

That would be enough

This has been issue 190 of *To Win Just Once*, published 4th January 2019. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2019

Deadlines

Mike's games are held over following his house move.

Orders for *LPBS* and all other contributions to Pevans by Friday, 18th January.

(Next deadlines are: 15th/22nd Feb, 22nd/29th March, 26th April/3rd May)

Waiting lists

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

Railway Rivals – the latest game is halfway through, Martin Jennings, Rob Pinkerton, Anthony Gilbert and Jonathan Palfrey are up for the next one, who else? (Working copy and rules provided).

Star Trader – Time for a new game! Anthony Gilbert is already waiting and there's room for plenty more. Rules provided.

Online games

Agricola (at www.boiteajeux.net): Pevans, Martin Abrahams, Mark Cowper +1?

Brass (at brass.orderofthehammer.com): Pevans, Steve Jones, Mike Tobias +1?

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

Keyflower (at www.boardgamearena.com): Pevans, Brad Martin, Al Tabor +1?

Pax Porfiriana (at www.yucata.de):

Rajas of the Ganges (at www.yucata.de): Pevans

Through the Ages (at www.boardgaming-online.com): Brad Martin, Pevans (Pacifist game)

Credits

To Win Just Once issue 190 was written and edited by Pevans. The *LPBS* masthead (page 23) is by Lee Brimmicombe-Wood, as is the drawing on page 28. The illustrations on pages 24 and 25 are by Tim Wiseman and the one on page 26 by Nik Luker. Game and book artwork is courtesy of the publisher. Photos were taken by Pevans (except where noted), who played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

I was expecting some deliveries in the run-up to Christmas. No surprise there. What was surprising was the text message I got from DHL: "Your shipment will be delivered on within 48 hours from tomorrow." Hmm, I think this means I should expect it in the next 2-3 days. Maybe. Just over an hour later I received another DHL text: "Your shipment is estimated for delivery between 11:15 and 12:15". Okay, that's a little sooner than I thought...

Meanwhile, an errand left me close to the new Asda supermarket, so I took the opportunity to pick up some of their mince pies. (Incidentally, it's a huge Asda – one of these modern blocks with parking below ground level and moving walkways to take shoppers up to the vast warehouse of the shop. How did they build this without me noticing?)

Oh dear, I don't rate the Asda mince pies either. The filling is tasty enough, but it doesn't fill the pie, and the pastry is thick and solid. It's not been a vintage year for mince pies I'm afraid.

A few days later, I went into the village to post some parcels and popped in to our local Wenzel's (this is a chain of bakeries across north-west London). What do you know, they had their own mince pies. I picked up a pack of four and they're pretty good. The pastry is crisp, tasty and full, and the mincemeat is nicely spiced (maybe a bit too much cinnamon, if I'm being picky). My favourite of 2018.

Just for completeness' sake, I finally found Tesco's mince pies (they were cunningly hidden on my previous visit – right at the front of the shop). I don't rate these, either: the pastry is crumbly, rather than crisp, and the filling tastes oddly soapy. However, it hadn't occurred to me to heat the mince pies until I got Colin's note (see Letters). Zapped in the microwave and drowned in cream, the Tesco mince pies are passable. I must try heating all of them next year.

Mystery solved! There were two deliveries from DHL: one that day and the other two days later.

New Star Trader game

The last *Star Trader* game, *Voyager*, finished last issue, so Mike will be looking to get a new game going soon. If you're interested in playing, let Mike or me know and we'll pass on a copy of the rules so you can get stuck in.

Online stats

TWJO 189 was published at the end of November and the PDFs were downloaded 192 times in the first month after that. The PDF versions of the previous issue, 188, were downloaded 102 times in November-December, making 138 in the 2½ months that they were available. And the PDFs of *TWJO* 187 received 32 more downloads for 202 in all since publication.

Interestingly, my report from Spiel '15 was the most popular thing on my website in November and December. I'm not sure what the particular attraction was – there's a fair selection of games in that report. Top of the PDF downloads was my review of Phil Eklund's *High Frontier*, which dates back to 2011.

Letters

Tim Macaire has got his hopes up.

I trust the various Christmas lunches inevitable this month have given you scope for a full mince-pie review in the next issue, with ratings on a highly subjective scale. Your loyal readers expect no less.

It didn't occur to me to do a full review, I'm afraid, Tim, and I only managed two Christmas lunches, neither of which involved mince pies. You'll just have to make do with my final comments (above). However, Colin Bruce chips in with his thoughts on mince pies.

I promised you my opinion on the raging Mince Pie Debate [oh no you didn't!]. Blimey, Brexit's got nothing on this in our household.

Well, I have a sweet tooth, so I have to declare that I liked the very weird 'Heston from Waitrose Chocolate & Sour Cherry Crumble Mince Pies (with Heston Cherry Vodka)' best. Though, as with a lot of stuff that the mad scientist of cuisine comes up with in his lab, opinions seem to be somewhat polarised, to say the least. Waitrose's own website contains comments like "travesty", "dog's dinner" and "tastes like cherry soap". However, there's a valid argument that the things are so far off the weirdness scale that they don't even count as mince pies, so...

My favourite traditional version this year is the 'Tesco Finest All Butter Pastry Deep Filled Mince Pies with Courvoisier Cognac'. They're yum. Hot and cold. Then the 'All Butter Mince Pies' offering from M&S, which are okay. But better hot than cold. And then the equivalent Waitrose own brand 'All Butter Mince Pies', which are a bit... neh. After your warning, I didn't bother even trying the Sainsbury's and Co-Op ones. They sounded pretty nasty.

Merry Christmas and Happy Gluttony!

More from Spiel '18

The second half of Pevans's report

Saturday is always the busiest day of Spiel and this year was no exception. Some aisles were packed so solid all I could do was shuffle along behind the people in front of me – and bump into them when they suddenly stopped to look at something. Utterly frustrating when you're trying to get somewhere. Anyway,



Battlestations demo game in progress

this makes Saturday a good day to hit the exhibition of new games (*Neuheiten-schau*) – it's only open to press, so it tends to be very quiet. Except that the exhibition was only on for Thursday and Friday. D'oh! This is also why I only have a hundred or so photos from this year.

With everything being so busy, I didn't get to see too much on Saturday. The first thing that caught my attention was the new, second edition of *Battlestations* from Jeff Siadek and Gorilla Games (gorillaboardgames.com).

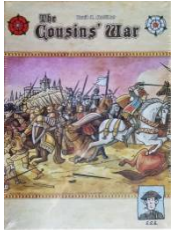
This is an interesting cross between board game and role-playing game with the players as crew members on a spaceship. As a board game, it's one versus many:

the crew and their ship pitted against 'The Enemy'. Looked at as an RPG, one player is the Game Master, refereeing the scenario and handling the Non-Player Characters.

While the board game can be won or lost, players' characters gain skills and expertise RPG-style, in preparation for the next game/scenario. I'm intrigued by this mixture, which I can see working really well – with the right group of people. As RPGs go, it's fairly regimented, in board game fashion, with specific actions that players can carry out. However, there's plenty of room to role-play around this core. And the ability of the GM to 'win' a scenario is an interesting idea. *Battlestations* is a game I definitely fancy having a go at. The original game was published in 2004 and the new edition has cleaned up the rules and streamlined things. This being 2018, the new version also has some neat miniatures.

Later on Saturday morning I found the Surprised Stare (www.surprisedstaregames.co.uk) stand, where designer Tony Boydell was demonstrating the prototype of *Alubari: A Nice Cup of Tea*. This Indian tea plantation-based development of Tony's superb *Snowdonia* is now planned to

launch on Kickstarter in the summer of 2019 as a joint production with Matagot (www.matagot.com/en).



The finished games they had on display were *North American Railways*, which I covered in my report from the UK Games Expo (see *TWJO* 185), and the second edition of *The Cousins' War* (I reported on the original game in *TWJO* 176). The new edition is in a larger box – about twice the surface area – and the cards are large format, too. There are extra dice, which is handy, and it includes the 'Events' deck originally produced as an expansion for the first edition. It's still 8/10 from me.

Having met up with Pete over lunch, we spotted a brightly-coloured glow that we thought we should investigate. This turned out to be Unboxing Games (www.unboxinggames.com), who have invented a whole world, Neon Limbo. The first incarnation of this is *Neon Limbo: Redemption*, the prototype of which was being demonstrated. Designer Kenan Kulenović invited us to play and how could we refuse?

The story is that the players are retired superheroes ('Knights' in the game's setting). We're in a bar telling tall tales of our exploits when the police burst in and tell us we're wanted for crimes against the regime. The game has us on the run around the various quarters of the city, trying to keep ahead of the authorities while increasing our popularity and gathering what we need to clear our names. However, this is not a co-operative game – there will be a winner.

