

## That would be enough

This has been issue 188 of *To Win Just Once*, published 12th October 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 Friday, 2nd Nov 2018.

Orders for *LPBS* and all other contributions to Pevans by Friday, 9th Nov 2018.

(Remaining 2018 deadlines are: 7th/14th Dec. First in 2019 are: 11th/18th Jan)

## 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 halfway through, 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)): **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

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

*Rajas of the Ganges* (at ): Pevans

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

## Credits

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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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## Chatter

This is the tricky issue of the year, just before Spiel and the arrival of lots of new games. So, what to cover this issue? Well, I think it must be time to fill in with all the games I've played recently that haven't already been covered in these pages. Of course, many of these were released at Spiel '17...

Meanwhile, mince pies are back in the shops: yay! The ominous thing, though, is the flash on the packs of Sainsbury's "Taste the Difference" "All-butter" mince pies: "New recipe!" Oh dear. Despite the snowflake design on the lid, they're not as nice as last year's batch. Mind you, I've never got over the change from "Brandy-rich" to "All-butter" a couple of years ago. I wonder what Tesco's mince pies are like?

Speaking of trauma, Geraldine and I recently decided it was time to chuck away our videotape cassettes. If we really need anything we can buy it again on DVD – or just download it. But it was still harrowing: *Star Cops* – the first pre-recorded tapes I ever bought; the whole of *Twin Peaks*; a full set of *Blake's 7*; and, of course, a full set of *Babylon 5*! And all those movies: *Bridget Jones's Diary*, *The Princess Bride*, *Sea of Love*... All available at the click of a mouse/remote now, but physically owning something is different. Still, at least there's now room to see our DVDs... Oh look, that's the full set of *Buffy: the Vampire Slayer*.

### TWJO online

Issue 187 came out early in September and the PDF editions were downloaded 158 times during the month. There were 26 downloads for TWJO 186, taking it to 229 over two months. The PDFs of issue 185 were downloaded 28 more times, which means 388 since publication.

## Games 'Zine Poll 2018

Just a reminder that you have until the end of the month to vote for your favourite 'zines. Give each a mark (between 1.0 and 10.0, which is top) and send your votes to Alex Richardson: alex.bokmal@googlemail.com. Full details were published in the last TWJO.

## Letters

Tim Macaire ruminates, seasonally.

Another month, eh? What happened to the summer? All there is to look forward to now is kicking through autumn leaves. And buttered crumpets. And bonfires. And mulled wine rather than cold beer... Maybe the summer was overrated.

Not to mention mince pies!

Alex Bardy has been on “a week-long gaming jaunt in sunny Nantes”, which sounds like fun. He supplies a timely reminder that issue 2 of *The Spirit* (of games and gamers) is available: <http://bit.ly/TheSpirit2xdke0w>

## Games round-up

### What Pevans has been playing

Time to round up the games I've played recently that haven't made it onto these pages yet – of course, many of these were released at last year's Spiel and I'm only just getting round to them...

#### Bunnies!

Most recently, John Mitchell brought his copy of *Bunny Kingdom* along to Swiggers. This is one I've been wanting to play for a while. The board has a square grid, each square being a particular terrain type, and you mark your squares with little plastic bunnies in your colour. The bunnies are neat little models, though you could have somebody's eye out with the very pointed ears. Since you place a bunny according to the coordinates of the card you've just played, it should be very random. In practice, it felt really strategic.

I think that's because, each turn, you're only playing two of the cards in your hand and then passing the remainder to the next player. Starting with ten cards (in a four-player game), you have plenty of choice to begin with – and will see some of the cards again. Expecting to get a particular card on the second go-around is a tad optimistic, but it worked for me. Of course the other thing to consider is whether you're giving a valuable card to the next player. Dog in the



Playing *Bunny Kingdom* at Swiggers: Sebastian (yellow) already has a big lead

manger tactics didn't play a big part in this game, but it's certainly something to keep in mind.

Okay, so the card drafting mechanism gives you plenty to think about. The other thing is that only some of the cards are coordinates for bunnies. Crucial are the 'scroll' cards that give scoring opportunities. These stay face down until the end of the game when they take effect. I got the one that scores for having the most bunnies on the board and then picked up others that fitted with this, so my goal after that was just getting bunnies on the board.

The game is played over four rounds, each round being a new hand of cards – you don't get all the way through the big deck of cards. Scoring at the end of each round is for 'fiefs' – connected groups of squares – you have on the board. Each fief is worth the number of different resource squares it contains multiplied by the number of city towers it has. Some cities (more neat models) start on the board and others are placed by card play. As I was scoring for lots of fiefs, as well as bunnies on the board, I was quite happy to have lots of small, scattered fiefs plus one big one to concentrate my cities and resources in.

I thought I was doing pretty well for my first game and ended up just a few points behind John – well, it's his game. However, we were thrashed by Sebastian, who was nearly 100 points ahead of Rob in last place. *Bunny Kingdom* is not particularly deep, but has some clever mechanisms that fit together well – pretty much the definition of a Richard Garfield board game, I reckon. I will certainly be playing again. For the time being, it gets 6/10 on my highly subjective scale. It's published by Iello ([www.iellogames.com](http://www.iellogames.com)).

#### The Ides of March

Going back a few weeks, I brought *Liberatores* to Swiggers. This came from those nice guys at Moaideas Game Design ([www.wix.moaideas.net](http://www.wix.moaideas.net)), the publishers, in the same package as the review copy of *Tulip Bubble*. Designed by Yan Yegorov, it looked intriguing: a game about the assassination of Julius Caesar with hidden roles for the players. At the centre of the game is a track showing the relative influence between Caesar and his opponents. Going up against Julius are the Liberatores of the title, supporters of the Republic who are conspiring against his regal ambition. In a four-player game two players are Republicans (no, not supporters of the GOP), one is Caesar's Agent and one is a rival for the throne, the Competitor.

Then there is a deck of cards, each of which is an influential Roman. Three of these are available each turn and players can do one of three things. They can add the right-most card to Caesar's side of the board, moving the marker towards Caesar's end of the influence track according to the card's value. In addition, this generates income for the player. Secondly, they can buy any card and place it on the Republican side, moving the influence marker in the other direction. Thirdly,



*Liberatores* on display at Spiel '17

they can hire the card, which is generally cheaper than buying it, and get the card's special ability. This may be a one-off bonus or a continuing advantage. After their one main action, players can also carry out any subsidiary actions provided by the cards they've hired.

The cards then shunt along, a new one added and the next player gets a go. The game lasts until the cards run out (there are three special cards – Brutus, Cassius and Mark Anthony – that are always the last to appear), unless Caesar's influence hits the top of the track during the game, when the Agent wins outright. Once the cards have gone, roles are revealed and end of game abilities on cards are resolved. These will determine where the marker ends up on the influence track and how much 'personal influence' each player has. If the marker is neutral or on Caesar's side, the Agent wins. Otherwise, if any Republican has more influence than the Competitor, the Republicans win as a team. If not, the Competitor does.

I'm not sure how the game's supposed to work. There seemed to be few decisions to make. While you appear to have significant choice in your actions each round, you can only buy or hire a card if you can pay for it. And the way to get money is to increase Caesar's influence. I got the impression it needed two cards for Caesar to be able to buy one for the Republicans. The need for cash forces players to help Caesar, even if this is just what they don't want to do. And the crucial 'personal influence' points are elusive.

The game didn't last long: Rob forced the win as Agent (as he's about to do in the photo). I need to play it again to see if we missed anything, but at the moment it's a dud: I give it a provisional 5/10 on my highly subjective scale.

## A Walk in the Alps

The week before that I brought my nice new copy of *Spring Meadow*, Uwe Rosenberg's latest flora-themed puzzle game (also contains marmots), to Swiggers. Published by Edition Spielwiese ([spielwiese-berlin.de/edition](http://spielwiese-berlin.de/edition)), the game's theme is hiking in the Alps, but this is paper thin. As with the other games in this series (*Indian Summer* and *Cottage Garden*), players take polyomino tiles and place them on the square grid of their board. This time, players' boards are white and the tiles are green with bright flowers. The idea is that the spring flowers are poking through the last of the winter snow.

There are two further elements to this: the burrows printed on the boards and the holes in the tiles. Placing a tile so that a hole reveals a burrow gains you a bonus point when scoring. It also lets you cover a burrow with a tile – something you're not otherwise allowed to do – though this does cost you the bonus point as you cover the open burrow with a marmot (definitely alpine marmots, not groundhogs) token.

There's one other thing about the holes: place one adjacent to other hole/s in your tiles and you pick up and play a 'stone' tile. While it's always advantageous to be adding extra tiles to your board, the stones are particularly useful as they're the only way to get 1- and 2-square tiles. Great for filling in those little gaps.

The tiles are laid out on a central board and players take one from the current row/column at the start of their turn and then place it on their own board. Then the current row marker (a cross-roads signpost) is moved to along. The good thing about this is that it limits players' choice to (at most) five tiles. Since tiles can be placed either way up and in any orientation, there could otherwise be a lot of downtime as players work out the best tile to take.

When the new row contains no more than one tile, players score up before the next player



So that's four complete rows plus eight squares in the fifth for 48 points and the second 'pin' to win

gets their turn (though they get a bonus 2 points for this scoring). To score, players work up from the bottom of their board, counting each full row and their first incomplete one: one point per square covered by a tile or containing a burrow (plus the bonuses for burrows visible through tile holes). The player with the highest total gets a 'hiking pin' and the first to two pins wins.

For anyone who's played *Tetris*, the approach to this game is obvious: fill those rows! So far this has worked fine for me. It feels to me like the simplest of the games in this trilogy, but still thoroughly enjoyable – I see it more as a substantial filler than the game of the evening. It gets 8/10 on my highly subjective scale.

