

That would be enough

This has been issue 198 of *To Win Just Once*, published 12th October 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 25th October 2019.

Orders for *LPBS* plus any other contributions to Pevans by 1st November.

(Last 2019 deadlines are 29th Nov/6th Dec, first for 2020 are 3rd/10th Jan)

Waiting lists

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

Railway Rivals – the latest game has just started. Christian Bien, Mark Cowper, Rob Pinkerton and Anthony Gilbert are awaiting the next one, who else? (Working map and rules provided).

Sopwith – up for this game of WW1 aerial combat are: Rob Pinkerton, Jonathan Palfrey, Anthony Gilbert, Pevans.

Star Trader – We have room for 1-2 more players in the current game. Rules provided.

Online games

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

Brass (at brass.orderofthehammer.com):

Keyflower (at www.boardgamearena.com):

Pax Porfiriana (at www.yucata.de):

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

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

Credits

To Win Just Once issue 198 was written and edited by Pevans. The *LPBS* masthead (page 25) is by Lee Brimmicombe-Wood, as are the drawings on pages 28 and 40 and the logos on pages 17-18. The illustration on page 26 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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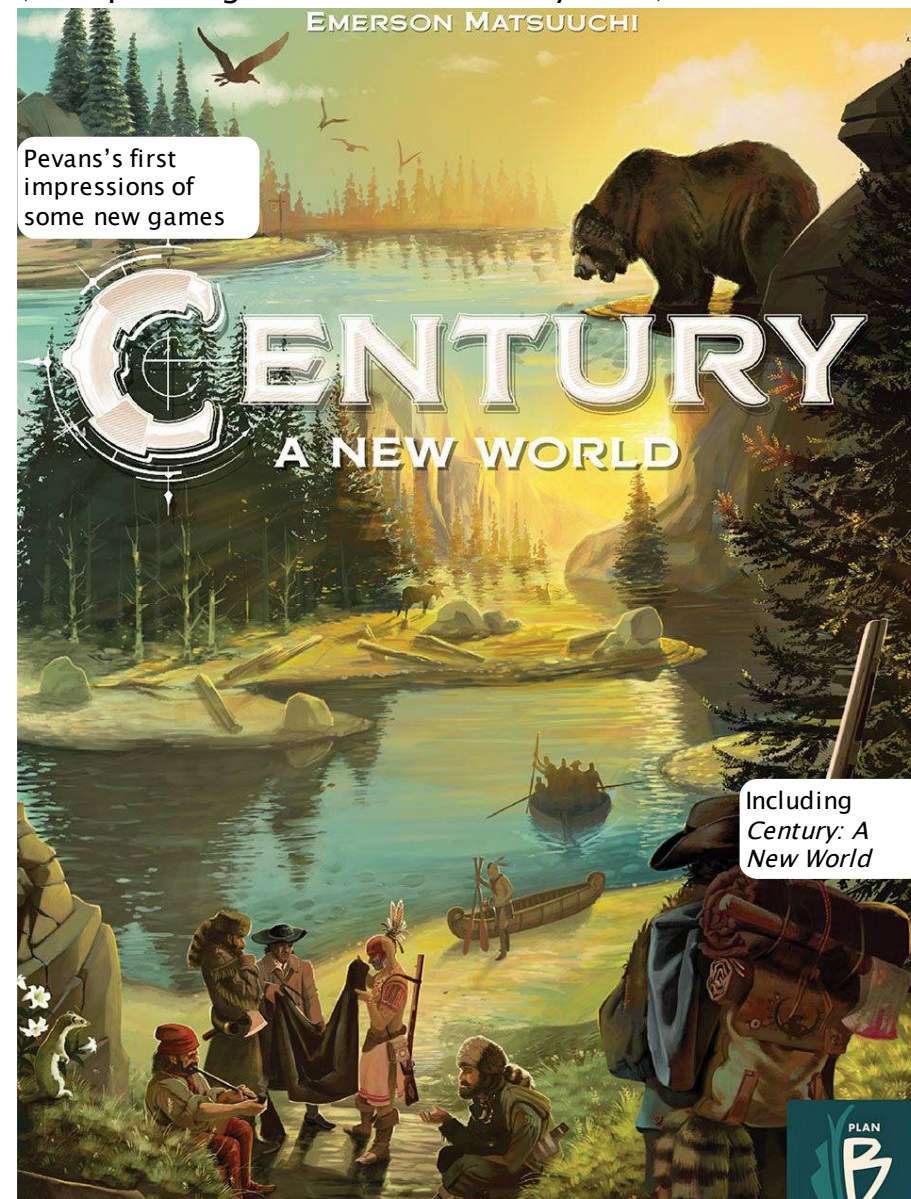
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

It's that odd time of year: Spiel is only weeks away, so everybody (well, me, anyway) is waiting for the new games that are about to appear. However, I'm still playing new games – new to me, anyway – so this issue has a round-up of what I've been playing recently. Expect next issue to have my first thoughts on new games from Spiel.

I must apologise for missing Tabletop Gaming Live out of the Games Events section last time. This is the second annual event organised by Warners Group, publishers of the magazine *Tabletop Gaming*. It's held at Alexandra Palace, which is a great venue, but not all that accessible by public transport. I decided against a couple of hours of tube and train rides and slogging up the hill to Ally Pally and didn't attend.

Keith Rapley RIP

I am sorry to report that my old gaming buddy and former regular at Swiggers Keith Rapley died on 5th October. I last saw him at the September G3 Day four weeks earlier and I – and he – fully expected him to be at this month's session. Keith was a regular at many UK games conventions (including **MidCon**), so many of you may have met him at one of these. He will be sadly missed by lots of people and our thoughts are with his wife, Mary, and their family.

2019 UK 'Zine Poll

Alex Richardson has announced this year's poll for readers of UK games 'zines. Anyone who reads at least two eligible 'zines may vote, giving each a score between 1.0 (low) and 10.0 (high) by e-mail to alex.bokmal at gmail.com by midnight 31st October 2019. *To Win Just Once* is one of the eligible 'zines as it runs 'postal' games and has been published in 2019. So: vote early ~~and vote often!~~

UK Games Expo

I've now produced the final version of my report from this year's Expo. This contains some material (notably several photos) that didn't appear in these pages (in *TWJO* 195 and 196). You'll find it at: www.pevans.co.uk/Reviews/Expo19.html – or use the links from my home page. There's also a PDF version.

Online stats

TWJO 197 was published on 6th September and the PDFs had been downloaded 197 times (yes, that's right) by the end of the month. The previous issue, 196, attracted 54 downloads in September, taking it to 280 in two months. There were 33 downloads of *TWJO* 195 to make a total of 253 since publication.

Letters

Anthony Gilbert joins in with his own fish-and-chip buying experiences.

Never order two fish suppers in Glasgow unless you have a scout troop to help you eat it. A supper here is two fish with a huge portion of chips, suitable for two adults with healthy appetites. Like you, I was brought up to order “fish and chips twice”, but they didn’t understand that at all. “Do you mean two fish suppers?” “Probably.” Oh dear, no. So next time, I checked the board, and ordered “Two single fish, please.” Oh dear, again. Each “single” fish is two, but without chips. The best translation I have found is “small fish supper” or explain long-hand exactly what we want. I found a poem about it a while back, in which a customer argued with the chippie about this whole ridiculous vernacular. Ah, here it is:

How Kin Ye No’ Get A Single Fish In A Glezga Chippie? – Poem by Dan Reynolds

‘Can I just have a single fish? i.e. just ONE, not TWO?’
 This simplest dietary wish, was holding up the queue.
 ‘A’m sorry, a single fish is aye two! Are you friggin’ huvvin’ a laugh?
 Even if ye huv a simple Fish Supper, ye’re still getting one and a half!’
 ‘But two fish is too much fur me,’ said Anetta. ‘The fat joost goes straight tay ma hips.
 One and a half wi’ nay batter is better, but I really don’t want any chips.’
 The queue was soon catching that trouble was hatching;
 The hungry man’s patience could not see the joke.
 ‘Oi missis, if this is whit huzs yer brain scratching,
 buy the single, eat wan, ‘n’ leave wan in the poke!’
 Unflustered, she mustered another suggestion, ‘Hauf a single?’ the strange request came.
 ‘Oh fur God’s sake... Aw right, anythin’ else ya wee shite?’
 ‘Aye! Ma wee brother here, wants the same!’

That’s brilliant! And the accent works for Norn Iron too. Jonathan Palfrey has some forthright views on *Doctor Who*.

Thanks for *TWJO 197*, with the rather striking *Doctor Who* cover – evidently made before Series 11, which is just as well. I don’t mind Jodie Whittaker, but Chibnall’s version of *Doctor Who* is a travesty, which I now regard as an inferior spin-off series rather than a real continuation of what went before.

I can’t take any credit for the cover art – it’s taken from the lid of the board game box. As for the TV series, Geraldine is dead against Jodie Whittaker, while I think they’re still writing it for Matt Smith.

Catching up

Pevans covers a miscellany of new games

First off, I’ve been playing the Ragnars’ (ragnarbrothers.com) latest, *The Romans*, quite a bit. I’ve managed to play this with two, three and four players (as well as trying the solitaire option) and it’s much the same with any number. Each player has their own board, with a map centred on the Mediterranean, and expands their own version of the Roman Empire, starting with just Rome. The central board (or rather cloth) has a row of ‘buildings’ that provide actions. Players place a Senator counter each turn, either on a building to take an action or flipped over as a general to lead your legions. In either case, the higher the level of the counter, the stronger its effect.

One interesting feature is that all players’ attacks are resolved at the same time, using the same dice roll. The barbarians’ attacks, in the second half of the era, are dealt with in the same way. These are a great leveller, particularly if they sack Rome – this can cost a lot of points. This is likely both early on (they attack from areas close to Rome) and at the end (when they arrive in great strength).



Playing *The Romans* at the July G3 Day – the late Keith Rapley and Tim Luffingham are deciding what to do (the other two are playing *Pax Renaissance*)

After two drubbings, I finally worked out that you really should conquer Italy first. And then failed to do so in my most recent game. Once conquered, the garrisons in these provinces provide a buffer against the barbarians. What's more, holding the whole of Italy allows you to invoke the favour of the Gods. You can only call on one God in an era, but can get two benefits from this. First, taking the highest level of action in a building with any senator. Secondly, you can make an offering to your God in the temple of Jupiter, which can gain you a shedload of points.