The city is made up of nine cards, each of which has three possible actions for a hero to attempt. However, the pre-requisites for each action mean players can only take the easy ones first. This brings them rewards – particularly increasing the abilities on their player board – which will let them tackle more difficult tasks. The rewards for these are correspondingly greater. Once a task has been resolved, the city card is replaced with another. This both gives the players different opportunities and challenges but also potentially changes the route the pursuing skull figure takes.



My *Redemption* player board early on: I'm majoring in Conflict, but have neither Hope nor Secrets yet

The game lasts just seven rounds (divided into three 'chapters', with things getting stickier each time), after which players evaluate to see if anyone's achieved their winning conditions. In particular, players must have no more than a specific amount of 'glow' – notoriety – which



Here are the *Redemption* city tiles with player – and pursuer – pieces scampering round and plenty of glow (yellow beads)

can be tricky to achieve. There's nothing hugely original about this game, but it is well structured, challenging and highly atmospheric (it made me think of enigmatic cities in fiction: M John Harrison's *Viriconium*, perhaps, or China Miéville's *New Crobuzon*). I enjoyed *Redemption* (well, I did win) and give it a provisional 7/10 on my highly subjective scale. I'll be looking out for the Kickstarter. Kenan was very clear that we were playing the prototype and all the artwork will be re-done, professionally, before the Kickstarter launch.

As the day was drawing on, Pete and I came across the wonderfully named French publisher, Sorry We Are French (sorryweare.fr/en). They were offering demos of their new edition of *Ganymede* (designed by Hope Hwang), so we gave it a go. The basic mechanics are simple enough. The goal is to 'launch' spaceship cards by crewing them with a set of meeples – either all of one colour or one of each colour.

Players add new meeples to Earth (on their personal board), depending on the colours shown on the tile they take. They then have to move these to Mars and then to the launch sites on *Ganymede*, adding them to one of the ship cards



My *Ganymede* player board with meeples en route to two ships awaiting launch - there are two launched ships on the right

they've placed there. Cards can also be used to change the colour of a meeple and to gain more ships.

While the options available to players are quite simple, making the best use of them is trickier. You need to weigh up the options available, how you can best use them and what future possibilities these open up. Players also need to keep an eye on what the others are up to - and look to put a spanner in the works. I found it rather ordinary, though, so it gets a provisional 5/10 on my highly subjective scale.

Saturday evening at the Hotel Jung is pizza-and-whisky night (or beer for non-whisky drinkers like me). I followed in the tradition of the much missed Mik Svellø by bringing a selection of craft beers with me - Mik has the advantage of being Danish, but I think I managed a decent selection (first snaffling the Hobgoblin for myself). Pizza out of the way, it was time to play some games and I had plenty of interest in trying *Fortune*, the latest in Friedemann Friese's "Fast Forward" series (published by his imprint, 2F Spiele - 2f-spiele.de, with the English language edition coming from Stronghold - strongholdgames.com).

The idea of the Fast Forward games is that you can just pick them up and play them. Each is a deck of large format cards in a set sequence. The first card provides the first rule of the game. In this case, draw a card into your hand. As more cards are revealed, more rules appear and the game gets more complex. This is a problem for the reviewer - how much of the game do I give away?

The second rule in *Fortune* is that, if you have more than three cards in your hand, you must discard down to three. Discarded cards go into the centre of the table, visible to all, and players can draw their card from here. Once enough have been discarded, the round is scored. Players add up the value of their hands and whoever has the highest value wins. However, it's not simply a question of adding up the numbers on the cards. Many of them provide bonus points for meeting specific conditions - a set of the same number, for example.

The second feature of Fast Forward games is that you don't re-start from the beginning each time (though you can do this if you want to - if playing with a different group, perhaps). The cards from the loser's hand go back into the box. The other cards (not the rules!) are shuffled together with some new cards off the deck and the next round/game starts with hands of three cards dealt out.

If this sounds all too simple, it is. To begin with. After a couple of rounds, the game is getting interestingly complicated: different scoring rules come into play,

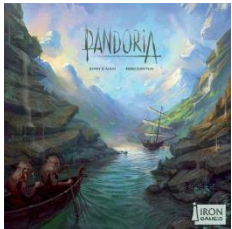


You can tell we're well into this game of *Fortune* as there are a lot of rules in play - but just three cards discarded so far in this round

not to mention cards with different values and bonuses showing up all the time. What's more, you'll see fruit/slot machine symbols appearing on the cards and these can affect bonus scoring. It was at this point that I realised that the design of the cards looks like the reels of a fruit machine. Especially when you look at the three cards in your hand!

I thought we'd play a few rounds and move on to something else, but the group wanted to find out what else was coming up and insisted on keeping playing. This is another aspect of *Fortune*: there is no natural end to the game. You can keep on playing rounds until the cows come home. Or it's time for dinner. This is very useful in a filler – you just play it to fill in the time available. And, as with all the Fast Forward series, next time you can pick it up where you left off.

Fortune reminded me of the first Fast Forward game, *Fear*. It starts very simply, but quickly builds into something challenging, while being fun all the way through. I have one quibble, though. There is a tie-break rule for deciding who's the loser of each round (so that you know which cards are going out of the game), but no tie-break for the winner. Gamers want to know they've won! We assumed it was a draw, but this then became a problem when totting up who'd won how many rounds... Despite this niggle, *Fortune* gets a solid 7/10 on my highly subjective scale.



Sunday turned out to be a lot less jam-packed at the show, which was a relief. I kept haunting the Irongames (www.irongames.de) stand, hoping for the opportunity to play *Pandoria*, but not finding one. I'm intrigued by this one, a joint design by Jeffrey Allers and Bernd Eisenstein, as it appears the game play is trickily counter-intuitive. However, this will have to wait until I can get my hands on a copy.

Tucked away in Hall 2, Pete and I found Dragon Dawn Productions (www.ddpgames.com) from Finland and their game, *Darwinning!*. Designed by "the Multamäki family", this was Kickstarted early in 2018. It's a light card game on the theme of evolution that looked interesting. We sat down to give it a go and were joined by an old gaming buddy, and Froggie, Stewart Pilling.

We start with individual boards for each player. These set our creature's starting positions: population (tokens on the board), position on the food chain (marked with a counter on a separate board) and which types of environment provide food. At the bottom of each board are one or two traits – such as "hard shell", which stops you being eaten, "poison" that makes eating your creature a double-edged sword – with space for more.

The game is played over three 'Eras' and each one starts with drawing a number of environment cards from their deck. Players can now check which (if any!) of the cards drawn match the symbols on their board and thus how much food

they'll get at the end of the Era. Each Era sees fewer environment cards drawn, making survival harder.

It's then a question of winning tricks or, rather, making the highest Poker-style combination – pair, run, flush etc. The player lowest on the food chain chooses who 'leads' to the first trick. This involves putting down cards – at least one and generally a set of three. The next player has to play either a set that beats this (a higher ranking combination or higher value cards in the same combination) or just a single card.

The highest set wins the trick and the winner adds one card from those they played to their creature. Depending on the symbols on the card, it can be used in one of four different ways. It can be added to the bottom of your board as a trait, tucked on the left to add another environment, tucked to the right to provide offspring (more tokens) or tucked at the top to advance your marker on the food chain. All of these are worth points at the end of the game. However, you'll want to balance this with the immediate advantages the card gives.

The last trick of the hand is signalled when someone plays their last card/s. For this trick, the winner is the one player who **doesn't** add a card to the board. This is a neat touch that provides some interesting tactical opportunities. Now players have to feed their creatures. Apart from the food provided by matching the environment cards, traits may provide food and players can gain more by 'eating' creatures below them in the food chain – this is where that Hard Shell comes in useful. Eaten creatures take a 'bite' counter and have to lose one of their



I may be a mouse, but I've got teeth – I can eat creatures ahead of me in the food chain!



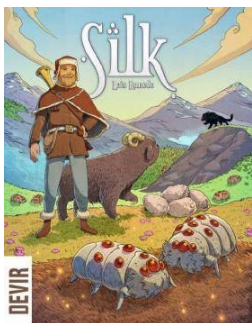
population if they end up with two or more bites. Players also lose a population token if they don't have enough food – and gain one if they have extra.

Players who have cards left can choose to keep one or two, then everybody gets a new hand, a fresh set of environment cards is drawn and it's time for the next Era. After three Eras, players score up: their position on the food chain, extra environment cards, their population (extra points for those over their starting number) and traits (extra points for the higher value cards).