### CIV in cards

I've played *Carta Impera Victoria* (aka *CIV*) both at Swiggers and with my nephew, Tom, but I still find it an odd game. Designed by Rémi Amy and published by Ludonaute ([www.ludonaute.fr](http://www.ludonaute.fr)), it's played over three 'Ages', each with a different deck of cards. The cards come in six colours, representing different aspects of civilisation – Religion, Economy, Science and so on. There is a different mix of cards in each Age, with some types not appearing in certain Ages (a note on the player aid boards usefully shows how many of each type of card is in each Age).

A player's turn is pretty simple: they must play a card, adding it to any others of the same type they have in front of them, use any card effects and then re-fill their hand of cards (three to start with). Not unexpectedly, it's the card effects that provide complexity. However, they are not based on the individual cards played, but on the types players have in front of them.

For each type of card, there is a permanent effect – which usually kicks in once you have a specific number of this type of card in front of you. Thus, if you have enough Religion cards in front of you, your hand limit is five and you draw more cards at the end of the turn you achieve this. There is also a 'Discard' effect for each type of card: players take this action by discarding a card of this type from what's in front of them. The Religion discard effect lets you mix cards from your hand with another player's – though they get the same number of cards back.

The aim of the game is to get a minimum number of cards of one type in front of you and win outright. Failing this, the game ends when the deck runs out and players score for the different card types that they have the most of on the table.

Ideally, you want to get cards down that will let you take the other players by surprise with a sudden increase to the required number in a type. Thus, much of what you're doing in the game is keeping a careful eye on the other players to make sure nobody else is in a winning position. Of course, the random nature of



drawing cards means you can't really plan a strategy, you have to make best use of the cards you draw.

With six different types of card, there are lots of possible actions, but I've only seen a few of them used. In particular, the actions powered by discarding a card are used very sparingly. After all, the aim is to collect cards, so there needs to be a decent payoff to make it worth discarding a card. It didn't go down well at Swiggers, but I'd be happy to play it again as a filler. It gets 6/10 on my highly subjective scale.

### The Great Wen 2.0

A while back I took the opportunity to snaffle John Mitchell's copy of *London* second edition while he was playing something else. Both editions were designed by Martin Wallace with the second edition published by Osprey Games ([ospreypublishing.com](http://ospreypublishing.com)). The obvious difference is that the new game doesn't have a board: the London Boroughs are large cards, rather than areas on the board. In both cases, buying Boroughs is a key part of the game. Second edition then abstracts crossing the river Thames when building Underground railway lines (in the later stages of the game): you just pay a bit more if you have Boroughs in both North and South (where the taxis don't go). If there are any more subtle differences, I didn't spot them.

The challenge of the game is that you can either draw cards, play cards or use (played) cards. And each of these actions has its own constraints. There's a hand limit, so you can't draw cards *ad infinitum*. You can play as many cards as you want, but for each card you play you must also discard one of the same colour (and may have to pay money). And you can use all your cards, but most of them are one use only (they're turned face down afterwards) and usually produce 'poverty' – black markers that can be minus points at the end of the game.

The cards represent aspects of London – specific buildings, trades or features – and the game covers the span from just after the Great Fire to Queen Victoria. Thus Wren's St



A small thing, but mine own: My *London* city ready to run for the second time

Paul's and Bazalgette's sewers are all in there. I decided to try the build-a-small-city-and-run-it-often approach, which is not my usual strategy. Mark stuck to my usual strategy of building a long city and running it just a few times (I seem to recall three being the magic number). This gave him the cash to buy most Boroughs – and pay off his loans – at the end of the game. I was left still in debt, which is bad news in this game, and came last.

It's still an excellent game (despite the result) and doesn't seem to have changed much in the new edition. *London* gets a solid 9/10 on my highly subjective scale.

### Brummie Brass

I was very pleased with the arrival of my copy of *Brass: Birmingham*. This has design credits for Gavan Brown and Matt Tolman as well as Martin Wallace, who designed the original game, and is published by Roxley Game Laboratory (roxley.com). I was quick to take it in to Swiggers. Unfortunately, the other players were one complete beginner and two with vague memories of having played the original game. I say unfortunately, because *Brass* has a steep learning curve. In particular, you have to remember that, although you can do the same things with both types of card, they work slightly differently. As do the two types of raw materials: coal and iron.

The game is played over two Ages – Canal and Railway – with scoring at the end of both. In practice the Canal Age is as much about setting up for the Railway Age as scoring points. In the original *Brass*, anyway. In both Ages, players play cards to: build industry tiles on the board; flip these to increase their income and points; and develop more advanced versions of each industry. They will also take loans to finance this, reducing their income. What's different is that players build canals in one Age and railways in the second. Both work slightly differently.

The obvious difference with the Midlands setting of *Brass: Birmingham* is that there are no ports or shipyards as in the original game. Shipping the notional goods from your industries scores points, so this still happens. The goods go to 'merchants' on the edges of the board. Which goods each will take is determined randomly at the start. In addition to cotton mills, the game has factories – as in *Age of Industry* – and pottery kilns. The factories suggested that the new game, like *Age of Industry*, might have streamlined the original's mechanisms. However, it quickly became clear that the Birmingham game is even more fiddly.

The chief culprit is the addition of beer – neat wooden barrel pieces. This is a third material, produced from another new industry: breweries. Most of the time, players must use up a beer when shipping goods, making it harder to ship goods and ensuring players must build breweries. What's more, beer sometimes works like coal and sometimes like iron. Noooo!

Anyway, the key mechanism remains flipping over industry tiles ('shipping goods') to increase income and provide victory points. However, this time there



It looks gorgeous: *Brass: Birmingham* in play

are a total of six different industries: three providing the materials used by other industries/actions and three that are notional goods to ship. The technology trees of developing each of these provide some interesting incentives for building them or getting rid of them. However, this is more complexity added in to the game.

One decision is which industry/ies to build and this depends on what cards you have in hand – your initial hand is half of the cards you'll use in the Age. My starting cards were clearly pointing me towards pottery kilns. The problem with this was that both merchants that buy pottery were on the south edge of the board while all but one of the towns where kilns can be built are in the north. Hmm, my first impression is that the cards may be more limiting than in the original game -- though there is a neat mechanism for getting wild cards.

I followed the usual *Brass* path of borrowing to invest. However, the other players did better with few or no loans, so maybe that isn't the way to go in this game. Beer is also needed when taking the expensive option of building two railway links in a single action -- something players do regularly in the original game. The addition of beer to the cost makes this action noticeably harder.

With beginners involved, I wasn't surprised that the game took four hours to play – rather more than the 1-2 hours on the box, which I think is wildly optimistic. The production of the game is superb, though I find the 'clay' poker-style chips

over the top. Not to mention adding substantially to the weight of the game. *Brass: Birmingham* gets a provisional 6/10 on my highly subjective scale.

## Games Events

First of all, I must confess that I didn't make it to the inaugural *Tabletop Gaming Live!* event at the Ally Pally a couple of weeks ago. While Alexandra Palace is a great venue, it's a pain to get to. I decided against disturbing my weekend schedule with a two-hour trek across London (and back again).

But now it's Spiel time! Mind you, if you haven't already booked, accommodation may be an issue as the Essen hotels will be full by now. Tickets for the fair itself will be available on the door of course. For more information on the biggest board games event there is, see the organisers' website: [www.merz-verlag-en.com](http://www.merz-verlag-en.com)

And **MidCon** is the weekend after: 2nd-4th November at the Hallmark Hotel (and the Hallmark Inn across the road) in Derby. It's a week earlier than usual (presumably because the weekend of 11th November 2018 will be very busy with centenary events) and Spiel is a week later than it often is, so there's no gap between them. This makes **MidCon** even more the place to try out all those new games people have brought back from Essen. A weekend's gaming in a comfortable hotel, what could be better? Oh, and there are lots of good places to eat in the vicinity as well. For more, see [www.midcon.org.uk](http://www.midcon.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](http://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:** 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)

## Pevans's Wits & Wagers

This is our latest game that's open to all readers and is based on Dominic Crapuchettes's *Wits & Wagers* (published by North Star Games and used here with their permission). This is one of the very few trivia games that I give house room to because it's not just about being the biggest know-it-all.

Each round a question is posed that has a number as its answer. Players' answers are sorted and given different odds. The middle number gets odds of 1:1, those either side of it 2:1, then 3:1 and 4:1 with the final category being 5:1 that the answer is smaller than anything else.

Players now bet on one (or two, in the last round) answer, staking a maximum of 10 each round – except the last where they can go all-in – from their funds (80 to start with). The correct answer pays out at its stated odds with a 10 bonus for those who gave the correct answer in the first place (whether or not they bet on it). After seven rounds, the player with the most money wins.

As you can see, the game has plenty of scope for tactics and the winner is not necessarily the smarty-pants.

Now, the issue with running a trivia game in this medium is that everybody has time to look up (well, Google) the answers. So the questions for this game will be trivia about yours truly. The people with an advantage here are those who've known me for donkey's years (hi Mike, hi Pete), so I'll flag their answers.

I'll put the answers into the seven bands, with the median answer at 1:1. If there are more than three answers higher than this, the remainder will be in the top 4:1 band. Anything lower than the lowest 4:1 band will go into the "smaller than anything else" 5:1 band.

I'm not sure how well this is going to work, but let's give it a go. Our first question is: how many siblings do Paul and Geraldine have between them?

**Answers to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF, UK or  
TWJO@pevans.co.uk by Friday 9th November 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 68 (at [brass.orderofthehammer.com](http://brass.orderofthehammer.com)) went to the ringer, "Dugy" on the tie-breaker from yours truly. Steve Jones was third and Mike Tobias last. Game 69 has just passed halfway – who'd like to be the fourth player for the next game?

