

That would be enough

This has been issue 195 of *To Win Just Once*, published 24th June 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

Orders for *Railway Rivals* and *Star Trader* to Mike by 5th July 2019.

Orders for *LPBS* and *Wits & Wagers*, plus any other contributions to Pevans by Friday 12th July.

(Next deadlines are: 9th/16th August, 13th/20th September, 25th Oct/1st Nov)

Waiting lists

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

Railway Rivals – the latest game has just started. Who's up for the next one? (Working copy and rules provided).

Star Trader – A new game is just starting, but we have room for 1-2 more players. Rules provided.

Online games

Agricola (at www.boiteajeux.net): Pevans, Brad Martin

Brass (at brass.orderofthehammer.com): Pevans, Przemek Orwat

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

Keyflower (at www.boardgamearena.com): Pevans, Brad, Al, **one wanted**

Pax Porfiriana (at www.yucata.de): Pevans, Mark Benton, Mike Reeves, **one wanted**

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

Through the Ages (at www.boardgaming-online.com): Pevans, Przemek Orwat, Mike Tobias, **one pacifist wanted**

Credits

To Win Just Once issue 195 was written and edited by Pevans. The *LPBS* masthead (page 27) is by Lee Brimmicombe-Wood, as are the drawings on pages 22 and 30. The illustration on page 29 is 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*)

Yes, it's UK Games Expo time!

Pevans reports from the event with notes on the games he played

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Contents

Contents	2
Chatter	3
Letters	3
Three Halls of Games	4
Pevans reports from the 2019 UK Games Expo	4
Games Events	18
Pevans's Wits & Wagers	19
Subscribing to TWJO	21
The Mote in God's Eye (Star Trader game 10)	22
Start-up.....	22
Star systems map.....	23
Watercress (Railway Rivals game 13 – RR2344LH)	24
Turn 12	24
Game End Statements.....	25
UpLoders (Railway Rivals game 14)	26
Start-up.....	26
Online Games	26
Les Petites Bêtes Soyeuses	27
June 1671 (328).....	27
Press.....	33
Points Arising.....	37
Announcements	38
Duels	38
New Characters.....	38
Tables	39
Other Appointments.....	39
Army Organisation and 1671's Summer Deployment.....	39
Brigade Positions.....	40
Frontier Regiments	40
Battle Results.....	40
Femmes Fatales.....	41
Regiments.....	41
The Greasy Pole	42
That would be enough	44
Deadlines	44
Waiting lists.....	44
Credits.....	44

Chatter

I had a great few days at the UK Games Expo at the start of June. It's pretty busy on Saturday, but Friday and Sunday were fine. I'm thinking of reverting to my previous pattern of entering a tournament on Saturday just to stay out of the crush. The question is which game. It has to be one that I'm going to enjoy playing several times in a row (like *Suburbia* a few years ago). Hmm, if only there was still a *Memoir '44* tournament...

At home, I'm still confused by our vacuum cleaner. We've had it for a few years now, so you'd think I would know what the different hieroglyphics mean. But no. every time I use it I still have to work it out. The symbol that looks like a carpet is meant to be wood blocks and is thus for hard surfaces. The one that looks like tiling is actually carpet. Now: do I push the one I want up or down?

Online stats

TWJO 194 was published on 18th May and the PDF versions were downloaded 164 times in the remainder of the month. The previous issue, 193, attracted 74 downloads, taking it to 202 in (almost) two months. And *TWJO* 192 was downloaded 36 times in May, making its total 264 since publication.

Letters

Alex Bardy has some comments on last issue.

I read your Gathering of Friends article without a hint of jealousy... NOT!

I am one of those also not convinced by all the hype for *Wingspan*. Yes, it's a pretty game, but would I want to play it over and over again? Methinks not. Of the other games you mention, I am familiar with *Obsession* only from reading the musings of 'The Siggins' in *The SPIRIT #4*, while *Red Alert* is one of those games I'd previously written off as a *Star Wars X-Wing* clone, but hearing it's more like *Memoir '44* ... has me at least curious.

Good to see that *Advanced Civ* still has its fans. I am not sure if you're already aware, but GMT are releasing a game called *Ancient Civilizations of the Inner Sea* (P500) and, to all intents and purposes, I am thinking this might qualify as a layman's *Civilization*, without the set collecting and tech development, but more random events (driven by cards played by the players) – arguably you might wonder if this still makes it a 'Civ' game, but I personally am genuinely excited about this particular GMT title.

For me, the core of *Civilization* is the trading and it doesn't sound like this has it.

With regards to *Space Base*, many people were applauding its 'innovative' "Everyone benefits each turn" approach when this was first released, but I maintain that *Kingdoms of Valeria* does this a whole lot better. That said, I

am a fan of the idea of cards being ‘retired’ by tucking them under other cards (especially when they give an ongoing benefit: *Ancient Wonder* (2nd Ed) does this really well, btw) and this has me thinking that it might be a very good mechanic to tweak for use in a wargame involving multiple forces combining, etc. Watch this space, my game design head never seems to stop!

With regards to the final season of *Game of Thrones* – you may have already received a few comments about this, but my take on it is that it could really have done with a couple more episodes and much less time-jumping, with the final episode leaving me particularly disappointed on this front. The original seasons (at least s1-6, and half of s7) benefited from a lot of groundwork and deep, genuine storytelling, whereas the latter episodes of s7 and the whole of s8 just felt like I was watching a speeded-up historical documentary told as a series of snippets and short stories, with all attempts at character drama swept under the carpet – yeh, a very disappointing season, tbh. Oh well...

Mark Cowper has his own report from the UK Games Expo.

I enjoyed UK Expo, 45,000+ attendees, a long way from that Masonic Hall. My quick observations (from Saturday).

1. Growing all the time – 3 halls meant more space to move around.
2. Few bargains, if any, and games on sale very much the same on all stalls. *Escape Plan* at £139 was utterly ridiculous as it was only \$80 on Kickstarter.
3. The rise of Kickstarter – using UK Expo to advertise.
4. More Demo games.
5. The presence of the figure makers offering to bring your games to life.

Point 3 has been going on for a while: well-produced prototypes with a launch date on Kickstarter. 5 is interesting as I hadn’t spotted this. My turn to report.

Three Halls of Games

Pevans reports from the 2019 UK Games Expo

The Expo officially opened on Friday (31st May) morning, but I put on my Games from Pevans hat for the Retailer Summit run by Asmodee UK (formerly Esdevium Games) on Thursday. This is an opportunity for publishers to show their new games to retailers, many of whom will be busy for the rest of the event.

My notes are in no logical sequence, just the order I saw them in. Starting with the *Undo* games from Pegasus (www.pegasus.de), designed by Michael Palm and Lucas Zach. This is a series of co-operative card games with the same theme: players visit specific points in a timeline to try to prevent the event initially presented. Thanks to Pegasus’s gift of *Undo: Blood in the Gutter*, I have played this one subsequently.



The special demo version of *Undo* on the Pegasus stand

Opening the box, you are confronted with a deck of large cards warning you not to shuffle them. The first few cards introduce you to the story and tell you how to set up the game. You then have a line of the cards, each dated and timed, in the order in which they take place. The players have a limited number of opportunities to select an event, turn over the card and read what happened at that time. And can look at an even more limited number of the additional clue cards, one per time slot.

At the bottom of each card are three options of what to do (in best roll-your-own-adventure style), which is where the debate really kicks in. Eventually, the players will decide which one to choose and then look up the appropriate answer (a separate deck of cards, making it unlikely you’ll accidentally see other answers). This will give you a number: positive, negative or zero.

Once you’ve finished, the aggregate of these numbers gives your result. Depending on what range your result falls into, there’s a little conclusion to the story, which wraps up the game nicely. Six of us played this at the June G3 Day and everybody was immediately involved in the story. We quickly developed a hypothesis as to what was going on and made decisions on this basis. Luckily, we were right and reached a highly satisfactory conclusion.

And there’s the rub. Having played this once and succeeded, am I going to play it again? Well, possibly, once enough time has lapsed. And I’d be more likely to do

so if we hadn't made such a good job of it. Even if it's a play-once game, *Undo: Blood in the Gutter* was great fun and makes the rest of the series attractive. If they're priced right, I can see these little games doing well. I'll give the series (rather than individual games) 8/10 on my highly subjective scale.

Other games on the Pegasus stand included *NObjects*, designed by Ludovic Gimet. This is a party game where players have to guess what one of them is drawing. Except that they're drawing with a finger on the table, so the others have to follow the movements and imagine the drawing. Pegasus rep Christian Stenner demonstrated this and I completely failed to work out what he was attempting to tell me. (No wisecracks, please.) Definitely not my kind of thing.