Darwinning! may be fairly light, but it's a thoroughly enjoyable game. Initially, I scoffed at the 'make combinations' card play, but this provides some clever tactical options to consider. And the game certainly doesn't outstay its welcome (I can see people wanting to play the four-Era game suggested as an option in the rules). I give it a provisional 8/10 on my highly subjective scale and look forward to playing it some more (I blagged a review copy before we left the table).

With Stew still in tow, we investigated what else Hall 2 had to offer and came across Spanish publisher Devir (www.devirgames.com) with a large stand and several new games. The one we could get to play immediately was *Silk* (designed by Luis Ranedo), so we gave it a go. We quickly discarded the science fiction setting – six-legged beasties that produce silk – in favour of sheep, shepherds, dogs and a wolf.

Each turn players add a sheep to the grid of square tiles (if they can – there's a limit of three per square and other restrictions on where you can place things) and then take two actions. The actions available depend on what you roll on your dice, though the results can be changed by spending points. Some actions let you move different things on the board, which may cause a chain reaction (both shepherd and dog move sheep along, while the dog also shifts the wolf, for example). Other actions let you add sheep, place fences between squares to block movement or establish a 'nursery' on an intersection (allowing you to place sheep on adjacent tiles).



The final action is to score points for a tile, depending on the terrain shown. You then remove the sheep and flip over the tile to show barren terrain (no points for these), so a useful action is upgrading terrain. However, you can only do this once you've got all your nurseries in play. Moving sheep to high-scoring squares is also important. In addition, there are bonuses for being the first to achieve things like getting all your nurseries on the board.

The problem for us, being gamers, is that we quickly homed in on the ways of stopping other players scoring.



They still look like sheep to me! Our *Silk* game in progress – note the barren (brown) tiles and the big black wolf (purple's the colour not playing, by the way)

Since this also slows the game down, we were going round in circles with very few points being scored. Every move to improve a player's scoring opportunities was quickly closed down. It became clear that it was going to take an age to finish the game, so we abandoned it. (I was winning, mind you, having taken some early scoring opportunities.) I was not impressed with *Silk* and it gets a provisional 4/10 on my highly subjective scale. I don't think I'll play it again.

Stew having other things to do, Pete and I continued round Hall 2 and came to Rebel Games (www.rebelgames.eu/games). They had a few demo tables at the front with gamers (mainly dressed in black) clustered around two of them – I think the attraction was *Nemesis*, their co-operative SF/Horror game (think *Alien*). On the empty tables were demo copies of *Blossoms*. The cover picture of a fresh-faced young woman with a bouquet suggested that middle-aged male gamers were not its target audience. So I **had** to give it a go.

Designed by Przemyslaw Fornal, Kajetan Kusina, Mateusz Pitulski and Kamil Rogowski, *Blossoms* turned out to be a delight. It's essentially a deck of large format cards each showing one of six types of flower. In your turn, you draw a card from the face-down deck and add it to a flowerpot holding that type of flower. Except there are only four flowerpots. If you can't place the card you drew, that's the end of your turn. Otherwise, you can push your luck and draw another card. Alternatively, you can take a set of flowers from a pot or





Blossoms in play: I think that red flower would make a good addition (I'm not strong on botany)

Blossoms gets a provisional 8/10 on my highly subjective scale.

It was now Pete's turn to depart, off to rendezvous with a train to take him to the airport. However, there was a couple of hours left in the show, so I sauntered round to see what else I could find. I haven't looked at Italian publisher Cranio Creations (craniointernational.com) in the past but, when I wandered past, I was persuaded (it didn't take much) to try *Walls of York*, designed by Emiliano Venturini.

Each player copies a random selection of city tiles to give everybody the same layout. The grid on the tiles has features in some squares: churches, wells and houses – all the usual suspects. Oh, and Vikings. Then players start placing wall

just pass. Note that taking flowers leaves an empty pot and gives your opponent a risk-free draw on their turn.

The game ends when the deck runs out and players score points for the bouquets they've taken. There are, of course, more points for bigger bouquets and there's a bonus for the number of different flower types you've collected. Players also start with three one-use tiles that they can use to gain the special action on a flowerpot (such as preventing your opponent taking the flowers).

Yes, *Blossoms* is a pretty simple game, but it was no less entertaining for that. The tiles add some neat tactical opportunities and the whole thing is as pretty as a picture. Despite my bias against two-player games,

pieces, attempting to enclose the target number of each type of building, as few Vikings as possible and as many coins as they can. Each round, the 2-3 wall pieces must be placed in a specific formation: L, say, or N. However, you don't need to extend existing walls and can leave odd bits to cut off later.

The first player to complete their wall by fully enclosing a space then scores points every time it comes round to their turn again, giving the other players an incentive to hurry up. Once everyone's completed their wall, everybody scores. As noted, players score for what's inside their wall. There are minus points for whoever has the most Vikings.

Having totted up the scores, the numbers of the different elements are re-set and you play a second round on the same board. The most points wins, of course. I found *Walls of York* pretty lightweight, but entertaining. Spatial awareness definitely helps: I planned out my city once I knew what the targets were and placed wall sections to the plan. It seemed to work as I won by a clear margin. *Walls of York* gets a provisional 6/10 on my highly subjective scale – I'd be happy to play it again, but won't go out of my way to do so.

My final visit of the show was to the excellently-named Belgian publisher, Geek Attitude Games (www.geekattitudegames.com/en_GB). At first I thought they



The player on the left's been too ambitious, so the other player's coining it while they try to complete their *Walls of York*



Dicum's civilisation–development game (note the dice at the top of the photo)

had four different games being demoed, but all four actually come in the same box. *Dicum*, designed by Joachim Thôme, is a set of four games using the same special dice and basic rules – each is played on a different board, however. The dice show symbols and colours on each side and players' actions are powered/constrained by what's available on the dice.

The first, and simplest, game is a *Wacky Races*-style race through the Grand Canyon. Yes, players aren't simply trying to go fastest, they're trying to hinder their opponents. It also serves as an intro-

duction to the core rules of the games. The second game is a co-operative dungeon bash, the players working as a team to defeat monsters, disarm traps and find treasure. The third game is the one that most interests me: it's a civilisation building game where players need to explore and settle the land, build cities and erect wonders.

The fourth game is more abstract: a two-player (or four players in teams of two) game of tactical manoeuvring as the Ninja player attempts to abduct the Shogun despite the protection of his loyal Samurai. I find the whole idea intriguing. The proof of the pudding will be how well each of the *Dicum* games actually plays. Luckily, I was able to secure a review copy from main man Fred Delporte, so expect to hear more in due course.

That brought to an end my exploration of Spiel '18. Of course, there are plenty of games I didn't even see, let alone get a chance to play, so there's a lot more to discover. Including this year's new thing, unique games: Fantasy Flight's *Discover: Lands Unknown* and *KeyForge: Call of the Archons*. The latter is a Richard Garfield-designed two-player combat card game where each player has their own unique deck. The former, from Corey Konieczka, is more involved and

sounds more like a role-playing game to me as players explore a world made up of a unique selection of components, story elements and so on. No doubt I'll find out more as time goes by.

The final figures for Spiel '18 show that it was bigger than ever with some 190,000 participants discovering 1,400 new games at 1,150 exhibitors from 50 countries. Congratulations to Dominique Metzler and the rest of her team at Friedhelm Merz Verlag for another fine show. Next year's Spiel is scheduled for 24th – 27th October 2019 and you can find out more on the website: www.spielmesse.com/en

Reading Matter

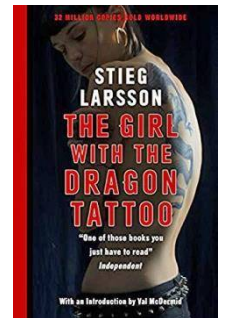
Back in the summer (remember the summer?) My sister in law's lot were in a seaside apartment. Amongst the selection of paperbacks stashed there I spotted *The Girl with the Dragon Tattoo* by Stieg Larsson. So I borrowed it to see what all the fuss was about. Based on the publicity I'd seen for the film, I fully expected a seriously badass heroine, possibly with Special Ops training. In fact, Lisbeth Salander (The Girl...) is a very damaged young woman, but a kick-ass research assistant. The photographic memory helps...

What's more, she's not even the hero! The story actually centres on Mikael Blomkvist, an investigative journalist (as Larsson was). As the book starts he's facing gaol for defamation after over-reaching on an investigation into a corrupt businessman. However, he's determined to get his man – perhaps he needs a really good researcher to help...

The next surprise is that this plot is interrupted after a couple of chapters with a completely different one – investigating what happened to a teenage girl (part of a rich, powerful family) decades ago. It is this second plot that takes up the bulk of the book. Blomkvist is the one investigating the possible crime, with Salander's assistance later on.

