rolled at the start of the round. While the dice limit the actions available, everybody is working with the same limitations. To provide a bit of flexibility, players also have a few people tokens and can add these to take the action they want. On top of all this, players also take a production card each turn, potentially providing them with basic goods.

There is a lot going on in this game, which means there are umpteen ways to play, though the other players may get in the way. I thoroughly enjoyed my demo game and look forward to seeing the finished article. *Athens* gets a provisional 8/10 on my highly subjective scale.



A short distance away I found *Immortality*, designed and being Kickstarted by Nicki Lloyd. This is a competition through a maze for the immortality offered by Zeus. Player's options each turn are driven by the dice they've rolled. In particular, they will be picking up equipment to improve their chances in the encounters as they work through the maze. Getting through the maze is the key goal, though whoever manages this still has to face a final confrontation with Zeus himself. The game has stylised artwork



Cards, cubes, dice... it's all a bit confusing in *Athens*



The *Scrumpy* prototype set out for play

with an intriguing feel, but I don't think this one's for me. To get a better idea, take a look at the Kickstarter project.

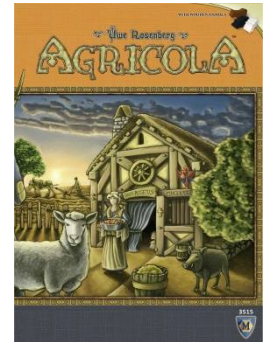
I rather liked the look of *Scrumpy* ([facebook.com/Scrumpygame](https://www.facebook.com/Scrumpygame)) and was disappointed that I didn't get a chance to try it. Designer Paul Frohnsdorff-Harris described it as a "deck manipulator" (rather than a deck-builder). Players use their cards to grow and harvest apples, press them into cider, make barrels to store it and, finally, sell it to gain prestige. Each card – apart from apples – can be used for one of several different actions. Players can also take standard actions, but these are less efficient. They can also hire extra workers, but only for



They buy games, they play games – the open gaming area

one round. I'm hoping to get a chance to try it before it launches on Kickstarter at the beginning of September.

There being no *Memoir '44* tournament this year (sniff), I signed up to play *Agricola* on Saturday afternoon. I've been doing pretty well in my online games, so I fancied my chances. I'd also noticed that the tournament was using the 2016 revised edition and wanted to take a look at that. The revised edition isn't that different from the original game. Most of the changes seem to be in the tweaks to the "Development" and "Occupation" cards, based on the statistics drawn from online games. The annoying thing is that the names of the actions have been changed for no apparent reason. It's no longer "Family Growth", it's "The Urge for Children" – which makes it sound a ruder game than it is. The base game is also limited to four players and has wooden pieces as standard.



As for the tournament: I was thoroughly outclassed, natch. The really annoying thing was the dithering player sitting to my right in my first game. "Shall I do this?" "Shall I do that?" "How about...?" He checked his cards, picked up a piece and was poised to make a move but then sat back, checked his cards again and started perusing the board. The most annoying time was when he started "I'm definitely not doing that." Good, I thought, I can do it. Ten minutes later, that was exactly the action he took. By the end of the game – which took three hours, well over the time allotted – I was ready to thump him.

Of course it was the slowcoach who won the game with 53 points – the highest *Agricola* score I've seen (though I believe scores are slightly higher with the revised edition). I scored a respectable (by my standards) 31 ... and came last. The second game was over in less than two hours – still on the long side, I'd say, but it moved **so** much faster. This time I scored a personal best of 42 points! (I've since exceeded this in an online game.) As a result, I came ... last. It was a much closer game, though, with the winners tied on 47 each. As you can imagine, I was not on the top table fighting to win the tournament in the third round. Like several others, I dipped out, making my apologies to the organisers. Next time, I suggest chess clocks – or just enforcing the time limit.



Tournaments over for the day, I met up with Pete for a bite to eat. Then we went looking for games to play. I bumped into Adam, one of my adversaries in the *Agricola* tournament, who was also looking to play something and the three of us sat down to *Oh my Goods!*, which I thoroughly enjoy. Adam's friend Christian made it four for *Terraforming Mars*. We used Christian's set as he had some very nice pieces produced by his



I can't resist putting in a photo of *Maximilian*. I don't know what's going on (though Maximilian may well be Mad), but it looks wonderful

3D-printer. I am enjoying this game now, but all three of the other players had more experience than me – and it showed.

### They go up, tiddly-up, up...

I was on my own again on Sunday as Pete was into further rounds of his wargame tournament, so I strolled round to find people I hadn't managed to speak to yet. I hit the Medusa Games ([www.medusagames.co.uk](http://www.medusagames.co.uk)) stand and hung around until I got the chance to try the prototype of Richard Denning's latest, *Magnificent Flying Machines*. The inspiration is clearly a certain film, as players each have a specific 1910s aeroplane and are racing to be first from one end of the board to the other.

The long board is made up of vertical sections, showing different terrain and difficulty levels (for take-off, flying and landing). This, of course, allows for lots of different 'courses' to fly along and makes for longer or shorter games, depending on how many sections you use. Additional card strips add weather conditions to each section – planes can avoid weather by flying high, but this takes longer. Weather changes at end of the round according to the turn of a card.

Players can take two actions in a turn, but use up their limited fuel by repeated flying. Whatever action is taken, players must roll the required symbols on dice

to succeed. This is influenced by the pilot's skill and the plane's characteristics and players can then add spare parts or cards to succeed (while they have them). In the game I played, this meant that failures were very rare, but we were all stopping regularly to re-stock our planes. An alternative strategy would be to take risks and move fast.

However, players gain points by landing to deliver cargo and passengers and pick up more – there's also a bonus for being first to land in an area. Since you're doing this anyway, it makes sense to refuel and scavenge for spare parts. What really makes the game, though, is players' ability to sabotage, delay and otherwise interfere with their opponents. We were quite well-behaved, much to the disgust of the demonstrator – until we were close to the end, when the gloves came off!

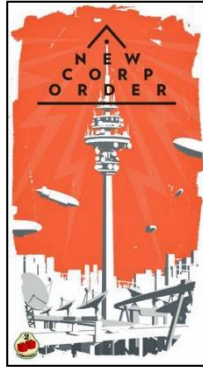
I had great fun playing *Magnificent Flying Machines*. There are clearly some different strategies and plenty of opportunity for mayhem. We played over 11 board sections and I did feel the game went on a little too long. It looks like the game will be launched at Spiel this October and I'm looking forward to it: it gets a provisional 8/10 on my highly subjective scale.

*New Corp Order* is the latest Kickstarter launch (successfully funded a couple of weeks after the Expo) from 2tomatoes ([www.2tomatoesgames.com](http://www.2tomatoesgames.com)). A prototype



The *Magnificent Flying Machines* have almost reached their goal, but my seaplane is about to suffer a malevolent malfunction...

was on display, but I didn't manage to play this one. Designed by Miguel Bruque, the game features four mega-corporations (primary colours) who control the media industry through subsidiary companies. Players draw share cards in the Corporations and play them to gain corporate agents (cubes) to place on companies. They can then use their cards to move cubes, not least to stage a takeover of a company owned by other Corp.



A successful takeover means other Corp's agents are fired, one of them going to the player (it's worth points at the end of the game). The player also gets to use the company's ability, which will allow them to do things like refresh their cards – very useful for subsequent rounds. Players can also acquire "Consultants", which have a one-shot special ability. The rules look straightforward; the game's complexity is in the cards and players' machinations. It should play in 30-45 minutes, so it's a quick game, and one I'm looking forward to seeing in a finished state at Spiel.

It was good to see Moaideas Game Design ([www.wix.moaideas.net](http://www.wix.moaideas.net)) at the Expo (it's a long way from Taiwan). Several of their games were being demoed, but not the new one, *Mini Rails*, designed by Mark Gerrits. This is touted as a compact share-buying and track-laying railway game that plays in no more than an hour. It's played on a hexagonal board, made up of tiles that can be flipped over and positioned in any orientation.

Each player has two pawns on the turn track and uses each to take a wooden disc in a company's colour (in *Kingdomino* style, this also sets turn order for the next round). One disc each round is a share, the other is placed on the board to extend the company's network – raising or lowering share value. There's an extra disc,



*Mini Rails* on display (courtesy of Moaideas)

so one is left at the end of the round. This company is taxed, which doesn't sound like good news. However, untaxed companies are worth nothing at the end of the game. *Mini Rails* looks a clever little game with neatly interlocking mechanisms. I shall be looking to pick up a copy at Spiel in October.

And that, finally, brought my time at the UK Games Expo to an end for another year. The event gets bigger and better each year: the official figures show attendance of 39,000 people over the three days, 21,700 unique visitors. There were 375 exhibitors who, along with the events and outdoor spaces, occupied 30,000 m<sup>2</sup> – as much as the first 9 Expos put together.