Who would publish a 15-minute game of drawing paths through dungeons? Billed as a "Draw 'n' draw" game, *Deadly Doodles* is published by Steve Jackson Games (www.sjgames.com) and was designed by Samuel Mitschke and Randy Scheunemann. It's a quick-playing dungeon bash: one player draws a card and everybody extends a passageway on their dungeon map. Connecting to things scores you points. And at least it doesn't have "Munchkin" on the cover.

Gamers who go back as far as I do will remember *Car Wars* and SJG has a sixth edition of this Mad Max-style combat game for later in the year.

Strolling past Catan Studio's (catanstudio.com) table, I was rather taken with the neat travel edition of *Catan* (*Settlers of Catan* as far as I'm concerned), which I



Prototype models and components for *Car Wars* 6th edition



The clever travel edition of *Catan*

hadn't seen before. It's a modular peg board, with the pegs in trays underneath, which is also where the mini cards are stored. The whole thing then folds up to fit into the neat half-hex box.

There was lots of good stuff from Days of Wonder (www.daysof wonder.com), but two things stood out for me. The first was the new expansion for *Memoir '44*, which is called *New Flight Plan* (Richard Borg being the designer). It adds aircraft to the WW2 battlefields of the game, replacing the long out-of-print *Air Pack*. I tried it out at the Expo proper, so I'll have more on this later.

The other thing was *Ticket to Ride: London*, Alan Moon's latest addition to the range. This follows in the mould of last year's *Ticket to Ride: New York*, being a small, 15-minute game. DoW let me have a copy (thanks, guys) so this is another one I've had the chance to play since the Expo.



Ticket to Ride: London on display

And it is *Ticket to Ride*. Just with fewer pieces (double-decker buses in this case). Game play is what you'd expect: draw cards or play cards to complete a connection between stops. Connections score points with end-game bonuses for completed tickets (a particular route) and if you've connected all the stops in a 'region' (same colour).

The issue with this, for anyone who enjoys *Ticket to Ride*, is that it's all over too quickly. You feel like you're just getting started when the game finishes. It's certainly a neat introduction to the game's mechanics, but I suspect it's aimed more at the tourist market than gamers. It gets a provisional 5/10 on my highly subjective scale.

Jonathan Strange & Mr Norrell looked good on the Osprey (ospreypublishing.com) table. It is, of course, based on Susanna Clarke's terrific novel of the same name (see TWJO 165 for my thoughts on this). Players mooch around London, England and Europe, collecting the ingredients they need to perform feats of magic. The aim is to become the foremost practitioner of English magic. However, you must also accumulate more points than 'the gentleman with the thistledown hair'. I look forward to trying this one and seeing how well it re-creates the atmosphere of the book.



Jonathan Strange & Mr Norrell looks the business

I took a quick look at Haba's (www.haba.de) *Tal der Wikinger* (Viking Valley, designed by Marie and Wilfried Fort) as it's nominated for this year's children's *Spiel des Jahres*. You roll a ball at the skittles in the middle, allowing you to move tokens for the Vikings whose skittles you knocked over, aiming to leave yours in a scoring position to take some gold. Most gold in your boat wins after several rounds. It looks great and has some tactical opportunities.



The delightful *Tal der Wikinger*

A game about the periodic table? Yes, that's *Periodic: A Game of The Elements*, published by Genius Games (gotgeniusgames.com) and designed by John Coveyou and Paul Salomon.

Players expend energy to move around the table or to pick up chips. They can collect sets of elements to match a current goal and move round groups of elements to advance around the Academic Achievements. Both of these score points, so players certainly have options of what to do. There's definitely a strong educational element to this, I just don't know how much of a game it is.



There's antimony, arsenic, aluminum, selenium,
And hydrogen and oxygen and nitrogen and rhenium...

Bad vibrations: *Terror Below*

Stopping at Renegade Game Studios (www.renegadegamestudios.com), I spotted *Terror Below*, designed by Mike Elliott. It's a pick-up-and-deliver game in a desert setting. It's possible giant worms will burst out of the ground and squash your vehicle. But, really, how likely is that?

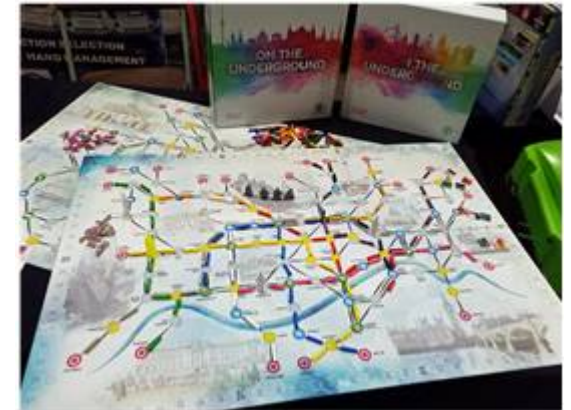
The issue for players is that travelling around causes vibrations that attract the worms. Ideally, you want to create just enough noise that the next player triggers an attack. But that can go wrong in so many ways... This looks good fun and I'd definitely give it a go. Renegade's representative was keen to make it clear that the game has nothing to do with a certain film (of which I have fond memories, having watched it late at night with several bottles of spirits and good company in a very cold chalet when attending the first UK Gen Con).

When I saw Wizkids' (www.wizkidsgames.com) *Smash City*, designed by Stephen Avery, on the table, I hoped it involved chucking giant dice at cardboard skyscrapers. However, Wizkids' Zev Shlasinger enlightened me: the dice are

Bye bye, skyscrapers! And that's just collateral damage in *Smash City*

players' monsters fighting each other through the city. Any buildings toppled are purely collateral damage. There's clearly a dexterity aspect to the game, I don't know about tactical elements. Still, it would be fun finding out.

In recent months I've had the pleasure of trying Sebastian Bleasdale's Berlin map for his *On the Underground* at Swiggers games club. Ludi-Creations (ludicreations.com) unveiled the new edition of the game at the Expo: original London map on one side of the board, Berlin on the other. The first edition dates back to 2006 and is long out of print, so it's great to see it back again – especially when Ludi-Creations have done a great job on the production.

Nice new edition of *On the Underground*, London map on top

If you haven't played the original, the game is about building underground railways. Each turn, players place wooden sticks to extend their lines, linking up stations as they go. Then the 'passenger' moves to a couple of stations, scoring points for the players whose lines it uses. This makes for a big tactical element as each turn players are trying to attract the passenger.

However, there are other ways of scoring points – with some different goals according to the board being used – and the strategic planning of building for future passenger movements. I reviewed the original game in *TWJO* 73, giving it 9/10 on my highly subjective scale, and see no reason to change that rating.

After checking in at my hotel and meeting up with my roommate, Peter Card, I switched to my *To Win Just Once* hat to attend the Expo's press preview on Thursday evening. Had all the tables been occupied, I reckon there

*Trial of the Temples* on display

would have been 150-odd games publishers represented. I skipped through, stopping to look at the occasional item.

EmperorS4 (en.emperors4.com) had several games on display, including *Trial of the Temples* (designed by Wei-Min Ling and Michael Mihealsick). The idea of this one is a contest between wizards who have to collect the correct ingredients for their own spells while blocking their opponents. I didn't follow all the explanation, but players need to advance on all three central tracks while picking up resources to power their particular abilities.

Having visited the city several times, *Zoom in Barcelona* caught my attention. Designed by Núria Casellas, Eloi Pujadas, Joaquim Vilalta and published by Cucafera Games (www.cucaferagames.com), it's a family game of capturing the sights and landmarks. Players travel around the map of the city on the board, taking 'photos' as they go: best collection wins.



It took me a while to find Las Ramblas...

The advanced game adds more strategy as players are trying to re-create the skyline goal they start with. It looks good fun and the finished game is expected at Spiel this year.



Here's *Mr Face!*

Oink (oinkgms.com) had three new games at the press preview with at least one more due to arrive. *Mr. Face*, designed by Jun Sasaki, has players trying to work out what one player's caricature of a face represents. *Nine Tiles Panic* is designed by Jens Merkl and Jean-Claude Pellin and gives each player nine tiles depicting parts of a city. Each round, players scramble to get their tiles into what they hope will be the top-scoring combination according the goal revealed. Takeshi Matsushita and Tatsuya



X Arrr, me hearties!

Iwakura designed *Dual Clash Poker*, which uses a well-trieved mechanism. Each player has the same set of cards and plays one. High card wins. Unless there's a tie, when next highest wins... It's an oldie but goodie and the twist here is that players are in pairs, so there's every opportunity to mess up your partner's play.

Wotan Games (www.wotangames.com) are working on a timely satirical game, *Brexit: the Real Deal*. Designed by Russell Neal, this card game is set after Britain's departure from the EU has splintered the United Kingdom into its constituent nations. Players represent different factions, competing to negotiate trade deals with other countries. However, each has their own hidden agenda (one of which may be just dragging the game out without a conclusion...).

Expect this on Kickstarter in due course. Wotan also had *Party Politics*, an entertaining little Werewolf/Mafia variant where the players are politicians and civil servants trying to identify – and fire – whoever leaked an important document. Each character has their own restrictions and goal (the Prime Minister wins if **anyone** is sacked!).