The photo above shows my empire in the fourth era, with the scores still close. I've conquered all three remote provinces (to get the valuable bonus tiles), using my fleets to reach Mesopotamia (via Syria). But North Africa, Macedonia and Asia remain outside the Pax Romana. I'm finding it really good fun so far. My full review of *The Romans* is in the latest issue of *Gamers Alliance Report* (www.gamersalliance.com) and will appear in this pages at some point, so let me just add that it gets 8/10 on my highly subjective scale.

Century: A New World is the third game in the *Century* trilogy. What they have in common is the 'spice' cubes that players collect and turn in for victory points. The four spices are ranked, so players usually want higher value ones. The original game, *Century: Spice Road*, is pretty simple with players collecting cards that either produce spice cubes or convert them in various ways – which can be changing a valuable spice to several less valuable ones. Players are then looking



Here's my game of *Century: A New World* with various settlers on the boards and the victory point cards to the left of the picture (note the bonus icons at the top)

to gather the cubes that will let them make the sets needed to acquire the victory point cards.

At the core of *Century: A New World* (designed by Emerson Matsuuchi and published by Plan B – www.planbgames.com/en) is the same acquire, upgrade and trade spice cubes mechanisms. However, this game introduces a worker placement mechanism around this. This means there's a board (actually a set of boards to mix 'n' match) that provides the spaces for workers ('settlers') to be placed on. These spaces are the actions to generate and convert cubes. One of the interesting touches is that you can use a position taken by another player by placing more settler pawns than they did. Apart from costing more, doing this returns the pawns to the other player and they can use them again. If other players don't help you in this way, at some point you have to use a turn to regain your pawns.

At the top of the board is a row of victory point cards and placing workers on the top row of the boards lets you swap the appropriate cubes for a card. Apart from providing points, cards have a bonus icon that gives the player an additional benefit: a discount, for example. Other bonuses can be earned in different ways, so there's a lot going on – a lot more than in *Century: Spice Road* – while

preserving the essential engine-building nature of the original game. This complexity means you need to think about what you're doing and plan ahead.

This is now my favourite of the *Century* games – it's certainly much more of a game than the original. I give it a provisional 7/10 on my highly subjective scale.

Courtesy of Mark Benson, an occasional visitor to Swiggers, I got the chance to try the second edition of *Pax Pamir*. The original is the second of Phil Eklund's "Pax" games, designed with Cole Wehrle (and my notes on it are in *TWJO* 163). As with the first edition, the game is about Kipling's Great Game – the political, military and economic struggle between the British and Russian empires over the northwest frontier of India. Players buy and play cards to deploy troops and spies, sway the allegiance of tribes and build roads in an effort to dominate the region for the power they're aligned with (the local Afghans are the third faction).

I picked Russian as my starting allegiance, but quickly joined Mark as Afghan, combining against John's Brit. Mark took the lead on the first 'Dominance' card (scoring/win opportunity), I tied him after the second with John still on zero. The photo below shows the Afghans dominating the board early on (plus all the main components). However, this cleared the board, leaving John in a position to re-establish the British presence quickly. Mark switched loyalty to British and, after some attempt to rebuild the Afghans, so did I. John triggered the final dominance, giving Mark a narrow win with me last – it wouldn't have taken much for John or me to have won instead. So a hard-fought, close game.



Pax Pamir (2nd ed) in play: that's my allegiance disc and cash bottom left, John's board (with undeployed pieces) bottom right and Mark's at the top. Pieces on the 'board' are armies and roads plus my tribes in Persia – the Russians haven't got a look-in.

The new edition has nicely streamlined the game's mechanisms and provides clearer graphics and much more accessible rules. I did think it a bit over-produced – there's absolutely no need for a board to lay out the 'market' of cards and the dials for indicating allegiance are over the top – as are the big chunky imperial playing pieces. It does all look very good, though, and I do like a game with a cloth 'board'.



Our game of *Tales of the Northlands*: blue's taking actions in round 5 and the scores are still close. The illustrations are gorgeous – and plentiful.

All in all, I found the second edition a definite improvement over the original *Pax Pamir*. What did surprise me was that only Cole Wehrle is credited as designer on the box, but I'm told Phil actually had minimal input to the first version. It still gets 9/10 on my highly subjective scale.

I joined last year's Kickstarter project for *Tales of the Northlands: The Sagas of Noggin the Nog*, but it's taken a while to get my copy onto the table – though I have had a go at playing it solitaire in an effort to learn the game's mechanisms. I finally got to play it at the September G3 day. The game is essentially worker placement. With knobs on. Lots of them. Thus you don't just place workers (Nogs!) to collect wood, you move the woodcutter meeple around the wooded areas, picking up different amounts of wood depending on where it starts. Each action is a little mechanism of its own, with its own tactical considerations.

On top of this, you don't just place worker/s to take an action, you also spend time – the more time, the more you get out of the action. Time is marked by moving your large meeple a number of steps around a circular track. You can carry on



My *Tales of the Northlands* player board with two buildings in place and an improved fishing boat – plus an invention, the wonderful Grottophoneom.

taking actions as long as you're not in front on the track (and have enough Nogs). So, you have two things to manage.

It's then the turn of the player who's last on the track and the time marker moves to their position. A complete circuit triggers a new season and the game lasts a maximum of two years (8 seasons) – it can end sooner, depending on what the players are doing.

So, what are you doing? Gathering resources to spend on expanding and improving your own estate and, crucially, completing inventions and sagas (Noggin's adventures, essentially) to score points. Sagas score when completed, while inventions provide a large chunk of points at the end of the game, depending on who's got most of them. There are also 'Counting House' cards that are auctioned for time and score points at the end of each season.

However, the game is about the story, not just manipulating the game's mechanisms. We found fishing particularly amusing: David Brain was the first player to go fishing and got ... two boots! However, he made good use of Nogs and resources to go ahead on inventions. Meanwhile, Paul Mansfield carefully monopolised the Counting House cards to score a lot of points gradually.

My plan was to build a fish-generating engine to give me a ready supply of food with which to recruit characters to complete sagas. It took me until round 6 to complete this (the photo below shows my estate with the large fishing boat and the smokery for storage – I just need the extra fish provided by the watchtower – plus the sweet [ahem] music of the Grottophoneom). In the meantime, I was competing with David for sagas and inventions and coming off worse. Paul's Counting Houses put him a point ahead of David, with me a distant third.

This is a game that is both brilliant and tiresome at the same time. All these little mechanisms are clever and entertaining, but they also take time and thought. The result is that analysis paralysis and downtime are constant issues.

Against that, it's a delight to play, especially if you're of a certain age (that was all three of us) and remember the TV show from your childhood. *Tales of the Northlands* gets a provisional 8/10 on my highly subjective scale.

I've been playing a few *Commands & Colors* games recently (see my BGG blog for more details). Mainly because I keep buying them.

After trying out the *New Flight Plan* expansion for *Memoir '44* at the UK Games Expo (see *TWJO* 196), I then played it with nephew Tom. I'd spotted an interesting scenario that came with the expansion: Luftwaffe air attack. This has a column of Russian units on the road that crosses the board (they're off to thwart, ahem, the initial attack of Operation Barbarossa). The Axis player has no units on the board. However, they do have a fistful of Air Combat cards – the Russian have a token one card.



Tom's Heinkel bombs the leading Russian units at the start of the battle

The victory conditions are different, too, with both sides scoring for each **figure** removed (in the case of the Axis) or moved off the left edge (and left side of the top) of the board (for the Allies). First to 15 wins. The idea is obvious: the German player (aka Tom) uses their Air Combat cards to strafe and bomb the Russians, while the Russian rushes for the edge of the board. The two units in the (Russian's) top left of the board are the obvious targets.

With a sequence of useful Air Combat cards – and picking up a couple more by using 'Recon 1' cards – Tom continued inflicting damage on my units while I only got one more off the board. Final score: 6:15 to Tom. We switched sides and I struggled to do anything like as much damage. Half my Air Combat cards were for ground units to attack aircraft and I didn't get to pick up more. I lost again: 4:15. Based on this experience, it seems this scenario is hugely affected by the cards players draw.

This scenario didn't take long, so Tom picked out another one to try: Cherkasskoye is part of the battle of Kursk, continuing our Eastern Front theme. A large Axis force is faced with a minefield with Russian infantry in trenches beyond that and reinforcements to the rear. Tom was enjoying being the Russians, so I played Axis first and deployed that Heinkel bomber to soften up the Russian reserves – see below.



My turn to start by bombing the Russian armour, while the engineers get ready

My plan kind of worked. I cleared an opening in the minefield, but lost my engineers and several tank units doing so – thanks to Tom's Sturmovik fighter-bomber. Amusingly, both our aircraft were shot down. The score was four-all at this point and I went for the infantry in the trenches on the left, supporting my tanks with another bomber. Tom brought on another Sturmovik to finish off the weakened armour on my right. It was a close thing, but Tom won 6:5.

Switching sides, I was feeling hopeful – perhaps this scenario wasn't the straightforward German victory it looked like. Oh dear. As the Axis player, Tom went straight across the minefield, finding two (!) dummies in the centre. He marmalised the infantry in the trenches, along with a couple of tank units I moved up in support. This was an easy win for him, 6:3.

This was a good afternoon's battling, despite me not winning a single game. The *New Flight Plan* did its job. It's an easy way to add aircraft to *Memoir '44* and, while this can be significant, the limitations on the planes mean they're not over-powering. Effectively, players have the option of bringing an extra unit into play, one that is particularly useful for finishing off damaged units hiding at the back of the board. This expansion gets 10/10 on my highly subjective scale.

Finally, I tried the recently published *Commands & Colors: Medieval* – yes, more work with stickers has taken place. I'm not sure about the Medieval name: the scenarios start in the fifth century, which says 'Dark Ages' to me. However, the game's main focus is the Byzantine Empire and its battles with the Persian Sassanids. Essentially, it follows on from *Commands & Colors: Ancients* – to the extent that the rules highlight the differences from the Ancients game.