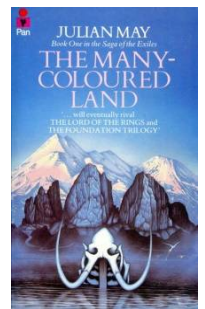
Many congratulations – and thanks – to Richard Denning and the rest of the team (not to mention the myriad volunteers who are all over the place to lend visitors a hand). Next year's event is scheduled for 31st May – 2nd June 2019 and promises to be bigger yet. Keep up to date on the website: [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk)

## Reading Matter

One of the effects of digging old boxes out of the back of the garage has been disinterring my old SF collection (from the 1970s and 80s, mostly). Many of these were beyond hope and have been chucked, others have gone to charity shops, but I've kept a few boxes – mostly stuff I want to read again. I was really pleased when Julian May's "Saga of the Exiles" series resurfaced as I've been hankering to re-read this for a couple of years. So far, I've got through the first two volumes, *The Many-Coloured Land* and *The Golden Torc*. And it's clear that I have retained almost nothing from thirty-odd years ago. I recall the basic idea and the trickster character, Aiken Drum, but the actual plot was a surprise – apart from the flooding of the Mediterranean basin at the end of book two.

For those who haven't read the series, it's essentially a fantasy with SF underpinnings. We start a few hundred years in the future when humanity is the newest member of a pan-galactic civilisation, the Galactic Milieu, and those with psychic (or "metapsychic" as Ms May has it) powers are nurtured and developed. Humanity has colonies on many planets, each with its own culture, but all part of the highly organised and largely benevolent Milieu. However, not everybody fits in and the escape for these individuals is 'Exile'.

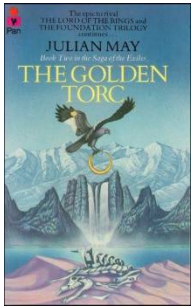
There is just one working time machine: a one-way portal from central France back 6 million years to the Pliocene era. At this time the Earth was pleasantly habitable and far enough removed from the appearance of *homo sapiens* to have no effect on the planet's evolution. *The Many-Coloured Land* starts by introducing us to a group of individual misfits (it's a bit confusing at first, as each chapter has a different viewpoint character with no discernible connection between them). These come together as one group travelling back into Exile. Which is when the fun starts.



As we discover about a third of the way through the first book, Pliocene Europe is home to a colony of shipwrecked aliens, who have largely subjugated the humans



coming through the time portal. Oops! The aliens are a strange dimorphic race with two basic forms. The *Tanu* are tall, willowy and attractive. The *Firvulag* are deformed, unattractive and generally diminutive, though with a proportion that are gigantic. Yes, that's elves, goblins, fairies, trolls, ogres, giants... every creature from folklore. What's more, the *Firvulag* have natural psychic abilities, while the *Tanu* use technology (which can also be used by humans) to unlock their own latent powers. Yes, effectively they can do magic!



This is clearly the author having her cake and eating it: a science fictional rationale for what is essentially fantasy. Brilliant! Anyway, the team we are initially introduced to in *The Many-Coloured Land* (the aliens' name for where they settled) proves to be a catalyst in demolishing the status quo in Pliocene Europe. Interestingly, the wrap-up at the end of the first book implies that volume two, *The Golden Torc*, was originally intended to be the final part of the story. This is probably why the third book, *The Non-Born King*, starts with a prologue to introduce a new antagonist before picking up where the previous volume left off.

The one jarring note is May's continuing use of the word "golliwog" to describe Aiken Drum: his "golliwog grin" and "golliwog features". Is she implying that he's black? Then why use a term with negative connotations (not to mention using a noun as an adjective)? Why not just say so? However, Drum also has ginger hair and comes from a Scottish planet (hence the name, presumably). So did she just not understand what a golliwog is?

Apart from this, I'm having a whale of a time re-discovering Julian May's epic tale. One and a half books to go – though I also have the prequel series (concentrating on the Galactic Milieu and thus more SF than F). Not to mention that one of the other things unearthed from my boxes is the volumes of "The Chronicles of Thomas Covenant, the Unbeliever". And the second Chronicles. Yes, Stephen Donaldson's epic could be next...

## Games Events

This weekend (10th – 12th August) is the latest Handycon, which now seems to be a twice-yearly event. It's held in the Holiday Inn in Maidenhead and features an extensive games library, various tournaments (I like the idea of the "Tour de Handycon" – aka a *Flamme Rouge* tournament) and other events. It's been running for a while now, so the organisers clearly know what they're doing, and I know a lot of board game stalwarts will be attending. For details, see the website at [www.handycon.co.uk](http://www.handycon.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 (next to London Bridge station). For more info, see [www.pevans.co.uk/Swiggers](http://www.pevans.co.uk/Swiggers)

**Games Games Games Days:** from noon(-ish) on the second Saturday each month (but moved to the third Saturday this month to avoid Handycon) – 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:** 31st May – 2nd 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](http://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](http://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 open gaming plus a few organised events, including a bring 'n' buy and quiz. See [www.midcon.org.uk](http://www.midcon.org.uk).

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

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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	£36.00	£43.00

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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 7

*It's a busy day in the Federation banking system.*

*"People seem to be cutting back on debt."*

*"What do they know we haven't heard about?"*

*This Quarter saw many Corporations trudging to the banks to repay their loans, though FATCAT had to have it pointed out that offering substantially less than what was owed was not considered a sensible approach. The forced sale of a ship and Warehouse bridged the gap, but will not have gladdened the management.*

SOLAR SPICE AND LIQUORS bought 4 Monopoles Factories at Mu Herculis and took delivery of their newest ship, the Java.

FATCAT sold all their Alloys Factories at Gamma Leporis, but it wasn't enough to pay off their loan to the Federation Bankers.

RED STAR LINES bought two Warehouses, one at Delta Pavonis and a second at Alpha Centauri.

The SWISS MERCENARY FLEET bought a further Spice Factory at Sigma Draconis.

TRANSURANIC TRADERS swapped a Passenger pod for a cargo pod on the TT Orion and upgraded the crew to A standard.

COSTRA NOSTRA bought another Petroleum Factory and repaid their loan without any problems.

OXFORDS NOT BROGUES increased their Reputation substantially and also repaid their loan in full. On top of this, they bought 2 Petroleum Factories at Mu Herculis and a Liquor Factory at Alpha Centauri.

INTERSIDEREAL NOVICES sold their slaves for top whack, 25 HTs each. They paid off their loan, too, and still had enough to increase their Political Connections.

At Gamma Leporis FATCAT bought 15 Units of Alloys for 6 HTs each and loaded both ships before unloading one and putting it up for auction. They did gain a Market Manager's Position in Alloys, though. Red Star Line's bid of 5 gained no units.

Epsilon Eridani saw OXFORDS NOT BROGUES buying 6 Alloys for 4 HTs each and being made a Dealer. They sold 6 Liquors for 12 HTs apiece, but no further reward than money in the bank. SWISS MERCENARY FLEET sold 9 Spice for 13 HTs each and took a Contractor's position.

At Delta Pavonis RED STAR LINES sold 5 Isotopes on Contract and bought 2 Petroleum on the same. INTERSIDEREAL NOVICES then sold 14 Isotopes for 8 HTs each, to gain a Dealership, and bought 12 Petroleum for 5 HTs each, getting a Dealership here too.

COSTRA NOSTRA PIZZA bought 10 Isotopes for 5 HTs each and took a Dealership, while Transuranic found enough supply to buy 3 more for 4 HTs each.

SOLAR SPICE & LIQUORS sold a solitary Liquor at Mu Herculis.

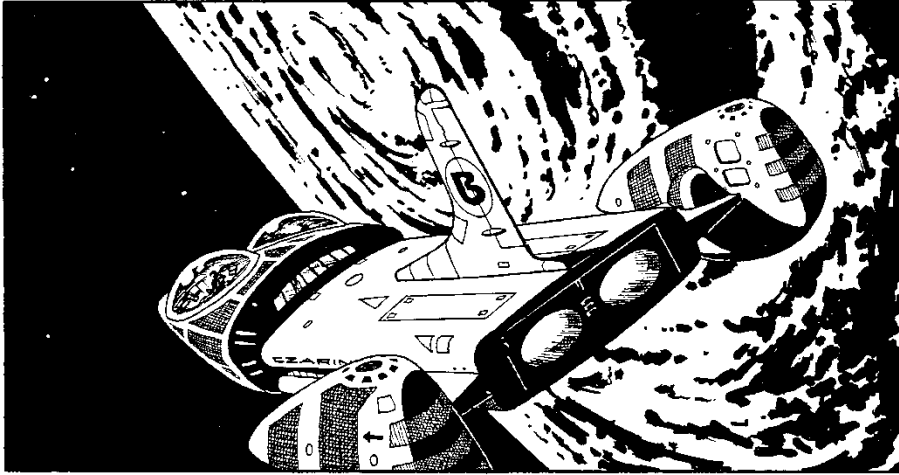
SOLAR SPICE & LIQUORS used their Market Manager position at Sigma Draconis to buy 5 Spice at the closing price. TRANSURANIC bought 1 Isotope for 3 HTs which was immediately lost due to lack of storage capacity. RED STAR LINE sold a Petroleum for 10 HTs and bought 6 Isotopes for 2 HTs apiece.