Designed by Keith McLeman, *X Arrr!* will come from his imprint, Cardboard and Coffee Games. There's no artwork yet, so it looks very abstract at the moment, but will have a piratical theme. The aim is to collect your treasure from several islands by moving your pirate along its current track. But first you can rotate an island or switch to a different track. You can immediately see the challenge of the game, the right artwork will make it even tougher.

Solar Storm is a co-operative game of repairing the player's spaceship before it falls into the sun. Where's International Rescue when you need them? Designed by Ayden Lowther and published



The engines cannae take a *Solar Storm*, Captain

by Dranda Games (www.drandagames.co.uk – I'm guessing one of the team has a doctorate and the other's name starts with an 'A'), it looks fun and should be on Kickstarter in September.

Moving on to Friday, the Expo officially opens. Yay! Cue hordes of gamers keen to purchase the very latest game/expansion. And I can settle down to playing some of them. Peter Card, my usual wingman, was with me on Friday – he had a date with a wargaming tournament for Saturday and Sunday. As last year, the trade hall took up Hall 1 and a good half of Hall 2 with tournaments taking place in the rest of Hall 2 (along with the open gaming area fuelled by Thirsty Meeples' games library) and Hall 3 – and some events at the Hilton Metropole.

Starting at the main entrance to Hall 1, our first stop was PSC Games (www.pscgames.co.uk). Here we found designer Martin Wallace promoting his latest, *Milito*. This is a development of his 2013 card wargame, *Fields of Glory: the card game*. Players are trying to win in three sections of the battlefield. They deploy military units (cards) into each section and then fight against their opponent's forces. Having played the original game, I passed on this one.

However, Martin also had a prototype with the working title of *Runestones*. This is a multi-player wargame in a fantasy setting using the mechanisms from his clever American Civil War game, *Lincoln*. However, this game has domino-style tiles rather than cards, with each faction having its own advantages and disadvantages. It's difficult to get a multi-player wargame to work, but the clever disparities between the nations should give some different strategies.



The *Runestones* prototype



The *Rome and Roll* prototype

Another designer on the PSC stand was David Turczi, demonstrating the prototype of *Rome and Roll*. This applies the roll-and-write mechanism to the rebuilding of ancient Rome under Nero following the great fire. Players use the dice rolls to add buildings (polyomino shapes) to their layout of Rome, conquer new provinces and expand the network of roads. Each player also has their own special ability. I think I may be suffering from over-exposure to roll-and-write games as I couldn't summon up the enthusiasm to look more closely at this.

On the other hand, I was fired up by the news that PSC is planning a new edition of Lew Pulsipher's *Britannia*. It's a classic that I thoroughly enjoy – though it generally only gets played at conventions when there's enough time to do it justice. This version will have minimal changes from the second edition (published by Fantasy Flight in 2008), but will use models rather than cardboard tokens – well, PSC does stand for Plastic Soldier Company.

The box will also contain a quick-playing two-player version: *Duel Britannia*. This uses a separate board (on the reverse of the standard board) with fewer spaces on the map, even though it incorporates Ireland. It also starts with the departure of the Romans and ends with the arrival of the Danes. One player is mostly defending the islands from the other. This produces a game that should play in 90 minutes or less. I'm sure I'll be trying it.



Meet *Classic Britannia* – same as the old *Britannia*, only with plastic soldiers

The next place we got to sit down was BadCat Games (www.badcatgames.eu) to try *Gladiatores: Blood for Roses*. The title comes from the rose petal tokens that are players' rewards – taken from the roses spectators in ancient Rome threw at their favourite gladiators. The game is played across a series of gladiatorial contests, each of which has a certain number of rose petals available.

Depending on which gladiator they've hired, players have a starting hand of cards and add more from the separate Attack/Defence/Event decks. Then we're off: the first player chooses an opponent and plays an attack card. If their target plays one of the defences shown on the attack card, the attacker can respond with a follow-up (as shown on the defence card) if they have a suitable card. And so on until one player can't or won't play – using your gladiator's special ability also ends the fight. The last card takes effect and then the next player attacks someone. In the photo I've attacked with a Cleave, been parried and have followed up with a stab: can my opponent respond?

Last gladiator standing wins the fight, with players getting extra points according to how many rose petals they have. What makes the game, however, is the initial auction for gladiators before the fight takes place. Plus the ability to bet on the outcome. It looks a cut above most gladiator games, but I do wonder how long it takes to play, given that players have several contests to work through. *Gladiatores* gets a provisional 6/10 on my highly subjective scale.



Playing *Gladiatores* at the Expo



Here's our game of *Smile* – the blue chip is a penalty if you run out of fireflies

I do like trying games that are clearly not aimed at my demographic. The cover of *Smile* features a furry creature wearing a wide, self-satisfied smile. Some of the cuteness goes away when you spot this is a Michael Schacht game from Z-Man Games (www.zmangames.com). At first glance the game looks like *No Merci*, but there's actually more going on here.

In their turn, players either add a bead (fireflies, apparently) to the lowest card available (cards can have positive or negative values) or take that card, with the beads on it. The remaining players continue with the next lowest card until everybody's taken a card. Many cards have a coloured corner and taking a second card of the same colour means you discard both of them. This is a great way of getting rid of a negative card and even better if you can force an opponent to discard a high value card. As in the photo: the -2 red card isn't useful on its own, but it would remove itself and the -5 if I got it, while Peter doesn't want it cancelling his 6-point card.

The game plays until the cards have gone, which I thought would take a while but, once we knew what we were doing, the game zipped by pretty quickly. I had a nice, big, negative score, Peter less so and our demonstrator thrashed us! *Smile* is a cracking little filler, despite the family-friendly artwork. I give it a provisional 8/10 on my highly subjective scale.

And on that entertaining note, I'm going to call it a day for now – the rest of my report will be in the next issue of *TWJO*. This includes my first impressions of *High Rise*, *Home on Lagrange*, *La Stanza*, *Memoir '44: New Flight Plan*, *Museum* and *Rolling Bears*. Congratulations and thanks to Richard Denning and the whole Expo team for another great weekend. The next UK Games Expo is scheduled for 29th-31st May 2020 – keep up to date at www.ukgamesexpo.co.uk

Games Events

With July on the horizon, there are two board games events coming up. First up is Summer Stabcon: 5th-7th July at the Britannia Hotel in Stockport. While it's mainly a board games event, Stabcon usually sees role-playing, CCGs and wargames being played. It's been quite a few years since I got along, but it was always good fun. However, numbers are limited, due to the hotel's capacity, so get in touch via bookings@stabcon.org.uk rather than just turning up.

Later in the month is Manorcon: 19th-22nd July this year, for the 47th Manorcon, at Leicester University once again. This is mainly an open gaming event with a few tournaments (including *Midnight Party*), pop quiz, treasure hunt and secondhand games sale. There's more at www.manorcon.org.uk

This box concentrates on events I expect to attend.

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

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

UK Games Expo: 29th-31st May 2020 at the NEC (Halls 1-3 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: 8th-10th November 2019 at the Hallmark Hotel (and Hallmark Inn across the road) 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, plus a trade stand from Spirit Games. 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

Pevans's Wits & Wagers

Round 6 bets and payoff

Question 6 was: what year did Geraldine and I get married? The answer is 1999 and we've already celebrated our 20th anniversary. Anthony Gilbert reminisces, "Oh yes, I remember it well. Surprisingly fine weather for Easter in the north. Waiting on the tarmac at Gatwick whilst NATO bombed Belgrade. The romance of it all. Oh, hang on, that was my wedding. Never mind, it's as good a guess as any."

Player	Answer	Bet on	Stake	Score	Total
Brick Amundsen		1985	10	-10	50
Alex Bardy	2004	1999	10	30	65
Colin Bruce	1985	1999	5	15	75
Mark Cowper	1984	1998	10	-10	60
Mike Dommett	1999	1999	10	40	200
Alex Everard		1977	10	-10	60
Anthony Gilbert	1999	1999	10	40	110
Bruno Giordan				0	70
Tony Hinton-West	1977	1984	10	-10	60
Andrew Kendall		1999	10	30	108
Nik Luker		1999	10	30	70
Tim Macaire	1990			0	48
Stewart Macintyre				0	80
Graeme Morris				0	60
Jonathan Palfrey		1999	10	30	100
Rob Pinkerton	1993	1999	10	30	125
Alan Tabor	1998	1998	5	-5	115
Dean Talbot				0	100
Gerald Udowiczenko				0	73
Pam Udowiczenko				0	80
Everybody else					80

Messrs Dommett and Gilbert hit the nail on the head and several others follow their lead to bet on their answer, earning a good return. This gives Mike a hefty lead, with several others just behind Rob Pinkerton in second place.