I've now played this both with my usual sparring partner, John Mitchell, and nephew Tom. John and I went for scenario 6, the defence of Dara (the remains of which are in modern day Turkey) from AD 530. The set-up puts the Byzantine force outside the city wall, awaiting the Sassanid onslaught. However, there are also several Byzantine cavalry units off the left side of the board. This represents the historical ambush lying in wait for the Persian right. I like this idea and I'm surprised it hasn't been used more in *Commands & Colors* scenarios.

I drew the Byzantines first and we started with some skirmishing in the centre. Missile fire inflicted a few casualties. Then I decided to see what happened when cavalry charged infantry and threw my right flank cavalry units into the end of John's infantry. The effect was pretty much what I expected: first victory banner to me. In response John wrapped his cavalry on that flank (including the 'super heavy' cataphracts) around mine. The result was that I lost the three cavalry plus an archer unit and a leader to John's two infantry and one cavalry. That's 5:3 to him. Well, it was a learning game.

John then attacked with the Sassanid right flank cavalry, taking out my heavy cavalry in exchange for his light. The continuing archery along the line in the centre finished off my last bowmen to give John the win 7:4. You'll notice that at no time did I have a card that would have let me bring in the cavalry ambush.

Switching sides, the cards were still not kind. John was immediately able to



The end of Dara: the bulk of my army, the Sassanid infantry is all but intact, but I've almost no cavalry left and that's that

launch the 'ambush' and a series of cavalry attacks and counter-attacks followed. However, John maintained his advantage to win 7:3. Ouch! It was very noticeable both times that the battle was almost all about the cavalry. Now, is that just the way we played or something more significant? The other thing I noticed was that, while almost every unit was armed with bows, archery was a nuisance rather than decisive.

Tom and I played an earlier scenario, pitting the late Roman Empire against the Huns: scenario 2, Catalaunian Fields left (AD 451). This battle even has Attila himself, leading a bunch of (mainly light) bow-armed cavalry on the Huns' left, tucked annoyingly behind a row of Auxilia infantry.

Tom took the Romans, of course. I wiggled an Auxilia unit out of the way to give Attila a path onto the battlefield. However, before I could finish deploying, Tom hit the Hun cavalry with some heavy cavalry and obliterated two light units. Attila came back by rallying his battered cavalry (twice!) to take out both Roman heavies. Archery took out some of my Auxilia as I manoeuvred the infantry on my right. Eventually I charged my Hun warriors at the legionaries in front of them. This was probably a rash move and swapping some units left me losing 7:5.

There was still time to swap sides for a rematch, which saw lots of manoeuvring initially – neither of us had particularly useful cards. I finally made a cavalry attack on the right, only to be thumped by Attila and his medium and heavy cavalry units. Cavalry battling continued on the Roman right while I moved up infantry in the centre. A battle of warrior units followed, with Tom throwing in Attila's cavalry as his infantry fell to my Romans – see below. It wasn't enough and I won 7:4. That's 12:11 to me on aggregate.

This time the infantry was more involved, but it was a much higher proportion of the armies to begin with. However, Tom was dismayed by the ineffectiveness of the horse archers – they're supposed to rule the battlefield in this period, he reckons. Here they're only rolling 1-2 dice for their bows.

The light cavalry seem particularly ineffective as these units only roll two dice in



My Romans about to finish off the Huns on Catalaunian Fields – Attila's top right

close combat as well. And, while they move quickly, they also retreat quickly – we both lost units because there wasn't enough board for them to retreat into. Having said that, cards like "Fire and move" can make the cavalry properly devastating: shoot and then charge home, getting two attacks in a single turn.

So far I'm enjoying *Commands & Colors: Medieval* as another implementation of *Commands & Colors*, but I haven't seen anything special about it. It gets 7/10 on my highly subjective scale.

Games Events

If it's October, it must be Spiel. Yes, the huge four-day fair that is Spiel '19 runs from 24th to 26th October at the Messe (exhibition halls) in Essen, Germany. While all sorts of games (and there's a parallel Comics event) are on show, board games predominate. Organisers Friedhelm Merz Verlag say this year's event will host "more than 1,200 exhibitors from 53 nations ... it is bigger than ever before." The bad news is that, if you haven't already booked your trip, you're unlikely to find accommodation in Essen – though plenty of people stay in neighbouring towns and commute. For more information, see: www.spiel-messe.com/en

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.spiel-messe.com/en

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

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.

Game 8 of *Agricola* (at www.BoiteAJeux.net) was a win for Mark Cowper by just one point from Brad Martin. I won't mention my and Martin's scores. Our ninth game is almost halfway through.

Brass game 82 (at www.brass.orderofthehammer.com) had Steve back in the fray and was a close game, honours going to Mike. The 83rd has just finished with a win for Steve. I'll be setting up game 84 soon – password is pevans56 as usual.

I've just set up a new *Keyflower* game (at BoardGameArena.com) and you're welcome to join in.

I am playing more *Pax Porfiriana* (at yucata.de), but not with any TWJO readers, unfortunately. Let me know if you'd like a game.

Our 25th game of *Through the Ages: a New Story of Civilization* (at boardgaming-online.com) was a low scoring affair with yours truly taking the honours. Game 26 and pacifist game 5 are well under way.

Subscribing to TWJO

TWJO is published on paper and online at www.pevans.co.uk/TWJO (as a PDF document). You can buy or subscribe online or as below.

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)

Turn 3

"They want us loading at Mu Herculis, sir."

"What?"

"Head office want us at Mu Herculis."

"I always said they were out of touch. We will launch when we are commissioned and not before."

At Gamma Leporis GAMLEPCO bought 8 Alloys at 3 HTs and a further 5 on contract using their Market Manager Position.

QUASAR sold 4 Spice for 15 HTs each at Epsilon Eridani.

GATES-LEARJET sold 8 Alloys for 5 HTs at Tau Ceti and gained a Dealership, undercutting GAMLEPCO's bid of 8 HTs to sell. ARCHANGEL bought 10 Isotopes for 4 HTs though they had to abandon 4 units, but did gain a dealership. Both QUASAR and GAMLEPCO bid to buy but the market was empty at their bid levels.



Mu Herculis saw MONOGRAM and GATES-LEARJET selling Monopoles and Isotopes respectively on Contracts. Again.

QUASAR were selling Isotopes at Sigma Draconis, 3 for 4 HTs apiece, while GATES-LEARJET bought 5 on contract.



At Beta Hydri GATES-LEARJET sold 12 Isotopes for 8 HTs each and became Dealers here as well.

GATES-LEARJET spent money improving their Reputation again and paid the interest on their loan.

MONOGRAM INDUSTRIES took the Zamfir to Sigma Draconis, where they are believed to have purchased a Dagger Military hull with a Battle Comm Pod, and improved their Reputation, but not by very much.

QUASAR ENTERPRISES were improving their standing as well, launching their two new ships.

GAMLEPCO's new chip, Pewter, was launched at Tau Ceti and is a cargo carrier. Two new Warehouses were bought, one at Tau Ceti and one at Epsilon Eridani.



ARCHANGEL LINES took Passengers to Beta Hydri and elsewhere, launched the Raphael and increased their Political Connections.

The ASSOCIATION OF INTERSTELLAR ANARCHISTS now have two ships in Mu Herculis System Space and the local defence forces have proved unable to intercept them.



Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep	Player
A AIA	0 5 9	7	4th	41 -	Jerry Elsmore
B GamLepCo	3 0 3	0	6th	47 22	Tony Gilbert
C Quasar Enterprises	10 3 5	10	1st	127 35	Mark Cowper
D Monogram Inds	6 0 4	10	2nd	10 30	Mike Dyer
E Gates-Learjet	9 4 3	0	5th	282 39	Paul Evans
F Archangel Lines	4 0 4	8	3rd	153 40	Przemek Orwat

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

News

Monogram took OP 24 this turn.

There were two new News chits this turn. The current list (new chits in **bold**) is:

- Turn 5 P5, **B3**
- Turn 6 C4, **C7**

(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.)

