

That would be enough

This has been issue 203 of *To Win Just Once*, published 5th April 2020. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2020

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by 17th April 2020.

Orders for *LPBS* and *Trophy Hunter* plus any other contributions to Pevans by 24th April 2020.

(Following deadlines are 22nd/29th May, 26th June/3rd July, 31st July/7th Aug)

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.engage.co.uk

Railway Rivals – Christian Bien, Mark Cowper, Rob Pinkerton, Anthony Gilbert, Jonathan Palfrey and Gerald Udowiczenko are awaiting the next one, anyone 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 – There's room for 1-2 players in the current game. Joel Halpern is waiting for the next one. Rules provided.

Online games

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

Brass (at brass.orderofthehammer.com):

Keyflower (at www.boardgamearena.com):

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

Snowdonia (at yucata.de): Pevans, Mike Reeves

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

Credits

To Win Just Once issue 203 was written and edited by Pevans. The *LPBS* masthead (page 22) is by Lee Brimmicombe-Wood, as are the other drawings – except the one on page 27 which is by Nik Luker. Game and book artwork is courtesy of the publisher. Photos taken by Pevans, who played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Ein UWE ROSENBERG SPIEL

SPRING MEADOW

Pevans reviews Uwe Rosenberg's trilogy

Starting with the last one, *Spring Meadow*

Spielewiese
smaller text below

Pegasus Spiele

Issue 203: April 2020

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Contents

Contents..... 2

Chatter..... 3

Letters..... 4

Of marmots, cats and woodland creatures..... 5
 Pevans reviews Uwe Rosenberg’s puzzle trilogy5

Reading Matter..... 11

Games Events..... 13

Online Games..... 13

Trophy Hunter 14
 Turn 5 14

Subscribing to TWJO..... 16

The Mote in God’s Eye (Star Trader game 10)..... 17
 Turn 8 17
 Star systems map 19

UpLoders (Railway Rivals game 14 – RR2387KT)..... 20
 Turn 8 20

Les Petites Bêtes Soyeuses..... 22
 February 1672 (336)..... 22
 Press..... 28
 Points Arising..... 32
 Announcements 33
 Duels 33
 New Characters..... 34
 Tables 35
 Army Organisation and 1672’s Summer Deployment..... 35
 Brigade Positions..... 35
 Frontier Regiments..... 36
 Battle Results 36
 Other Appointments..... 36
 Femmes Fatales..... 37
 Regiments..... 37
 The Greasy Pole 38

That would be enough..... 40
 Deadlines 40
 Waiting lists..... 40
 Credits..... 40

Chatter

Well, well: aren’t we living in ‘interesting times’. I hope all is well with you – so far chez Pevans is fine (apart from not going out) and no-one from our families has been affected. Fingers crossed.

The most entertaining bit so far has been the empty shelves in supermarkets and the procession of jokes shared by friends and relatives on WhatsApp and other channels. The gags about the perceived value of toilet rolls have now lapsed – I had no problem picking some up on my most recent visit to Sainsbury’s. Tins of baked beans are a different matter – and white wine is also in short supply. Thank goodness for Majestic!

More seriously, my opportunities for playing games have been severely curtailed. Swiggers is soldiering on by playing games online on Wednesday evenings. The issues with this are that our choice of game is limited by what’s available and the websites are overloaded, so response times can be very slow. On the plus side, we can involve people who’ve moved away and can’t get to the pub any more.

I was all booked up to fly off after Easter for this year’s Gathering of Friends in Niagara Falls, but this has been cancelled. I will miss seeing lots of old friends but, more importantly, what will I write about? Trying out recently-published and soon-to-be-published games at the Gathering provides me with two issues worth of content each year...

The solution may well be to get to grips with the large pile of unopened games that is lurking behind me as I type this. Okay, I won’t be able to play them properly, but I hope to get enough of a flavour to know if they’re worth playing. And reduce the stacks to a manageable size. Expect some (many?) notes in the next issue of TWJO.