We're still having fun with *Through the Ages: a New Story of Civilization* (at boardgaming-online.com). Game 16 was a convincing win for me with Mike just pushing Mark Cowper into third and Al Tabor bringing up the rear. Game 17 is under way, but more players would let us start another pacifist game.

Mark Benson won a second *Pax Porfiriana* game (at yucata.de) in a row. A new game has started, but more players are welcome.

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.

*Agricola* game 5 (at www.BoiteAJeux.net) is reaching a conclusion. Anybody who'd like to join in, let me know.

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

The latest arrival at BoardGameArena.com is *Rajas of the Ganges*, a Euro-style game that I thoroughly enjoy. Who'd like to give it a go? Drop me a line and I'll set up a game.

## Games from Pevans

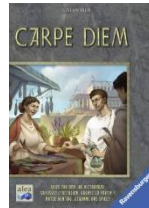
Mail order board and card games in the UK



### Carpe Diem

A Stefan Feld design set in Ancient Rome, this has players constructing a city district. This starts with an intricate drafting mechanism for acquiring building tiles. Then you've got to work out where to put each tile, aiming to connect tiles to complete buildings. Oh, and the buildings need to go in the right place. Yep, lots to think about and lots of opportunities to score points.

For 2-4 players, aged 10+, playing time 60 minutes: **£32.00**



### The Great War Centenary Edition

Full marks to Richard Borg for a terrific adaptation of his "Commands & Colors" system to World War One. The detailed models are a delight and the scenarios offer interesting challenges. The centenary edition, new for 2018, uses slightly softer plastic for the models, so they're less brittle than the originals.

For 2 players, aged 14+, playing time 90 mins: **£60.00**



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

### Turn 6

#### Builds

More infilling by all companies and GREAT once again has misfortunes, while the Woking area gets a little crowded.

**BASINGSTOKE ASSOCIATED STEEL HIGHWAY** (BASH), Bob Blanchett - Black  
 a)(Reigate) - D67/Redhill (3 to MDCR, 1 to SLOUGH)  
 b)(G53) - I52 - J52 - Reading  
 c)(G58) - Woking;  
 (Eastleigh) - Bishop's Waltham (3 to TIS, 4 to SWIFT, 3 to SLOUGH)

**Points:** 34.5 -14 +2 = **22.5**

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

a)(M11) - L11  
 b)(L11) - Petersfield (2 build points short)  
 c)(L9) - L8 (1 build point short)

**Points:** 68.5 +6 -0 = **74.5**

**SLOW LOCOMOTIVES ONLY USED GENTLY ON HILLS**

(SLOUGH), Brad Martin - Orange  
 a)(D67/Redhill) - C68 - B67 - A68  
 b)(A68) - Three Bridges - L26; (1 to SWIFT)  
 (Eastleigh) - Bishop's Waltham  
 c)(H66) - G66 - G63 (1 to TIS, 2 to SWIFT)

**Points:** 62 -4 +9 = **67**

#### GM Notes

Never had a minus score before. 10% interest added each turn.

The races start next turn: players can enter up to five (plus any held over from a previous turn).

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

a)(Virginia Water) - J54  
 b)(J54) - Wokingham;  
 (Woking) - G58;  
 (Chichester) - E16 (1 to BASH, 3 to SWIFT)

c)(E16) - D16 - Bognor;  
 (E16) - E18

**Points:** 66.5 -4 +22 = **84.5**

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

a)(Romsey) - Southampton (8 to TIS)  
 b)(Wokingham) - Virginia Water (10 to TIS - maximum payment)  
 c)(G24) - H24 - H27 (1 to SWIFT)

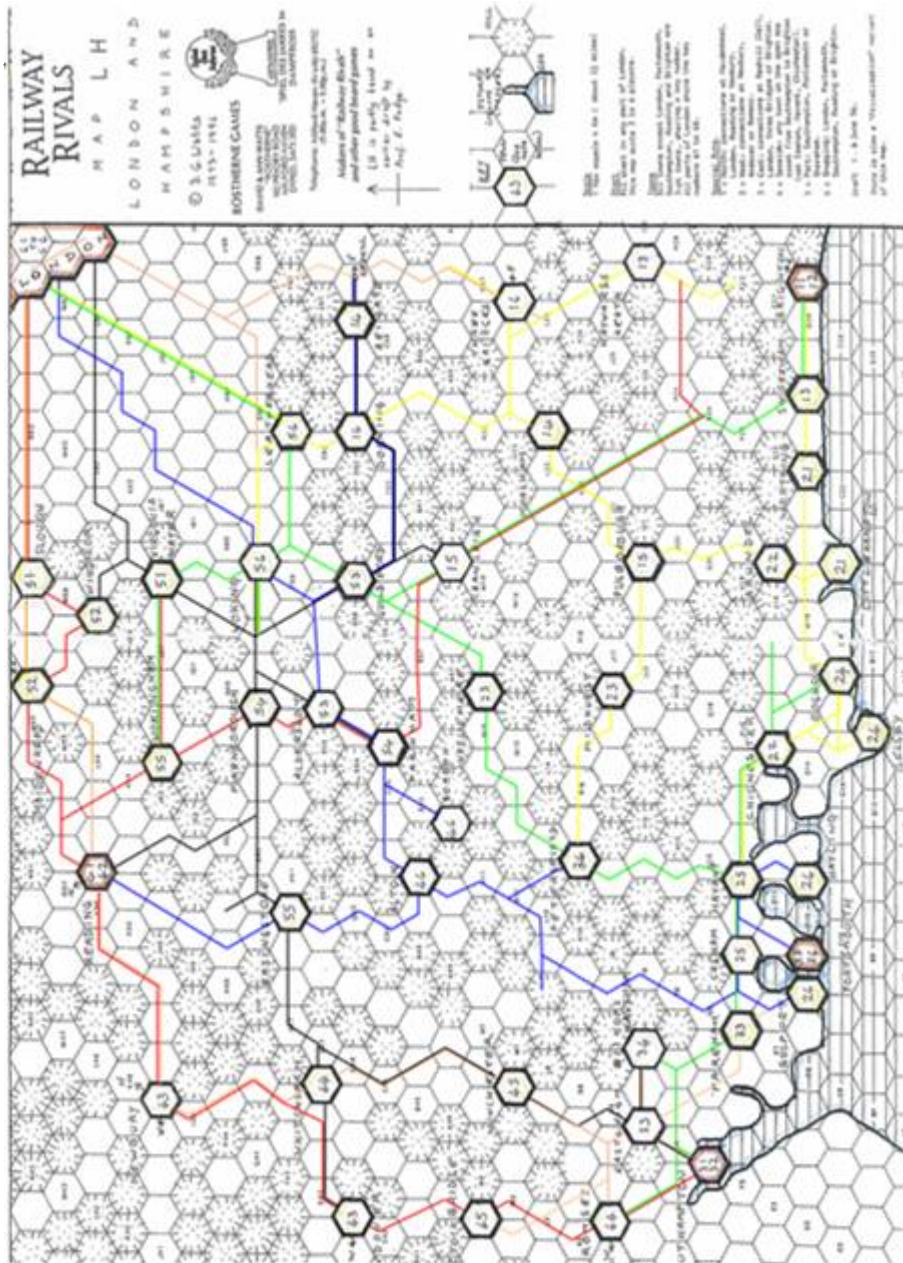
**Points:** -29 -2.5 -19 +0 = **-50.5**

**SLOW WAGON IN FAST TRAFFIC** (SWIFT), Gerald

Udowiczenko - Yellow  
 a)(G62) - Woking - G59 (3 to MDCR)  
 b)(G59) - G58; (1 to BASH, 5 to SLOUGH)  
 (Haywards Heath) - H27 - G27;  
 (Three Bridges) - N27 - A68  
 c)(G27) - F27

**Points:** 81.5 -9 +11 = **83.5**





After the races, you may build up to 12 build points. **Remember: junctions and parallel builds are deducted from the twelve points.**

**Next turn's races**

Race	From	To
1	11 Brighton	25 Havant/Cosham
2	15 Pulborough/Cranleigh	44 Whitchurch/Romsey
3	26 Hayling/Gosport	62 London
4	S2 WEST	53 Guildford/Aldershot
5	33 Fareham/Eastleigh	41 Reading
6	61 London	54 Farnborough/Farnham
7	32 Southampton	52 Windsor/Maidenhead

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, 2nd November 2018

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## Voyager (Star Trader game 9)

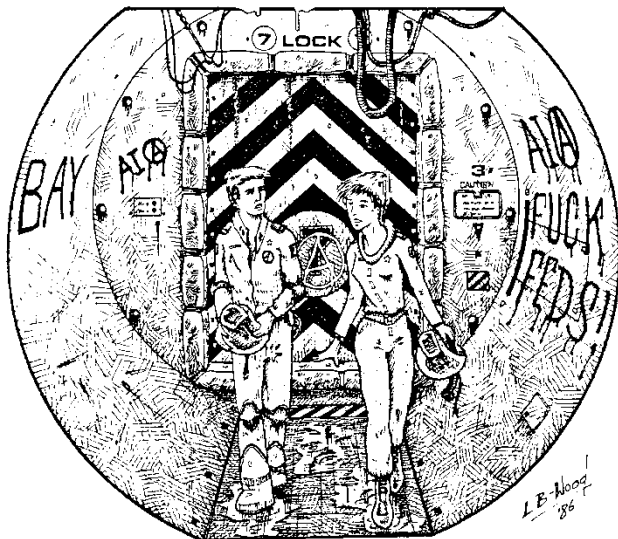
### Turn 9

A new planet was discovered to have viable resources in the Mu Herculis System and there was a big boost to commodity prices. It can be assumed that SWISS MERCENARY FLEET was unaware of this when it purchased Monopole Factories and INTERSIDEREAL NOVICES would have bid higher to purchase Monopoles and Petroleum.