When this has finally been wrapped up, we return to the original plot. Having been completely gripped by the second plot, this change came as something of a surprise: oh yes, that's where we started. Salander pulls a rabbit out of a hat and that's resolved too. I would describe it as a *deus ex machina*, except that this is the culmination of something Salander did in those first few chapters.

Larsson's style is ... interesting. He seems preoccupied with minutiae. And brands. Each character has a page of biography when they first appear and every action is carefully detailed. Thus, when Salander buys furniture (as she does in the second book), she goes to Ikea. Not only that, Larsson gives us the Ikea names of each piece, how many of each and where they go when they arrive. This does drag occasionally, but seems to work, pitching the reader into the detail of

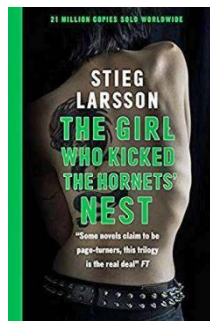


the characters' lives. The story remains gripping and, when the action does start, it moves fast.

In the end I really enjoyed the book, which comes to an interesting (though not completely unexpected) finale as Blomkvist solves the mystery and then deals with his original target. However, I kept expecting Salander's 'guardian' to reappear. He's a nasty piece of work, but Salander thinks she's got him under control. I'm not so sure.



As I've already mentioned, I have moved on to the sequels: *The Girl who Played with Fire* and *The Girl who Kicked the Hornets' Nest*. These are essentially a single story – the action of the third book follows straight on from the end of the second. The plot here revolves around Salander's past and how she got to be the way she is – it's not a pretty story (and her guardian does, indeed, cause trouble). Blomkvist remains the



hero, though (Salander spends most of the third book in a hospital bed!) and it's also a story about exposing corruption in high places.

All three books are a fascinating read and I've had trouble putting them down, which is a recommendation in itself. Now I suppose I'd better see the film. Hang on: Daniel Craig as Blomkvist? You cannot be serious!

Games Events

Last call for winter Stabcon: 4th-6th January 2019 at the Britannia Hotel in Stockport. It's essentially an open gaming weekend. I haven't been for a few years, but it's always been good fun with a mixture of board games, role-playing, CCGs and more. There's a Yahoo group, groups.yahoo.com/stabconinfo, or email bookings@stabcon.org.uk for more.

A couple of weeks later is Handycon 5, which I keep being told I ought to go to. It's 18th-20th January 2019 at the Holiday Inn in Maidenhead and is essentially an open (board) gaming event. There's a substantial games library and a few tournaments, plus a bring 'n' buy and a trade stand. For more information, see the website at 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

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

Spiel: the board games event of the year. 24th-27th October 2019, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: early November 2019 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.

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

Subscribing to TWJO

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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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Pevans's Wits & Wagers

Round 1 bets and payoff

Mr Dommett's not happy: "damn, sabotaged when I thought I had a good chance of winning the game." Be that as it may, the question was how many siblings do Paul and Geraldine have between them? And the answer is 7. A couple of people got it right (much to their surprise, I think), but how did they bet?

Player	Start points	Answer	Bet on	Stake	Winnings	Final Points
Brick Amundsen	80	7			+10	90
Alex Bardy	80	3	5	10	0	70
Bob Blanchett	80	4			0	80
Colin Bruce	80		<3	10	0	70
Pete Card	80	5			0	80
Mark Cowper	80	5	5	10	0	70
Mike Dommett	80	5	5	10	0	70
Anthony Gilbert	80		5	10	0	70
Bruno Giordan	80	5	5	10	0	70
Andrew Kendall	80	5	4	10	0	70
Nik Luker	80	4	4	10	0	70
Tim Macaire	80	4	5	8	0	72
Graeme Morris	80	8	5	5	0	75
Jonathan Palfrey	80	3	5	10	0	70
Alan Tabor	80	7	5	10	0+10	80
Dean Talbot	80		7	10	20	100
Gerald Udowiczenko	80		5	7	0	73
Pam Udowiczenko	80	5			0	80
Everybody else	80					80

Well, looks like most people went for the most popular answer. Well done, Dean, for backing the right horse – shame Al and Brick didn't have the courage to back their convictions.

Now you've all seen the whole process, I hope it's clear to everybody. So how about joining in? All you have to do is bet on the answers to question 2 and/or answer question 3...

Round 2 answers

The question is: how old was Pevans when he passed his driving test? Mark Cowper reckons "Paul Evans passed his driving test when he was 24, preferring transport by a spacehopper prior to this." Pah, what does he know?

Odds	Answer	Given by
4:1	26+	Alan Tabor (26), Tim Macaire (31)
3:1	25	Graeme Morris
2:1	24	Mark Cowper, Mike Dommett*
1:1	23	Alex Bardy
2:1	22	Nik Luker
3:1	19	Bruno Giordan, Jonathan Palfrey, Dean Talbot
4:1	18	Colin Bruce, Gerald Udowiczenko
5:1	Less than these	Anthony Gilbert

Round 2 bets

Mesdames, messieurs: faites vos jeux! Anybody and everybody can now bet on what they think is the correct answer above (staking up to 10 points), regardless of whether they gave an answer or not – nor does anybody have to bet on their own answer. Get it right and your bet pays out at the indicated odds (there's a 10-point bonus for anyone who gave the right answer).

Round 3 question

Here's the next question: in what year did Pevans graduate from university?

Bets on round 2 answers and answers for the round 3 question to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF, UK or TWJO@pevans.co.uk by Friday 18th January 2019

What's this all about?

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.

* Mike's known me since we were both less than 18

Players now bet on one (or two, in the last round) answer, staking up to 10 each round – except the last where they can go all-in – from their funds (80 to start with) – default bet is 10. 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 (up to) 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.

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.

Our 70th *Brass* game (at brass.orderofthehammer.com) was another win for Mike Tobias. Steve Jones took second, just two points ahead of me. Our fourth player, 'omegahuang', came in fourth. We still need a regular fourth: interested? Though game 71 is under way.

Game 18 of *Through the Ages: a New Story of Civilization* (at boardgaming-online.com) was close. Mike Tobias was 4 points ahead of Al Tabor, who was just one in front of me. Mark Cowper was relegated to last after his win the game before. Game 18 has started, but I've got a couple of people interested in a pacifist (no War or Aggression cards) game – want to join us?

Mike Reeves took our most recent game of *Pax Porfiriana* (at yucata.de) for two in a row. I'm about to set up a new game – want to join us?

Al Tabor is interested in playing *Keyflower* (at BoardGameArena.com), but we need another player or two. Let me have your ID and I'll invite you into a game.

We're down to three players for *Agricola* (at www.BoiteAJeux.net), so there's room for at least one more. Let me know if that's you.

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

Les Petites Bêtes Soyeuses

Being a correspondence game of *En Garde!* run by Pevans since April 1986 and now published as part of *To Win Just Once*.

New players are always welcome. If you'd like to play, you'll need to subscribe to *TWJO* (see page). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

Orders for February 1671 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 18th January 2019



January 1671 (323)

It may be the start of a New Year, but the same old grudges need to be settled at the start of the month. However, Pierre Cardigan forfeits his engagement with Amant d'Au when, seeing his opponent warming up by flinging daggers around, he shakes his head in disapproval, turns on his heel and walks away.

Augustin Fourier and Antoine Robert Guillaume Herville seem to think it's too cold to be duelling and postpone their encounter until next month.

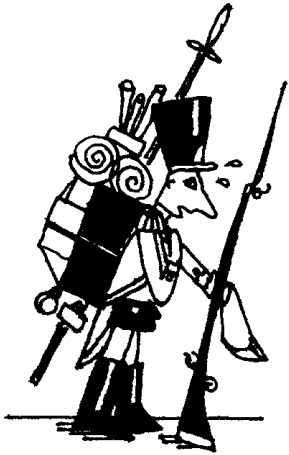
Which brings us to the Minister of State's challenge to the Commissioner of Public Safety. That is, Duncan d'Eauneurts challenging Felix Anton Gauchepied'er for the latter's treatment of his venerable mother, Lady Isla d'Eauneurts. Most of those expressing an opinion on this matter are too close to one or other of the parties for their vote to count (yes, Lady Isla, that's you) and the remainder are split down the middle. Thus the Viscount d'Eauneurts has no cause and loses some status as a result.

Felix still turns up at the appointed place, though. As seconds he's brought his entire battalion of the Cardinal's Guard...

No room!

A new arrival in Paris, Boul Ogne, decides upon a military career. Full of expectation, he tenders his services to that illustrious cavalry regiment, The Grand Duke Max's Dragoons. Regimental commander Xavier Money ignores his application. Somewhat daunted, M Ogne trots down the road to the barracks of the Picardy Musketeers, a fine band of infantrymen. Their Colonel is Georges

Dueppre, himself a relatively recent recruit to the regiment. His answer to Ogne's request to serve? "Non!"