Having said that, my bookkeeping clients have been keeping me very busy for the last couple of weeks and this looks like continuing for at least one more week. The last of them that insisted on using desktop software on their office computers made a hurried migration to the cloud as the lockdown loomed. This actually went very smoothly, but left me with some tidying up to do. On top of this, I’m in the middle of drafting end-of-year accounts for a couple of clients, which is always my peak workload each year.

Stay well, everybody.



Piles of unplayed and/or unopened games. Mostly.

Online stats

Last issue came out at the end of February and the PDFs have been downloaded 201 times to the end of March. *TWJO* 201 attracted 170 more downloads, taking it to 277 in two months. The previous issue, 200, was downloaded a further 46 times to rack up 457 since publication.

Looking at what people have been searching for when they find their way to my website threw up some interesting results for March. Top of the PDFs (after *TWJO*) were my reviews of *Civilization* and *High Frontier*. The latter is presumably sparked by the Kickstarter for the fourth edition, but I don't know why there's suddenly interest in *Civ*. There were also lots of searches for "Memoir '44 expansion/s", which suggests to me that these are out of stock everywhere, not just at Games from Pevans.

Letters

Jonathan Palfrey has some reading recommendations.

Recently I tried an author, T. Kingfisher, recommended by Lois McMaster Bujold. I read *Clockwork Boys* and its sequel, *The Wonder Engine*, and they were quite good, entertaining, fluently written, with diverse and engaging characters and a sense of humour. But it's more all-out fantasy than Bujold's. Coming from a background of sf, I prefer even fantasy to have its own rules and limitations, but T. Kingfisher (a pseudonym) is pretty casual about that kind of thing, and weird stuff happens with no particular explanation except, well, this is fantasy.

Having recently reread Michael Kurland's *The Unicorn Girl* and *Perchance* (both sf), which I'm very fond of although they're not major works, I'm now trying his series of relatively mundane books set in the world of Sherlock Holmes and starting with *The Infernal Device*.

And a health warning for us all.

Incidentally, I spent two and half days in hospital in February with a stomach ulcer, but it seemed to heal after four blood transfusions and some medication, and three almost sleepless nights. Going without sleep is bad for health, I've read, but in my very limited experience it seems difficult to sleep in a hospital.

I feel quite well now, but I'm still taking medication and avoiding wine, chocolate, citrus fruit, etc. I'll be glad when I can resume normal consumption. My stomach's never given me any trouble before; I don't know what it thinks it's playing at.

The experience taught me something: if you ever find yourself producing the Black Excrement of Mordor, don't just regard it with idle curiosity before flushing. It may well indicate internal bleeding, so get medical attention.

I've just had my biennial test for bowel cancer. For those not old enough (or not UK resident), this involves sticking a probe in your poo and posting it to a lab. Then you get a letter telling you everything's fine. (I don't know what happens if everything isn't fine, but presumably it happens faster.)

Of marmots, cats and woodland creatures

Pevans reviews Uwe Rosenberg's puzzle trilogy

Somewhere along the way (2014, according to BGG) I completely missed Uwe Rosenberg's *Patchwork*. Probably because it's a two-player game. I first became aware of it when I came across the queue at Spiel '16 for *Cottage Garden*. "It's multi-player *Patchwork*," enthused the people in the line. This didn't help me much. Since then *Cottage Garden* has been followed by *Indian Summer* and then *Spring Meadow* in a trilogy of 'puzzle' games, all themed around flora and fauna.

Apart from the theme, what the games have in common is that they all use polyomino tiles. That is, "a plane geometric figure formed by joining one or more equal squares edge to edge" according to Wikipedia. If you've ever played *Tetris*, you'll know exactly what these are. In these games the tiles can be anything from one to six squares in size and in all sorts of configurations. Players draw tiles and use them to cover their own board. As you'd expect, tiles must stay within the confines of the printed grid on the board and can't go on top of each other. Thus, a six-square tile may be very useful in terms of the area it covers, but it can be tricky to fit it in – even if it's just a rectangle.

I thought I'd cover the most recent game, *Spring Meadow*, first as it's freshest in my mind and I think it's the simplest of the three. The theme here is an Alpine meadow with the first flowers of Spring popping through the final snows of Winter. Hence players' boards are white and the tiles are green with brightly coloured flowers, so the white turns green as the game goes on.