Alpha Centauri had OXFORDS NOT BROGUES selling 3 Isotopes for 9 HTs each and INTERSIDEREAL NOVICES selling 8 at the same price. TRANSURANIC sold 6 Alloys for 16 HTs each and SOLAR SPICE bought 5 Liquors on Contract. INTERSIDEREAL NOVICES bought 2 Liquors for 11 HTs each as well and then SOLAR SPICE sold 10 Spice for 13 HTs apiece, taking the Contractorship.

Finally at Beta Hydri, RED STAR LINES sold 2 Petroleum for 10 HTs each and TRANSURANIC sold 3 Monopoles for 17 HTs apiece.

### Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep	Player
A Costra Nostra Pizza Inc	10 0 2	0	6th	42 31	Mark Cowper
B Oxfords not Brogues	4 0 7	0	7th	143 40	Mike Clibborn-Dyer
C FATCAT	6 0 7	7	3rd	38 32	Jerry Elsmore
D Solar Spice & Liquors	10 0 6	+4	1st	43 40	Paul Evans
E Swiss Mercenary Fleet	6 0 5	0	4th	339 40	Martin Jennings
F Smitten Kitten	4 0 7	0	9th	66 22	Michael Martinkat
H Intersidereal Novices	10 7 4	0	8th	93 40	Mateusz Ochman
J Red Star Lines	9 7 3	8	2nd	240 40	Przemek Orwat
K Transuranic Trading	9 0 7	0	5th	270 38	Bob Parkins
N under Initiative Bid means No move received, F indicates the Corp was floated					



**News**

EV 21 (new colony at Alpha Centauri, increasing prices in this system) took place this turn.

There was one new News chit this turn. The current list (new chits in **bold**) is:  
Turn 8 B1, B6, C6, B4

**GM Notes**

If you have a Market Manager Position and you wish to use it, I need conditional orders from you "bid face value/bid one more than any other bidder to buy/one less than any other bidder to sell" or else the only power you use is the subsumed Contractors position.

Turn 9 P6, P3  
Turn 10C4, P5, B6, C5

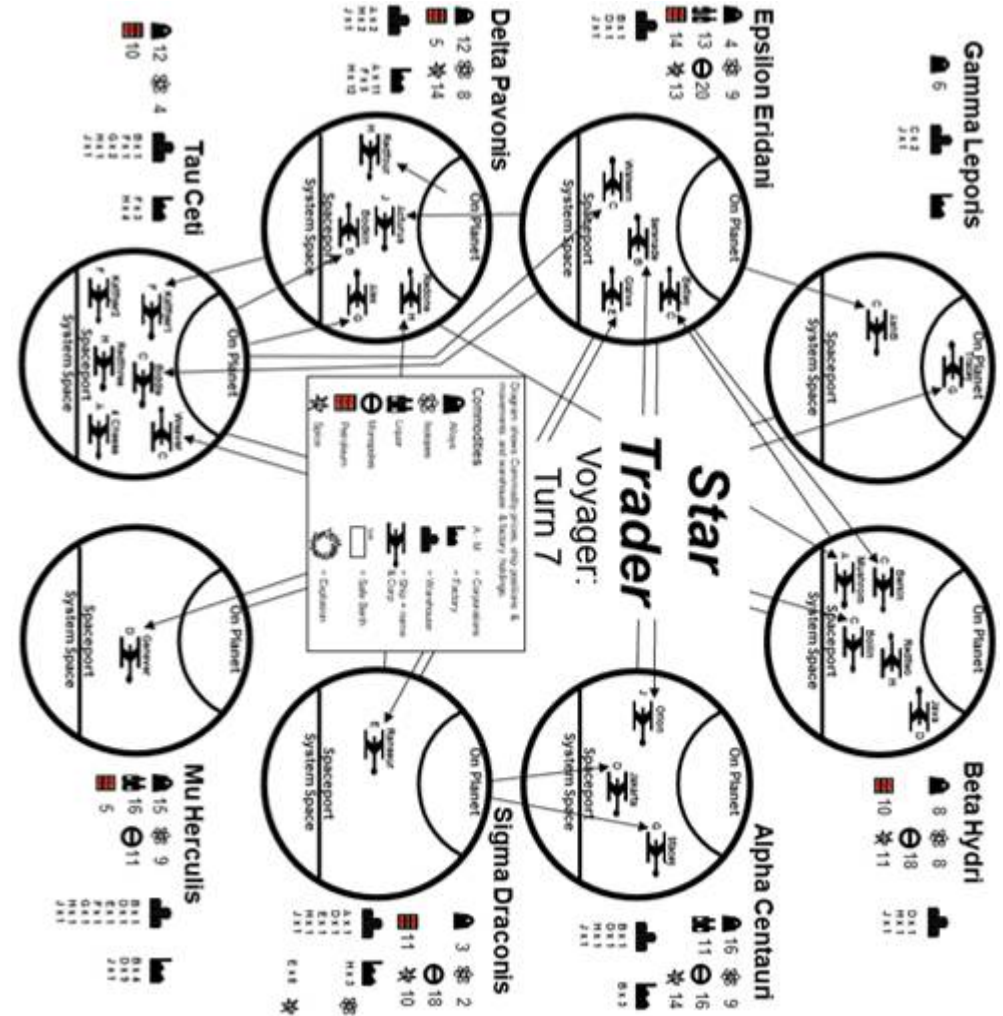
(Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

A dealership grants no powers. It is however needed to gain a Contractorship.

If you order a buy and there's no storage I buy the minimum amount. If you're trying something clever, do let me know clearly.

If you have to repay a loan and have insufficient funds, I will try to sell things sensibly for you.

**Orders for next turn to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by Friday, 17th August 2018**



## Watercress (*Railway Rivals* game 13 – RR2344LH)

### Turn 4

#### Builds

This turn some railways decided to go for the same gap, but built behind another company. SLOW LOCOMOTIVES ONLY USED GENTLY ON HILLS built across London and headed south towards Redhill, not quite getting there.

TIGER IN SMOKE built southeast from Guildford and aimed for the South coast near Shoreham. It frustrated GRAND RAIL EAST ATLANTIC TRUNKLINE who built along the same alignment.

MISSED, DELAYED AND CANCELLED RAILS built east from Guildford below the North Downs, connecting Dorking and Reigate and frustrating BASINGSTOKE ASSOCIATED STEEL HIGHWAY who were one step behind them all the way.

SLOW WAGON IN FAST TRAFFIC built east past Worthing and then started a branch towards Haywards Heath.

**BASINGSTOKE ASSOCIATED STEEL HIGHWAY (BASH)**, Bob Blanchett – Black

- a)(G58) – Guildford (2 to MDCR)
- b)(Guildford) – C60 – C63 (7 to MDCR)
- c)(C63) – Dorking – Reigate (5 to MDCR)

**Points:** 37.5 -14 = **23.5**

**MISSED, DELAYED AND CANCELLED RAILS (MDCR)**,

Mike Dyer – Blue

- a)(E8) – Gosport;  
E59 – Guildford – C60 (+3)
- b)(C60) – C61 – C62 – C63 – Dorking (+3)
- c)(Dorking) – D64 – D65 – Reigate – Redhill (+3)

**Points:** 43.5 +9 +14 = **66.5**

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

- a)(N67) – L68 – K68
- b)(K68) – H66 – G67
- c)(G67) – (F67);  
(J3) – Romsey (+3)

**Points:** 51.5 +3 = **54.5**

**TIGER IN SMOKE (TIS)**, Jonathan Palfrey – Green

- a)(C59) – Cranleigh – N20 (+3)
- b)(N20) – J22 (1 to SWIFT)
- c)(J22) – G24 – F23

**Points:** 48.5 +3 -1 +17 = **67.5**

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

- a)(B57) – B58 – B59 – Cranleigh (2 to TIS)
- b)(Cranleigh) – K22 (1 to SWIFT, 7 to TIS)
- c)(K22) – G24 (8 to TIS)

**Points:** 3.5 -18 = **-14.5**

**SLOW WAGON IN FAST TRAFFIC (SWIFT)**, Gerald  
Udowiczenko – Yellow  
a)(C16) – C15 – Selsey;  
(J15) – K15 (+3)

b)(D19) – D20 – D21 – Worthing – D23 (+3)  
c)(M24) – M26 – L26 – K27  
**Points:** 52.5 +6 +2 = **60.5**

#### GM Notes

Next die rolls are: **6, 3, 4**

**Orders to Mike Dommett, 119 Victoria Road,  
Alton GU34 2DD or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk)  
by Friday, 17th August 2018**

## 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 65 (at [brass.orderofthehammer.com](http://brass.orderofthehammer.com)) was a close game that went to yours truly, ahead of Mike Tobias. Steve Jones and 'Norwood' tied for third. Game 66 has also concluded, the win going to 'Dugy' with Pevans and Mike close behind and Steve bringing up the rear. The 67th game is under way, but we could do with a regular fourth player – volunteer now!