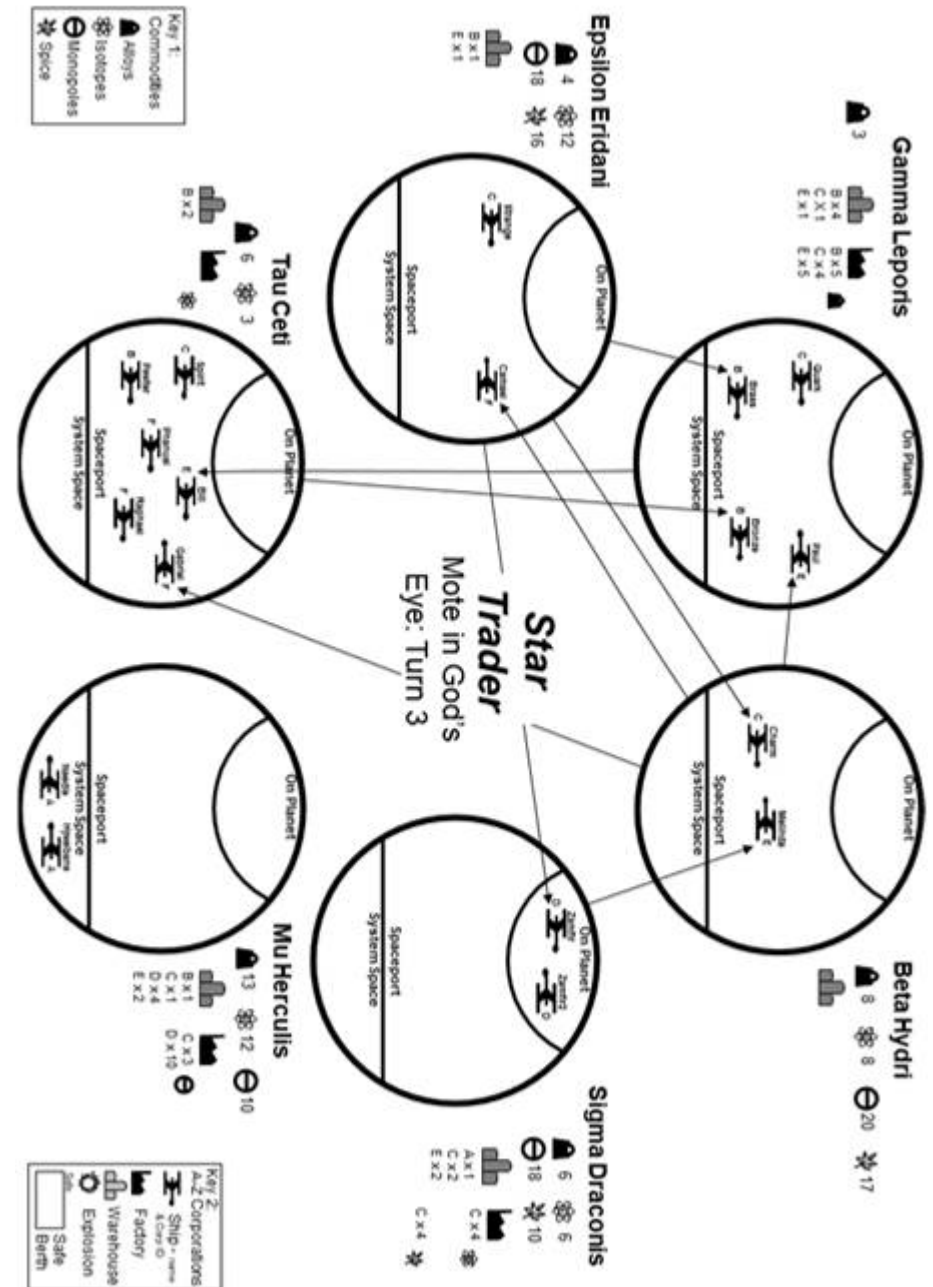
GM Notes

You can make hyperjumps conditional on ships being in system space at your destination.

If taking a new SHIP with an OP, you do not need to land a ship in the location. But, if you are buying pods only, then yes, you need a ship on planet.

A ship is laid down on one turn and launched from the shipyards into the space port the next turn. You cannot jump it in that turn. You can freely move a ship on the third turn including the turn of laying down.

**Orders to Mike Dommert, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommert@yahoo.co.uk
by Friday, 25th October 2019**



UpLoders (*Railway Rivals* game 14 - RR2387KT)

Turn 3

STEAMPUNK IPA built in lower Tennessee. SCHWEIZER MACHINENFABRIK and FOGGY BOTTOM RAILWAYS continued in Kentucky. GRACELAND MYSTERY TOURS went towards Clarksville. NASHVILLE CATS RAILROAD and BIEN'S INTERNATIONAL EXPRESS NETWORK contested the south east.

Builds and Points

BIEN'S INTERNATIONAL EXPRESS NETWORK (BIEN), Christian

Bien - Brown

Builds:

a)(N37) - N36 - L34

b)(L34) - Knoxville;

(Winchester) - Z34 - B85 - B86

c)(B86) - B89 - Ashland (+6)

Points: 44 +6 = 50

NASHVILLE CATS RAILROAD

(NCR), Jonathan Palfrey - Green

Builds:

a)(K19) - K16

b)(K16) - K12 (1 to SMF)

c)(Knoxville) - K36 - L36 - Morris-

town

Points: 34 -1 = 33

SCHWEIZER MACHINENFABRIK

(SMF), Martin Jennings - Red

Builds:

a)(L16) - K17 - J16 - I17

b)(Hopkinsville) - R12;

(R17) - R18

c)(R12) - S12 - S11 (1 to Steampunk)

Points: 35 +1 -1 = 35

GRACELAND MYSTERY TOURS

(GMS), Mike Dyer - Purple

Builds:

a)(Elizabethtown) - X23 - Y23 - Z23

b)(Z23) - A74 - Louisville; (+6)

(Bowling Green) - R20 - Q20 - Q18

c)(Q18) - Q17 - P16 - Clarksville;

(Lexington) - A82 (3 to FBR)

Points: 54 +5 -3 +6 = 62

FOGGY BOTTOM RAILWAYS

(FBR), Rob Pinkerton - Blue

Builds:

a)(S23) - T23 - U23 - V23 (5 to GMT)

b)(V23) - Elizabethtown - B76

c)(A76) - A75 - Louisville;

(B76) - B78

Points: 25 -5 = 20

STEAMPUNK I. P. A. (SIPA),

Anthony Gilbert - Black

Builds:

a)(Pulaski) - E20 - D20

b)(D20) - D21 - Tullahoma; (+6)

(Mayfield) - S11 - Paducah (+6)

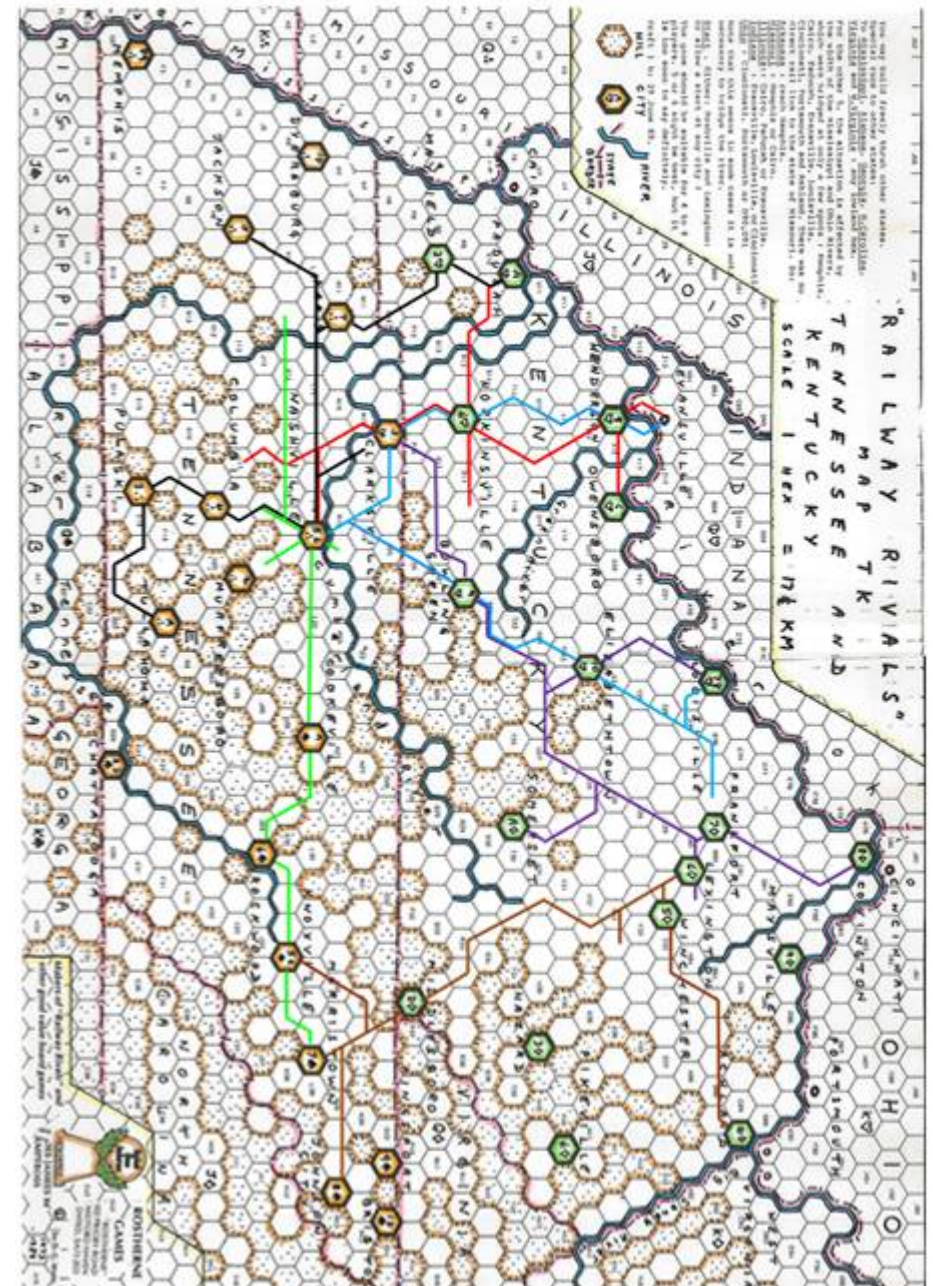
c)(L17) - N16

Points: 54 +1 +12 = 67

GM Notes

Next turn's rolls: 5, 5, 6

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 25th October 2019



Trophy Hunter

Turn 1

This turn's shots

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

As I worked through the shots, I thought for a while that they were all going to miss – apart from Alex and Mike shedding a bush each. Then Andy found a Gorilla: first victim of the negative point animal!

Graeme W was the second victim while his brother, Paul, did much better by winging an Antelope. Matt equalled his points with a Monkey all of his own, but Tim takes the initial lead when he wings a Lion.

Scores

Player	Shots	This turn	Total
Alex Bardy	F9, M17	0	0
Chris Baylis	F11, F12	0	0
Colin Bruce	S2, R3	0	0
Charles Burrows	B2, D4	0	0
Mike Dommett	J17, C12	0	0
Anthony Gilbert	A7, G14	0	0
William Hay	K7, L13	0	0
Andrew Kendall	A4, B5	-4	-4
Nik Luker	M12, N13	0	0
Tim Macaire	H10, I11	5	5
Graeme Morris	Q1, F17	0	0
Rob Pinkerton	A10, B10	0	0
Matt Wale	C3, R18	4	4
Graeme Wilson	G17, S5	-4	-4
Paul Wilson	P17, G9	4	4

Chris Baylis still wants to shoot politicians instead and chose his targets “because I thought I saw Boris and Corbyn chummying up in the close-by bushes.”

Graeme Morris has had a discussion with his wife.