Spring Meadow: a winning position

There are two things to notice here. First, each player's board has a pattern of burrow entrances on it – marmot (or groundhog, if you're in North America) burrows. Tiles can be laid across these, but don't have to be. Second, most of the larger tiles have a round hole in one of their squares. Position the hole on top of a burrow and that's a bonus point towards your score. What's more, laying a tile so that its hole is adjacent to other hole/s means you pick up and place a rock tile. This is actually a good thing as the rocks include one- and two-square polyomino tiles, which are so useful for filling in the odd space (and you won't find them amongst the flowers).



Select a piece from the left column this time

then moves on at the end of their turn. This is very necessary as it limits the analysis players go through when choosing a tile – they have five at most to consider. What's more, players can see which rows they'll be picking from in their next turns and can assess which tiles they'd like in advance.

Having taken their tile, the player can flip it over and/or orientate it any way they like before placing it on their board. I should point out that Herr Rosenberg is a nice man: he lets players take tiles and try them out before deciding (there's a placeholder to remind them where they took the tile from). They then place a rock, if they gained one, and move the signpost to the next row. If this row has only one tile left, players score their boards.

Ah yes, scoring. To do this, players start from the bottom of their board and count the number of complete rows before their first incomplete one. Each full row is 10 points (it has ten squares) and they add the number of covered squares in their first incomplete row. (Marmot burrows count as covered even if there isn't a tile over them.) Each burrow visible through a hole in a tile (anywhere on their board) is worth an extra point, but is then covered by a marmot piece so that it can't be scored again. Whoever has the highest total takes a 'hiking pin' token. If that's their second pin, they win. Otherwise, the central board is refilled with tiles drawn at random and the next player takes their turn.

Simple, eh? Well, on BGG it has a complexity rating of 2/5, which I think is a bit high. What you think of it probably depends on your spatial awareness, though. The strategy seems simple enough: fill your board from the bottom up, keeping a careful eye on when a scoring is likely to happen. Being able to look ahead at

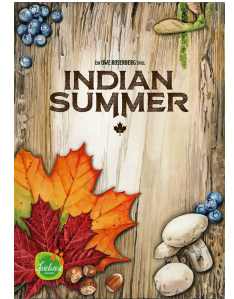
However, I'm getting ahead of myself. Players have to acquire tiles first. These are laid out at random in a 5 x 5 grid on a central board. A marker (it's a signpost in this game as players are meant to be hiking) on the edge of the board designates which line of tiles the current player can choose from and

what tiles will be available to you on a later turn is invaluable. Just as long as nobody else pinches the tile you want – the only player interaction in the game. I don't normally like games that are effectively competitive puzzle solving, but I do enjoy this one. *Spring Meadow* gets 8/10 on my highly subjective scale.

The previous game in the series is *Indian Summer*, where the theme is a walk through the New England forest in Fall (Autumn to me). The tiles are thus more colourful: rich reds, oranges and yellows. It's also much more complex. To start with, player boards are smaller and the winner is the first player to fill their board. (To be accurate, when one player fills their board, the round is completed and there are tie-breakers if more than one player then has a full board.)

The leaf tiles that players place on their board are only three-, four- and five-square shapes and each of them has a hole in one square. Thankfully, there are also one-square squirrels to fill the odd space. Icons printed on the player boards represent the 'treasures' of the forest: berries, nuts and such like. These can be covered over, but it's more useful to place a tile's hole over them. In this case the appropriate treasure token is placed over the hole.

When a player completes one of the marked sub-divisions of their board, they take all the treasure tokens off it. They can then play these during their turn to take a special action (spending a nut to add a squirrel to their board, for example) or modify their tile placement (adding two tiles for a feather). These are all very



I've completed 5/6ths of my *Indian Summer* with a couple of squirrels and the badger

useful, which gives players an incentive to complete a sub-division. The question to weigh up is whether the treasures gained are worth potentially compromising the completion of your board.