Round 7 answers

The question is: How many nieces and nephews do Geraldine and Pevans have? (The answer to the first question may be useful.)

Odds	Answer	Given by
4:1	14+	Mike Dommett (14), Anthony Gilbert (19)
3:1	13	Andrew Kendall, Alan Tabor
2:1	11	Tony Hinton-West
1:1	7	Brick Amundsen, Alex Bardy, Jonathan Palfrey
2:1	6	Rob Pinkerton
3:1	5	Colin Bruce, Mark Cowper
4:1	4	Nik Luker
5:1	Less than these	Alex Everard (3)

Round 7 bets

Mesdames, messieurs: faites vos jeux! Anybody and everybody can now bet on what they think is the correct answer above (staking up to **all their 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).

It's the last round, so you may bet on two answers and can go all-in.

Bets on round 7 answers to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF, UK or TWJO@pevans.co.uk by Friday 12th July 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.

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.

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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

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

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

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The Mote in God's Eye (Star Trader game 10)

Start-up

First turn, and I have victory conditions that will, of course, remain secret – except for Monogram Industries, who only have one. We have one Passenger Corporation, three traders, one dodgy customer and one violent 'Corporation'.



Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep	Player
A AIA	0 5 9			200 -	Jerry Elsmore
B GamLepCo	2 0 3			250 20	Tony Gilbert
C Quasar Enterprises	10 3 5			1000 30	Mark Cowper
D Monogram Inds	6 0 4			600 25	Mike Dyer
E Gates-Learjet	5 4 2			300 22	Paul Evans
F Archangel Lines	2 0 2			250 27	Przemek Orwat

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

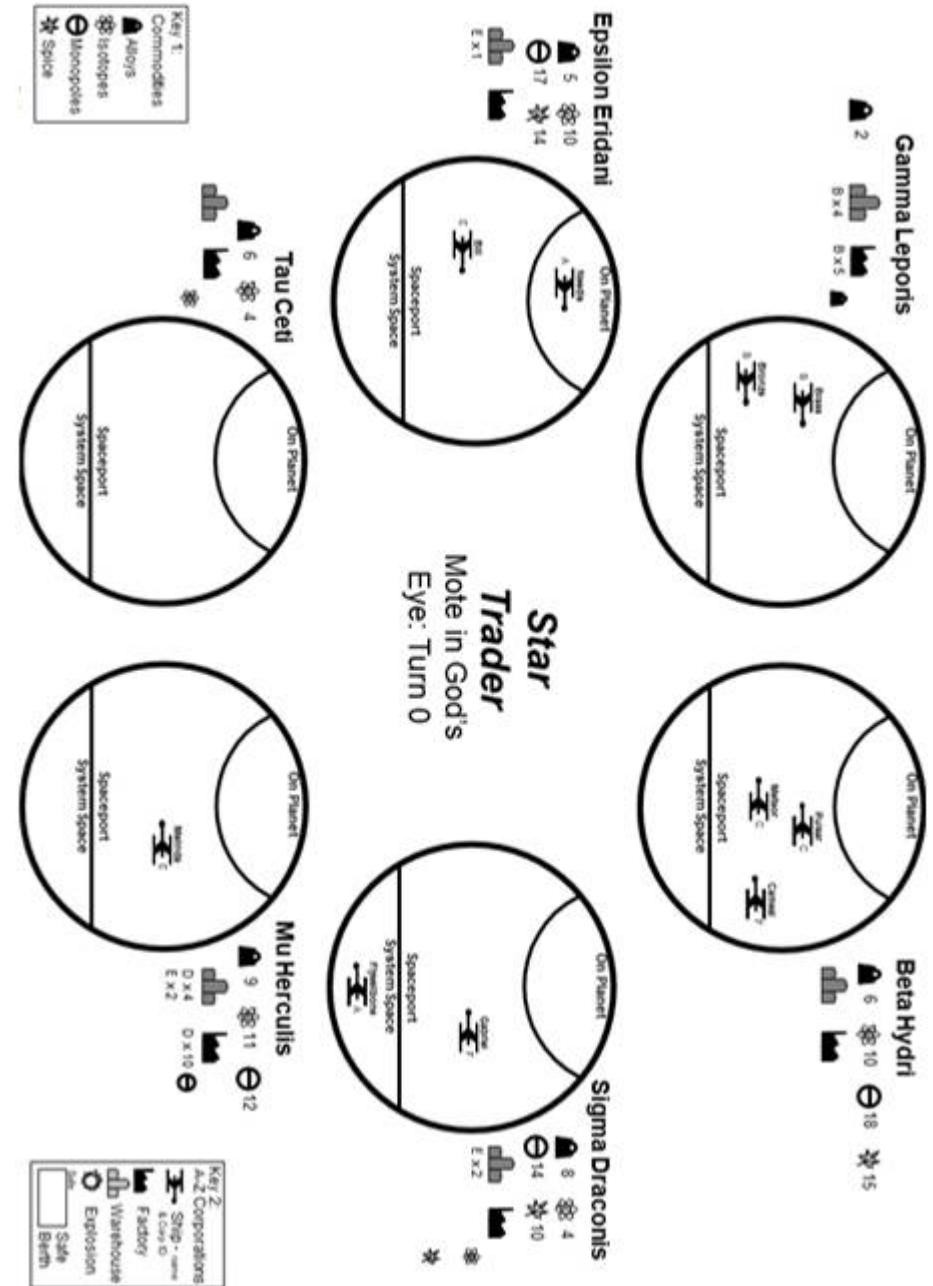
News

There are two News chits to start us off. The current list (new chits in **bold**) is:

- Turn 3 **C5**
- Turn 4 **B6**

(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.)

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
 or by e-mail to mike_dommett@yahoo.co.uk
 by Friday, 5th July 2019



Watercress (*Railway Rivals* game 13 - RR2344LH)

Turn 12

This turn's races

Race results				Scores						
				BASH	MDCR	SLOUGH	TIS	GREAT	SWIFT	
36	S5	PORT	44	Whitchurch/ Romsey	10				20	
37	11	Brighton	55	Wokingham/ Basingstoke	+3			20	+5	10-8
38	46	Alton/Bordon	15	Pulborough/ Cranleigh	+2	10- 2+3		0-1	20- 3+1	
39	21	Worthing/ Little-hampton	64	London				20-2	0+2	10
40	24	Selsey/ Bognor	34	Petersfield/ Bishop's Waltham				20		10
41	56	Woking/ Leatherhead	33	Fareham/ Eastleigh	5	20		5		
42	65	London	44	Whitchurch/ Romsey	20		5		5	
TOTAL					40	31	5	62	50	22

JR = Joint Run; ERP = Exchange of Running Powers

Points

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

Points: 222.5 +40 = **262.5**

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

Points: 213.5 +31 = **244.5**

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

Points: 224 +5 = **229**

TIGER IN SMOKE (TIS), Jonathan Palfrey - Green

Points: 290.5 +62 = **352.5**

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

Points: 38.5 +50 = **88.5**

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

Points: 260.5 +22 = **282.5**

Game End Statements

1st: **TIGER IN SMOKE (TIS)**, Jonathan Palfrey

It looks as though I have a win here, though I'm not counting my chickens before they are hatched.

2nd: **SLOW WAGON IN FAST TRAFFIC (SWIFT)**, Gerald Udowiczenko

Well I was doing OK and then the races stopped coming for me, and no one seemed interested in joint runs. Well done to Jonathan for winning by probably 80-90 points [good guess]. Too many routes I had were too long and the races were rarely exclusive. Perhaps a new company name will help, SWIFT I was not.

3rd: **BASINGSTOKE ASSOCIATED STEEL HIGHWAY (BASH)**, Bob Blanchett

Is excused a GES due to circumstances.

4th: **MISSED, DELAYED AND CANCELLED RAILS (MDCR)**, Mike Dyer

Some tough going in here, rather cramped conditions making it hard to work out a good line without becoming hopelessly entangled. Four players on this map might be a better bet. The RR experts doing well as usual: well done, Jon. There must be a more subtle strategy that works better. And congratulations to Rob for managing the lowest scores ever.

5th: **SLOW LOCOMOTIVES ONLY USED GENTLY ON HILLS (SLOUGH)**, Brad Martin

Congratulations to Jonathan. A Periphery strategy is obviously not the easy way to go on this map.

GM

I've always wanted to play this map, not just because I spent a lot of my early and later life living here. The map suggests 4-6 players, but I agree that six is too many. Choices at the start dictate a lot when it's hard to build cross country. SLOUGH and GREAT built along the top edge of the map, Swift built into the SE corner, leaving the LSWR main line route to BASH, the Meon Valley to MDCR, and the Portsmouth Direct to TIS. TIS had the route through the centre of the map and, with the difficulty of building cross lines, was almost certainly destined to win. I was surprised that no one ever ordered a joint run or exchange of running powers. Thanks to all the players.