Slightly higher up the social scale, another newcomer, Richard Shaw, presents himself to the Archduke Leopold Cuirassiers. Despite being in action, Colonel Frele d'Acier immediately grants him entrance to the halls of the regiment. Shaw has plenty of cash – thanks to a gift from the Minister of State as well as what he has been able to raise on his own collateral: he buys the rank of Major and the necessary horses. Suitably mounted, he sets off to join the regiment on the frontier.

Also heading for some action is Captain Augustin Fourier of Grand Duke Max's, whose absence was noticed last month. The Dragoon Guards are on the march, too, as their commander, Etienne Brule, decides the Frontier regiments need some cavalry support. This drags DG Major Henri Dubois, Captain

Paul d'Udderjuan and Major Percy Urbain Fanci-Free from the comforts of Paris. Only Fanci-Free has anticipated this and is geared up and ready for battle.

The commander of the Cardinal's Guard, Alan de Frocked, does not want to separate his senior officers from the warmth of the city, so he just takes third Battalion of the regiment into action with him. General Sebastian de la Creme volunteers just himself, joining a Frontier regiment for the rest of the season.

Who's on the guest list?

Arthur 'Dekka' Dent is playing host all month in Hunter's. However, he's decided that certain people should not be his guest. This list includes Georges Hommemince, who thus spends the first week of January outside the club, complaining loudly about riff-raff like Arthur. Inside Hunter's, Arthur has Ulla Leight at his side and ... that's it. His poetry recital will have to wait.

Meanwhile, Greg de Bécqueur is at Blue Gables with Jenny Russe and has attracted several guests for his celebration of the New Year. Most of these are single men: Ben e'Volence, Boul Ogne and Hercule D'Engin. Only Balzac Slapdash has a significant other to bring along, Mlle Mary Huana.

The Fleur de Lys has its usual crop of members visiting in the first week. Beau Reese Jean Seine is the most interesting of these as he arrives without a companion, but with a large bag of money. He heads straight for the gaming tables, where he places a large bet and wins. This rather improves both his finances and his social standing.

The other members all bring their ladies. Chopine Camus is accompanied by Sheila Kiwi. Jean Jeanie escorts Jacky Tinne. Leonard de Hofstadt has Frances Forrin on his arm and insists on exuberantly wishing everyone a Happy New Year. Pierre le Sang brings Guinevere d'Arthur. Terence Cuckpowder accompanies Leia Orgasma. Uther Xavier-Beaugard's plus-one is Henrietta Carrotte, who joins him to "ring in" the New Year. This appears to involve much drinking.

In the other clubs we find Bastian de LaGarde and Cath de Thousands (Bothwell's), Florent Sans de Machine and Charlotte de Gaulle (Hunter's, carefully avoiding Arthur) and Xavier Money with Betty Kant in Blue Gables, but staying away from Greg's party.

Pierre Cardigan is having a drink – and some female company – at the Bawdyhouses. In the gyms, Amant d'Au is practising his knife play, which he'll keep up for the whole month. Duncan d'Eauneurts, Jacques de Gain and Jean d'Ice all take their rapiers in hand and start four weeks of practice. Gaz Moutarde's weapon is a cutlass, which is harder work, but he's taking a week off later in the month. Luc Azzat is at home with the woman in his life. Robert d'Lancier is making eyes at the woman he'd like in his life, but she's got other ideas.

How about a different guest list?

Arthur Dent and Ulla get their first guest in week 2 – Hercule D'Engin (recipient of an unexpected gift from Terence Cuckpowder). Oh, and Georges Hommemince is still complaining outside. Arthur has competition in the same club as Luc Azzat is celebrating his appointment as Captain of the King's Escort (hang on, shouldn't he be escorting someone?). Luc has Alison Wunderlandt on his arm and they greet the arrivals. Alphabetically top of the guest list is Bastian de LaGarde, with Cath, though he's actually slumming it. Balzac Slapdash is next and brings Mary. Greg de Bécqueur brings Jenny after their own party. Jean Jeanie and Jacky also move across. The main topic of conversation is the goings-on at the Bastille: the presence of several carpenters, wagonloads of wood and much banging. It quickly becomes clear that the new Commissioner is re-commissioning the great catapult, La Belle Estelle.

Terence Cuckpowder's invitation to join him in the Fleur is rather more exclusive. He and Leia welcome Chopine Camus and Sheila plus CPS Felix Anton Gauchepied'er. Felix only talks to the two dolls on his shoulders, which is kind of a dampener... Pierre le Sang and Guinevere are in the Fleur again, and so is Beau Reese Jean Seine. Florent Sans de Machine and Charlotte return to



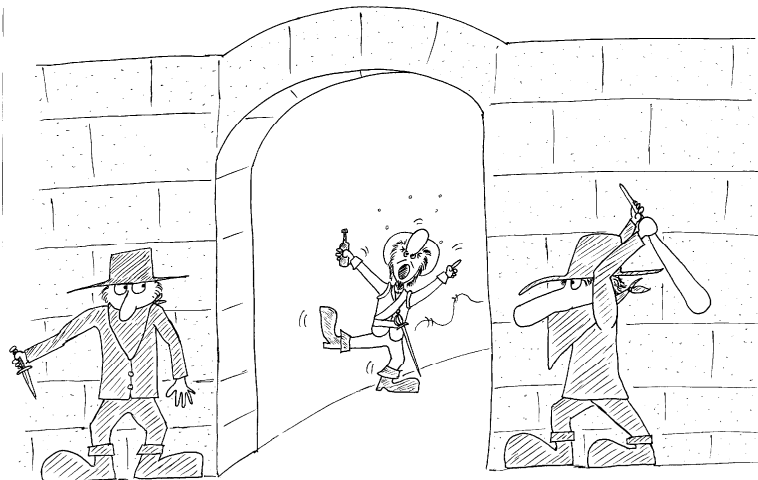
Hunter's, where Robert d'Lancier turns up with Ava Crisp on his arm. Xavier Money has Blue Gables all to himself.

Still in the second week, Ben e'Volence goes courting, but meets only failure (luckily, he's received some extra funds from Terence Cuckpowder). Meanwhile Leonard de Hofstadt (rapier), Pierre Cardigan (sabre) and Uther Xavier-Beauregard (sabre) join the crowd in the gyms and stay there for the rest of the month. Finally this week, it's Boul Ogne's turn in the Bawdyhouses for a wee drinkie and a wee lassie.

Arthur (and Ulla) gets more guests in the third week: Balzac Slapdash and Mary plus Greg de Bécqueur and Jenny. Georges Hommemince still doesn't count as he's still outside. However, at last there's an audience for the (translated) poetry Arthur's been itching to recite. "Oh freddled gruntbuggly," he begins. "Thy micturations are to me/As plurdled gabbleblotchits on a lurgid bee." We'll draw a veil over the rest, but his guests do seem to leave the club in some haste.

That's it for social events this week. Florent Sans de Machine and Charlotte are in Hunter's as well, as is Luc Azzat. Luc makes his way to the gaming tables and wagers a couple of hundred crowns. He loses it, so he tries again and wins this time. Encouraged, he places a third bet and loses this, so he lays a fourth only to see it disappear as well. Hey ho, it's only money. And at least His Majesty appreciates him.

At the Fleur de Lys we find Beau Reese Jean Seine, Jean Jeanie and Jacky and Pierre le Sang and Guinevere. Blue Gables has Xavier Money to itself again. Ben e'Volence's courting continues to be unsuccessful, but Robert d'Lancier scores. Heading for the gyms are Bastian de LaGarde (rapier in hand), Chopine Camus (sabre), Felix Anton Gauchepied'er (no, really – with a dagger), Hercule D'Engin



(rapier) and Terence Cuckpowder (sabre). All but Hercule will do the same the following week. Finally, Boul Ogne has some regimental duties to do. Well, he would do if he were in a regiment...

To finish off January, Ben e'Volence, Beau Reese Jean Seine and Hercule D'Engin head for the red light district for fun, frolics and, in Ben's case, footpads. They are delighted to find over 40 crowns about his person and sincerely invite him to visit any time he feels like it. Boul Ogne and Luc Azzat finish off with a week's rapier practice.

Arthur (and Ulla) sees the same guests at Hunter's as last week: Balzac Slapdash and Mary plus Greg de Bécqueur and Jenny, on condition that there's no more poetry. Outside the club, Georges Hommemince makes it four weeks in a row. Florent Sans de Machine and Charlotte also return to their club. Robert d'Lancier turns up again, too, but this time he has Bess Ottede on his arm rather than Ava.

The Fleur is down to two members: Jean Jeanie (plus Jacky) and Pierre le Sang (escorting Guinevere). Blue Gables has the lonely Xavier Money once more. And Gaz Moutarde's week away from the gyms? He's at home with his special friend.