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).

We're still having fun with *Through the Ages: a New Story of Civilization* (at [boardgaming-online.com](http://boardgaming-online.com)) and have started playing 'pacifist' games (no Wars or Aggressions). Game 14 went to Mark Cowper from Al Tabor and Mike Tobias with me at the back. Game 15 has started, but there's room for more players.

I've had quick wins in the last two games of *Pax Porfiriana* (at [yucata.de](http://yucata.de)) after buying Public cards (expensive, but effective). A new game is pending...

Who'd like to join me for *Innovation* (at BoardGameArena.com)?

Our third *Agricola* game at [www.BoiteAJeux.net](http://www.BoiteAJeux.net) saw me get a new personal best with 45 points. Unlike my experiences in the tournament at the Expo (see page 11), this was a win! Game four is entering the final rounds, so there'll be a new one starting soon. Who'd like to join in?

I've also started playing *Lemming* (Sebastian Bleasdale's cunning race game) at [www.yucata.de](http://www.yucata.de) – any TWJO readers care to join me?

## Trophy Hunter

## Turn 10

## 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	m																			
2		X	X	x															x	
3		X	b										m						l	
4							x	x							x				l	
5														X	a	A			l	
6										g					X					
7										g							x			
8		M					e	e		g		a	a			x				
9							e	e										g	g	g
10																				
11		a	a									B	X							
12												X		X						
13			g					x	x			X		X	x		x		x	
14			g			e	e					X			x	X				
15			g			e	e						x	x						
16											x	x	x			x	a	a		
17								l							x					s
18				a	a			l				A			X				s	
19		B						l			X	a	X	A						x
20												X	X							

Mr Baylis comments, almost sensibly “Having forgotten to load my gun again I sort of agree with Bill Hay, thinking that on the last round any animals hit should be humanely put down and the hunters who wounded them should lose points for being callous. However, only on the last round shoot, I think that BOTH shots should count to give the hunters a chance for an outright kill before being penalised for leaving animals injured.” Chris’s last shots go wild.

Andy Kendall suggests, “just give me the square the trophy cabinet is in, and I’ll shoot that.” However, what he hits is an Antelope.

“It’s nearly game over, and being so far behind it’s now all-or-nothing. I shall leave it to others to despatch ‘my’ antelope and, turning my back on the jungle, I shall let loose both barrels randomly over my shoulder.” So says Graeme Morris as he blasts the leaves off a bush.

There’s some wild shooting as the hunters try to finish off the two wounded Antelopes. Graeme and Paul Wilson hedge their bets by trying one barrel at each of them. They miss both. Pam Udowiczenko misses just one and gets another bush, so it’s left to Bill Hay and Rob Pinkerton to complete the job.

Tim Macaire and Matt Wale take on another bush while Charles Burrows pots a Monkey that’s out on its own. This brings him within a whisker of Mike Dommett’s score. Mr Dommett is already cleaning his guns as the final tally leaves him the winner with Tim Macaire in third. Congratulations, Mike. The usual prize is a few free issues of *TWJO*...

## Scores

Player	Shots	This turn	Total
Alex Bardy	N13, P14	0	13.33
Chris Baylis	L13, L14	0	14
Charles Burrows	O18, B8	4	17.83
Mark Cowper	C2, B3	0	7
<b>Mike Dommett</b>			<b>18</b>
Jerry Elsmore			8.33
Bill Hay	L18	4	10.25
Andy Kendall	N19	4	10.5
Rob Lee			4
Nik Luker	M11, L12	0	12.5
Tim Macaire	M20, B19	0	16.33
Dave Marsden	M11, N12	0	8.5
Graeme Morris	L11, O10	0	11.5
Rob Pinkerton	P5	4	9.33
Gerald			2.58
Pam Udowiczenko	L11, M19	0	2
Matt Wale	B2, B19	0	6.25
Graeme Wilson	N5, K19	0	11.5
Paul Wilson	L20, O6	0	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  $2\frac{1}{2}$  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.

## The next all-reader game

As I've mentioned above, I'm pondering what should be the next all-reader game – rather than just alternating Trophy Hunter with Fictionary Dictionary, I'd like to find something different. However, I haven't come up with anything yet, so I'm not starting anything immediately. If you have a suggestion for a game that would work in this format, let me know.

### 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.

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

Orders for October 1670 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 24th August 2018



## September 1670 (319)

Paris is full of expectation as the soldiers return from the summer campaign. There will be parties, carousing and, no doubt, over-indulgence. But first, there is a serious matter to deal with. The settling of a grudge between the man at the top of Parisian society, retiring Minister of War Bill de Zmerchant, and General Sebastian de la Creme. Creme is the larger of the two men, but is less proficient with his sabre than Zmerchant is with his, gulp, two-hander. Minister of State Pierre le Sang attends as Creme's second. The grey and haggard Zmerchant appears to be in pain even before the duel starts. "It's this damned gout," he explains, "the pain is relentless."

Creme starts with a furious lunge, prodding Zmerchant with the almost blunt tip of his blade. Zmerchant returns the favour with the completely blunt end of his massive weapon. First blood to Creme. However, the following exchange of cuts produces far more serious injuries. First Creme strikes home, then Zmerchant, doing no more damage despite his heavier sword. The two regain their positions and balance, Zmerchant wincing as he puts his weight onto his swollen foot.

Creme attacks again with a slash, opening another wound on his adversary. Zmerchant prefers to continue with his furious lunges, though the lunge bit still doesn't do any damage. The cut hits just as Creme starts a furious lunge of his own. Zmerchant's blow deflects the lunge, tipping the balance back in his favour. However, Creme's second cut is the final blow. Zmerchant collapses to the ground, but looks up with a smile. "The pain's gone," he murmurs and breathes his last. RIP.

## War! Who is the Minister?

Now that that's out of the way, there are a lot of jobs to be sorted out. Top of the heap is appointing a new Minister of War. Two men have put themselves forward for the post: Baron Sebastian de la Creme (he does get around) and Baron Terence Cuckpowder. There is a parting shot from the previous incumbent, Viscount Bill de Zmerchant, who has called in his last favour to endorse Cuckpowder – a final jibe at Creme, perhaps. However, this effort is surpassed by Pierre le Sang's support for Creme. The Minister of State uses some of his influence for his preferred candidate. His Majesty carefully weighs up the pros and cons of each candidate ... for several seconds. "He's the man!" he cries, pointing at Cuckpowder. "I like the cut of his jib."

Creme's consolation prize is an appointment as Minister without Portfolio. Le Sang clearly wants more Ministers in his Government, but doesn't have jobs for them. He appoints Beau Reese Jean Seine, Jean Ettonique, Swindelle d'Masses and Uther Xavier-Beauregard as Ministers without a Portfolio between them. The King further rewards the new Ministers with elevation: Ettonique becomes an Earl, Creme a Marquis and Masses a Knight. Cuckpowder is also elevated to the rank of Marquis.

Moving on to matters military, Xavier Money is after new recruits for the Grand Duke Max Dragoons. He signs up Greg de Bécqueur and L'Inconnu, both of whom take positions as Captain. Captain de Bécqueur is one of a few Parisians to benefit from some anonymous largesse this month – very helpful when you're a young man freshly arrived in the big city (though usually the donor wants to be known...). Money also makes him regimental Adjutant – looks like he's on the fast track.

Frele d'Acier resigns from his position in the Dragoon Guards (see Press) and joins the Archduke Leopold Cuirassiers. He buys the rank of Major with his eye on further purchases to gain his own command in due course.

As one man leaves another arrives: Percy Urbain Fanci-Free applies to join the Dragoon Guards. He is promptly accepted by the regiment's commander, Etienne Brule. A Captaincy is the limit of his ambition. For the time being.

A new arrival in Paris, Frederick von Bismarch, sets his sights on the King's Musketeers. He is the first applicant for a while to meet Duncan d'Eauneur's requirements for the regiment and is thus accepted. As another beneficiary of an anonymous donation, von Bismarch goes for a Majority. However, there's no vacancy at this rank, so he has to settle for the rank of Captain.