UpLoders (*Railway Rivals* game 14)

Start-up

Yee-ha! Our new game is on the Tennessee and Kentucky (TK) map – players should have a working copy with this issue of *TWJO*. This will support six players, which is good because we have six: Christian Bien, Mike Clibborn-Dyer, Anthony Gilbert, Martin Jennings, Jonathan Palfrey and Rob Pinkerton.

Your first turn may start at Lexington or Nashville, gentlemen. With your orders, give your company name (which should also be in the subject line of your e-mail). I will allocate colours to players and will try to have some that are more distinguishable (or even visible) on the map.

First turn's rolls: 4, 6, 3

**Orders to Mike Domett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 5th July 2019**

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 77 (at brass.orderofthehammer.com) saw yours truly back into first place – that's a run of six games where I've been in the top two. Game 78 is in progress and I'll be setting up a new one shortly. We have a potential fifth player – anyone else want to join in?

Rick Shattuc took the honours in our 22nd game of *Through the Ages: a New Story of Civilization* (at boardgaming-online.com), just ahead of Al Tabor. Game 23 is well under way and I have three players for a new pacifist game – who wants to make it a full four?

It's time for a new game of *Pax Porfiriana* (at yucata.de), but an extra player would be good.

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.

Game 6 of *Agricola* (at www.BoiteAJeux.net) saw something of an all-star line-up: Martin Abrahams, Mark Cowper and Brad Martin. Oh, and me. Martin was the class of the field, though the rest of us were close together. Game 7 is just starting round 8 and it's close so far.

Rajas of the Ganges (at BoardGameArena.com) is a game 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 July 1671 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF, UK or
lpbsorders@pevans.co.uk
by Friday 12th July 2019**



June 1671 (328)

As is traditional, the summer starts with the army marching out of Paris. All Brigades have been mobilised for this campaign, so the only troops left in Paris are the Cardinal and King's Escorts. Though there's also the City Watch. Oh, and the handful of the "Bastille Guards Battalion" created by the Commissioner of Public Safety last month.

First, however, CPS Felix Anton Gauchepied'er has a date with Hercule D'Engin as Engin's challenge was voted cause by Paris. It's no surprise that Gauchepied'er finds important work to keep him away from the appointed place. Engin's second, Greg de Bécqueur, provides nibbles – sausage, cheese and onion on cocktail sticks – while they wait.

Jobs first

Gaz Moutarde has got it in for the Brigadier of the Guards Brigade. He is backed up by Beau Reese Jean Seine, Duncan d'Eauneurts and Terence Cuckpowder. Having the Minister of War and the Minister of State on your case would worry anybody, but the Guards commander is more of a nobody. And now he's a has-been. Strangely, no-one has applied for the position. Eauneurts and Moutarde have the correct rank, but it's unlikely the Minister of State would quit that position to command a Brigade. Moutarde puts in his application, with the hope of taking command of the Guards next month.

As Inspector-General of Cavalry, Chopine Camus appoints Swindelle d'Masses to command the Horse Guards Brigade. Camus quite fancies transferring to Second

Division and calls in a favour to get rid of the current commander. He has no support, however, and his own influence only gives a 50% chance of success. On consideration, the Second Division commander stays in post and Camus will be staying in Paris.

Brigadier-General Duncan d'Éauneurts shows how it's done, using more of his influence to remove the senior Major from his regiment, the King's Musketeers. This gives Greg de Bécqueur room for a promotion, if he's lucky. However, Bécqueur will not be serving with the KMs as he accepts Leonard de Hofstadt's offer to become his Aide. This moves him to First Division for the campaign.

After his sterling service with the Frontier troops, Alonzo Fonde-Lapatrie is welcomed to the Royal Marines by the regiment's commander, Bdr-General Robert d'Lancier. Fonde-Lapatrie has borrowed enough to buy a Captaincy.

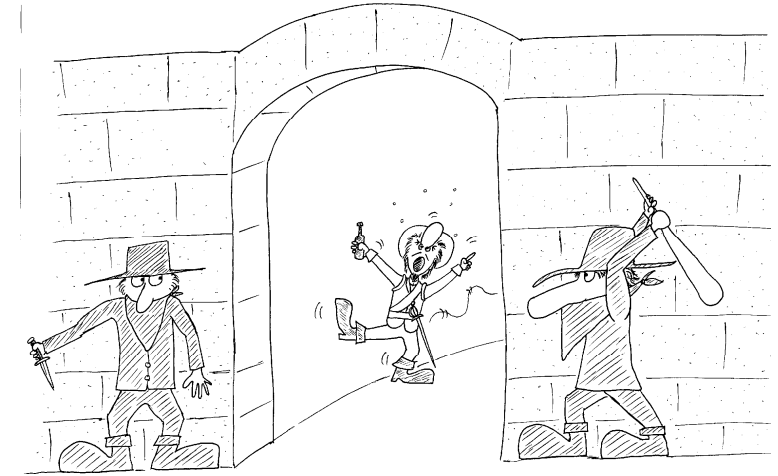
The man known only as 'X2' applies to the 53rd Fusiliers, a regiment that is sadly lacking in officers. It still is, as 'X2' can only afford the rank of Private.

As the regiments march out of Paris, they are joined by a couple of volunteers. Bdr-Gen Charles Louis Desapear does not have a command, but is determined not to be left out. He will serve with a Frontier regiment. The Field Marshal, Count Uther Xavier-Beauregard, insists on going into action too, returning to the Royal North Highlanders after paying off his debts.

No parties

After this exodus, who's left in Paris? Sebastian de la Creme for one. He appears in the Fleur de Lys with Maggie Nifisent on his arm. The two of them settle down for the long haul: four weeks of June, just another eight to go. The only thing interrupting the peace is the sound of Chopine Camus outside (in the third week), loudly demanding that Pierre le Sang admit him. Since General le Sang is commanding Second Army, this seems a little unlikely. Chopine has spent his first two weeks practising with his sabre and returns, grumpily, to the gym to complete his month.

The sabre is Pierre Cardigan's favoured companion, too. He puts in three solid weeks practice, indulging in some female company in the Bawdyhouses at the end of June. Bernard de Lur-Saluces has a similar routine, except that his weapon is a rapier and he chooses the third week for his diversion to the red lights. Hercule D'Engin reverses this: he starts with rapier a week's rapier practice and then goes to the Bawdyhouses for three weeks. Most of this time is spent drinking, but a little female company is involved to. So is an encounter with the footpads. They are not amused that he's got



no cash left and give him a stiff talking-to. Thus, when they jump him the following week, he has plenty of crowns to give them.

The red light district is the scene of some action at the start of the month, though no socialites are around to pay much attention. A raid by the Commissioner of Public Safety is not unheard of, but this time the focus is 'Hector's House of Pain' and, in particular, the hapless creature known as "The Gimp". Hector is not happy to be deprived of his star attraction and ends up strapped to his own apparatus as the CPS agents depart.

Several Parisians take advantage of the absence of competition to woo young ladies who've taken their fancy. Justin Thyme likes the look of Anne Tique. However, his courting ends abruptly when he discovers Gaz Moutarde is at home with her! That's one duel pencilled in for July. If only Justin had waited a week: Gaz is in the gym with his cutlass for the rest of the month. Justin switches his attentions to Sue Briquet, succeeds and takes her to the Frog & Peach for the rest of the month.

There's a duel the cards for September, too, after Balzac Slapdash wins over Alison Wunderlandt. That's a "Dear John" letter to Luc Azzat and a visit to Blue Gables for Alison with her new beau – though Balzac fits two weeks of rapier practice between these two events. Balzac hits the gaming tables when he does get to his club, winning two of his three bets to emerge slightly richer.

Bendroit de Tres fails in his courting: neither of the ladies he approaches is interested. He marches off to the Bawdyhouses to get his oats there and concludes June with a week's rapier practice. Conversely, Terence Cuckpowder is immediately accepted by his intended, allowing him to spend three weeks with his sabre.

With the troops away, the regiments' barracks are all but silent and almost empty. However, every regiment has its quota of disabled veterans who continue to serve as caretakers and night-watchmen. The King's Musketeers' barracks also has a steady trickle of men signing up for Minister d'Éauneur's new 'Guards Reserve Battalion' (see Press) and walking away gratefully with a month's pay.

Then, in the brief darkness of a June night, a hue and cry is raised by the King's Musketeers' veterans, shortly followed by a series of explosions that largely demolishes their barracks. Commissioner of Public Safety Felix Anton Gauchepied'er is quickly on the scene, with several of his black-uniformed agents, and declares himself "Amused". Felix interrogates the veterans and discovers that one of their number found a group of black-clad, masked men manhandling barrels of gunpowder into the buildings. His alarm was too late to prevent the detonation of the explosives.

Felix takes his amusement to his favourite Bawdyhouse to finish off June.