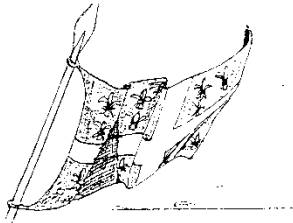
Dealing with interlopers

January is even colder than December on the frontier, which has the many volunteers wondering why they're there. This is less true for the Archduke Leopold Cuirassiers, who have the Mediterranean coast as their bailiwick. Colonel Frele d'Acier is not happy to have this encroached on by a reconnaissance force of Austrian soldiers. However, they're only infantry and a charge from the Cuirassiers quickly sends them scampering home again. Colonel Acier picks a few hundred crowns worth of booty, but there's no reward for his new Major, Richard Shaw. He'll get the hang of it in time.

The third Battalion of the Cardinal's Guard marches north, supported by the Dragoon Guards, who trot. They find a local militia who object to the presence of French troops – they're clearly not aware that the border's been moved. A show of cold steel by the Dragoons does the job and both regiments are able to pick up some goodies. The CG commander, Brigadier-General Alan de Frocked, receives a Mention in Despatches after a close encounter with a peasant with a billhook ("Well ducked") and adds over two hundred crowns to his wealth from the agricultural implements he collects.

(Brevet) Bdr-General Etienne Brule commands the Dragoon Guards and leads the charge to earn a Mention in Despatches ("Leading from the front!"). He pockets over five hundred crowns worth of booty. Lieutenant-Colonel Jean Ettonique follows his boss closely to collect two Mentions ("Excellent wingman") and plunder twice as much. Senior Major Henri Dubois has seen it all before and lets them get on with it. There's nothing for him. However, junior Major Percy

Urbain Fanci-Free charges, whooping, into the fray. His enthusiasm gets his name into the Despatches and brings him the further reward of a Knighthood. Captain Paul d'Udderjuan is Mentioned in Despatches as well ("Is he a new boy?") and sweeps up 700 crowns worth of loot.



It's rather tougher for the Frontier regiments (that's life!). Regiment 2 gets into a firefight with some Spanish infantry. However, the first squadron of Grand Duke Max's Dragoons is attached to the regiment and chases off the Spaniards. This brings Lt-Colonel Padamus Da Grim a fulsome Mention ("Look at him go!"). It's all Captain Augustin Fourier can do to keep up and there's no reward for him.

Frontier regiment 3 runs into trouble after a heavy snowfall buries their encampment. There's a Mention in Despatches for attached General Sebastian de la Creme ("Shovels! That's brilliant!") and a few crowns for his good sense. Lt-Colonel Chris Knight is here with his squadron of the Crown Prince Cuirassiers, who seem to manage the snow better. Two Mentions come his way ("Are those leg warmers? On horses?"), he picks up a couple of hundred crowns worth of booty and is the second battlefield Knight of the month.

There are two Captains attached to Frontier regiment 4: L'Inconnu of the Grand Duke Max's and Alain SansSous from the Picardy Musketeers. The regiment gets into a firefight with their Spanish opposite numbers. However, The Spanish are shooting high and keep missing the French infantrymen. Sadly for L'Inconnu, he's sitting on a horse. RIP.

The Royal North Highlanders do their usual sterling job in the Ardennes and General Bernard de Lur-Saluces takes the reward of leading one Battalion. That's 300 crowns worth of booty. ❖

Press

Announcements

TO THE ESTEEMED PATRONS OF HECTOR'S HOUSE OF PAIN

Please be advised that our latest attraction, 'The Gimp', has proved to be so popular that gentlemen of specialised tastes are urged to book five days in advance should they require his unique services.

† Hector

Who's a great, big, sadistic old Hector, then? † Le Roi

Letter to Royal Marines

Gentlemen and soldiers of the Royal Marines,

I am announcing to give you warning that the Royal Marines will be volunteered for the Front in March.

Get your affairs in order and prepare yourselves for front in March.

I am requesting the current Adjutant-General to vacate the premises, as he lacks a certain flair and I don't know what else. The English have a phrase for it. Prospective candidates for the post will find me at my club next month, or may contact me directly.

† UXB

Official Ministry Announcement, Office of the Public Safety Commissioner

People of Paris: be afraid, be very afraid for doom descends upon us and the Legions of Lucifer march towards the City! Information has been obtained by your Commissioner that reveals a plot by a coven of witches and a cult of Satanists to unleash the 4 Horsemen of the Apocalypse into the mortal realm. Indeed, two of them are already within Paris acting as a vanguard ahead of the main hordes of Hell.

However, the Almighty has provided a true heroine to meet the challenge, a saviour for the City. Yes, people, Commissioner the Baroness Gauchepied'er will protect us all and ensure those responsible for this unholy chaos are apprehended and punished.

In the interim, it has been decided to re-constitute the True Patriots Fund as well as detailing certain individuals of 'Interest' that the Public Safety Ministry wishes to 'interview'. All loyal Frenchmen are expected to contribute a modest sum of 50 crowns with immediate effect as a way of providing resources to tackle this national crisis and any not doing so will be noted accordingly for future

reference as anyone not wishing to protect the realm must be considered an enemy of it!

The following 'gentlemen' are wanted for interview: report to the Bastille voluntarily or we will come for you:-

- Uther Xavier Beauregard
- Terence Cuckpowder
- Perci Urbain Fanci-Free
- Florent Sans de Machine

Social

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

General Was Nae Me, Lt-Colonel Jean Jeanie, Major Florent Sans de Machine, Major Beau Reese Jean Seine and Captain Luc Azzat Greetings!

Gentlemen,

I'd like to thank you personally for your help in apprehending Maurice d'Ancer, a former private in the King's Musketeers, last month. Thanks to your efforts, the miscreant was brought before a court martial to answer for his crimes: striking a superior officer and desertion of the colours.

He was found guilty and sentenced to serve 10 years in the galleys of His Majesty's Mediterranean fleet based at Toulon.

I would be honoured if you would consent to join me for a small celebration at the Fleur in the first week of March. Naturally, as your host, I will cover all costs and your ladies will, of course, be welcome to join us.

† Viscount Duncan d'Eauneurts, His Majesty's Minister of State

Greg de Bécqueur will be making pancakes in his club on Tuesday in the second week of February. All gentlemen and their ladies will be made welcome; carousing costs will be paid.
If you do not have your own ash for Wednesday, it will be lent.

Très amusant.

† Le Roi

Brigadier-General Viscount Duncan d'Eauneurts, His Majesty's Minister of State, OC the King's Musketeers, to
Count Colonel Frele d'Acier and Marquis Major Beau Reese Jean Seine, His Majesty's Ministers without Portfolio, and Marquis Lt. General Terence Cuckpowder, His Majesty's Minister of War
Greetings!
My Lords,

Please accept my heartfelt thanks for your invaluable support regarding my recent appointment as His Majesty's Minister of State. I would be honoured if you would consent to join me for a small celebration at the Fleur in the first week of March. Naturally, as your host, I will cover all costs and your ladies will, of course, be welcome to join us.

In case you are unable to attend this gathering, let me say now that if I can ever be of service to you in the future please don't hesitate to call upon

† Viscount Duncan d'Eauneurts

Personal

Augustine Fourier walks about Paris with a certain spring in his step, alongside him is his manservant Felipe.

"Ah, Felipe, it is a wonderful day: I have found and won the fair Josephine, I am moving up in society, it has been an excellent Yuletide season. Let me share my good fortune and spirit of the season by buying you a drink. We are truly blessed to live in such times!"

"Thank you, Sir. Indeed we are blessed, and no man could wish for a more kind and generous master than yourself."

"Ah, we're nearing the barracks, let me also share my good fortune with my soldiers, a more valiant group I could not wish to command." Felipe stops suddenly as if hit by a large object. Despite the chill in the air he also begins to sweat visibly.

"Sir... I... um... don't think you should disturb the men. It is the yuletide season and the men may have become a bit relaxed and already dipped into the Christmas spirits, if you know what I mean. The presence of an officer might just embarrass them."

"Nonsense, Felipe. Besides, we're almost there. I'll just drop in, wish them well, and spot them a drink in the spirit of holiday."

"Really Sir, I don't think it's the best idea."

Arriving at the barracks, Augustine opens the door. The words "Merry Christmas!" catch in his throat as he notices the barracks completely empty.

"FELIPE! Come and look in here please."

"Yes, Sir. Oh yes, the barracks certainly look clean, sir."

"If by clean you mean uncontaminated by the presence of any soldiers, yes, I would agree that it is very clean... Felipe, is there perhaps a message that you forgot to give me?"