Still at Mu Herculis, TRANSURANIC TRADERS sold 5 Monopoles on Contract and 6 Alloys with the aid of Percent. INTERSIDEREAL NOVICES sold 9 Alloys for 11 HTs each to gain a Contractor's position. OXFORDS NOT BROGUES sold 6 Isotopes for 8 HTs each and took a Contractor's position as well.

At Tau Ceti OXFORDS NOT BROGUES sold 4 Alloys on Contract. COSTRA NOSTRA PIZZA INC sold 12 Petroleum for 8 HTs each and gained a Dealership, whereas RED STAR LINES, who sold 6 units at the same price, went without further reward. RED STAR LINES did buy 11 Isotopes for 5 HTs each, taking a Dealership, as well as shutting out attempts to buy from INTERSIDEREAL, OXFORDS and TRANSURANIC.

FATCATS sold 2 Alloys for 11 HTs each at Delta Pavonis. COSTRA NOSTRA sold one Isotope for 6 HTs as RED STAR LINES sold on Contract. FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS bought 19 Petroleum for 8 HTs each and acquired a Dealership. Private arrangements had



to be made with other Corporations to store some of the goods. COSTRA NOSTRA then sold 9 Petroleum for 3 HTs apiece, bringing the price back down, but TRANSURANIC TRADING bought 2 units at 5 HTs each, raising the price slightly and RED STAR LINES bought on Contract.

INTERSIDEREAL NOVICES were the only Corporation trading at Epsilon Eridani, selling 4 Isotopes at a price of 8 HTs and 4 Petroleum for 9 HTs each.

TRANSURANIC TRADERS sold Isotopes at 7 HTs at Beta Hydri. They then sold 6 Spice for 11 HTs apiece and a Dealership. COSTRA NOSTRA PIZZA INC sold 4 Petroleum for 8 HTs each and TRANSURANIC sold 3 more at this price. SOLAR SPICE & LIQUORS sold 9 Monopoles for 15 HTs each and took a Dealership.

SOLAR SPICE & LIQUORS were dealing at Alpha Centauri: Liquors were bought on Contract and, at the same time, they sold Spice on Contract

At Sigma Draconis TRANSURANIC TRADING bought 6 isotopes for 3 HTs each and were granted a Contractor's position. They also cut COSTRA NOSTRA out of the market as they only bid 1 HT. SOLAR SPICE & LIQUORS sold Monopoles on Contract, but it was RED STAR LINES who sold 6 units for 15 HTs each and were made a Dealer. Finally, SOLAR SPICE & LIQUORS bought Spice on Contract as the price dropped, undercutting COSTRA NOSTRA's sell bid.

FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS were re-equipping some of their ships. Four of their passenger liners, Betley, Biddle, Walwern and Bollin sold all their Passenger pods and bought Cargo pods instead, along with A class crews. The 15 Petroleum Factories were sold at a profit and 16 Isotope factories were bought at Sigma Draconis instead. Apparently there is also a verbal agreement with another Corporation, as part of the Petroleum output was wheeled into COSTA NOSTRA's Warehouse.

SOLAR SPICE & LIQUORS' van Rijn had his ear to the ground and the Java was sent to Gamma Leporis where it snatched OP 9.

TRANSURANIC TRADERS had a profitable Quarter and bought a Spice Factory at Sigma Draconis.

SWISS MERCENARY FLEET's Charismatic Chairman, le Grande Fromage, bought as many Monopole Factories at Mu Herculis as finances could stand.

OXFORDS NOT BROGUES bought two Isotope Factories at Tau Ceti, sold cargo pods from Bodkin and bought cargo pods instead whilst upgrading the crew.

COSTA NOSTRA PIZZA INC bought an Isotope Factory at Sigma Draconis and a Warehouse to match.

INTERSIDEREAL GREENHORNS delivered OP 28 and then took OP 48, re-equipping the cargo podded ship with an A class crew and renaming it as Kris – the Passenger podded ship became Terry.

**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	6	4th	246	37	Mark Cowper
B Oxfords not Brogues	6 0 7	0	6th	207	40	Mike Clibborn-Dyer
C FATCAT	9 0 7	12	1st	325	38	Jerry Elsmore
D Solar Spice & Liquors	10 0 6	5+4	2nd	237	40	Paul Evans
E Swiss Mercenary Fleet	8 0 5	0	7th	90	40	Martin Jennings
F Smitten Kitten	4 0 7	0	N	66	22	
G Intersidereal Novices	10 7 5	12	3rd	356	40	Mateusz Ochman
H Red Star Lines	10 7 3	5	5th	348	40	Przemek Orwat
J Transuranic Trading	10 0 7	0	8th	499	40	Bob Parkins

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

**News**

Event 6 (new colony at Mu Herculis) took place this turn.

SSL took OP 9 from Turn 12. INTERSIDEREAL took OP 48 from Turn 11.

There was one new News chit this turn. The current list (new chits in **bold**) is:

**GM Notes**

Better Market Manager Orders this turn, thank you.

If someone tells you about an Opportunity, you cannot take that chit unless you have read it yourself.

If you then read the OP chit, you cannot take the OP on the same turn (you could write conditional orders for every OP chit).

You can send in conditional orders about hyperjumps: "if SSL has a ship in system space, jump to EE instead"

Turn 10 C4, P5, B6  
 Turn 11 C3  
 Turn 12 B6  
 Turn 13 **B10**

(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.)

sort of thing. However, you can't put in conditional orders about OP chits.

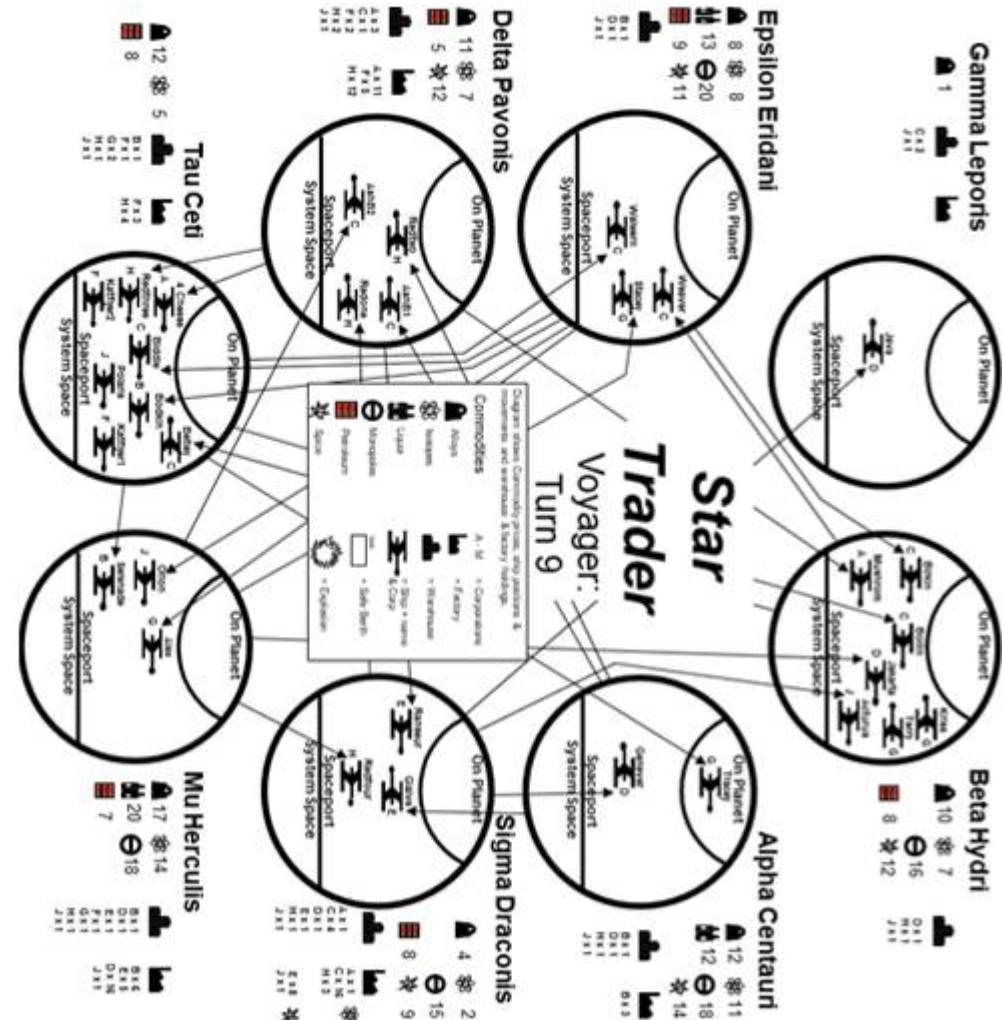
Please separate actions in the Opportunity Phase from actions in the Investment Phase. One comes before the other. It matters. In future if you order an Investment phase action all Opportunity Phase actions following will not take place.

There is always a Jump pod on every ship. It can be upgraded to an Augmented Jump pod, which does not

count against the number of pods allowed on a ship.

A warehouse can take 10 units of Alloys/Isotopes/Petroleum. It can ALSO take an unlimited quantity of Spice, Liquors and Monopoles.

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, 2nd November 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*.

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## November 1670 (321)

The dark mornings of November are just right for obscuring the movements of furtive Parisians with swords under their cloaks. Nobody is shocked to learn that duels are going on in the morning half-light. Least of all Charles Louis Desapear, as he seems to be involved in most of them. He finds it increasingly frustrating, though, as opponents fail to show. L'Inconnu is Desapear's first choice of opponent, but there's no sign of him. Chris Knight is second choice, but Lieutenant-Colonel Knight only wants to fight Hercule D'Engin. Once it's clear that the Engin man is not going to turn up, Knight turns on his heel and departs.