“I would like to make it perfectly clear, in the interests of matrimonial harmony chez Morris, that absolutely no imaginary animals will be imaginarily harmed in any way during the course of this game and that the imaginary shots fired will in fact be imaginary paint-ball rounds filled with a completely harmless and biodegradable dye. Oh yes... and that the paint-ball capsules themselves are made

from corn starch and are totally biodegradable. I just wanted that to be clear before I start shooting randomly into the imaginary environment that we are imagining. OK?”

“Yes dear. Hang on... it says ‘dead’ here.”

“It’s like TV, the animals are just actors.”

“Hmm... I can imagine.”

What’s this all about

This game is essentially a *Battleships* variant and is open to all readers of *TWJO*. The 20 x 20 grid represents a safari park that needs to cull some of its animals. The players are hunters who’ve paid for the opportunity to bag trophies.

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

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

Key

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

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

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

Once an animal has been identified, subsequent shots share the points of the square they hit (no more points for the first square/s) – at least +1/-1. So if players A and B hit the second square of that lion and C gets the third, C gets 5 points and A and B get 2½ each.

An animal is dead when all its squares have been hit. No more points can be scored for this animal. However, animals worth minus points are patched up between turns and thus each hit scores (negative) points.

After 10 turns or when the board is clear (except for any snakes), the player with the most points wins.

**Send your shots to Pevans at
180 Aylsham Drive,
UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk
by 1st November 2019.**

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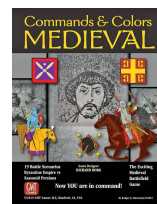
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Commands & Colors: Medieval

The latest *Commands & Colors* wargame addresses the early medieval period – specifically the early years of the Byzantine Empire and its main enemies, the Sassanid Persians. The rules may be simple, but the game is very much a challenge.

For 2 players, aged 14+, playing time 1 hour/battle: £60.00

Online at www.pevans.co.uk/Games



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

Orders for October 1671 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 1st November 2019



September 1671 (331)

September starts warm and sunny, just right for settling affairs of honour in the usual way. In fact, three duels are expected, but none materialises. Two because one of the principals has died in action and one because it's Jean d'Ice's challenge to Felix Anton Gauchepied'er. Ice is voted cause, of course, but the Commissioner does not show up, equally predictably. Instead of an opponent, Ice finds a handwritten note, stained with tears, stating that "Queen Felix" is in mourning for "the loss of darling Alan". Instead, he and his second, Leonard de Hofstadt, tuck into the "official duelling hamper" Leonard has provided.

New jobs for old

Paris doesn't pay much attention to the CPS refusing another duel as everybody is either busy celebrating the return of the soldiers or wheeling and dealing to get the appointment they wanted. Or, in some cases, the one they didn't want. Oops! First, though, we have new recruits for the battered regiments.

Mathieu Choufdedais seeks admittance to the 27th Musketeers and is immediately accepted. He buys a Captaincy, alongside the regiment's other new man, Horace Bury. The new Captain Bury is relieved as he was turned down by the Grand Duke Max's and the Picardies before arriving at the 27th. Captain Choufdedais promptly volunteers for active service, despite not being able to bring C Company with him.

After buying his way to Colonel of the regiment, Les Anonyme signs up Thierry d'Actyl for the 53rd Fusiliers. Actyl buys himself a Captaincy with his loans.

Will Lamnot (muttering to himself about people who think his name is Lamont) also gets to be a Captain with the funds from his loans. This is in Archduke Leopold's, where Frele d'Acier is in command, backed up by the new Lieutenant-Colonel, Jacques Gillier.

The Queen's Own Carabiniers recruit Marc de Zorro, who makes himself a Subaltern, having borrowed enough to pay for this.

After which it's time to dish out the jobs. Starting at the top, there are three candidates to be Minister of War. Marquis Terence Cuckpowder has the advantage of being the incumbent, but the King is in a grumpy mood and wants a new face. Marquis Beau Reese Jean Seine gets similarly short shrift as "he's not even a general officer". Earl Etienne Brule is a Brigadier-General and gets the job as the "best of a bad lot". He can't be that bad, though, as His Majesty further rewards him with elevation to Viscount.

Viscount Duncan d'Eauneurts is the incumbent Minister of State, so he gets to appoint the rest of the Ministers. He spurns every request to be Minister of Justice, choosing to appoint a non-entity to the position. Beau Reese Jean Seine has the compensation of becoming a Minister without Portfolio, alongside Pierre le Sang. This brings an Earldom for Seine and le Sang becomes a Count.

Baron Gauchepied'er's application to become Chancellor of the Exchequer is scorned, of course, and Eauneurts appoints Chris Knight instead. He becomes the Marquis Knight as a result. As Gauchepied'er didn't get a new job, he is still Commissioner of Public Safety (for this month, anyway), so Eauneurts can't appoint Terence Cuckpowder as CPS. Yet. This does rather indicate what will happen next month once Gauchepied'er's term has expired.

It's now the turn of Pierre le Sang, as the new Field Marshal, to start the ball rolling with the new army organisation. He awards command of First Army to General Jacques de Gain over General Leonard de Hofstadt, who gets Third Army instead (extending his brevet rank). Second Army command remains vacant for the time being. The post of Adjutant-General goes to Lt-General Terence Cuckpowder (so maybe he won't be CPS next month... particularly as this job means he keeps his brevet rank until next August). Sang does not appoint himself an Aide.

Minister of War Etienne Brule refuses Lt-Gen Bernard de Lur-Saluces' applications to be an Inspector-General, preferring these posts go to staff officers.

Neither of the new Army commanders appoints a Quartermaster-General. However, General Gain makes Les



THE NEW ADJUTANTS

Anonyme Army Adjutant, rejecting Jean d'Ice. Ice is luckier with Second Army, taking the Adjutant's post as the only applicant. Third Army is left without one as General Hofstadt wanted to give the job to Ice. Gain doesn't bother with an Aide, while Hofstadt settles on the man nominated by the staff.

Adjutant-General Cuckpowder gets to appoint Division commanders. He doesn't. That's all five posts empty, despite Bernard de Lur-Saluces' increasingly desperate pleas for a job. He's already failed to become City Military Governor and he can't get a position as a Provincial Military Governor either.

The Inspectors-General leave the appointment of Brigadiers to who's in the right place and what the staff think of them. ALC commander Frele d'Acier is quickly re-appointed Brigadier of the Heavy Brigade, which means he retains his brevet rank of Brigadier-General for another year. PLLD commander Georges Hommence becomes Brigadier of the Dragoons and preserves his brevet Bdr-Gen rank too.

With no Division commanders in place, it's up to the staff to select Adjutants. Both Ben e'Volence and Greg de Bécqueur would like this position in First Division, but only Bécqueur gets it – thanks to his superior qualities. And already having the job. For e'Volence, it's Cavalry Division that finally accepts his application.

As a Major in the Royal Foot Guards, Bastian de LaGarde is one of four men who could be Brigade Major of the Guards. He calls in a favour to help get the job, only to find Felix Anton Gauchepied'er getting in his way by using his superior influence. However, LaGarde's experience in the job wins through and he is re-appointed. RM Major Alfonso Fonde-Lapatrie doesn't need any influence, he just applies and gets the post of First Foot Brigade Major. The lottery to fill the remaining Brigade Major positions sees Henri Dubois get the nod in Horse Guards and Hercule D'Engin in Second Foot.

It seems nobody is that interested in being a Regimental Adjutant, but Will Lamnot accepts Frele d'Acier's appointment of him in the ALC. CPC commander Chris Knight picks a Captain to be Regimental Adjutant in his regiment, leaving everybody asking, "Why him?". He doesn't appoint himself an Aide. And Jean d'Ice leaves the position vacant in the Cardinal's Guard until such time as a suitable candidate appears.

Danger UXB

Once all the jockeying for position is out of the way, Paris can settle down to partying again – much to the relief of bar-owners all over the city. And the month starts with its biggest bash: Uther Xavier-Beauregard's welcome home party for all serving officers (including those who've only just acquired their rank and didn't actually serve in this summer's campaign). First on the guest list is GDMD Major Augustin Fourier, who brings Josephine Buonaparte with him. 53F

Colonel Les Anonyme is next. A second Grand Duke Max's man is next, Captain Amaury Saint-Yves.

RFG Major Bastian de LaGarde follows and has Cath de Thousands as his plus-one. Behind them are CPC Lt-Colonel Ben e'Volence and Di Lemmere. This starts the first quarrel as Ben and Les take exception to each other's uniform. Di heads for the bar and gets her own drink. RFG Lt-Col Beau Reese Jean Seine slips past the contretemps unnoticed. Nobody could fail to notice QOC Lt-Col Felix Anton Gauchepied'er as she is in full mourning dress (dress being the operative word), as is the cringing person scuttling behind her. ("No, no, my name is Gimp" is the only response to any attempt to open a conversation.)

He may be Heavy Brigadier, but Frele d'Acier is wearing his ALC uniform as he accompanies Freda de Ath. This brings him to the attention of Amaury and Augustin, his regimental enemies, and an exchange of challenges ensues. KM Lt-Col Greg de Bécqueur looks innocuous as he accompanies Jenny Russe, as does Dragon Brigadier Georges Hommemince, escorting Angelina di Griz. Georges makes a beeline for the gaming tables and proceeds to chuck bags of 500 crowns about. Winning his first bet, he immediately repeats it, only to lose this time. He calls it a day at this point, having gained a little social standing.



Next on the list is 53F Major Hercule D'Engin, who joins his Colonel, Les, in quarrelling with Ben. DG Lt-Col Jean Ettonique brings Katy Did and takes umbrage with Felix, who's not only in an enemy regiment, but disgracing it by not wearing its uniform. Frele gets the support of his Lt-Col, Jacques Gilliers, against Amaury and Augustin, while QOC Subaltern Marc de Zorro comes to

the support of Felix against Jean. The arrival of DG Major Percy Urbain Fanci-Free makes it two on two. Marc breaks away from this to slap a glove around the chops of Greg as he can't believe such a low-born has been admitted.