Muskets and sabres

There is no great goal to this year's campaign. The army is carrying on the siege from last season, but with a rather larger force. Second Division is actually the besieging force, supported by the Horse Guards, with First Division coming into play to assault the Spanish positions. There's every possibility of a large relief force, but it'll have to get through First Army (Cavalry and Frontier Divisions).

Brevet General Jacques de Gain is in command of First Army and deploys his troops carefully. There isn't a great deal for them to do, though it does seem the Spaniards are reconnoitring the French positions. This is enough to earn Gain the permanent rank of General. He is Mentioned in Despatches, too ("He's a proper General now"). A share in the Army's loot brings him over three hundred crowns worth.

The Cavalry Division makes up the forward defences and all units see some action. In the Heavy Brigade, the Archduke Leopold Cuirassiers run across some Spanish infantry. Wheeling around, they run across them again, chasing the remnants back whence they came. ALC commander Frele d'Acier pockets a little more than three hundred crowns' worth of booty.

Their colleagues in the Crown Prince Cuirassiers have a less decisive encounter with a cavalry force. After a fierce tussle, honours are pretty even, but the French hold the field. Lieutenant-Colonel Chris Knight demonstrates some flashy moves with his sabre, earning himself a fulsome Mention in Despatches ("Ooh, he's flash!"). This earns him the title of Baron and he manages a spot of looting – 300 crowns worth. Captain Ben e'Volence is offered promotion to Major, but prefers to remain a Captain.

The Grand Duke Max Dragoons also encounter enemy scouts and chase them off. Xavier Money is their commander and he ends the month being bumped up to

Dragoon Brigadier. He is Mentioned ("He's a Brigadier next month") and gets less than 300 crowns worth of plunder. There's a similar amount of booty for his Lt-Col, Padamus Da Grim – who'll be acting regimental commander next month. No Mention for him, though, nor for Major Augustin Fourier. That's because Major Fourier is busy filling his pockets. He gets more than both his comrades put together.

It's a quiet month for the Princess Louisa Light Dragoons, bringing no reward for their CO, Georges Hommemince.

The second line of defence consists of the Frontier regiments, who put up earthworks, but don't engage the enemy. This suits volunteer Bdr-Gen Charles Louis Desappear, who's assigned to Frontier regiment 1. He advises the troops on breastwork construction, earning himself a Mention in Despatches ("Is he an engineer?") and over 500 crowns. He is Knighted into the bargain.



Assault first, siege later

Reinforcing and expanding the siege positions keeps Second Division busy for the month. They don't get much interference from the Spanish defenders. Bdr-Gen Robert d'Lancier of the RMs is the Divisional Adjutant, a position that lets him make the most of his looting opportunities: that's close to two thousand crowns worth. There's a substantial Mention in Despatches for him ("That's a heap of cash"), but he turns down the offer of commanding First Foot Brigade.

Major Hugh Jass is acting commander of the 13th Fusiliers and does an excellent job, earning a Mention in Despatches ("And he's only a Major"). He is brevetted to Lt-Colonel and will thus definitely be commanding the regiment next month. Alongside the 13th in Second Foot Brigade, Private 'X2' survives handily in the 53rd Fusiliers.

The Horse Guards support Second Division, holding themselves ready to pounce on any sally by the defenders. The new Brigadier, Swindelle d'Masses, does a competent job and picks up a little loot. His Brigade Major, Percy Urban Fanci-Free, has a footnote in the Despatches after a spent musketball bounces off his helmet ("Only a small dent"). Dragoon Guards commander Etienne Brule

inaugurates a dressage competition for his men, which brings him two Mentions (“Fancy footwork! Or should that be hoof-work?”). He earns over two hundred crowns and gains an Earldom. Another 200 crowns comes to Major Henri Dubois and just a hundred for Lt-Col Jean Ettonique.

First Division is thrown in to assault the walls. The siege seems to have taken its toll on the trapped Spanish defenders and the attack is – mostly – very successful. The exception is one approach that has been mined. The Picardy Musketeers are the unfortunates attacking across this area and take heavy casualties, starting with Captain Antoine Robert Guillaume Herville. RIP. Colonel George Dueppre is right on the edge of the resulting crater. Several of his men grab him, but they can’t hang on and the hapless Colonel disappears into the roiling earth. RIP.

Unfortunately for the Spaniards, the mine also weakens their ramparts, a portion of which collapses. Fired up by the fate of their comrades in First Foot Brigade, the Royal Marines charge through the breach. Lieutenant-Colonel Henri DuShite is acting RM commander and his bravery results in a Mention in Despatches. Looting the fortress brings him well over two thousand crowns worth of booty. Captain Alonzo Fonde-Lapatrie continues his winning ways, being promoted to Major and plundering his way to an even bigger haul – though he does need to buy a couple of horses to support his new rank.

As fighting spreads through the fortress, the Guards Brigade charges across the battlements to join in the looting. The only fly in the ointment is the death of KM Major Florent Sans de Machine. He trips on a loose stone on the battlements and plummets onto a Spanish halberd. RIP. His chief, KM commander Duncan d’Eauneurts, is more sure-footed and loots his way to 1,500 crowns worth of goodies. He is Mentioned twice in Despatches (“Very good, Minister”) as well.

The Cardinal’s Guard is the next regiment in on the act. Commander Alan de Frocked has his own pair of Mentions and 1,100 crowns worth of swag. As QMG of First Army it’s no surprise that he invested heavily in Arms before leaving Paris. CG Lt-Col Jean d’Ice almost gets to two thousand crowns worth of booty alongside a single Mention (“Not quite two grand”).

Then it’s the turn of the Royal Foot Guards. Acting leader Lt-Col Jean Jeanie grabs 1,800 crowns of loot and a Mention in Despatches (“And he’s only acting”). Only a thousand crowns worth (coincidentally the same amount as he invested in Commerce this month) comes the way of Major Beau Reese Jean Seine, but his name features in the Despatches at some length (“It’s a long name”). Captain Luc Azzat seizes goodies worth 1,200 crowns and is Mentioned in a footnote (“5”).

All this success brings rewards to the acting Guards Brigadier, RFG CO Amant d’Au. A decent Mention (“Well done, sir”) accompanies 1,400 crowns and the actual position of Brigadier. Thus neatly scuppering Gaz Moutarde’s chances of

getting the post. Brigade Major Bastian de LaGarde (also of the RFG) collects 1,600 crowns worth of loot and sees his name in the Despatches as well.

Only the RNHB misses out, attacking on the other side of the fortress. However, this doesn’t stop Field Marshal Uther Xavier-Beauregard from exercising the privileges of his rank to pull in over two thousand crowns himself. There are two Mentions for him, too (“Well, he is Field Marshal”).

Brevet Lt-Gen Leonard de Hofstadt commands First Division. His rank is made permanent as he takes 1,700 crowns worth of booty. A Mention in Despatches (“That’s a decent haul”) brings him the title of Baron on top. Amazingly, slightly more cash is picked up by his Aide, Captain Greg de Bécqueur. Bécqueur’s contribution to the Division has been some excellent catering: vol-au-vents, roasted Spaniard (?) “in his own gravy” and *boulet de canon au chocolat avec crème Anglaise*, finishing with Fanny Fougerat 1662, a fine vintage cognac. Hofstadt is disappointed; he was expecting pastries. Still, he has financed luxury provisions for Division HQ.

There’s promotion, too, for General Pierre le Sang, commanding Second Army. This makes him Field Marshal for next year. He must be busy admiring his baton as his share of the loot is only 300 crowns worth. A Mention comes his way too (“Nice baton!”). ❖

Press

Announcements

Greg de Bécqueur asks Major N1 of the King’s Musketeers to resign. Again! Having failed to win an influential mistress in May, I decided to wait a month to gather support.

Calling All Loyal Ex-Soldiers of the Royal Foot Guards and King’s Musketeers:
YOUR KING AND COUNTRY NEED YOU!!!

All former members of the above regiments still hale and hearty enough to wield a sword or shoot a musket are hereby requested to re-join the colours and serve with the newly founded Guards Reserve Battalion for the duration of the Summer.

The Mad Traitor Baron Felix Anton Gauchepied’er is currently sweeping the gutters of Paris in an attempt to raise a battalion of rebels whose sole purpose is to do His Majesty harm. No loyal subject of the King will consent to allowing this to happen unchecked.

Please present yourselves at the Barracks of the King’s Musketeers without delay and volunteer to join the Foot Guards Company or Musketeers Company (whichever is appropriate) of the Guards Reserve Battalion without delay. Arms and uniforms will be provided if necessary and regular pay provided for the duration of the Summer.

† Brigadier-General Viscount Duncan d’Eauneurts, OC King’s Musketeers,
His Majesty’s Minister of State.

Social

Since the fine fighting men of France are at the front, someone needs to keep the country running and, as such, General le Marquis Sebastian de le Creme will be hosting gatherings at the Fleur throughout July and August for all upstanding members of society.