The freshly promoted Field Marshal, Uther Xavier-Beauregard, appoints General Jacques de Gain to command First Army in preference to General Was Nae Me. Nor does he make General Me commander of Second Army, preferring to leave it vacant. The General has also applied to command Third Army, but this formation

is not active for the next campaign. The Field Marshal makes Jean d'Ice his Aide, rejecting the solicitations of Georges Hommemince.

Quick to get his feet under the table at his new command (same as his old command), General Gain makes Alan de Frocked Army Quartermaster-General, appoints Arthur 'Dekka' Dent the Adjutant of First Army and Felix Anton Gauchepied'er his Aide.

Xavier-Beauregard turns down Leonard de Hofstadt's application to be Adjutant-General. Likewise, the new Minister of War, Terence Cuckpowder, rejects Hofstadt as either Inspector-General. Instead, Cuckpowder offers the Infantry position to Bernard de Lur-Saluces, but he has the rank of General and can't take the post – it remains empty. Cuckpowder then appoints Chopine Camus as Inspector-General of Cavalry. Camus makes no decisions on the Cavalry Brigadiers, so his staff do the work for him.

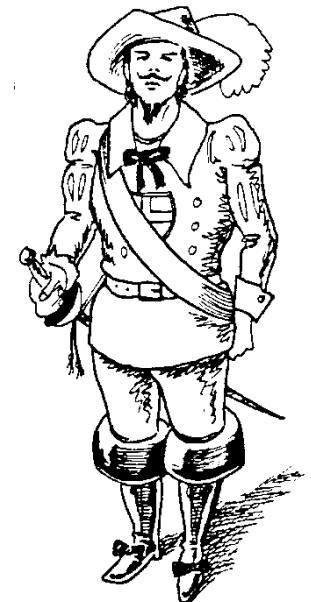
Lieutenant-General Hofstadt finally finds a role as commander of First Division. He leaves the Adjutant's position empty (refusing Robert d'Lancier's application) and engages Captain Bastian de LaGarde as his Aide. Lancier gets the Adjutant position in Second Division, however.

Other appointments are filled by default, apart from the Regimental Adjutant in Princess Louisa's Light Dragoons, which Arthur 'Dekka' Dent leaves empty.

The commander of the Royal Foot Guards, (brevet) Brigadier-General Amant d'Au takes a look at Paris and decides "it's a silly place." Accordingly, he volunteers the regiment for a further season on active service. While Lt-Colonel Jean Jeanie appears to be aware of this plan, it comes as a complete surprise to the regiment's other officers, including Captain Bastian de LaGarde and Major Beau Reese Jean Seine. They were expecting to spend their time in the fleshpots. Fabien Petanque is of the same mind as Au, but nobody pays attention to him as he's just a Subaltern in the Picardy Musketeers, so he has to volunteer for a Frontier regiment.

## It was him

The event in Paris this month is Was Nae Me's party at Bothwell's in the second week of the month. Nearly everybody is there, so let's start with it. The host and hostess are Was, of course, and Vera Cruz. Their guest list starts (alphabetically) with Arthur 'Dekka' Dent, who escorts Ulla Leight. Alan de Frocked brings Madelaine de Proust. Alain



SansSous didn't get anywhere when he went courting, so he's on his own, but is happier with his finances after receiving a gift from Terence Cuckpowder. Having been busy with his rapier beforehand, Bernard de Lur-Saluces has no plus-one. Balzac Slapdash has Mary Huana on his arm. Inspector-General of Cavalry Chopine Camus brings Sheila Kiwi. Chris Knight is on his own as his courting was unsuccessful. Charles Louis Desapear arrives with Emma Roides. CPS Duncan d'Euaneurts is the second rapier-practiser to arrive. He brings just a warrant or two. His first action is to spot the commander of his enemy regiment and exchange challenges with Alan. This argument is joined by the next arrival, Florent Sans de Machine (accompanied by Charlotte de Gaulle) alongside his CO.

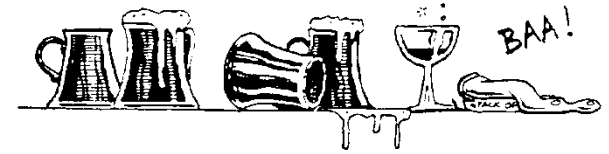
Georges Dueppre is unaccompanied: he met the other Georges, Hommemince, when he went courting the week before and neither would stand down. Greg de Bécqueur missed the young lady he had his eye on – she was out with her current beau – so he's on his own as well. Not surprisingly, Georges H is alone too. Minister Jean Ettonique expected to have a lady on his arm, but his courting of Katy Did went so badly that Alison Wunderlandt heard about it and gave him the heave-ho. Jean indulges his passion for gambling with a series of 250-crown wagers. Having won the first three bets, he cuts the next two and then wins again to finish the week with a good profit.

L'Inconnu escorts Anna Rexique to the party. In his new Lt-Colonel's uniform and having successfully re-scheduled his loans, Padamus Da Grim is fresh (?) from a week's sabre practice. Percy Urbain Fanci-Free is another single man. New Minister Swindelle d'Masses is accompanied by Lucy Fur, but is distracted by the sight of two regimental enemies. Swindelle exchanges challenges with Jean and Percy. The new War Minister, Terence Cuckpowder, brings Fifi. Xavier Money has Betty Kant on his arm. Many of those attending find the presence of commoner Charles deplorable. Arthur, Alain, Balzac, Chris, Florent, Georges H, L'Inconnu and Padamus line up to challenge Charles's effrontery. Alain takes exception to Xavier as well. Having searched the party in vain for his intended prey, the CPS spots Greg. "You'll do," he growls and has the unfortunate Dragoon dragged off to the Bastille.

The second, and quieter, event this month is Xavier Money's GDMD do at the end of September, Betty acting as hostess. First through the door is the Commissioner of Public Safety. Duncan is still unaccompanied and still looking for the man named on the warrant he's clutching. GDMD Captain Greg looks very nervous when he arrives, but he's already done his time – in fact he regales the other guests with tales of conditions in the Bastille. PLLD Lt-Col Georges H is not the man Duncan is looking for. Neither is GDMD Captain L'Inconnu – the only guest to bring an escort, Anna. Duncan shows no interest in GDMD Lt-Col Padamus, either, so everybody breathes more easily. Duncan's main topic of conversation is how clever he's been, re-investing the profit from his Arms investments – in Arms, of course.

## Clubbing round-up

Apart from these events, what else happens in Paris's clubs this month? The Fleur de Lys remains



relatively quiet. The Minister of State, Pierre le Sang, and the Minister of War, Uther Xavier-Beauregard, are both to be found here all month – though at separate tables. They are accompanied by their ladies: Guinevere d'Arthur and Henrietta Carrotte, respectively. Sebastian de la Creme Toadies to Pierre and Guinevere once he's made a visit to the bawdyhouses (where he shows no interest in the pleasures of the flesh). Richard Shapmes and Kathy Pacific are the other couple in the Fleur, dashing the hopes of other young men who wished to attract Mlle Pacific. Frele d'Acier and Pierre Cardigan are the last of the Fleur's members to make an appearance. Both materialise in week 1, both accompanied (by Freda de Ath and Edna Bucquette, respectively) and both then working out with their sabres for the rest of the month.

Not counting Was's party, Bothwell's is just as popular as the Fleur. Was is there all month, with Vera, as are Leonard de Hofstadt and Frances Forrin, who don't Toady to Was. Swindelle and Lucy, who do, are in Bothwell's in their own right the rest of the time. Alan de Frocked pops in with Madelaine in week 1, as do Charles Louis Desapear and Emma. Jean Ettonique makes an appearance at the end of September, bringing his new conquest, Katy – she accepted his suit once Alison had got rid of him. However, Jean is mainly here to try his luck on the tables again. He places another six 250-crown bets. After losing the first one, he cuts. Then he cuts, cuts again and cuts once more before losing the final bet. Not only does this leave him well out of pocket, it's more than he won two weeks earlier. He gets some satisfaction from renewing his challenge with Swindelle.

The man in residence at Hunter's is Frederick von Bismarch, taking in the atmosphere with a quiet glass of wine. For the whole month. Xavier and Betty take a table in the first week before returning for their party (Xavier practised sabre between parties). Percy Urbain Fanci-Free is also in the club, at the end of September. He brings Fifi – last seen on the arm of War Minister Cuckpowder – whose affections he gained the week before. (Terence has gone off with his sabre, which didn't go down well with the Mademoiselle.) The only other visitor to Hunter's is Hercule D'Engin, who turns up in week 2 looking for Xavier. This gets him nowhere with either of this month's parties.