Players have more control over what they're placing in this game. Each starts with five tiles and can place any of these. However, they only refill this set when they play the last tile (there's no 'drawing a tile' part of their turn). The rest of the tiles are lined up in a 'path' and a player refilling their tiles takes the next five, so you can see what you'll get in advance. If you spot a useful tile or two at the front of the path, discarding a berry treasure lets you refill your tiles to five.

There's one more wrinkle to this: animal tiles. Each of these is a specific shape (the fox is a T, for example) and can only be placed over contiguous, empty tile holes on a player's board. Players can do this at any point in their turn and it gives them any treasures visible through the (now covered) holes. Hence, you may be able to get two treasure tokens for some treasure squares, which may change how you value them.

The core of a player's turn is very simple: place one of your tiles or take and place a squirrel. However, on top of this you may have to refill your tiles, gain treasures, place animals and gain more treasures. Plus, of course, you can play any or all of the treasures you have in hand. Early turns tend to be straightforward, though players do start with a few treasure tokens. Once you've got options and treasures, things get rather more complicated.

As I said, *Indian Summer* is much more complex than *Spring Meadow* (though its complexity rating on BGG is only 2.28/5). You'll notice there isn't significant player interaction in this one, either – though the mushroom treasure does let you pinch other players' tiles (you have to place them immediately). Personally, I find it a bit too fiddly. So my strategy is simply to race to fill my board, treating treasures as incidental bonuses. (This is probably why I keep losing to subtler players – but sometimes I win.) While I do enjoy *Indian Summer*, I prefer the simplicity of *Spring Meadow*, so *Indian Summer* gets 7/10 on my highly subjective scale.



This brings me to the first game in the series, *Cottage Garden*. Here, the player boards are the smallest in the series, a 5 x 5 grid, representing flowerbeds. However, each player gets two of them. They also have a scoring track each. This is actually two tracks, as players score for two different things (flowerpots and plant covers – mainly printed on the flowerbeds), and they have two marker cubes for each track. The tiles are flowers – with which to fill your flowerbeds – and do not have holes. There are also flowerpot and cat tokens that can be used to fill single squares.

As in *Spring Meadow*, players get their tiles from a central board (4 x 4 in this case). They take one tile from the row indicated by the marker – a large green die. Each time the die completes a circuit of the board, its value increases by one and the final round starts when it's turned to six.

A player's turn consists of choosing a tile from the current row – or taking a flowerpot – and placing it on one of their flowerbeds. They may also add any cats they have available. They then move the green die on one space. If this row has one or fewer tiles, it's immediately refilled, taking tiles in sequence from the line of unused tiles. Thus players can look ahead to see what tiles will be appearing as rows empty.



Round 1 of *Cottage Garden* and there are 16 colourful flowers available

Players score immediately when they fill one of their flowerbeds. They move one of their orange scoring markers forward one space for each flowerpot visible on the bed and a blue marker for each plant cover. Each orange space is worth a point, each blue space 2. On both tracks the last space is worth extra points, giving players an incentive to get to the end. After scoring, the player clears the flowerbed, adding the flower tiles to the back of the line of unused tiles, and swaps it for one of the spare ones.

There are a couple of other wrinkles on the scoring track. Firstly, moving a marker past the mice shown on the track gets you a cat token. You can't have too many cats. In this game anyway. Second, the first and second players to get a marker to the end of a track get a few bonus points.

At the heart of *Cottage Garden*, as with all three games, is the puzzle of fitting the oddly shaped tiles onto your board to fill it. Larger tiles cover more ground, but are harder to work around or fit in. But you'll need more of the smaller, easier tiles. On top of this, you then have tactical considerations: do I concentrate on one flowerbed or fill both? When is it worth taking a flowerpot? When should I use my cats? And which marker shall I move when scoring?

The final thing to bear in mind is the last round of the game. During this, players lose 2 points each turn until they've completed all their flowerbeds. While it may



I've almost finished both my flowerbeds and have a cat to help (they enjoy gardening)

be worth paying the penalty for a few turns to complete (and score) another flowerbed, it quickly becomes prohibitively expensive. Thus it's crucial to be aware of when the game will end.