Just because there is a war going on, someone needs to keep on top of things and, as a Minister, the Marquis is keen to hear of any issues on France that need to reach the ear of the King from his more important subjects.

So, why not come along, have a glass or two of wine, raise a toast to the fighting men and to the King himself and discuss politics and such? Having been at the front for many months, the General is also keen to understand any goings-on and for someone to explain the rumours of the four horsemen.

[OO: Party at Fleur throughout July open to SL18+, July will likely be SL 19+, but please check.]

Personal

Application to Picardy Musketeers
Honourable Colonel Georges Dueppre,

Please accept my application to the Picardy Musketeers. I long to serve with you during the summer campaign at the front to further the glorious grand nation.

Yours,
† Bendoit de Très
[OO: BDT applies for admittance to the PM in JULY.]

To Baron Felix de Gauchpied'er
Thank you for your letter of resignation which I must accept.

I was happy to welcome you into the Cardinal's Guard after your differences with the King's Musketeers – after all who doesn't have issues with them?

Your adventures as CPS have caused a mixture of amusement and consternation in the regiment but, as you know, a whole battalion volunteered to help you find Trissy. However, once you decided to raise your banners against the King your position in the regiment became untenable. I would therefore ask you to reconsider your actions and remember that a King outranks a Queen.

Yours,
† Baron Alain de Frocked

Viscount Duncan d'Eauneurts, His Majesty's Minister of State, to
Viscount Pierre le Sang, OC 2nd Army
Greetings!
My Lord,

Thanks to an unfortunate state of agitation at my recent trial I mistakenly stated that your personal finances enjoyed a fillip and Baron Gauchepied'er's decreased during the month of Captain von Bismarch's trial. It was, of course, in the month of Baron Gauchepied'er's appointment as Commissioner of Public Safety that this circumstance occurred.

Please accept my most sincere apologies,

† Viscount d'Eauneurts

Brigadier General Viscount Duncan d'Eauneurts, His Majesty's Minister of State, to

General (Retd) Count Was Nae Me Greetings!

Hello Old Friend,

I trust that a modicum of boredom has set in regards your retirement since, in the name of His Majesty and our Beloved France, I needs must ask your help.

As you may have heard, a dangerous madman has barricaded himself in the Bastille and begun to raise troops with the intention of threatening the Person of His Majesty. I speak, of course, of our old friend Baron Felix Anton Gauchepied'er. Having offered an unforgivably treasonous insult to His Majesty when I was cleared of all charges at my recent trial, the lunatic has now had the temerity to 'declare war' on His Majesty and treasonously invited the other monarchs of Europe to invade our beloved France in support of the rebellion he seeks to foster.

I have no doubt that the regular troops and frontier regiments will be up to the task of repelling any outside invasion, but it seems that the only troops in Paris over the Summer will be this battalion of traitors which Gauchepied'er is seeking to raise.

I'm sure you will agree that leaving His Majesty, the Royal Family and the legally constituted government at the mercy of these blackguards would be intolerable. Consequently, I am recalling all former Foot Guards and King's Musketeers to re-join the colours in hopes of establishing a Reserve Guards Battalion whose

purpose will be to defend the King until the regular guards return. (I am currently funding this unit at my own expense, but hope that other loyal gentlemen may contribute to the costs).

The Reserve Guards Battalion will need a loyal and able commander – and naturally my first choice would be your good self as my predecessor in commanding The King's Musketeers. I'm certain that your sense of duty will compel you present yourself at the barracks forthwith and accept this temporary command.

His Majesty's Most Loyal and Devoted Subject,

† Viscount Duncan d'Eauneurts

Letter to the esteemed Marquis Terence Cuckpowder:

Monsieur,

I have received your generous gift and am in your debt. If I can repay it with good deeds just command me to do so.

Yours in Service,
† Bendoit de Très

Lord Percy Percy says, as fashion is tending towards the totally disorganised, Sebastian de la Creme is fashionable.

Have you ever suffered from incompetent servants? Have your staff let you down by double booking you? Why not try the DIARY? The DIARY travels with your everywhere and records your appointments. No more relying on some spotty Herbert or Jane, when you could have complete control? Try the DIARY.

Brigadier General Viscount Duncan d'Éauneurts, His Majesty's Minister of State, to

Marquis Beau Reese Jean Seine, Field Marshal Count Uther Xavier-Beauregard, Major Bastian de LaGarde, Captain Luc Azzat, Viscount Pierre le Sang and Marquis Terence Cuckpowder, Greetings!

Thank you, Gentlemen, for your welcome support during my recent trial. If I can ever be of service in the future, please don't hesitate to ask.

Unfortunately, Paris (and indeed His Majesty) is not yet safe from the malicious, if deluded, machinations of our lunatic Commissioner. You will be aware that he has 'declared war' on the King and, as we speak, is traitorously attempting to raise a battalion of misguided rebels in order to secure the throne for himself.

To counter this I am raising a Reserve Guards Battalion to safeguard the Person of His Majesty whilst the regular army is away. The cost of this is prohibitive, however – 3,000 Crowns per month. Any contributions you might make to this patriotic and laudable endeavour would be greatly appreciated.

Indeed it strikes me that other loyal subjects of the Crown may also wish to contribute. If you are closely acquainted with any such (the vast fortunes of Count Amant d'Au -- a Minister without Portfolio who was notably silent regards the trial – and Count Jacques de Gain spring immediately to mind) please encourage them to send to me what monies they can in support.

His Majesty's Most Loyal and Devoted Subject,

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

I am proud to watch his Majesty's forces march out of Paris to the front. Success attend their arms! Long live their Majesties!

† Lt General Cuckpowder (brev)

TO ALL MEMBERS OF THE FLEUR DE LYS

Myself, Marquis Etienne Brule, Viscount Pierre le Sang and Marquis Terence Cuckpowder have all voted in support of the proposal that membership of the club be restricted to Generals and those enjoying a Ministerial Title – removing eligibility from those holding the appointment of Commissioner of Public Safety.

If you have yet to vote on this issue, please do so forthwith. Any further abstentions will be taken to denote tacit support for the proposed change.

† Viscount Duncan d'Éauneurts, Minister of State.

Ok, I am up for it: where is that Traitorous, anti-Christian powder puff? Or his sycophant? Should I fall, then loyal patriots and Christians avenge me! While I long to be defending our beloved country against the foreign foes, those closer to home need also dealing with, so my attendance at the front may wait a short while 'til I see if this weasel stays around to face me and there is a suitable military opening. Oh, no offence to mustelids intended. † Henri

Brigadier-General Viscount Duncan d'Éauneurts, OC The King's Musketeers, His Majesty's Minister of State, to
Brigadier-General Sir Gaz Moutarde, Greetings!

Sir Gaz,

I added my support to your efforts to persuade the Guards Brigadier to resign. He has long been regarded as a military incompetent and replacing him may help conserve the lives of the men under my command.

Should you replace him as commander of the Guards Brigade and retain the post in the Autumn I would consider it a kindness if I could be consulted before any decision at Brigade level regarding my own command, The King's Musketeers, is made.

Good Hunting,

† Brigadier d'Éauneurts

Open letter to all members of the Cardinal's Guard.

Rejoice! You can now hold your heads high once again as that blithering idiot Gauchepied'er is no longer a member of this Regiment.

† Lt.Col. Sir Jean d'Ice

Poetry Corner

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

The Queen's Carabiniers think
A soldier looks pretty in pink.

So they dress up in hose

Dyed a pale shade of rose,

Worn under a coat made of mink.

† Le Salame Disparu

Points Arising

Next deadline is 12th July

Absent friends

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

AdA Amant d'Au (David Brister) has NMR'd. Total now 2 and is sent to a Frontier regiment

ARGH Antoine Robert G Herville (Bob Blanchett) has NMR'd. Total now 1

BO Boul Ogne (Dean Talbot) has NMR'd. Total now 5 and is sent to a Frontier regiment

HJ Hugh Jass (Ray Vahey) has NMR'd. Total now 2 and is sent to a Frontier regiment

LA Luc Azzat (Tim Macaire) has NMR'd. Total now 1

Farewell

I removed Charles Popp's character as he didn't send orders and his previous character died of NMRs (and he hasn't renewed his subscription).

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.

Announcements

Greg de Bécqueur asks NPC Major 1 of King's Musketeers to resign

Gaz Moutarde applies for Brigadier of Guards Brigade

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.

'X2' asks NPC Lt.Colonel of 53rd Fusiliers to resign

Duels

Results of June's duels

Felix Anton Gauchepied'er didn't turn up to fight Hercule D'Engin and lost SPs - voted cause 10:2.

Grudges to settle next month:

Gaz Moutarde (Cutlass, adv.) has cause with Justin Thyme (Foil, 5 rests) as he tried to court Anne.

Terence Cuckpowder (Sabre, adv.) challenges Felix Anton Gauchepied'er (Dagger, 5 rests).

"adv." shows who (if anyone) has the advantage of higher Expertise:

his first duelling sequence need only contain six actions.