"Well, master, you see, it's like this... you had just returned home, and you seemed to be doing so well with the fair Josephine and you remember my ma got sick and then the family cow had its first calf... a difficult birth, if you remember."

"Felipe, where are my men?"

"Well, that is to say sir, the message arrived and you were a bit busy, and I got distracted. Then when I remembered I was a bit embarrassed to tell you"

"Felipe!"

"They're at the front, Sir."

"My men, my own men, my personal command are at the front...without me?"

"Afraid so, Sir"

"Felipe saddle my horse, gather me some provisions, postpone my duel and get me my sabre."

"Yes Sir, Right away, Sir!"

"Oh and Felipe... you're fired!"

"Yes, Sir."

Meanwhile, at the Front, Subaltern Jacques la Poisson sits looking off into the distance.

"Has anyone seen the Captain?"

"No subaltern, not this whole time."

"I really feel he would want to be here... let's hang to the back and hope nobody notices."

To: All Cavalry commanders
From: Brevet Lt-General Marquis Chopine Camus Inspector-General of Cavalry
Sirs,

As I have not heard from any of you as to your actual strengths and a number of you neglected to give me fair warning to your excursions, I will be exercising my veto starting in January 1691.

NB: In future, Barrack door 'Announcements' will not satisfy the requirement to inform the Inspector-General of officers deciding on a whim to take His Majesty's forces to the field. Such requests must be received through my office (or from a higher authority, for example, the Minister of War) as I need to ensure his Majesty's Cavalry are fit for service & as such need to be kept appraised of current sabres available and a full risk assessment of expected casualties in 'unplanned' excursions.

I am fully aware that some officers will say that 'they are practising manoeuvres'. However, as indicated in October, we cannot afford to have the young men of France die on a whim thus exposing His Majesty's forces to risk come the Summer. Currently some 26% of officer positions are vacant & while I am sure recruits will be found to fill spaces, I am concerned about their calibre!

† Camus

Now tell me... what did you think about my poetry (translations)?

† ADD

The ongoing trials and tribulations of Percy Urbain Fanci-Free

Well, the trial of Lady d'Euaneurts was magnificent – total humiliation for our poor old CPS. Not only did his gold and silver outfit clash most awfully with all the tinsel adorning the walls, but the peroxide blonde wig was hideous – I am convinced a nest of birds was in residence and had been pooping away merrily to get that streak effect. And all that rouge – a gentle dash on each side to accentuate the cheekbones is fashionable, not plastered on like an Irish Navvy. The CPS had brought along a chum in yellow to sit next to (a sissy boy, methinks) – I cannot find any words to describe this gentleman's appearance other than "Canary Yellow" – really? This is the 1670s.

If the dress sense was bad, the CPS was not very good at the dispatch box – a complete laughing stock, stamping about, "mine is the only deal", providing nothing but a few sad innuendos. Before you could say "how much did all these flowers cost?" and "is this a good use of the Public purse to deck out the courtroom as a florist's?", it was "case dismissed". There was a great deal of cheering, leaving the poor old CPS to stomp off in a hissy fit, especially after the charming wrongly-accused Charles Desapear was pardoned early in proceedings as no evidence was presented.

Anyway, after FiFi and I had stopped laughing, it was off to the club for Xmas drinks and much carousing,

whilst smirking at the poor CPS behind his back.

It's off to the front next month as some Austrian-Spanish forces (the yellow coats) are inciting some trouble and us Boys in Drag need to show them the error of their ways. I am sure the Minister of War will be renewing acquaintances with Mistress FiFi again – she has certainly whipped me into shape, so good luck to him!

Within the Commissioner's office at the Bastille, a group of men and two mannequin dummies are seated around a large circular table. A map is spread across the table and several wooden soldiers and horses are placed upon it. Resplendent in a Red dress with ermine trimmings, Commissioner Gauchepied'er addresses the gathering:

"Now, darlings, this is the state of things as it stands. That fat fool of a King who currently sits on our throne as well as Dunkie and his lackeys need to be got rid of immediately. I propose that we strike at the heart of their set-up by arresting Dunkie and the King, then have the pair of them twanged into the Seine, with one of those Chinese firework thingies up their derrieres, from La Belle Estelle once the show trial is out of the way and I..". He turns to the two mannequins of a Sheikh figure and a Knight in blood red armour. "Oops, sorry, sweeties, I mean we three are rulers of France!"

"But, with the greatest of respect, Commissioner," asks one of the seated men wearing the uniform of a

Captain in the Cardinal's Guard. "What do you expect my men to do? Whilst we have no love for the detestable Musketeers, making a move against the King is a dangerous game to play."

"Fear ye not, Captain, your task is to ensure the defence of the Bastille and, along with my CPS agents, to secure the Court Room during the trials. Once this is over we three shall be joint rulers." He nods towards the mannequins once again. "And you shall be generously rewarded for your loyalty by your new King, Emperor and Queen. The three of us taking France forward to glory in our conquest of the world."

Rushing over to the mannequins, Felix bends towards that of the Sheikh and affects, through pursed lips, "Don't forget to get that infidel Beauregard. I want his head, as he murdered me in cold blood." Turning to the mannequin of Fluff-Bunny, she sounds the nasal pitched words of "And I want Was Nae Me dead, too. It was him that had me sent to the Front just before I was going to take control in Paris."

"Yes, yes, my friends, we shall have them all disposed of. The time of reckoning is at hand darlings!"

Points Arising

Next deadline is 18th January

Captain Augustin Fourier should have been in action with his GDMD squadron last month. My apologies

Poetry Corner

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

A 'Gent' of the cross-dressing school
Loved to mince, prance and quite play
the fool.
His face always soured
When you called him a coward...
(But he never showed up for a duel.)

Nous remercions Comte Was Nae Me,
Notre patron de grande bonhomie,
Qui nous donne la soirée
Pour la nouvelle année;
Je dis de mon cœur,
"Was Nae Mae; à toi, sieur!"

†Greg de Bécqueur
Magnifique! † Le Roi

A young English gent name of
Howard
Wore dresses striped, spotted and
flowered.
When asked in some haste,
'You share Felix's taste?'
He answered, 'I'm not like that
coward!'

A disgruntled Cardinal's Guard
Had a member that never went hard.
He tried with a Missy,
Then went to find Trissy
(Who was no longer chained in the
yard...).

for an error on my part, corrected this month.

The Minister of Justice's term expires at end of next month: anyone who

wants the job should talk to the Minister of State, DdE.

Welcome

Dean Talbot has re-joined us after a bit of a gap with his new character, Boul Ogne. Welcome back, Dean.

Absent friends

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

SdM Swindelle d'Masses (Craig Pearson) has NMR'd. Total now 2 and is sent to a Frontier regiment X2 (Ray Vahey) has NMR'd. Total now 1

ARGH (Bob Blanchett) got the benefit of the doubt (as he may well still be in hospital) and was floated.

CLD (Martin Jennings) was floated as Martin has family commitments to take care of.

GD (Mark Nightingale) has been floated as Mark reports “December is full on in retail.”

X3 (Charles Popp) got the benefit of the doubt and was floated.

Announcements

Bastian de LaGarde asks NPC Brigade Major of Guards Brigade to resign

Farewell

Mark Farrell (WNM) finds that he's not engaging with the game as he used to and has resigned. Sorry to see you go, Mark, and you're very welcome to re-join us at any time.

Notes

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

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

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

Orders (and press) should be emailed to lpbsorders@pevans.co.uk – you'll get an automated reply when the message arrives in my mailbox. Please give your name and your character's name and specify actions in full detail. If you want a query answered before the deadline, please use LPBS@pevans.co.uk instead.

Percy Urbain Fanci-Free asks NPC Brigade Major of Horse Guards Brigade to resign

Duels

Results of January's duels

Pierre Cardigan didn't turn up to fight Amant d'Au and lost SPs.

Duncan d'Eauneur's challenge to Felix Anton Gauchepied'er was voted down 4:4.

Grudges to settle next month:

None!

“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.

Duels held over to March:

Augustin Fourier versus Antoine Robert G Herville.

New Characters

Dean Talbot gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 2; EC 4 (BO Boul Ogne).

Gerald Udowiczenko gets the Second son of a very wealthy Gentleman: Init SL 5; Cash 750; MA 5; EC 2 (X1).