Nor does Padamus Da Grim feel like meeting Desapear but, finally, an opponent turns up. Arthur 'Dekka' Dent arrives with his sabre and his second, Georges Hommemince, prepared to take on Desapear and his rapier. This is despite Dent being titchy, while Desapear isn't, and having trouble remembering which end of the sword to hold. This could all be over very quickly. However Desapear starts defensively with a parry (against a sabre?) and a dodge. Dent smacks him with a slash while he's regaining his footing. Annoyed, Desapear swings into a slash of his own, only to be hit by Dent's follow-up cut at the same time. This is a nasty injury to Desapear, who concedes the fight at this point. Scratched, but still game, Dent is surprised to find he's won the duel.

With fresh injuries on top of his older wounds, Desapear declines his remaining adversaries without penalty: bad luck Alain SansSous, Balzac Slapdash, Florent Sans de Machine, Frederick von Bismarch and Georges Hommemince.

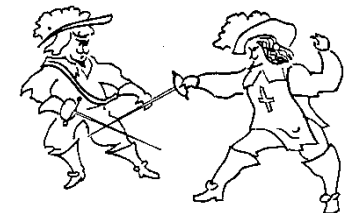
Second on Major Machine's list is his regimental enemy, Alan de Frocked. Brigadier-General Frocked is the little guy in this match and is carrying old injuries. At least he has Felix Anton Gauchepied'er and Leonard de Hofstadt in support. As befits the circumstances, this is a rapier duel. Frocked starts well when he parries Machine's opening lunge. He ripostes to score first blood, but has no answer to his opponent's second lunge. He surrenders. Fresh bandages for Frocked mean he isn't able to meet Frederick von Bismarch (who's beginning to wonder if he will get a fight this month) or Duncan d'Euaneurts. Alain SansSous is definitely without a fight as Xavier Money fails to appear.

This means the next duel is between Captain Percy Urbain Fanci-Free of the Dragoon Guards and Lieutenant-General the Marquis Terence Cuckpowder, Minister of War. A bit of a social mismatch. More to the point, Cuckpowder is pretty much twice the man Fanci-Free is, has Jean Ettonique as his second and is far more skilled with his blade – both men are wielding sabres. Fanci-Free gives it his best shot: he blocks. Then Cuckpowder hits him with a slash. What's left of Fanci-Free surrenders and he's carried off on a stretcher.

Frele d'Acier expects to meet Padamus Da Grim, but there's still no sign of him. Instead, Acier takes on Augustin Fourier in another sabre duel that looks more evenly matched. Except that Fourier is nothing like as skilled with his sabre as Acier is. Etienne Brule seconds Acier, but insists he's a neutral referee when he sees no-one supporting Fourier. Having crossed swords, Acier eschews any further use of it, closing in to apply his boot to his opponent. While the kick does have an effect, Fourier's simultaneous slash opens up Acier's thigh. Bleeding profusely, Acier hops backwards, but is hit by Fourier's cut (the second part of his furious slash) and promptly surrenders. He can't face Greg de Bécqueur as well.

It's no surprise that Felix Anton Gauchepied'er doesn't attend his duels – though he does send a delicately perfumed note excusing himself to both Duncan d'Euaneurts and Frederick von Bismarch. Apparently he's busy with Ministerial duties and re-scheduling his debts. Finally, though, Bismarch does find an opponent: Jean d'Ice. Bismarch is slightly beefier, but Ice has the better expertise and a second – Leonard de Hofstadt doing duty for another Cardinal's man. As they are fighting with rapiers, it is no surprise that Ice starts with a lunge, drawing blood first. That Bismarch counters with a slash is more surprising. Ice slashes in turn and immediately follows this with a (furious) lunge. The impact of the lunge is softened by Bismarch's second slash. Bismarch finally lunges, getting this blow in just before Ice's cut lands. He responds with another slash. There is one more exchange of slashes, Ice first, before Ice finally concedes the fight.

The battered Ice declines his final duel, thus ensuring Duncan d'Euaneurts doesn't get a fight.



## Fried Brigadier

Duncan d'Euaneurts has other fish to fry. He calls in a couple of favours and leans on the incumbent Brigadier of the Guards. Deciding that now would be a good time to retire, the Brigadier resigns with immediate effect. There are at least three worthy candidates for the post, but none of them has put in an application – perhaps they prefer their existing appointments.

RFG Captain Luc Azzat knows what he wants to be. His influence (and money) persuades the current Captain of the King's Escort to quit. Azzat takes over the job with huge support from superior officers: Lieutenant-Colonel Jean Jeanie and Major Beau Reese Jean Seine.

New boy Antoine Robert Guillaume Herville isn't sure which regiment to join. So he starts with the Royal Marines and works his way down. Robert d'Lancier doesn't want him for the Marines, but Georges Dueppre is happy to admit him to the Picardy Musketeers. Herville buys himself a Subalterncy – using just some of the gift he's received from Gaz Moutarde – and gets ready for his first month's regimental duties.

Paul d'Udderjuan applies to join the Dragoon Guards and is accepted by the regiment's commander, Etienne Brule. He fancies being a Major, but Percy Urbain Fanci-Free has taken that vacancy, so he has to settle for a Captaincy. This leaves him cash rich after maxing out his loan potential.

As it's the last month of the season, it's no surprise that there are volunteers for a spot of military service. Especially among Lieutenants-Colonel, apparently. Lt-Colonel Chris Knight takes his squadron of the Crown Prince Cuirassiers into action. Lt-Col Jean d'Ice marches off at the head of First battalion, the Cardinal's Guard. Lt-Col Padamus Da Grim follows them with his squadron of the Grand Duke Max Dragoons, dragging Captain Augustin Fourier along too.

## Creme or Brule?

The first social event of the month is the celebration of the Dragoon Guards, held at the Fleur de Lys. Many Parisians have worked out that this is being hosted by DG commander Etienne Brule – and the lovely Ella Fant, of course. Etienne does have competition from the first week of Sebastian de la Creme's month-long celebration, but Sebastian has set the bar for entry rather higher. Those joining Etienne and Ella start (alphabetically) with Balzac Slapdash, who is accompanied by Mary Huana. New Colonel Frele d'Acier brings Freda de Ath. They are followed by Greg de Bécqueur and Jenny Russe, sparking the party's one contretemps. Greg is in the Grand Duke Max's, while Frele is an Archduke Leopold's man. The matter will be settled in the usual fashion.

Henri Dubois arrives solitaire at Etienne's bash. Jean Ettonique brings Katy Did. The DGs' latest recruit, Paul d'Udderjuan has no company. And bringing up the

rear is the much-bandaged Percy Urbain Fanci-Free, escorting Fifi. Etienne demonstrates his gambling technique, but loses four of his five bets. That's a noticeable dent in his wealth, but all adds to the Fleur's profits. He makes up for it by boasting that France's economic strength is all due to his exemplary work as the Chancellor of the Exchequer. Which he will be explaining to His Majesty in person later in the month.

Accompanied by Maggie Nifisent, Sebastian welcomes the following. Alan de Frocked brings Madelaine de Proust. Chopine Camus escorts Sheila Kiwi. Gaz Moutarde accompanies Anne Tique. Leonard de Hofstadt has Frances Forrin on his arm and they settle down to enjoy "warm toddies" in pleasant company. And the Minister of State, Pierre le Sang, attends with Guinevere d'Arthur, pausing to take his traditional purse from Etienne. This leaves Pierre Cardigan and Uther Xavier-Beauregard, both of whom attend the Fleur under their own steam, accompanied by their ladies – Edna Bucquette and Henrietta Carrotte, respectively. Plus Georges Hommemince, who's left outside as he's sure he's on Chopine Camus's guest list, only to find there's no such list.



Week two of Sebastian's party sees exactly the same guests turn up. Etienne has changed tack and is now hosting the "annual Cavalry/Infantry seminar". This proves to be far less popular (especially amongst infantry officers, surprisingly). He has competition from Frele d'Acier, who's celebrating his membership of the Archduke Leopold Cuirassiers. Greg returns, with Jenny, and finds the fact that Frele is at a separate party no barrier to renewing their disagreement. Georges Hommemince also turns up, having correctly worked out who he's Toadying to this week. He even has a topic for discussion: "On the proper order of use for Hay on campaign: Infantry bedding BEFORE horse consumption." However, Etienne is more concerned with the gaming tables, where his luck is only marginally better than the week before: he cuts one wager when the house rolls high, but still only wins one of five.

While Uther Xavier-Beauregard is in the Fleur (with Henrietta) as a member in his own right, Frele and Freda's guests include several Dragoon Guards and a token infantryman. The foot soldier is actually Duncan d'Euaneurts, commander of the King's Musketeers. The Dragoon Guards start with Lt-Col Jean Ettonique, plus Katy. Then there's Major Henri Dubois and, finally, Captain Percy Urbain Fanci-Free. Duncan hits the gaming tables where he lays three massive bets. He loses two and wins one, reckoning the hole in his pocket recompensed by the gain in status. However, this brings his presence to the attention of the Cardinal's

Guard Toadying to Sebastian: Alan de Frocked. Alan and Duncan are busy exchanging 'compliments' when who should turn up but the Commissioner of Public Safety, Felix Anton Gauchepied'er. (She's a member, so doesn't need to Toady to anyone.)

"Hello, Dunkie-poos," she screeches, knocking the dust from her travelling clothes. "I'm exhausted, dearies – it's a long ride to Picardy and back, even when you've got your own coach. Oh, Dunkie," she continues, proffering the Musketeer a glove, "be an angel and slap yourself round the face with this, would you?" When Duncan returns the challenge with interest, Felix is beside herself. "Dunkie-poos, behave! What would your mother say?"