Blue Gables is where Arthur 'Dekka' Dent (with Ulla), Florent Sans de Machine (with Charlotte) and L'Inconnu (with Anna) are to be found at the start of September – each at a separate table. They all head to the party in week 2 and Robert d'Lancier (plus Ava Crisp) takes over. Luckily for Robert, Ava doesn't know that he spent the previous week on another woman's doorstep. He spends



most of his time at the gaming tables, wagering 100 crowns at a time. He cuts the first bet, but wins the next two. Another cut is followed by two losses and a third win, leaving him with the same balance he had at the start of his visit (bolstered by the substantial loan the moneylenders were prepared to advance him). However, his status has gone up a bit. Florent, Charlotte, L'Inconnu and Anna are back in Blue Gables the following week. Florent and Charlotte stay for the last week – while the other two go to Xavier's do – and Richard re-appears, but without Ava.

The other clubs stand empty all month, but not so the Bawdyhouses. As well as Sebastian de la Creme, Henri Dubois and Percy Urbain Fanci-Free take a drink to start September. Both of these make sure there's no suggestion that they go without female company. Was's party leaves even the red light district empty, but it's busy again the week after. Alain SansSous, Bernard de Lur-Saluces and Padamus Da Grim get their oats, while Hercule D'Engin doesn't. His courting having failed all month (she's just not into him), Augustin Fourier arrives at the Bawdyhouses, drowns his sorrows and then heads home. Chris Knight is another man for whom the course of love doesn't run smoothly so, after a week with his sabre, he finds some female company here. Even Felix Anton Gauchepied'er is in one of the Bawdyhouses where they cater to his rather different companionship requirements. After meeting Georges Hommemince twice on Angelina's doorstep, Georges Dueppre gives up and heads for the red light district. As he departs, sated, the footpads take him for an easy target, but find nothing of value on him. Having checked out his options the week before, Hercule returns and this time indulges in female company, spending a little of what he's borrowed this month.

Iron men of the month are Jacques de Gain and Jean d'Ice, practising rapier the whole month. Balzac Slapdash spends three weeks practising sabre, as do Chopine Camus, Frele d'Acier, Henri Dubois and Pierre Cardigan. Arthur 'Dekka' Dent manages to fit in two weeks' practice with sabre, along with Terence Cuckpowder. For Alan de Frocked, it's two weeks with his rapier. Ditto Bernard de Lur-Saluces and Charles Louis Desapear. Duncan d'Eauneurts practises twice with his rapier, in between patrolling parties for a victim.

Felix Anton Gauchepied'er puts in two weeks throwing knives around. Then he and his constant companion, Trissy, head for the Louvre wearing colourful summer dresses and dragging a small handcart. It's loaded with books and documents and covered by a sheet upon which is written "Evidence against the despot Dunkie D'eaunerts". The pair wait outside the main entrance, asking all who go inside to tell the King that they've come to see him – except for anyone in a Palace Guard uniform, with whom they flirt outrageously. To these gentlemen they proffer leaflets showing diagrams of 'male appendage' sizes across Europe, ranging from 'supersize' to Spanish, Average Austrian and through to the Below par Belgians. On the back of the leaflet is a small (very small) diagram of the "Baby Carrot Dunkie" appendage with a warning that, if you have one like this,

you should seek urgent medical assistance to prevent you developing Little Man's Syndrome. The duo offer to check any Guardsman who wants to find out where he rates on the scale. However, after a couple of hours of this, a squad of guards marches out and prods them away at halberd-point.

That leaves one man unaccounted for. Etienne Brule spends his September on the doorstep of a certain young lady, undeterred by the fact that she's out on the town with her current beau.

### Beating off the Spaniards

After last season's campaign, the French army is back on a defensive footing. Smarting from being bottled up for three months, the Spanish forces in Franche-Comté make a raid into French territory. This has the intended effect – on the Frontier regiments, anyway. PM Subaltern Fabien Petanque has been assigned to Frontier regiment 1. Despite the regiment holding firm, Subaltern Petanque is the unfortunate victim of a Spanish musketball. RIP.

What the Spanish force isn't expecting is to run up against the Royal Foot Guards. Some well-disciplined volleys stop the attackers in their tracks and a charge clears them from the field. Regimental commander Amant d'Au stays out of the fighting, directing the skirmish to good effect. He takes 600 crowns as his share of the ensuing booty. Lieutenant-Colonel Jean Jeanie receives two Mentions in Despatches as he is in the thick of it. He acquires a little bit more loot than his boss. Major Beau Reese Jean Seine sticks to 600 crowns' worth of booty. Captain Bastian de LaGarde takes a bullet to the head early on in the fight and is *hors de combat* for the rest of the engagement. Luckily, it's only a scratch – despite the copious bleeding – but his only reward this month is the new parting in his hair.

The final action this month is the dismissal of Duncan d'Eauneurts as Commissioner of Public Safety. The problem is that he's been in the job for six months and hasn't convicted anyone. The good news for Greg de Bécqueur is that he won't be on trial at the start of October as there's no-one to prosecute him. ❖

## Press

### Announcements

To the 1st Battalion of the Cardinal's Guard

Gentlemen, we will be going to the Front in November, please arrange your diaries accordingly.

† Lt.Col. Sir Jean d'Ice

### Social

After a long stint at the front defending the honour of France and Le Roi, Brvt Brigadier S. d'Masses is pleased to announce a party to celebrate his successful return. All characters of SL 8+ are welcome, along with their ladies of the moment. Costs paid by your host.

Bdr-General Charles Louis Desapear will be hosting a party: Week 2 of October in Bothwell's. The guest list will include all members of the Paris society of sufficient standing and their other halves. I apologise in advance to all those nobles who take umbrage with me, but rest assured that satisfaction will be given. Costs will be covered.

† Bdr-General Charles Louis Desapear

[OOO: Party held by CLD week 2 in Bothwell's for SL 7+ and their ladies, costs will be paid.]

To: Gauvin le Juste, Fabien Petanque and Hercule D'Engin

Gentlemen, I would like to extend a hand of friendship to you and have you join me at the Blue Gables in September week #3. While our Regiments are not friends, we are not enemies either and have always been a champion for those of lesser backgrounds to encourage them to work hard and improve their lot in life. I am not one to turn a nose up to someone who has come from more less fortunate beginnings. I hope you accept my invitation.

Regards,

† Lt.Colonel Robert Lancier

His Majesty is dismayed to learn of the untimely death of the Viscount de Merchant, who served his monarch as Minister and held the highest rank in the military. He directs the whole of Paris to celebrate the life of the late Field Marshal. This event will be held in the Fleur de Lys in the final week

of October. The Dauphin will host proceedings and all costs will be covered by the hefty death duties even now being assessed on Merchant's estate. † Le Roi

## Military Missives

Monsieur le Brigadier des Armées Money,

I would like to apply to join your fine regiment, the Grand Duke Max Dragoons.

I believe you are in need of a regimental adjutant. If you would have me in that position, I would purchase the necessary commission.

I have no military experience, but a good theoretical grasp of battlefield stratagems. I am working on a treatise entitled, *Le Tactique d'Erreur*. This should not be confused with *erreur tactique*, though that is exactly what one's opponent is supposed to believe has occurred, and thus commit himself to some folly in ignorance of one's true purpose and strength. I would welcome the opportunity to work on this alongside veterans and senior officers.

I remain, sir, your obedient servant.

† Greg de Bécqueur

Bonjour Monsieur,

Thank you for volunteering for the regiment. We would be most happy to have you join as Adjutant. Please report to Sergeant Stronginthearm at the Mess on Tuesday and he will settle you in.

Merci,

† XM

## Personal

The journal of Percy Urbain Fanci-Free

Back in Paris!! Survived!! Never again. I mean the lads are well meaning, but the Frontier Regiment is a bit rough for the son of a count, even one who drank away his fortune. The Big Bang went well – the previous QMG had ordered some explosives in metal cans which we hid by the roadside. A Spanish convoy rolled up, we lit the fuses and “KA-BOOM – it's raining men – or a few body parts we thought were men”. Luckily, the last wagon was undamaged, so we shooed away the last few deafened Spanish Peasants and peeked inside – ohh, hat boxes from the famous Milliners Borosolina for the Countess of Seville. The lads seemed uninterested, but I know a fine bonnet when I see one, so I chose the three finest and sold them for a princely sum of 1,500 Crowns on the way home. Now I can buy the best powder, a handsome wig, a little rouge to highlight the cheeks and join a good regiment, starting with the Dragoon Guards, who, I am led to believe, are the best Drag Queens in town (at least that is what the Corporal said and he knew everything). I hear the Archduke Leopold Cuirassiers are also looking for a few good men...