Bdr-Gen Swindelle d'Masses has no enemies and strolls in with Lucy Fur on his arm. Lt-Gen Terence Cuckpowder is also above the regimental disputes, arriving with Kathy Pacific. Finally, ALC Captain Will Iamnot makes it three Archduke Leopold's men versus the two Grand Duke Max's – Amaury and Augustin. You'd think a party like this would cement Uther's place in society, but his standing actually falls as a result

Etienne Brule is not at the party as he is in the Louvre, attending on His Majesty. He is initially parked in a draughty corridor, but eventually ushered into the King's presence. "Harrumph," announces His Majesty, "Where's that upstart Beauregard? Isn't he with you? Well, bugger off and fetch him, there's a good

fellow." Dismissed from the royal presence, Etienne heads for the Fleur to give Xavier his summons.

The noise from Uther's do leaves the other members in the Fleur in private rooms. There are quite a few of them too: Chopine Camus and Sheila Kiwi in one room, Leonard de Hofstadt and Frances Forrin in another, a third is for Pierre Cardigan and Edna Bucquette, Pierre le Sang and Guinevere d'Arthur take the fourth and Sebastian de la Creme and Maggie Nifisent have the fifth.

Given the wide scope of Uther's invitation, there are few Parisians in other clubs at the start of September. Robert d'Lancier takes Bess Ottede to Hunter's where he spends his time on the gaming tables. With 200-crown wagers he is out of pocket when he cuts the first two bets. He wins one to restore equilibrium, but promptly loses four in a row. A win brings a bit of restitution, only for Robert to cut the last bet and end up well out of pocket. Ivor Edward Defrane passes a quiet week at the Frog & Peach.

For other socialites, the first priority is seeking some female company. Thus Gaz Moutarde is to be found at his lady's residence throughout the first week of September. Bendoit de Tres and Zavier Ulric Turenne don't get through the door when they go courting. Mainly because they're after the same woman and neither will give way. Bendoit is disappointed as he was feeling lucky: a gift from Terence Cuckpowder arrived just in time to pay off the debt collectors. Neither Alfonso Fonde-Lapatrie nor Henri DuShite get anywhere with their courting, in this case because their intended is partying with her current beau. Horace Bury shows how it's done.

After the party

Week 2 sees Parisians dispersed across the city as there's no big event. However, there are a couple of private get-togethers at the Fleur de Lys. Frele d'Acier hosts his colleagues in Archduke Leopold's Cuirassiers, Jacques Gillier and Will Iamnot. Ben e'Volence and Di return to the club as the guests of Pierre le Sang and Guinevere. Ben receives a large purse from Pierre. Swindelle and Lucy just return. Leonard, Frances, Pierre, Edna, Sebastian and Maggie are all in their private rooms. The body of the club sees Jean Jeanie arrive with Jacky Tinne.

Robert and Bess are still in Hunter's, but Robert is not gambling any more. Georges Hommemince appears in the club with Angelina. So does Percy Urbain Fanci-Free, escorting Fifi (grumbling about not being taken to last week's party). Only Ivor Edward Defrane frequents the Frog & Peach while Thierry d'Actyl does the same job for Red Phillips.

The whereabouts of Bastian de LaGarde and Greg de Bécqueur are only known because of the fuss they're making. They're both on Maggie's doorstep, arguing about who has precedence and, in Greg's case, hanging on to the bridle of the horse he's brought as a gift. This doesn't bother Mlle Nifisent – she's out. Having

moved on from last week's squabble, Bendroit de Tres is courting another. And failing. While last week's success, Horace Bury, stays in with his new mistress. Apart from this, there is much success in this week's courting. Alfonzo Fonde-Lapatrie took careful note of what ladies were reported as attending last week's party before making his play.

This leaves Uther Xavier-Beauregard, waiting patiently in a draughty corridor in the Louvre while His Majesty is "unavoidably detained". In the tennis court.

Jean Jeanie may not have signed his name to his party invitation, but everybody knows who the Colonel of the Royal Foot Guards is. Thus lots of people arrive at the Fleur to help celebrate his promotion. He brings Jacky himself and they greet the guests together. First, alphabetically, is Augustin Fourier, who brings Josephine for another week on the town. Les Anonyme is unaccompanied, while Bastian de LaGarde brings Cath (good job she hasn't heard what he was up to the week before).



Ben e'Volence arrives with Di and swaps challenges with Les again. Beau Reese Jean Seine is on his own. Greg de Bécqueur accompanies Jenny (good job etc.). Angelina is on Georges Hommemince's arm and is marched to the gaming tables. Georges wins his first bet, but cuts the second to remain in profit. Hercule D'Engin provokes another exchange of challenges with Ben. Percy Urbain Fanci-Free

still has Fifi on his arm and Swindelle d'Masses escorts Lucy once more.

Pierre le Sang and Guinevere are still in the Fleur, as are Leonard de Hofstadt and Frances and Sebastian de la Creme and Maggie. Arriving this week are Etienne Brule and Kathy Pacific. Hang on: wasn't she on Terence Cuckpowder's arm earlier this month? This definitely means a duel. Etienne fancies his chances with the Fleur's croupiers, too, placing several 600-crown bets. Things are looking bad after he loses the first wager and cuts the next two. However, he finishes with two wins to end up flush but with some kudos. The noises off are from Frele d'Acier complaining that he's not being allowed to Toady to Sebastian, but it looks like he got his dates wrong.

After his success last week, Alfonzo Fonde-Lapatrie brings Ella Fant to Hunter's to show her off. There's no-one else there. Ivor Edward Defrane continues his vigil in the Frog & Peach, while Zavier Ulric Turenne takes up the mantle of man-visiting-Red-Phillips. He places small bet after small bet. He cuts one, loses one, cuts one, loses one and then wins twice. Another loss, win and cut and the management are ushering him away from the table ("That's enough, sir."). He may not have lost much cash, but his reputation takes a hit.

It's Will Iamnot's turn to try to impress a lady who's not at home this week. On the other hand, Jacques Gillier is an instant success with the woman he's after.

And Henri DuShite stays in with his conquest of last week, telling her how he bravely faced down the debt collectors when they called (by paying up).

In the Louvre, Uther Xavier-Beauregard is worried that he may be catching a chill sat in the same draughty corridor. Then the King and his entourage breeze by, "Come along, Beauregard," commands His Majesty. Massaging some feeling back into his legs, Uther hurries after the retreating group. "Hold this and wait here," is the next command. And Uther duly stands, clutching the King's jacket for several games of tennis. "Same time tomorrow, then," is the parting shot.

Bye bye, Seb

September ends with Sebastian de la Creme's celebrations at the Fleur, though it's restricted to higher-ranking members of society. First to join Sebastian and Maggie is Beau Reese Jean Seine. Etienne Brule is next, accompanied by Kathy and heading for the gambling again (possibly to stay out of the way of Terence). He places more big bets, losing the first one and cutting three times before he gets a win. He's substantially out of pocket at the end of that. Pierre le Sang brings Guinevere and Swindelle d'Masses Lucy before Terence Cuckpowder turns up with an empty arm where he expected Kathy to be. The assembled guests are the audience for Sebastian's announcement of his retirement from Paris to spend more time with his country estate.

It seems Bastian de LaGarde didn't read the small print as he responds to Sebastian's invitation only to be refused entry. Joining him in the foyer is Jacques Gillier, who's trying to Toady to Jean Jeanie. That was last week, Jacques. Jean (and Jacky) are still in the Fleur, but not admitting guests. Also *in situ* are Leonard de Hofstadt and Frances and Pierre Cardigan and Edna.

Alfonzo Fonde-Lapatrie takes Ella to Hunter's again, where Georges Hommemince and Angelina are also to be found. Blue Gables gets its first visitors of the month with Les Anonyme taking a table while Balzac Slapdash appears with Alison Wunderlandt to show her his gambling technique. Betting 50 crowns a time he loses, loses again and finally wins. Like the rest of Paris, Alison is not impressed. Thierry d'Actyl is not impressed either. He's stuck outside the club as he expects Les to accept his Toady. However, Les expects a financial contribution from his guests...

Zavier Ulric Turenne tries his hand at the gambling lark again with another series of small bets at Red Phillips. After losing the first two, he wins one to restore his confidence. Two more losses are followed by a cut and another loss before he wins for a second time. He loses his last wager before being escorted away from the dice again. Both Augustin Fourier and Greg de Bécqueur succeed in their courting to finish their month – this time, the gift of a horse did the trick for Greg. However, he will



have a duel with Jean Ettonique as a result. The last week of the month sees much activity in the offices of the CPS – and a large bonfire in the middle of the Bastille before ‘Queen’ Felix orders all prisoners to be freed. Not all the guards obey, but those prisoners released are given a map.

And in the Louvre, Uther Xavier-Beauregard is again serving as the King’s coat-stand. However, his ordeal appears to be at an end as His Majesty dismisses him with some finality this time. “Bugger off, Beauregard,” are his precise words.

It’s no surprise that Jacques de Gain is iron man of the month, practising with his rapier all four weeks. However, he splits it with Duncan d’Eauneurts, who does exactly the same (once he’s re-invested his hefty dividends in more Arms). The difference is that Eauneurts insists on a bodyguard of King’s Musketeers accompanying him. Balzac Slapdash manages three weeks with his rapier before heading off to his club (and Alison). Three weeks rapier practice for Chris Knight is followed by a visit to the Bawdyhouses for his female companionship.

Bernard de Lur-Saluces, Henri Dubois and Jean d’Ice get their oats to begin the month and then head for the gyms for the rest of the time. That’s three weeks rapier work-out for Bernard and Jean, sabre for Henri. Jean Ettonique appears after the first week’s party and spends the rest of September with his rapier. Chopine Camus does the same with his sabre. And, after a week with his lady, Gaz Moutarde is in the gym waving a cutlass around for three weeks.

There’s two weeks practice for Amaury Saint-Yves (sabre), Horace Bury (rapier) Robert d’Lancier (cutlass) and Terence Cuckpowder (sabre). Several others pop in for the odd week’s work-out too.