"Nothing that you would enjoy," snarls Duncan.

"Well, let's find out, shall we? I've got her tucked up in a bijou little cell in the Bastille..."

Members of the Commissioner's entourage are quick to confirm that, yes, the CPS has indeed arrested Lady Isla d'Eauneurts on a charge of "Interfering in matters of State to the detriment of His Majesty and the people of France". She has been brought back to Paris and installed in the Bastille, awaiting trial.

### More gambling

Come the third week of November and Paris is all a-twitter with the CPS's latest move: is s/he as bonkers as some of the previous holders of the post? On the social front, only Sebastian's party is still going. The guests are much the same, only Alan de Frocked has found something better to do. Etienne, Frele and Uther are in the Fleur again, with their respective ladies. Etienne returns to his gambling: five 600-crown bets. He wins one, cuts two and loses two, to finish well out of pocket. Sebastian continues to host into the final week, but the guest list reduces further as Gaz doesn't come back. Only Frele (+ Freda) and Uther (+ Henrietta) are also in the Fleur.

Time to see what's happening in the other clubs. The month starts in Bothwell's with Swindelle d'Masses bringing Lucy Fur for a drink and Was Nae Me doing the same with Vera Cruz. Was and Vera are back in the club for the following weeks. Intriguingly, Arthur 'Dekka' Dent and Charles Louis Desapear turn up in the second week expecting to Toady to Was. However, their putative host is ensconced in a private room, whispering sweet nothings in Vera's ear (or something like that), and they are left outside. The following week Was and Vera are ready to party... Only Duncan d'Eauneurts



turns up, so it's a pretty subdued affair as he spends the whole time bitching about Felix's treatment of his mother: "She is a Lady!" Bothwell's does liven up a bit in the final week of November. As well as Was and Vera, Henri Dubois visits his club. And Gaz Moutarde hosts Antoine Robert Guillaume Herville.

Hunter's is the haunt of Florent Sans de Machine and Charlotte de Gaulle. They are there for the whole month, enjoying the club's wine cellar. Arthur 'Dekka' Dent is there – with Ulla Leight – but just for week one. The member population doubles for the second half of the November as Percy Urbain Fanci-Free and Fifi occupy another table.

Robert d'Lancier calls in to Blue Gables in week two with Ava Crisp on his arm – good job she doesn't know he was on another woman's doorstep the week before. He's mainly there to place a few bets. A win is followed by a couple of losses, but then he wins three wagers in a row. That's a decent profit plus a good increase in his status. Buoyed by this success, he goes courting the following week, but runs into Georges Hommemince and won't give way to him. Still, at least he's paid off the moneylenders and made himself Colonel. For the rest of the month Paul d'Udderjuan is in the house. He's toasting his own success at courting but, strangely, has not brought his new lady friend with him. Of the lesser establishments, only the Frog & Peach has a member visit. That member is Greg de Bécqueur, who turns up in week three to show Jenny Russe around the place. She doesn't think much of the furnishings, but does enjoy a glass of wine.

It's no surprise that iron man of the month is Jacques de Gain, practising rapier for the whole time. Balzac Slapdash puts in three weeks with his rapier, while Pierre Cardigan and Swindelle d'Masses get three weeks sabre practice. Terence Cuckpowder is in the gym with his sabre for two weeks, before setting off for some courting. He's unsuccessful. Twice. Arthur 'Dekka' Dent practises sabre twice. Alan de Frocked does the same with his rapier. After a week in gaol and a week outside Bothwell's, Charles Louis Desapear works out his anger with his rapier. It takes two weeks. Frederick von Bismarch is the other jailbird and makes the Bawdyhouses his first priority after being released from the Bastille. After being attacked by footpads (he had no spare cash), it's two weeks with rapier for him as well. Jean Ettonique relaxes after his hard partying with two weeks sabre practice and a few others pop into the gym for the odd week.

Duncan d'Eauneurts starts his November in the red light district, where he makes a big fuss of renewing his season ticket for "The Mare's Meadow", an establishment catering only to 'Stallions' having members of prodigious size. As the Madam points out, there is a discount for his long-running – three-year – membership. Other visitors to a Bawdyhouse are Antoine Robert Guillaume Herville, Alain SansSous, Georges Hommemince (after meeting Robert d'Lancier on the doorstep of his intended) and Henri Dubois. All, apart from Alain, partake of some female company. And this is after Alain's courting earlier in the month

was a big flop. Even Felix Antoine Gauchepied'er is in the red light district (at the end of the month), but attending a rather different establishment.

To round off the month, Chancellor of the Exchequer Etienne Brule visits the Louvre where the King has demanded his presence. Aided by copious 'pie' and 'flip' charts Etienne demonstrates that France's economic success is all down to his leadership. This so confuses the King that he fails to recall why he summoned Marquis Brule in the first place and, when nudged awake by the Royal Keeper of His Majesty's drool, dismisses him in favour of another glass of red.

### Cash bonuses

The Royal Foot Guards are proving to be very useful as frontier guards, defeating another Spanish incursion this month. The regimental commander, Brigadier-General Amant d'Au, is Mentioned profusely in the Despatches ("What a fine General. But should he be wearing so much gold braid? And his medals are dazzling!"). He adds a further 500 crowns to his coffers, courtesy of a captured Spanish officer. Lt-Colonel Jean Jeanie is Mentioned more concisely ("Brave") and pockets 600 crowns. Senior Major Beau Reese Jean Seine has a close encounter with a Spanish musketball which brings him a Mention in Despatches ("Right through the crown of his hat") and plunders 600 crowns from the enemy. New Major Bastian de LaGarde is braver, not Mentioned and grabs 800 crowns worth of loot from the field. The newly-appointed Captain of the King's Escort, Captain Luc Azzat, hasn't taken up his duties yet as he's still in the field. He gets a footnote in Despatches ("Does His Majesty know?") and 700 crowns worth of booty. It's been a profitable Autumn for RFG officers.

The Frontier regiments do okay this month. Regiment 1 is bolstered by the First squadron of the Grand Duke Max Dragoons. Led by Lt-Col Padamus Da Grim, they acquit themselves well enough, but there's no reward either for da Grim or Captain Augustin Fourier – who's still complaining about being dragged away from Paris.

Lt-Col Jean d'Ice and his battalion of the Cardinal's Guard are attached to Frontier regiment 3 where Ice wins 50 crowns in a sharp-shooting competition. This was supposed to help improve the men's accuracy, but just leads to complaints about toffee-nosed officers with fancy muskets.

Lt-Col Chris Knight and his band of Crown Prince Cuirassiers assist Frontier regiment 4 in seeing off some rowdy Dutchmen. This brings the doughty Lt-Col a Mention in Despatches ("Probably just a stag party").

Finally, General Bernard de Lur-Saluces continues to lead a battalion of the Royal North Highland Border regiment. There's a further mention ("That's a fine 'wee badger handbag' there") for the General as he wins 50 crowns as the best dressed Highlander. Cue more muttering from the men... ❖

## Press

### Announcements

I am requesting the nonentity currently keeping the Adjutant-General's seat warm to vacate the premises.

Any likely candidates may care to back me up in this matter. † UXB

### Matters of Honour

Monsieur PUFF, your cowardliness does not become a gentleman. Should you have refused to defend your honour again, I shall challenge you to a duel. † Cuckpowder

### Social

Sir Alan de Frocked invites all of SL 11+ to mulled wine and mince pies at Bothwell's in the 1st Week of December. Carols will be sung (after generous amounts of drinks have been served). Mistresses are welcome and carousing costs will be paid.

Count Was Nae Me intends to hold a Pre-Christmas Dinner at Bothwell's, week 2 of December, for all gentlemen in Paris (SL 13+) along with their ladies. (Costs covered)

As Christmas is a time of good will Count Was Nae Me is looking for a gentleman to host a party in December for all characters in Paris whose SL is less than 13. Count Was Nae Me will provide funds to cover the gentleman's time and costs. Any gentleman interested in hosting such a party can contact myself.

### Personal

Brigadier-General Duncan d'Eauneurts, OC King's Musketeers, Minister without Portfolio, to His Majesty Louis XIV, of France and Her various realms and Territories, King

Greetings!

Your Majesty,

I believe that, after many years of loyal service, General le Vicomte Pierre le Sang has decided to step down as Your Majesty's Minister of State.

Having served Monsieur le Vicomte as Commissioner of Public Safety for most of his tenure, in addition to shouldering the responsibilities of the Minister of Justice and a Minister without Portfolio, I believe myself uniquely qualified to replace him.

I would be honoured if Your Majesty might consider me for the position and remain,

Your Majesty's Most Loyal and Devoted Servant,

† Earl Duncan d'Eauneurts

Darlings,

Now that the awful Dunkie has gone, Trissy and I promise you all a simply wonderful new regime over here at the Public Safety Ministry. Unlike our remiss predecessor, we have taken up the job with gusto and already have redecorated the Bastille and taken action against two offenders to ensure the safety of His Majesty and that delightful young son of his, the Dauphin.

No-one need fear or worry about our commitment to the role and we guarantee you all a sympathetic ear if you have any concerns over safety matters or, indeed, any fashion or medical interests we may help you with... If you require discretion, merely use the 'Tradesman's entrance' and no-one will see you enter!

Also, news and evidence has reached us of the scandalous goings on of Lady Isla d'Eaunerts (hence to be known as 'That woman') and her previous skulduggery and mischief in using the position of her son to accumulate personal wealth, influence and undue gain at the expense of the Realm's safety. Accordingly, we have arrested the old trout and brought her to Paris in chains where next month she shall fittingly face her comeuppance in the Courts.