Challenges to be voted on:

Terence Cuckpowder challenges Felix Anton Gauchepied'er for the lèse majesté of calling himself royal.

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 September

Luc Azzat versus Balzac Slapdash.

New Characters

Bob Blanchett gets the Second son of a very wealthy Merchant: Init SL 3; Cash 500; MA 3; EC 1 (X1).

Dean Talbot gets the Bastard son of a wealthy Merchant: Init SL 2; Cash 225; MA 6; EC 3 (X3).

Nik Luker gets the Second son of an Impoverished Baron: Init SL 7; Cash 40; MA 5; EC 3 (X4).

Mark Nightingale gets the Second son of a wealthy Marquis: Init SL 8; Cash 500; MA 4; EC 2 (X5).

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince LA	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 N (until August 1671)	
Minister of Justice N (until August 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.

Army Organisation and 1671's Summer Deployment

First Army (Defence)	JdG/N/__/AdF
Cavalry Division (Defence)	N6/N/N3
Heavy Brigade (Defence) – ALC CPC	
Dragoon Brigade (Defence) – GDMD PLLD	
Frontier Division (Defence)	__/__/N5
Frontier Regiments (Defence)	
Second Army (Siege)	PIS/N/N5/N
First Division (Assault)	LdH/GdB/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	AdA/__/BdLG
Horse Guards Brigade	SdM/N/PUFF
Heavy Brigade	N2/N/N2
Dragoon Brigade	XM/__/N5
First Foot Brigade	__/__/N1
Second Foot Brigade	__/__/N1
Third Foot Brigade	N5/N/N3
Fourth Foot Brigade	N6/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

(On Campaign for June-Aug)					
	F1	F2	F3	F4	RNHB
Colonel	N1	N2	N5	N2	N8
Attached	CLD				UXB
Also at the Front					

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

Battle Results

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

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	SdIC
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		BS
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	JI T
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Lô	5	B	

Regiments

	RFG	CG	CCG	KM	DG	OOC	AIC	CPC	RM	CDMIDPM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	AdA+	AdF	AdF	DdE	EB	SdM+	FdA	N5	RdL+	XM+		GH					
LCol	Jl	Jdl		N6	JE			CK	HDS	PDG	N1+	HJ	N3	N5	N6	N2+	
Maj 1	BRJS	N2+	N3	HD	N3+	N5	N6	N6	N4	N1	N4	N1	N3*	N4	N3+	N6	N2
Maj 2	BdLG+	N2		PUFF+	N6	N3*	N2	N6	N4	N6	N4	N4*	N6	N3	N5*	N5	N2
Capt 1	LA	N5		N1	N1	N4	N2	N1	N4	N6	N4	N4*	N6	N3	N6	N5	N2
Capt 2	N2*			N6*	N4	N3*	N2	N2	N1	N6	N4	N6	N6	N5	N6	N5	N2
Capt 3	N6			GdB+	N2		N2	N6	N1	N6	N4	N4*	N6	N5	N6	N5	N2
Capt 4	N6			N1	N4*		N6	N6	N1	N6	N4	N4*	N6	N5	N6	N5	N2
Capt 5								BeV									
Capt 6																	

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	F	Comfy	Fid Marshal/Min w/o Port	17		Flr	4	Pete Card
PIS	Viscount Pierre le Sang	25	F	Rich	General/2nd Army Commdr	7		Flr	4	Bill Howell
EB	Earl Etienne Brule	25	F	OK	B.Bdr-General DG/Min w/o Port	4		Flr	4	James McReynolds
AdA	Count Amant d'Au	25	F	Fthy	B.Bdr-General RFG/Gds Brigadier	11		Flr	5	David Brister
PC	Count Pierre Cardigan	24	38	Rich	General	9		Flr	5	Matt Shepherd
FdA	Count Frele d'Acier	24	F	Withy	B.Bdr-General ALC/Min w/o Port	19		Flr	3	Peter Farrell
DdE	Viscount Duncan d'Eauneurts	24	F	Withy	B.Bdr-General KM/State Min.	8		Flr	5	Paul Lydiate
SdIC	Marquis Sebastian de la Creme	24+72	Withy	General/Min w/o Port		5	Maggie	Flr	5	Alan Percival
JdG	Count Jacques de Gain	23	F	Fthy	General/1st Army Commdr	24		Flr	6	Ben Brown
BRJS	Marquis Beau Reese Jean Seine	22	F	OK	Major RFG/Min w/o Port	6		Flr	3	Bill Hay
JJ	Count Jean Jeanie	21	F	Rich	Lt.Colonel RFG	27		Flr	3	Andrew Kendall
CC	Marquis Chopine Camus	20	51	Withy	B.Lt-General/Insp.Gen.Cav	9		Flr	4	Stewart Macintyre
TC	Marquis Terence Cuckpowder	20	50	Withy	B.Lt-General/War Minister	6		Flr	4	Mike Dommatt
SdM	Sir Swindelle d'Masses	18	F	Withy	B.Bdr-General QOC/HGds Brigad'r	6		Both	4	Craig Pearson
LdH	Baron Leonard de Hofstadt	18	F	Withy	Lt-General/1st Dv Commandr	6		Flr	5	Neil Packer
JE	Count Jean Ettonique	17	F	Rich	Lt.Colonel DG/Min w/o Port	19		Both	5	Tony Hinton-West
GM	Sir Gaz Moutarde	16	31	Withy	Bdr-General	4		Both	2	Mike Clibborn-Dyer
AdF	Baron Alan de Frocked	16	F	Withy	B.Bdr-General CG/1st Army QMG	3		Both	2	Charles Burrows
JdI	Sir Jean d'Ice	15	F	Comfy	Lt.Colonel CG/FMshl's Aide	6		Both	3	Tym Norris
BdLS	Marquis Bernard de L-Saluces	15+88	Rich	B.General		12		Both	3	Rob Pinkerton
FAG	Baron Felix A Gauchepped'er	14	15	Poor	/CPS	8		Flr	4	Jason Fazackarley
BdLG	Bastian de LaGarde	14	F	Comfy	Major RFG/Gds Brigade Maj.	4		Both	1	Jerry Spencer
HD	Baron Henri Dubois	13	F	Comfy	Major DG	5		Both	3	Wayne Little
CLD	Sir Charles Louis Desapear	13	F	Rich	Bdr-General	3		Both	4	Martin Jennings
CK	Baron Chris Knight	12	F	Comfy	Lt.Colonel CPC	11		Hunt	2	Paul Wilson
LA	Luc Azzat	12	F	Comfy	Captain RFG/C.Prnce Aide	3		Both	2	Tim Macaire

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
PUFF	Baron Percy Urbain Fanci-Free	11	F	OK	Major DG/HGds Brigade Maj.	8		Hunt	2	Mark Cowper
GdB	Greg de Bequeur	11	F	Comfy	Captain KM/LtGen's Aide (1st Div)	6		Hunt	5	Anthony Gilbert
FSdM	Florent Sans de Machine	10	RIP							Nik Luker
GD	Georges Dueppre	10	RIP							Mark Nightingale
GH	Sir Georges Hommemince	10	F	Comfy	B.Bdr-General PLLD	6		Hunt	1	Cameron Wood
RdL	Robert d'Lancier	10	F	Comfy	B.Bdr-General RM/2nd Dv Adjut't	7		Hunt	4	Steven Malecek
AFL	Alonzo Fonde-Lapatric	9	F	Comfy	Major RM	6		F&P	2	Graeme Morris
PDG	Padamus Da Grim	9	F	Comfy	Lt.Colonel GDM	9		BG	3	Graeme Wilson
XM	Xavier Money	9	F	Withy	B.Bdr-General GDM/Drgn Brigad'r	5		BG	3	Pam Udowiczenko
BS	Balzac Slapdash	8	15	Comfy		9	Alison	BG	4	Matthew Wale
X2		8	F	Poor	Private 53F	3		BG	4	Bruno Giordan
AF	Augustin Fourier	8	F	OK	Major GDM	2		BG	3	Brick Amundsen
HDE	Hercule D'Engin	6	6	Poor		2		F&P	2	Gerry Sutcliffe
BeV	Ben e'Volence	6	F	Poor	Captain CPC	5		F&P	3	Ash Casey
JIT	Justin Thyme	5	11	OK		5	Sue	F&P	2	Gerald Udowiczenko
HDS	Henri DuShite	5	F	Comfy	Lt.Colonel RM	7			4	Dave Marsden
ARGH	Antoine Robert G Herville	5	RIP							Bob Blanchett
HJ	Hugh Jass	4	F	Poor	B.Lt.Colonel 13F	3			3	Ray Vahey
BdT	Bendroit de Tres	3-	1	Poor		2			5	Olaf Schmidt
X3		3	RIP							Charles Popp
BO	Boul Ogne	2	RIP							Dean Talbot

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+