Talking of work-outs, there are plenty of visitors to the Bawdyhouses, on top of those already mentioned. It’s where Thierry d’Actyl starts his month and where Ivor Edward Defrane, Marc de Zorro (after completing his regimental duties) and Will Iamnot finish theirs. Marc is the footpads’ one victim this month, relieving him of the spare crown he has in his pockets. Though Will is only there for a drink. Zavier Ulric Turenne starts his illustrious gambling career at a Bawdyhouse in week 2. Placing nine small bets, he is pleased to win four and lose five. The footpads don’t bother with a loser. Beau Reese Jean Seine and Hercule D’Engin are to be found in the red-light district at the same time, while the visitors in the third week are Bendroit de Tres and Felix Anton Gauchepied’er (for his particular requirements).

Hobbesian life

On the frontiers, the Frontier regiments lay siege to another Spanish outpost. Joining them is volunteer Mathieu Chouffedais, who discovers that life in the Frontier regiments is, indeed, nasty, brutish and short. RIP. That’s one loan the moneylenders won’t be getting back. ❖

Press

Announcements

Major Norman Due

I note that you really struggled on the last campaign to recover from that old wound I think it best for your long-term health to retire to your vineyards in the Charente Poitou.

Best intentions,

† Count d’Acier

It’s time that an experienced and reliable hand was placed on the scales of Justice. I promise that no villain will go unpersecuted, while law-abiding subjects of the King will be sure that they are watched over.

† UXB

Social

To Gentlemen of Paris

I would like to share the benefit of my military experience with others and I will be having a meeting to discuss tactics in the 2nd week of October.

Depending on interest this may become regular.

Yours sincerely,

† Count D’Acier

[OOO: SL 18+ & ALC members.]

To all gentlemen of Paris and their ladies! Celebrate the upcoming All Hallow’s Eve with myself and my lady with a costume ball at Hunter’s! 500 crown prize for best couples costume! Refreshments compliments of your hosts.

Military Missives

Lt. Colonel Anonyme,

It was with great pride that [I] saw the heroes of the 53rd Fusiliers returning from the summer campaign marching through my home town newly under your glorious leadership. I immediately packed my bags and followed the brigade to Paris.

If I may, I humbly request to present myself at your barracks in order to join up with the regiment. Along with so many grateful young men of France, I wish to volunteer to join His Majesty’s army to train and fight alongside your brave heroes.

If you permit, I will present my bona fides to you on the morrow.

I am your humble servant,

† Thierry d’Actyl

Thierry d’Actyl

I am glad you have decided to spread your wings and come to Paris. The 53rd Fusiliers always welcome upcoming talent and you are welcome in our regiment. You appear to be officer material and I look forward to your rapid ascent up the ranks.

† Colonel Les Anonyme

Will Iamnot

Welcome to the regiment as you are now my adjutant I trust you found all the correct forms and filed them properly.

I am sure you will make a fine officer.

Yours Sincerely

† Count D’Acier

Personal

Letter from Lt. Col. Greg de Bécqueur to Lt. Gen. le Marquis Terence Cuckpowder and Lt. Gen. le Marquis Bernard de Lur-Saluces:

Mon Général,

Though I am sure you are destined for greater things, I understand there is a possibility you may assume command of a division in His Majesty's illustrious army for the coming year.

Should this come to pass, I beseech you to consider my application for the adjutancy.

I have relevant experience, as adjutant for 1st Division last month, and previously as Sir Leonard's aide de camp. I am sure you have heard how the General Officers' mess appreciated the higher standard of catering I instigated. My chicken, pheasant, and duck roast went down particularly well; the top brass do like a threesome.

I remain, Monsieur, your obedient servant,

† Lt. Col. Greg de Bécqueur,
King's Musketeers

To: The Despicable, Dastardly D'Ice
How cruel is fate when such a hero as brave Alan perishes, while a scoundrel such as you survives. If it weren't for that other equally despicable scoundrel Dunkie thwarting me continuing as CPS, you'd be the next one up in Court. I have no doubts you led Alan into that trap just so you could steal command of the Cardinal's Guard. However, in my position as Queen of Wadi El-Foud I instead issue a Fatwah

against you and offer a reward of 1,000 crowns to anyone who brings me your severed ugly head.

† Queen Felix

General le Marquis Sebastian de la Crème would like to announce his retirement.

He would like to thank those who have welcomed him when he first arrived in Paris, in particular Field Marshall le Viscount Pierre le Sang, who has been like a mentor and a role model. Also the late Commissioner Fluff-Bunny, who was one of the first to make him welcome, will always be fondly remembered.

The General will be retiring to the country and leaving the defence of the realm to much younger men and knows it will be in capable hands.

With one small warning to watch for small-minded men and despots who seek power for their own use under the guise of serving Le Roi. Watch these men carefully, listen to what they say, but be more mindful to their actions.

For those that attended for my surprise farewell drinks, I hope a good time was had by all and I wish you the best for the future.

For France, Le Roi and to the brave fighting men and women, may God protect you.

I have recently acquired the role of Colonel of the 53rd Fusiliers. And find it in a run-down situation. Not only is it possibly the most uninspiring name since the 52nd Fusiliers, it is frankly unhelpful given most of the troops are innumerate. Worse still, the regimental funds are

in a disastrous condition, following the attention of a regimental adjutant who exhibits a below average ability at accountancy, even for the 53rd, with a complete lack of understanding of the difference between positive and negative numbers. In an attempt to cure both of these problems, I have decided to seek sponsorship for the regiment. The successful sponsor will be entitled to pick a nickname for the 53rd, which will hopefully be more inspiring than the current name and stir the men to greater glories on the battlefield. All funds should be sent to me rather than directly to the regiment, given the accounting difficulties experienced by the regiment.

† Colonel Les Anon
53rd Fusiliers

The ongoing trials and tribulations of Percy Urbain Fancy-Free

Back in Paris!! And baths!! And clean sheets!! and Chamber pots with FRESH POT POURRI! The last 2 months have been very tiring – managing the latrines and clearing the horse dung. Apparently, Brigade Majors get all the “Merde” Jobs – they are not kidding! However, once the Spanish Peasants were sent packing, it was pack up and I was able to sell 3 months of dung for a tidy sum of 250 crowns – apparently it makes marvellous mulch for the winter greens. Anyway, the Dragoon Guards performed admirably, far better than the Queens, so hurrah for home, a toast for the fallen and glory to God and Le Roi.

I see that the good Commissioner has finally descended into madness – he

wants to be a Queen. No-one needs to join that regiment!! Obviously he needs help, not bullying at the hands of classless oiks like Mr Bovine. Liberty, Equality, Fraternity – that is what we should all strive for (see, you heard it all here first).

The Imperial Palace of Japan, Tokio

“Your Most Divine Emperor, a messenger has arrived from France, carrying a royal letter addressed for your attention.”

“France, you say? A royal message? Send the man to me immediately.”

A few minutes later a somewhat exhausted black-clad man is brought before the throne. He kneels in deference before Emperor Satohito, Ruler of Japan.

“Your Majesty, I bring greetings from France and on behalf of my Commissioner err.. Queen Felix I have this letter for you and some ummh... well, basically dresses.”

The Emperor beckons to a courtier, who takes both the letter and package of dresses, presenting all to the Emperor who casts a brief look at the clothing before turning his attention to the letter, taking a few minutes to hear the words of a translator who reads its contents to him.

“Your Queen is most kind, the Empress will be most pleased to receive such attire from your country. I see your Queen is also requesting my assistance. She wishes for a Ninja to help dispose of a great enemy of hers. I am flattered that such respect of our servants' prowess is recognised above any that she must command and I would be ungracious not to

seriously consider such support to your Queen. Tell me, I confess to knowing little of your county and its royalty, what is she like this Queen Felix? A beauty I imagine and of a glorious bloodline?"

A small bead of sweat begins to trickle down the forehead of the black-clad messenger as he gives a cough to clear his throat, "Err... well, Majesty, it is a little hard to know where to start to be honest. Firstly, the dresses are meant for you..." His face colours a slight red from seeming embarrassment. "And when you say she.. ummmh... aahh," his finger goes to the neck of his shirt, loosening it

slightly. "I couldn't ask... do you have any of that sake I've heard about? I feel a drink or two may be of help to us both..."

Poetry Corner

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

Clear thinkers can see a marine's
A tailor-made mix quite obscene:
He's part soldier, it's true,
But part sailor-boy, too;
An army he's sure to demean.

† Le Salame Disparu

Points Arising

Next deadline is 1st November

Those of you who are playing or have played in more 'modern' *En Garde!* games will know that these are run via online forums. This allows a lot of role-playing through in-character exchanges – effectively a Press section with a very fast turnaround. I'm not sure how well this would mesh with the much slower schedule of *LPBS* – whole stories might be finished between turns! Anyway, my recent discussion with Alan Percival has prompted me to ask whether this is something you would like. If enough players are interested, I'm certainly prepared to give it a try.

Welcome

Joining us just in time for this turn is John Cooke, a veteran of *The Sun King* (of blessed memory) in years gone by. Welcome to *LPBS*, John.

Farewell

We say goodbye this turn to both David Brister (AdA) and Alan Percival (SdlC). Sorry to see you go, guys, and you're very welcome to return any time.

Absent friends

HJ Hugh Jass (Ray Vahey) has NMR'd. Total now 1

JiT (Gerald Udowiczenko) and XM (Pam Udowiczenko) have been floated as they were "at the football". No sense of priority, some people. ☺

X1 (Martin Jennings) has been floated as it was Martin's birthday. Many happies, Martin.

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.

Announcements

Felix Anton Gauchepied'er asks NPC Colonel of Queen's Own Carabiniers to resign

Frele d'Acier asks NPC Major 1 of Archduke Leopold Cuirassiers to resign

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

Jean Jeanie applies for Brigadier of Guards Brigade

Pierre le Sang applies for Minister without Portfllo

Robert d'Lancier applies for Army Adjutant of First Army

Robert d'Lancier applies for Army Adjutant of Second Army

Robert d'Lancier applies for Army Adjutant of Third Army

Swindelle d'Masses applies for Brigadier of Horse Guards Brigade

Swindelle d'Masses applies for Minister without Portfllo

Uther Xavier-Beauregard applies for Commnr. of Public Safety

Will Iamnot asks NPC Major 1 of Archduke Leopold Cuirassiers to resign

Will Iamnot applies for Regiment Adjutant of ALC

Duels

Results of September's duels

Felix Anton Gauchepied'er didn't turn up to fight Jean d'Ice and lost SPs - voted cause 13:1.