† The Baroness Gauchepied'er  
Commissioner

To General Sir Swindelle d'Masses  
Sir,

Regrettably, you chose not to keep our appointment last month. 'Twas indeed a pity, although perhaps the only way that I could possibly have missed you... The champagne was cool, the air fresh and the sunrise quite remarkable. And to think I quit the bed of my lady for our appointment...

Do try to keep up, or keep out of the way.

Yours faithfully,

† Earl Jean Ettonique  
Major, Dragoon Guards

Brigadier-General Earl Duncan d'Eauneurts, OC King's Musketeers, to

His Excellency Lt-General Marquis le Marquis Terence Cuckpowder, His Majesty's Minister of War

Greetings!

Your Excellency,

I believe that the commander of the Guards Brigade, considering his unsuitability for the post, is to resign this.

Should this transpire, I would be honoured if you might appoint me in his place.

I have successfully commanded the King's Musketeers for some considerable time now and trust that my military record will speak for itself.

Yours to Command,

† Brigadier d'Eauneurts

P.S. Should you appoint an Inspector-General of Infantry between my writing this missive and its arrival, I'd be grateful if you could pass it along appropriate channels.

Lord Percy Percy says, as fashion is tending towards the un-extended, Henri Dubois is extremely fashionable.

Letter from Greg to Marquis Etienne Brule regarding a proposed topic for his Cavalry/Infantry seminar.

My Lord.

I have drafted a speech for your forthcoming Cavalry/Infantry seminar. I believe it could lead to significant improvements in the morale of infantrymen on the front line, and also reduce the incidence of

equine STD which weakens our cavalry regiments on campaign.

The working title is, "The Correct Way To Mount A Horse, an essential guide to equine etiquette for lonely infantrymen." My speech would explain in detail how best to take advantage of a kind offer from a generous cavalryman to lend his steed to a soldier in need of relief. I would issue an illustrated pamphlet covering all the material, and a large-scale map showing bridleways and bawdyhouses near the front line.

I hope you will find time in the schedule for this light-hearted but enlightening lecture.

I remain, My Lord, your obedient servant,

† Captain Greg de Bécqueur.  
Regimental Adjutant and Officer  
Commanding F Troop, GDMD

The continuing trials and tribulations of Perci Urbain Fanci-Free

Holy Deja Vu, what a weird experience I had in October. Fifi told me that her ex, Terence Cuckpowder, was a bit of a big boy and I had better brace myself for a good spanking. Considering the state of my body after a few bouts of Mistress Fifi, I took advice from the regimental surgeon. He gave me a tip about something he used to keep the horses quiet, so I took myself off to the Quartier Chinois to find this "medication" that would take away all feeling and make me impervious to pain. In a dark alley, I supped away and all I remember is waking up in the barracks and it's now November. What the hell happened in

October? I vaguely remember doing all the same things I did in September. Le Jour de la Marmotte! Anyway, I am off to face the Minister of War at dawn (again) and this time I am going to have to take it on the chin. No more lotions and potions for me, though some nice handcream wouldn't go amiss. Wish me luck (again)!!

Commissioner Gauchepied'er,

I was surprised to learn that you had decided to use the Bastille to house the offices of the Commission of Public Safety. Such a grim and foreboding place. I, and my predecessor too I believe, found le Châtelet to provide much more conducive surroundings. In fact, I believe the last Commissioner to base himself at the Bastille was actually Commissioner Fluff-Bunny and, given his sudden demise and subsequent changes, I would not be surprised to learn that his personal effects were still to be found there...

Anyway, just to let you know that I have given instructions that details of ongoing investigations carried out from my office at Châtelet be made available to you. Hopefully, you will find these to be much more worthwhile than trying to prosecute a gentleman with impeccable references just because his regiment happens to be a staunch opponent of your own.

† Earl Duncan d'Eauneurts  
P.S. Naturally all my personal effects were removed from le Châtelet on receiving news of my questionable dismissal.



Duncan d'Euaneurts, France's  
answer to Karen Bradley.

Who she? † La Parapluie Jaune  
† La Rédaction

## Poetry Corner

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

## Points Arising

**Next deadline is 9th November**

Having finally twigged that I'm going to be at **MidCon** over the weekend intended for the next deadline, I've pushed it back a week.

Technically, Pierre le Sang's tenure as Minister of State finishes at the end of November. However, a new Minister will not be appointed until after next month's trials, so PIS will still be the judge.

Next month is the start of a new season. **All characters start the month in Paris and all duels must be fought.** Any vacant appointments not taken by player characters will be filled by NPCs. However, if a player character appoints the position, they may leave it vacant. (If you have an appointment or a rank that allows you to appoint other characters to posts, don't forget to do so).

Next month is December and mistresses' influence will be renewed at the end of the month. A good reason to court a new mistress next month and gain twice as much influence. ☺

An ode by ADD (Col) commenting on the apparent vogue for anonymous invitations

1 If you're having a party,  
Though it may be quite hearty,  
Then remember to tell us your name.  
2 If you don't, I'm afraid,  
Though your plans are well laid,  
You'll be saddened that nobody came.

Given the number NMRs – particularly from players who normally get their orders in at the very last minute – may I suggest sending in orders as soon as you get *TWJO*? You can always amend them later if you need to.

### Absent friends

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

BeV Ben e'Volence (Ash Casey) has NMR'd. Total now 1  
GD Georges Dueppre (Mark Nightingale) has NMR'd. Total 1  
GlJ Gauvin le Juste (Gavin Wright) has NMR'd. Total now 2 and is sent to a Frontier regiment  
HDE Hercule D'Engin (Gerry Sutcliff) has NMR'd. Total now 1  
LI L'Inconnu (Gerald Udowiczenko) 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 2 and is sent to a Frontier regiment  
X4 (John Wright) has NMR'd. Total 1  
XM Xavier Money (Pam Udowiczenko) has NMR'd. Total 1

X2 (Ray Vahey) has been floated as work is still frantic

### Farewell

For personal reasons, John Wright has withdrawn from the game. Best wishes, John, and you're very welcome to re-join us any time. I will remove his character next month.

### 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

## Announcements

Bastian de LaGarde applies for  
Brigade Major of Guards Brigade

Duncan d'Euaneurts applies for  
Minister of State

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.

Sebastian de la Creme applies for  
Minister of State

Uther Xavier-Beauregard asks NPC  
Adjutant General to resign

## Duels

### Results of November's duels

Florent Sans de Machine (gains 1 Exp) beat his enemy Alan de Frocked (with LdH & FAG).

Xavier Money didn't turn up to fight  
Alain SansSous and lost SPs.

Charles Louis Desapear declined to meet  
Florent Sans de Machine as he was under half Endurance.

L'Inconnu didn't turn up to fight  
Charles Louis Desapear and lost SPs.

Alan de Frocked declined to meet  
Frederick von Bismarch as he was under half Endurance.

Charles Louis Desapear declined to meet  
Frederick von Bismarch as he was under half Endurance.

Terence Cuckpowder (with JE, gains 1 Exp) beat Percy Urbain Fanci-Free.

Arthur 'Dekka' Dent (with GH, gains 1 Exp) beat Charles Louis Desapear.

Alan de Frocked declined to meet  
Duncan d'Euaneurts as he was under half Endurance.

Augustin Fourier (gains 1 Exp) beat his enemy Frele d'Acier (with EB).

Charles Louis Desapear declined to meet Alain SansSous as he was under half Endurance.

Charles Louis Desapear declined to meet Balzac Slapdash as he was under half Endurance.

Chris Knight didn't turn up to fight Charles Louis Desapear and lost SPs.

Hercule D'Engin didn't turn up to fight Chris Knight and lost SPs.

Charles Louis Desapear declined to meet Georges Hommemince as he was under half Endurance.

Padamus Da Grim didn't turn up to Charles Louis Desapear and lost SPs.

Felix Anton Gauchepied'er didn't turn up to fight Duncan d'Eauneurts and lost SPs.

Jean d'Ice declined to meet Duncan d'Eauneurts as under half End.

Felix Anton Gauchepied'er didn't turn up to fight Frederick von Bismarch and lost SPs.

Frele d'Acier declined to meet Greg de Becqueur as he was under half End.

Padamus Da Grim didn't turn up to fight Frele d'Acier and lost SPs.

Frederick von Bismarch (gains 1 Exp) beat his enemy Jean d'Ice (with LdH)

## Trials

There will be three trials at the start of next month, after duels have been fought, but before anything else happens. They will take place in the order chosen by Commissioner of Public Safety Felix Anton Gauchepied'er. Pierre le Sang will sit in judgement, his last action as retiring Minister of State.

## Grudges to settle next month:

Beau Reese Jean Seine (Rapier, Seconds AdA, adv.) has cause with Sebastian de la Creme (Sabre, Seconds FAG & PIS) for pinching Maggie.

Frele d'Acier (Sabre, Seconds EB, adv.) and Greg de Becqueur (Sabre, 4 rests) have mutual cause as enemies.

Alan de Frocked (Rapier, Seconds LdH & FAG, 3 rests) and Duncan d'Eauneurts (Sabre, Seconds WNM & FSdM, adv.) have mutual cause for being in enemy regiments.

Duncan d'Eauneurts (Sabre, Seconds WNM & FSdM, adv.) and Felix Anton Gauchepied'er (Dagger, Seconds X4, 4 rests) have mutual cause as enemies.

Georges Hommemince (Sabre, Seconds ADD) and Robert d'Lancier (Cutlass) have mutual cause as neither stood down over Bess.

“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.

Brigadier-General Charles Louis Desapear is charged with “Conduct Unbecoming an Officer of His Majesty’s Army”.

Captain Frederick von Bismarch is charged with spying for Holy Roman Emperor Leopold.

Lady Isla d'Eauneurts (an NPC) is charged with “Interfering in matters of State to the detriment of His Majesty and the people of France”.