Let us mourn those who fell for France in the campaign. A noble death is something no one is too poor to buy.

† T Cuckpowder

Hugh Bastarde may be a new arrival in Paris but he brings an old 'friend' from the Americas. Perchance abstinence is required?

To His Excellency, Viscount Le Sang, Minister of State

From Major le Marquis Jean Ettonique, Dragoon Guards

On my return to Paris from the Front, may I offer my warmest greetings your Excellency. I have spent too long away from the delights of the city and although I have benefitted greatly from my experiences as a soldier, I wonder if I could serve my King more completely by offering to carry some small part of the great burden that ruling our glorious nation must at times become. I therefore offer myself to serve as a Minister without Portfolio, perhaps with a special interest in the breeding of superior cavalry remounts to ensure the pre-eminence of our cavalry arm on the battlefields of Europe.

I remain, Sir,

Your humble and obedient servant,

† Jean Ettonique

Marquis

Major, Dragoon Guards

Lord Percy Percy says, as effeminacy is not fashionable, Monsieur Gauchepied'er is extremely unfashionable.

Those with nothing to hide have everything to fear. The honesty of the CPS cannot be relied upon.

† La Parapluie rouge

Marquis Etienne Brule  
Sir,

It is with deep regret that I have to announce my resignation from this fine regiment, but I want to command my own regiment and then, God willing, a Brigade.

I am grateful to you for all that you have taught me but, having served for 3 years as Lt Colonel, I am afraid that it is time for me to pursue regimental command elsewhere I had hoped you would take over the Brigade by now, but never felt it my place to mention this before.

You can always rely on my friendship and sabre in matters of honour.

Kind regards,

† Count D'Acier

Gentlemen of the Dragoon Guards

It is a sad day, Mes Enfants: it is time for me to move to pastures new. Once I am established in my new regiment, I will have a party for both regiments in my club.

Kind regards,

† Lt Col D'Acier

To General the Baron Sebastian de la Crème, 3rd Army Commander

From Major the Marquis Jean Ettonique, Dragoon Guards

Greetings, General!

I write to offer my services as your aide. You will no doubt have recently heard of my highly successful campaign this summer as aide to Field Marshall the Count Xavier-Beauregard with 2nd Army. My former commander's promotion, whilst an excellent and sensible reward for his dedication to duty, does of course leave me without

gainful employment beyond my regimental role.

I hope you will look upon this request favourably: I am confident that together we could have a most profitable time in service!

I remain, Sir,

Your humble and obedient  
servant,

† Jean Ettonique

Marquis

Major, Dragoon Guards

To: His sweetness, Viscount Le Sang

Dear Pierrey-poos,

Darling, Trissy and I are very worried that nasty little Dunkie is tarnishing your reputation by continuing as CPS and what's more his severe case of Little Man's Syndrome and constant missives for advice to his hag of a mother is totally detrimental to the safety of His Majesty and France.

Many are the voices within the Realm calling for his removal and replacement by someone far more suited to supporting you and undertaking the Commissioner's role as it should be. Surely the time has come to have him removed and, once done, I will be happy to serve you and France as the new Commissioner.

Take care, love and kisses,

† Dame Felix x x x

Commanding Officer ALC

I would request permission to join your regiment. I am an experienced squadron Commander of renown – you may even have heard of me. I also note you have a vacancy at Major which I have the funds to purchase.

Kind regards,

† Count D'Acier

## Points Arising

**Next deadline is 24th August**

As you may have noticed in the report, Duncan d'Euaneurts has lost his appointment as Commissioner of Public Safety as he did not convict a player character in the first six months of holding the post. The trial of Greg de Bécqueur thus lapses (as there's no prosecutor) and the Minister of State, Pierre le Sang, may appoint a new CPS – and a new Minister of Justice.

Best wishes for a speedy recovery to Bob Blanchett and David Brister, both of whom have been in hospital recently.

Thanks to Tim Macaire for 'retiring' Bill de Zmerchant from the game (Bill was beginning to run into Royal Displeasure). By royal command, there will be a wake for Bill next month – see Press.

Thanks, too, to Jason for more nonsense from FAG.

### Absent friends

GlJ (Gavin Wright) got the benefit of the doubt and was floated

X1 (Francesca Weal) got the benefit of the doubt and was floated

X2 (Ray Vahey) was floated as Ray is buried under the workload of a new project

### Farewell

I'm sorry to report that, on reflection, Burt Miller has "discovered that I haven't the time I need to devote to LPBS at this time". I quite understand, Burt, and you're very welcome to return to us at a later date.

### Notes

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising page at [www.pevans.co.uk/LPBS](http://www.pevans.co.uk/LPBS).

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

**Reminders:** It is worth sending orders in even if they're a day or two late: I may be able to action the orders and should be able to use any press. It also reassures me that you're still there.

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

## Announcements

Bastian de LaGarde asks NPC Major 2 of Royal Foot Guards to resign

Hercule D'Engin applies for Brigade Major of 2nd Foot Brigade

Greg de Bécqueur applies for Regiment Adjutant of GDMD

## Trials

Greg de Bécqueur should be on trial at the start of October. However, Duncan d'Eauneurts lost his appointment as CPS at the end of September as he hadn't convicted a player character in the first six months of holding the post. Thus, the case against GdB lapses.

## Duels

### Results of September's duels

Sebastian de la Creme (with PIS, gains 1 Exp) killed Bill de Zmerchant.

### Grudges to settle next month:

Georges Dueppre (Rapier) and Georges Hommemince (Sabre, Seconds ADD, adv.) have mutual cause as neither stood down over Angelina.

Arthur 'Dekka' Dent (Sabre, Seconds GH, 4 rests) has cause with Charles Louis Desapear (Rapier, adv.) as he's not Noble but higher SL.

Alan de Frocked (Rapier, Seconds LdH & FAG, 2 rests) and Duncan d'Eauneurts (Sabre, Seconds WNM & FSdM, adv.) have mutual cause for being in enemy regiments.

Alan de Frocked (Rapier, Seconds LdH & FAG) and Florent Sans de Machine (Rapier, adv.) have mutual cause for being in enemy regiments.

Alain SansSous (Rapier, 3 rests) has cause with Charles Louis Desapear

(Rapier, adv.) as he's not Noble but higher SL.

Alain SansSous (Rapier, adv.) has cause with Xavier Money (Sabre, 2 rests) as he's not Noble but higher SL.

Balzac Slapdash (Rapier, adv.) has cause with Charles Louis Desapear (Rapier) as he's not Noble but higher SL.

Chris Knight (Sabre, Seconds PDG, 4 rests) has cause with Charles Louis Desapear (Rapier, adv.) as he's not Noble but higher SL.

Florent Sans de Machine (Rapier) has cause with Charles Louis Desapear (Rapier, adv.) as he's not Noble but higher SL.

Georges Hommemince (Sabre, Seconds ADD, 3 rests) has cause with Charles Louis Desapear (Rapier, adv.) as he's not Noble but higher SL.

L'Inconnu (Sabre, 4 rests) has cause with Charles Louis Desapear (Rapier, adv.) as he's not Noble but higher SL.

Padamus Da Grim (Sabre, Seconds CK, 3 rests) has cause with Charles Louis Desapear (Rapier, adv.) as he's not Noble but higher SL.

Jean Ettonique (Sabre, Seconds HD, adv.) and Swindelle d'Masses (Sabre, Seconds TC, 4 rests) have mutual cause for being in enemy regiments.

Percy Urbain Fanci-Free (Sabre, adv.) and Swindelle d'Masses (Sabre, Seconds TC) have mutual cause for being in enemy regiments.

Terence Cuckpowder (Sabre, Seconds JE & UXB, adv.) has cause with Percy Urbain Fanci-Free (Sabre, 5 rests) for pinching Fifi.

"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

Tim Macaire gets the Second son of a very wealthy Viscount: Init SL 10; Cash 750; MA 3; EC 2 (X3).

Bob Blanchett gets the Second son of a Peasant: Init SL 2; Cash 10; MA 5; EC 4 (X4).