Grudges to settle next month:

Bendroit de Tres (Foil, adv.) and Xavier Ulric Turenne (Rapier, 2 rests)

have mutual cause as neither stood down over Mary.

Augustin Fourier (Sabre, 4 rests) and Frele d'Acier (Sabre, Seconds EB, adv.) have mutual cause for being in enemy regiments.

Augustin Fourier (Sabre, adv.) and Jacques Gillier (Sabre) have mutual cause for being in enemy regiments.

Augustin Fourier (Sabre, 1 rests) and Will Iamnot (Sabre, adv.) have mutual cause for being in enemy regiments.

Les Anonyme (Rapier) and Ben e'Volence (Sabre, adv.) have mutual cause for being in enemy regiments.

Amaury Saint-Yves (Sabre, 4 rests) and Frele d'Acier (Sabre, Seconds EB, adv.) have mutual cause for being in enemy regiments.

Amaury Saint-Yves (Sabre, adv.) and Jacques Gillier (Sabre) have mutual cause for being in enemy regiments.

Amaury Saint-Yves (Sabre, 1 rests) and Will Iamnot (Sabre, adv.) have mutual cause for being in enemy regiments.

Ben e'Volence (Sabre) and Hercule D'Engin (Rapier, Seconds GdB) have mutual cause for being in enemy regiments.

Felix Anton Gauchepied'er (Dagger, 4 rests) and Jean Ettonique (Sabre, Seconds HD, adv.) have mutual cause for being in enemy regiments.

Felix Anton Gauchepied'er (Dagger) and Percy Urbain Fanci-Free (Sabre) have mutual cause for being in enemy regiments.

Marc de Zorro (Sabre, adv.) has cause with Greg de Becqueur (Rapier,

Seconds HDE & DdE, 1 rests) as he's not Noble but higher SL.

Jean Ettonique (Sabre, Seconds HD, adv.) and Marc de Zorro (Sabre, 4 rests) have mutual cause for being in enemy regiments.

Marc de Zorro (Sabre, adv.) and Percy Urbain Fanci-Free (Sabre, 1 rests) have mutual cause for being in enemy regiments.

Terence Cuckpowder (Sabre, Seconds JE & UXB, adv.) has cause with Etienne Brule (Sabre, Seconds FdA, 5 rests) for pinching Kathy.

Bastian de LaGarde (Rapier, Seconds HDE) and Greg de Becqueur (Rapier, Seconds HDE & DdE, adv.) have mutual cause as neither stood down over Maggie.

Jean Ettonique (Sabre, Seconds HD, adv.) has cause with Greg de Becqueur (Rapier, Seconds HDE & DdE, 4 rests) for pinching Katy.

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

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

New Characters

John Cooke gets the Second son of a small Merchant: Init SL 3; Cash 25; MA 1; EC 2 (X6).

Nik Luker gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 1; EC 4 (X2).

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal __
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General TC
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety __	
Chancellor of the Exchequer CK (until August 1672)	
Minister of Justice N (until November 1671)	
Minister of War EB (until August 1672)	
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 1672's Summer Deployment

First Army (Field Ops)	JdG/__/Anon/__/
First Division (Field Ops)	__/_/_/GdB
Guards Brigade (Field Ops) - RFG CG KM	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Cavalry Division (Field Ops)	__/_/_/BeV
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Second Army (Siege)	__/_/_/JdI/N
Frontier Division (Siege)	__/_/_/N1
Frontier Regiments (Siege)	
Third Army (Defence)	LdH/N/__/__
Second Division (Defence)	__/_/_/N6
3rd Foot Brigade (Defence) - 27M 4A	
4th Foot Brigade (Defence) - 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	__/_/_/N5
1st Foot Brigade (Defence) - RM PM	
2nd Foot Brigade (Defence) - 13F 53F	

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank.	Regiment/Appointment	MA	Last seen	Club	EC	Player
EB	Viscount Etienne Brule	26+116		Withy	B.Bdr-General	DG/War Minister	4		Kathy	Fir	Fir
PIS	Count Pierre le Sang	26+86	Rich	Fld Marshal/Min w/o Port			7	Guinevere	Fir	4	Bill Howell
UXB	Count Uther Xavier-Beaureg'	d25-25	Withy	General			18	Henrietta	Fir	4	Pete Card
DdE	Viscount Duncan d'Eauneurts	24 65	Rich	Colonel	KM/State Min.		8		Fir	5	Paul Lydiate
FdA	Count Frele d'Acier	24 51	Withy	B.Bdr-General	ALC/Hvy Brigadier		20	Freda	Fir	3	Peter Farrell
SdLC	Marquis Sebastian de la Creme	24 47	Withy	General			5	Maggie	Fir	5	Alan Percival
PC	Count Pierre Cardigan	24 41	Rich	General			9	Edna	Fir	5	Matt Shepherd
JdG	Count Jacques de Gain	23 48	Fithy	General	1st Army Commndr		24		Fir	6	Ben Brown
BRJS	Earl Beau Reese Jean Seine	23+74	Withy	Lt.Colonel	RFG/Min w/o Port		7		Fir	3	Bill Hay
JJ	Count Jean Jeanie	21 41	Fithy	B.Bdr-General	RFG		28	Jacky	Fir	3	Andrew Kendall
TC	Marquis Terence Cuckpowder	20 52	Withy	B.Lt-General	Adjutant Gen		6	Kathy	Fir	4	Mike Dommert
CC	Marquis Chopine Camus	20 33	Withy	Bdr-General			9	Sheila	Fir	4	Stewart Macintyre
LdH	Baron Leonard de Hofstadt	19+72	Withy	B.General	3rd Army Commndr		7	Frances	Fir	5	Neil Packer
SdM	Sir Swindelle d'Masses	18 44	Withy	Bdr-General			6	Lucy	Fir	4	Craig Pearson
JE	Count Jean Ettonique	18+104	Rich	Lt.Colonel	DG		21	Katy	Both	5	Tony Hinton-West
BdLS	Marquis Bernard de L-Saluces	17 31	Rich	Lt-General			12		Both	3	Rob Pinkerton
Jdl	Baron Jean d'Ice	16+63	Withy	Colonel	CG/2nd Army Adjutant		8		Both	3	Tym Norris
GM	Sir Gaz Moutarde	15 31	Withy	Bdr-General			4		Both	2	Mike Clibborn-Dyer
BdLG	Sir Bastian de LaGarde	15+67	Withy	Major	RFG/Gds Brigade Maj.		4	Cath	Both	1	Jerry Spencer
FAG	Baron Felix An Gauchepped'er	14 30	Comfy	Lt.Colonel	QOC/CPS		8		Fir	4	Jason Fazackarley
HD	Baron Henri Dubois	14+54	Comfy	Major	DG/HGds Brigade Maj.		7		Both	3	Wayne Little
CK	Marquis Chris Knight	13+55	OK	B.Bdr-General	CPC/Chancellor		11		Hunt	2	Paul Wilson
WI	Will lamont	12 32	Poor	Captain	ALC/ALC Regt. Adjit.		1		Both	3	Charles Burrows
PUFF	Baron Percy Urbain Fanci-Freel	12+80	OK	Major	DG		8	Fifi	Hunt	2	Mark Cowper
GdB	Greg de Becqueur	12+52	Comfy	Lt.Colonel	KM/1st Div Adjutant		6	Jenny	Hunt	5	Anthony Gilbert

ID	Name	SL	SPs	Cash	Rank.	Regiment/Appointment	MA	Last seen	Club	EC	Player
GH	Sir Georges Hommemine	11+69	Withy	B.Bdr-General	PLLD/Drgn Brigadier		6	Angelina	Hunt	1	Cameron Wood
AFL	Sir Alonzo Fonde-Lapatric	11+47	Comfy	Major	RM/1 F Brigade Maj.		7	Ella	Hunt	2	Graeme Morris
XM	Sir Xavier Money	11+34	Withy	Bdr-General			7		BG	3	Pam Udowiczenko
RdL	Robert d'Lancier	10 29	Comfy	B.Bdr-General	RM		7	Bess	Hunt	4	Steven Malecek
Anon	Les Anonyme	9+51	Poor	Colonel	53F/1st Army Adjutant		3		BG	4	Bruno Giordan
JG	Jacques Gillier	9+44	OK	Lt.Colonel	ALC		4		BG	2	Mark Nightingale
AF	Augustin Fourier	9+40	Comfy	Major	GDMD		3	Josephine	BG	3	Brick Amundsen
X1	Balzac Slapdash	8 0	OK				4		3	Martin Jennings	
BS	Marc de Zorro	7- 3	Comfy	Subaltern	QOC		9	Alison	BG	4	Matthew Wale
MidZ	Ben e'Volence	7+70	OK	Lt.Colonel	CPC/Cav Div Adjutant		5	Di	BG	4	Tim Macaire
BeV	Hercule D'Engin	7+42	Comfy	Major	53F/2 F Brigade Maj.		2		F&P	3	Ash Casey
HDE	Ivor Edward Defrane	6 7	OK				6		F&P	2	Gerry Sutcliffe
IED	Henri DuShite	6+29	Comfy	Lt.Colonel	RM		7		F&P	3	Graeme Wilson
HDS	Justin Thyme	5 11	OK				5		F&P	4	Dave Marsden
JiT	Mathieu Choufededais	5	RIP						F&P	2	Gerald Udowiczenko
MC	Amaury Saint-Yves	5+28	OK	Captain	GDMD		5		3	James Schoonmaker	
ASY	Hugh Jass	4 10	Poor	B.Lt.Colonel	13F		3		3	Ray Vahey	
HJ	Horace Bury	4 8	Poor	Captain	27M		6		RP	2	Sebastian Emde
HB	Zavier Ulric Turenne	3- 1	Poor	Major	PM		3		RP	1	Bob Blanchett
ZUT	Thierry d'Actyl	3 6	Poor	Captain	53F		1		RP	2	John Cooke
TdA	Bendroit de Tres	2 2	Poor				2		5	Olaf Schmidt	

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

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

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

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

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