Players may submit narrative for or against any (or all) and/or describing their attendance at court. This should be sent to the CPS/MoS before the deadline if you want them to take note of it.

## New Characters

Gavin Wright gets the Second son of a Peasant: Init SL 2; Cash 10; MA 2; EC 2 (X1).

Francesca Weal gets the First son of a Peasant: Init SL 3; Cash 11; MA 5; EC 4 (X3).

## Tables

### Army Organisation and 1671’s Summer Deployment

First Army (Defence)	JdG/__/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	__/_/_/___
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

	(Field Ops for Dec–Feb)				
	F1	F2	F3	F4	RNHB
Colonel	N3	N4	N3	N3	N8
Attached					
Also at the Front					

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

### Battle Results

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

### Other Appointments

King's Escort: Ensign N	Captain LA
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 FAG (until September 1671)	
Chancellor of the Exchequer EB (until April 1671)	
Minister of Justice __	
Minister of War TC (until August 1671)	
Minister of State __	

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		AdF
35	Katy Did	16	I	JE
42	Maggie Nifisent	16	B	SdIC
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	LdH
21	Helen Highwater	14	W	
48	Fifi	14	B/W	PUFF
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	EB
27	Lucy Fur	13	B	SdM
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		FSdM
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		WNM
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	RdL
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	GdB
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	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	

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.

Regiments		RFC	CG	CC	KM	DG	DG	OOC	ALC	CPC	RM	CDM	13F	PLD	53F	27M	4A	69A	Gscn
Col	AdA	AdF	DdE	EB	SdM	FdA	N4	RdL	XM	CD	ADD								
LCol	Jl	Jdl	N6	JE	N3+	N5	N2+	N3	N2	N1+	N4+	N5+	N4	N2	N4	N6			
Maj 1	BdLGS	BdLGS	FAG	PUFF	N1	N4	N6	N3	AF	N1	N3	N3	N3	N2	N3	N4	N6		N2+
Maj 2	N6	N3	N3	N6	N1	N4	N4*	N6	N4	N1	N5	N5	N5	N4	N5	N6	N6		
Capt 1	N3	N6	N6	N2*	N3*	N2*	N5	N2*	N6	N6*	N4*	N3*	N3*	N6*	N5*	N5	N6		
Capt 2	N4*	N6*	N4*	N2*	N3*	N2*	N5	N2*	N6	N6*	N4*	N3*	N3*	N6*	N5*	N6	N6		
Capt 3	N2	N3	N3	N2*	N3*	N2*	N5	N2*	N6	N6*	N4*	N3*	N3*	N6*	N5*	N6	N6		
Capt 4	N2	N3	N3	N2*	N3*	N2*	N5	N2*	N6	N6*	N4*	N3*	N3*	N6*	N5*	N6	N6		
Capt 5	N6	N6	N6	N2*	N3*	N2*	N5	N2*	N6	N6*	N4*	N3*	N3*	N6*	N5*	N6	N6		
Capt 6	Pdu	Pdu	Pdu	Pdu	Pdu	Pdu	Pdu	Pdu	Pdu	Pdu	Pdu	Pdu	Pdu	Pdu	Pdu	Pdu	Pdu		

# The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
UXB	Count Uther Xavier-Beaureg'	d26+84	Rich	Fld Marshal/Min w/o Port		16	Henrietta	Flr	4	Pete	Card
EB	Marquis Etienne Brule	25 60	Withy	B.Bdr-General DG/Chancellor		3	Ella	Flr	4	James	McReynolds
PLS	Viscount Pierre le Sang	25 54	Fithy	General/State Min.		7	Guinevere	Flr	4	Bill	Howell
FdA	Count Frele d'Acier	24 69	Comfy	Colonel ALC/Min w/o Port		18	Freda	Flr	3	Peter	Farrell
PC	Count Pierre Cardigan	24 55	Rich	General/Min w/o Port		9	Edna	Flr	5	Matt	Shepherd
DdE	Earl Duncan d'Eauneurts	24+77	Rich	B.Bdr-General KM/Min w/o Port		8		Flr	5	Paul	Lydiate
JdG	Count Jacques de Gain	23 53	Fithy	B.General/1st Army Commdr		24		Flr	6	Ben	Brown
SdIC	Marquis Sebastian de la Creme	23+69	Comfy	General/Min w/o Port		4	Maggie	Flr	5	Alan	Percival
AdA	Count Arant d'Au	22 F	Rich	B.Bdr-General RFG/Min w/o Port		11		Flr	5	David	Brisler
RS	Count Richard Shapmes	21 52	Rich	Lt-General		18		Flr	4	Charles	Popp
JJ	Count Jean Jeanie	20 F	Rich	Lt.Colonel RFG		25		Flr	3	Andrew	Kendall
TC	Marquis Terence Cuckpowder	19 44	Withy	B.Lt-General/War Minister		6		Flr	4	Mike	Dommett
BRJS	Marquis Beau Reese Jean Seine	19 F	Comfy	Major RFG/Min w/o Port		4		Flr	3	Bill	Hay
CC	Marquis Chopine Camus	19+77	Withy	B.Lt-General/Insp.Gen.Cav		9	Sheila	Flr	4	Stewart	Macintyre
WNM	Count Was Nae Me	18 41	Rich	B.General		14	Vera	Both	3	Mark	Farrell
LdH	Sir Leonard de Hofstadt	18+64	Comfy	B.Lt-General/1st Div Commandr		5	Frances	Both	5	Neil	Packer
JE	Earl Jean Ettonique	17+78	Withy	Lt.Colonel DG/Min w/o Port		13	Katy	Both	5	Tony	Hinton-West
AdF	Sir Alan de Frocked	16 48	Withy	B.Bdr-General CG/1st Army QMG		3	Madelaine	Both	2	Charles	Burrows
GM	Sir Gaz Moutarde	16 40	Rich	Bdr-General		4	Anne	Both	2	Mike	Clibborn-Dyer
Jdi	Sir Jean d'Ice	15 F	Comfy	Lt.Colonel CG/FMShl's Aide		6		Both	3	Tym	Norris
SdM	Sir Swindelle d'Masses	15+52	Comfy	B.Bdr-General QOC/Min w/o Port		8	Lucy	Both	4	Craig	Pearson
FAG	Baron Felix A Gauchepped'er	14 30	Comfy	Major CG/CPS		9		Flr	4	Jason	Fazackarley
BdLS	Baron Bernard de Lur-Saluces	14 F	Withy	B.General		9		Both	3	Rob	Pinkerton
CLD	Charles Louis Desapear	13 24	Withy	Bdr-General		3		Both	4	Martin	Jennings
HD	Baron Henri Dubois	13+42	Comfy	Major DG		3		Both	3	Wayne	Little
BdLG	Bastian de LaGarde	11 F	Comfy	Major RFG/LtGen's Aide (1st Div)		4		Both	1	Jerry	Spencer
PUFF	Percy Urbain Fanci-Free	11+43	Poor	Major DG		6	Fifi	Hunt	2	Mark	Cowper

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
GH	Georges Hommemine	10 32	Comfy	Lt.Colonel PLLD		5		Hunt	1	Cameron	Wood
LA	Luc Azzat	10 F	Comfy	Captain RFG/Capt.K's Esc		3		BG	2	Tim	Macaire
RdL	Robert d'Lancier	10+37	OK	Colonel RM/2nd Div Adjutant		7	Ava	BG	4	Steven	Malecek
FsdM	Florent Sans de Machine	10+34	Comfy	Major KM		3	Charlotte	Hunt	4	Nik	Luker
ADD	Arthur 'Dekka' Dent	9 25	OK	Colonel PLLD/1st Army Adjutant		8	Ulla	Hunt	1	Graeme	Morris
FvB	Frederick von Bismarch	9 21	OK	Captain KM		4		Hunt	4	Dave	Marsden
PdU	Paul d'Udderjuan	9+ 31	OK	Captain DG		3		BG	3	Bruno	Giordan
XM	Xavier Money	8- 4	Comfy	B.Bdr-General GDM		5		BG	2	Pam	Udowiczenko
CK	Chris Knight	8 F	OK	Lt.Colonel CPC		7		BG	2	Paul	Wilson
LI	L'Inconnu	7- 1	OK	Captain GDM		5		BG	1	Gerald	Udowiczenko
BS	Balzac Slapdash	7 21	Comfy			9	Mary	BG	4	Matthew	Wale
GD	Georges Dueppre	7 11	Poor	Colonel PM		6		F&P	3	Mark	Nightingale
PDG	Padamus Da Grim	7 F	OK	Lt.Colonel GDM		7		F&P	2	Graeme	Wilson
GdB	Greg de Bequeur	7+ 46	Poor	Captain GDM/GDM Regt. Adjit.		6	Jenny	F&P	5	Anthony	Gilbert
ASS	Alain SansSous	5- 3	Poor	Subaltern PM		6		4	Olaf	Schmidt	
AF	Augustin Fourier	4 F	OK	Captain GDM		2		RP	3	Brick	Amundsen
X2		3 0	Poor			3		3	Ray	Vahey	
X1		3	RIP							Francesca	Weal
ARGH	Antoine Robert G Herville	3+ 17	Poor	Subaltern PM		5		2	Bob	Blanchett	
X4		2- 2	OK			3		2	John	Wright	
HDE	Hercule D'Engin	2- 3	Poor			2		2	Gerry	Sutcliffe	
GJJ	Gauvin le Juste	2	RIP						Gavin	Wright	
BeV	Ben e'Volence	1- 2	Poor			5		3	Ash	Casey	

An F under SPs means that the character was at the Front, RIP means that he died. + against SL means it went up this month, - means it went down.

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Fithy = 25000+ Last seen is the lady the character was last seen with in public.

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