## Tables

### Army Organisation and 1671's Summer Deployment

First Army (Defence)	JdG/FAG/ADD/AdF
Cavalry Division (Defence)	N5/N/N3
Heavy Brigade (Defence) - ALC CPC	
Dragoon Brigade (Defence) - GDMD PLLD	
Frontier Division (Defence)	N4/N/N5
Frontier Regiments (Defence)	
Second Army (Siege)	__/_/_/N5/N
First Division (Assault)	LdH/BdLG/___
Guards Brigade (Assault) - RFG CG KM	
1st Foot Brigade (Assault) - RM PM	
RNHB Regiment (Assault)	
Second Division (Siege)	N5/N/RdL
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	N2/N/N5
Horse Guards Brigade	N5/N/N3
Heavy Brigade	N2/N/N2
Dragoon Brigade	N4/N/N5
First Foot Brigade	N2/N/N1
Second Foot Brigade	N2/N/N4
Third Foot Brigade	N4/N/N3
Fourth Foot Brigade	N5/N/N2

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

### Frontier Regiments

	(Defence for Sept–Nov)				
	F1	F2	F3	F4	RNHB
Colonel	N3	N4	N3	N5	N10
Attached					
Also at the Front	Royal Foot Guards				

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

### Battle Results

Royal Foot Guards: 1	Frontier regiment 3: 5
Frontier regiment 1: 4	Frontier regiment 4: 3
Frontier regiment 2: 2	RNHB regiment: 3

### Other Appointments

King’s Escort: Ensign N	Captain N
Cardinal’s Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal Jdl
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General N
Inspectors-General: of Cavalry CC	of Infantry __
Commissioner of Public Safety __	
Chancellor of the Exchequer EB (until April 1671)	
Minister of Justice __	
Minister of War TC (until August 1671)	
Minister of State PLS (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	RS
54	Madeline de Proust	17		AdF
55	Jacky Tinne	16		
35	Katy Did	16	I	JE
42	Maggie Nifisent	16	B	
52	Guinevere d’Arthur	15	B/W	PIS
62	Alison Wunderlandt	14		
48	Fifi	14	B/W	PUFF
10	Frances Forrin	14	B	LdH
21	Helen Highwater	14	W	
45	Cath de Thousands	13		
26	Ella Fant	13	B	
11	Laura de Land	13		
30	Leia Orgasma	13	B	
27	Lucy Fur	13	B	SdM
16	Ophelia Derrière	13		
31	Bess Ottede	12	I/W	
12	Charlotte de Gaulle	12		FSdM
17	Henrietta Carrotte	12	I/W	UXB
8	Lotte Bottle	12	B	
28	Vera Cruz	12		WNM
4	Anne Tique	11	W	
63	Carole Singeurs	11		
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		CC
1	Sue Briquet	11	B	
53	Angelina de Griz	10	B	
33	Anna Rexique	10	I	LI
43	Di Lemmere	10	I	
20	Emma Roides	10	I	CLD
56	Ingrid la Suède	10		
38	Pet Ulante	10	W	
57	Ava Crisp	9	I	RdL
59	May Banquot l’Idée	9		
6	Viv Ayschus	9		
2	Betty Kant	8	I	XM
19	Jenny Russe	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	BS
32	Sal Munella	8	W	
34	Freda de Ath	7	W	FdA
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	ADD
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

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.

Col	LCol	Maj 1	Maj 2	Capt 1	Capt 2	Capt 3	Capt 4	Capt 5	Capt 6	CG	CCG	KM	DG	DDG	OOC	ALC	CPC	RM	CDM	ADDP	PLD	53F	27M	4A	69A	Gscn

# The Greasy Pole

ID	Name	SLSPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
BdZ	Viscount Bill de Zmerchant	28	RIP							Tim Macaire
PIS	Viscount Pierre le Sang	25	62	Rich	General/State Min.		7	Guinevere	Flr	4 Bill Howell
EB	Marquis Etienne Brule	24	71	Rich	B.Bdr-General DG/Chancellor		3		Flr	4 James McReynolds
PC	Count Pierre Cardigan	24	55	Rich	General/Min w/o Port		9	Edna	Flr	5 Matt Shepherd
UXB	Count Uther Xavier-Beaureg'd	24+84	Rich	Fid	Marshal/Min w/o Port		16	Henrietta	Flr	4 Pete Card
JdG	Count Jacques de Gain	23	57	Filty	B.General/1st Army Commdr		24		Flr	6 Ben Brown
FdA	Count Frele d'Acier	23+73	Comfy	Major	ALC		18	Freda	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	22+75	Withy	B.Bdr-General	KM		8		Flr	5 Paul Lydiate
RS	Count Richard Shapmes	21+78	Rich	Lt-General			18	Kathy	Flr	4 Charles Popp
SdIC	Marquis Sebastian de la Creme	21+72	Comfy	General/Min w/o Port			4		Flr	5 Alan Percival
JJ	Count Jean Jeanie	20	F	Rich	Lt.Colonel RFG		25		Flr	3 Andrew Kendall
BRJS	Marquis Beau Reese Jean Seine	19	F	Comfy	Major RFG/Min w/o Port		4		Flr	3 Bill Hay
TC	Marquis Terence Cuckpowder	18	47	Rich	B.Lt-General/War Minister		6	Fifi	Both	4 Mike Dommett
WNM	Count Was Nae Me	18	37	Rich	B.General		14	Vera	Both	3 Mark Farrell
CC	Marquis Chopine Camus	17+89	Withy	B.Lt-General/Insp.Gen.	Cav		9	Sheila	Both	4 Stewart Macintyre
LdH	Sir Leonard de Hofstadt	16	47	Comfy	B.Lt-General/1st Div Commandr		5	Frances	Both	5 Neil Packer
GM	Sir Gaz Moutarde	16	31	Rich	Bdr-General		4		Both	2 Mike Clibborn-Dyer
AdF	Sir Alan de Frooked	15	45	Withy	B.Bdr-General CG/1st Army QMG		3	Madelaine	Both	2 Charles Burrows
JE	Earl Jean Ettonique	15+109	Withy	Major	DG/Min w/o Port		13	Katy	Both	5 Tony Hinton-West
BdLS	Sir Bernard de Lur-Saluces	14	37	Withy	B.General		9		Both	2 Rob Pinkerton
Jdl	Sir Jean d'Ice	14	35	Comfy	Lt.Colonel CG/FMshl's Aide		6		Both	3 Tym Norris
SdM	Sir Swindelle d'Masses	14+59	Comfy	B.Bdr-General QOC/Min w/o Port			6	Lucy	Both	4 Craig Pearson
FAG	Sir Felix Anton Cauchepied'er	13	31	Withy	Major CG/Gen's Aide (1st Army)		8		Both	4 Jason Fazackarley
CLD	Charles Louis Desappear	13	25	Withy	Bdr-General		3	Emma	Both	4 Martin Jennings
HD	Baron Henri Dubois	12+43	Comfy	Major	DG		3		Hunt	3 Wayne Little

ID	Name	SLSPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
PUFF	Percy Urbain Fanci-Free	11	26	OK	Captain DG		6	Fifi	Hunt	2 Mark Cowper
BdLG	Bastian de LaGarde	11	F	OK	Captain RFG/LtGen's Aide (1st Div)		4			1 Jerry Spencer
XM	Xavier Money	9	28	Comfy	B.Bdr-General GDM		5	Betty	Hunt	3 Pam Udowiczzenko
GH	Georges Hommence	9	20	Comfy	Lt.Colonel PLLD		5			1 Cameron Wood
FvB	Frederick von Bismarck	9	15	OK	Captain KM		4		Hunt	4 Dave Marsden
FSdM	Florent Sans de Machine	9+35	Comfy	Major	KM		3	Charlotte	BG	4 Nik Luker
RdL	Robert d'Lancier	8+38	Comfy	Lt.Colonel RM/2nd Div Adjutant			7	Ava	BG	4 Steven Malecek
ADD	Arthur 'Dekka' Dent	8+31	OK	Colonel PLLD/1st Army Adjutnt			8	Ulla	BG	1 Graeme Morris
LI	L'Inconnu	8+27	OK	Captain GDM			5	Anna	BG	1 Gerald Udowiczzenko
CK	Chris Knight	8+27	OK	Lt.Colonel CPC			7		BG	2 Paul Wilson
PDG	Padamus Da Grim	7+27	OK	Lt.Colonel GDM			6		F&P	2 Graeme Wilson
BS	Balzac Slapdash	6	17	Comfy			9	Mary	RP	4 Matthew Wale
GD	Georges Dueppre	6+21	Poor	Lt.Colonel PM			6		F&P	3 Mark Nightingale
ASS	Alain SansSous	5	16	Poor	Subaltern PM		6			4 Olaf Schmidt
GdB	Greg de Becqueur	5+26	Poor	Captain GDM/D/GDM	Regt. Adjnt.		6			5 Anthony Gilbert
X1		4	0	OK			6			2 Francesca Weal
HB	Hugh Bastadge	4	RIP							Burt Miller
AF	Augustin Fourier	3	6	OK	Captain GDM		2		RP	3 Brick-Amundsen
X2		3	0	Poor			3			3 Ray Vahey
GUJ	Gauvin le Juste	3	0	Poor	Subaltern 27M		4			2 Gavin Wright
HDE	Hercule D'Engin	2	5	Poor	B.Major 53F		2			2 Gerry Sutcliffe
FP	Fabien Petanque	2	RIP							Bob Blanchett

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+