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)	PIS/N/N5/N
First Division (Assault)	LdH/BdLG/N1
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/N2
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

	F1	F2	F3	F4	(Field Ops for Dec–Feb) RNHB
Colonel	N4	N6	N4	N1	N8
Attached		1 Sqn GDMD	1 Sqn CPC	SdM	BdLS
Also at the Front		Cardinal's Guard – 3 Bn only Dragoon Guards Archduke Leopold Cuirassiers			

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

Battle Results

Cardinal's Guard: 3	Frontier regiment 2: 4
Dragoon Guards: 2	Frontier regiment 3: 5
Archduke Leopold Cuirassiers: 1	Frontier regiment 4: 3
Frontier regiment 1: 5	RNHB regiment: 1

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 N (until February 1671)	
Minister of War TC (until August 1671)	
Minister of State DdE (until November 1671)	

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	
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		JJ
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	LdH
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		LA
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	TC
45	Cath de Thousands	13		BdLG
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		FSdM
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	RdL
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
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'Idée	9		
2	Betty Kant	8	I	XM
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	
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																
Col	CoI	RFG	CG	CC	KM	DG	OC	ALC	CPC	RM	CDM	13F	PLD	53F	27M	4A	69A	Gscn
		AdA	AdF	Jdl	DdE	EB	SdM	FdA	N4	Rdl	XM	CD	ADD	GH	N2	N3	N6	
	LCol	JJ	Jdl	N2+	N6	JE	N3+	N4	N2+	N3	N2	N1+	N4+	N5+	N4	N2	N3+	N6
	Maj 1	BRJS	FAG	N2+	N1	HD	N3+	RS	N2	N3	N6	N4	N4	N3	N4	N6	N6	N2+
	Maj 2	BdLG	NAG	N1	N3	PUFF	N1	N2	N6	N1	N6	N4	N6	N5	N5	N6	N6	
	Capt 1	LA	N6	N3	N6*	N1	N1	N6	N4*	N2*	AF	N2	N6	N5	N3*	N5	N5	N6
	Capt 2	N6	N3	N1	N6*	N2*	N1	N1	N6	N2*	GdB*	N2	N6	N5	N3*	N5	N5	N2
	Capt 3	N3	N4*	N6*	N6*	N1	N2*	N6	N1	N2*	N2	N6*	N4*	N5	N3*	N5*	N1	N1
	Capt 4	N2*	N6	N3	N6	N2	N3*	N6	N2	N2	N2	N6*	N4*	N5	N3*	N5*	N1	N6
	Capt 5	N3	N3	N3	N6	N6	N3*	N6	N6	N2	N2	N6*	N4*	N5	N3*	N5*	N1	N2*
	Capt 6	N2	N2	N2	N6	N2	N3*	N6	N6	N2	N2	N6*	N4*	N5	N3*	N5*	N1	N2*
	ARCH ASS																	

This table shows the ten senior positions in the 17 regiments by rank. Entries are Character abbreviations, N (+MA) for NPCs, blank for vacant. * shows the regiment adjutant; + shows ranks held by characters with a (senior) brevet rank or an appointment elsewhere.

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
UXB	Count Uther Xavier-Beauregard	26	76	Rich	Fld Marshal	/Min w/o Port	16	Henrietta	Flr	4	Pete Card
PIS	Viscount Pierre le Sang	25	56	Filty	General/2nd Army	Commandr	7	Guinevere	Flr	4	Bill Howell
EB	Marquis Etienne Brule	25	F	Comfy	B.Bdr-General	DG/Chancellor	3		Flr	4	James McReynolds
DdE	Viscount Duncan d'Eauneurts	24	64	Rich	B.Bdr-General	KM/State Min.	8		Flr	5	Paul Lydiate
PC	Count Pierre Cardigan	24	30	Rich	General/Min w/o Port		9		Flr	5	Matt Shepherd
FdA	Count Frele d'Acier	24	F	Comfy	Colonel ALC	/Min w/o Port	18		Flr	3	Peter Farrell
AdA	Count Amanat d'Au	24+98	Rich	B.Bdr-General	RFG/Min w/o Port		11		Flr	5	David Brister
JdG	Count Jacques de Gain	23	47	Filty	B.General/1st Army	Commandr	24		Flr	6	Ben Brown
SdLC	Marquis Sebastian de la Creme	23	F	Comfy	General/Min w/o Port		4		Flr	5	Alan Percival
BRJS	Marquis Beau Reese Jean Seine	21+65	Comfy	Major RFG	/Min w/o Port		4		Flr	3	Bill Hay
JJ	Count Jean Jeanie	20	61	Rich	Lt.Colonel	RFG	25	Jacky	Flr	3	Andrew Kendall
CC	Marquis Chopine Camus	19	55	Withy	B.Lt-General	/Insp.Gen.Cav	9	Sheila	Flr	4	Stewart Macintyre
TC	Marquis Terence Cuckpowder	19	52	Withy	B.Lt-General	/War Minister	6	Leia	Flr	4	Mike Dormmet
LdH	Sir Leonard de Hofstadt	18	41	Comfy	B.Lt-General	/1st Div Commandr	5	Frances	Flr	5	Neil Packer
WNM	Count Was Nae Me	18	RIP								Mark Farrell
JE	Viscount Jean Ettronique	17	F	Rich	Lt.Colonel	DG/Min w/o Port	15		Both	5	Tony Hinton-West
GM	Sir Gaz Moutarde	16	31	Withy	Bdr-General		4		Both	2	Mike Clibborn-Dyer
AdF	Sir Alan de Frocked	16	F	Withy	B.Bdr-General	CG/1st Army QMG	3		Both	2	Charles Burrows
JdI	Sir Jean d'Ice	15	29	Comfy	Lt.Colonel	CG/FMshl's Aide	6		Both	3	Tym Norris
SdM	Sir Swindelle d'Masses	15	F	Comfy	B.Bdr-General	QOC/Min w/o Port	6		Both	4	Craig Pearson
FAG	Baron Felix A Gauchepped'er	14	39	Comfy	Major	CG/CPS	8		Flr	4	Jason Fazackarley
BdLS	Baron Bernard de Lur-Saluces	14	F	Withy	B.General		10		Both	3	Rob Pinkerton
CLD	Charles Louis Desapear	13	19	Withy	Bdr-General		3		Both	4	Martin Jennings
HD	Baron Henri Dubois	13	F	Comfy	Major	DG	3		Both	3	Wayne Little
BdLG	Bastian de LaGarde	12	34	Comfy	Major RFG	/LtGen's Aide (1st Div)	4	Cath	Both	1	Jerry Spencer
LA	Luc Azzat	12+39	OK	Captain	RFG/Capt.K's Esc		3	Alison	Hunt	2	Tim Macaire

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
PUFF	Sir Percy Urbain Fanci-Free	11	F	Poor	Major	DG	6		Hunt	2	Mark Cowper
RdL	Robert d'Lancier	10	28	OK	Colonel	RM/2nd Div Adjutant	7	Bess	Hunt	4	Steven Malecek
FsdM	Florent Sans de Machine	10	22	Comfy	Major	KM	3	Charlotte	Hunt	4	Nik Luker
GH	Georges Hommemince	10	13	Comfy	Lt.Colonel	PLLD	5		Hunt	1	Cameron Wood
X3		10	0	Poor			6			4	Charles Popp
ADD	Arthur 'Dekka' Dent	10+31	OK	Colonel	PLLD/1st Army	Adjutnt	8	Ulla	Hunt	1	Graeme Morris
CK	Sir Chris Knight	10+	F	OK	Lt.Colonel	CPC	9		BG	2	Paul Wilson
PdU	Paul d'Udderjuan	9	F	Comfy	Captain	DG	3		BG	3	Bruno Giordan
GdB	Greg de Becqueur	9+	28	OK	Captain	GDMD/GDMD Regt. Adjit.	6	Jenny	BG	5	Anthony Gilbert
XM	Xavier Money	8	14	Comfy	B.Bdr-General	GDMD	5	Betty	BG	3	Pam Udowiczenko
RS	Richard Shaw	8	F	OK	Major	ALC	5			4	Dave Marsden
BS	Balzac Slapdash	7	22	Comfy			9	Mary	BG	4	Matthew Wale
GD	Georges Dueppre	7	14	Poor	Colonel	PM	6		BG	3	Mark Nightingale
LI	L'Inconnu	7	RIP								Gerald Udowiczenko
PDG	Padamus Da Grim	7	F	OK	Lt.Colonel	GDMD	7		F&P	2	Graeme Wilson
ASS	Alain SansSous	5	F	Poor	Captain	PM	6			4	Olaf Schmidt
AF	Augustin Fourrier	5	F	OK	Captain	GDMD	2		RP	3	Brick Amundsen
ARGH	Antoine Robert G Herville	4	3	Poor	Captain	PM	5			2	Bob Blanchett
HDE	Hercule D'Engin	4+	16	Poor			2			2	Gerry Sutcliffe
BO	Boul Ogne	3	9	OK			2			4	Dean Talbot
BeV	Ben e'Volence	3+	9	Poor			5			3	Ash Casey
X2		2-	2	Poor			3			3	Ray Vahey

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

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

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

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

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