As far as I'm concerned, *Cottage Garden* is definitely simpler than *Indian Summer* and more complex than *Spring Meadow*. (However, BGG gives it the lowest complexity rating of the three games.) You can also see the development of the later games from this one, some mechanisms being used in one and others in the other. However, one thing is consistent across all three: there's very little player interaction. Something I'm happy with, but will turn others off these games.

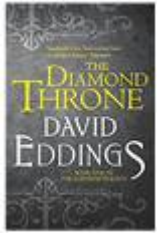
Much as I like the simplicity of *Spring Meadow*, *Cottage Garden* remains my favourite of the three. For me, it strikes a nice balance between tactical opportunities and simplicity. I give it 8/10 on my highly subjective scale.

Cottage Garden, *Indian Summer* and *Spring Meadow* were designed by Uwe Rosenberg and are published by Edition Spielwiese in Germany, with the US edition coming from Stronghold Games. They are puzzle-solving board games for 1–4 players (each has a solitaire game in the rules), aged 10+ and take about 15 minutes per player to play (I'd say double that for beginners and for *Indian Summer*).

An earlier version of this review was published in the Winter 2019 edition of *Gamers Alliance Report* (www.gamersalliance.com).

Reading Matter

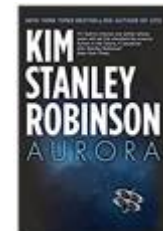
Another of the 99p offers I picked up from Kindle (see last time) was *The Diamond Throne* by David Eddings – the first novel of the “Elenium” series, originally published in 1989. Now, I have fond memories of Eddings’ fantasy saga, “The Belgariad”, from the early 1980s, so I thought this was worth a look. As soon as I started I couldn’t believe how clunky the prose is. At times it’s actually painful to read. As my mother would say, “he needs a good editor” (originally applied to John le Carré’s later novels).



Despite this, the plot drags you along and, by the time I was a couple of chapters in, I was gripped. Though I still found the setting rather odd. You have a batch of kingdoms, each populated by a different race of humans, but all subscribing to the same religion with a central priesthood. However, each kingdom has its own order of religious knights – we’re high mediaeval here, so it’s plate armour, swords and lances. There’s then a separate, downtrodden human race with magical powers – magic is used by other humans, but frowned on by the church.

Our hero is one of the knights, Sir Sparhawk. His quest is to find an antidote to the magic that has poisoned his Queen – more magic has preserved her inside a giant crystal, but this only delays her death. This pits him (and his brethren) against the schemes of a senior churchman who’s trying to manipulate his way to the top of the church, in part by putting a stooge on the throne in place of the queen. Swords are wielded, spells are cast, plans are thwarted but, by the end of the book, Sparhawk still has a lot of questing in front of him.

Despite my issues with the writing style, I was carried along by the plot and intrigued by the setting – however bonkers it may be. Sparhawk and his supporters are interesting characters, rather different from the standard fantasy good guys. I’m not sure that’s enough to keep me reading the series – maybe if Kindle put the second book on sale...



I have been reading physical books, too – just stopping myself from buying an e-book of Kim Stanley Robinson’s *Aurora* which I already had on paper. As it was published in 2015, it’s probably been sitting on my shelf for a couple of years, but I have finally got round to reading it. The *Aurora* of the title is the destination of a generation ship. That is, a huge spaceship despatched to another star system with the expectation that the descendants of the original crew who will arrive there, centuries later, and colonise it. No faster-than-light travel, no suspended animation, just people being born, living and dying in their sealed environment.

I’ve read *Non-Stop* (many years ago – maybe that’s a book I should re-read), so I know how this goes. Except it doesn’t, of course. The novel starts with the last

generation of inhabitants, the people who will arrive at Aurora. This being a Kim Stanley Robinson story, hard science is all. Thus the first part of the story is all about patching up the ship and keeping everything working. They have the advantage of being able to print replacement parts (3-D printers have clearly been a boon to SF writers) and recycle materials, but entropy wins in the end.

The first hundred pages or so introduce us to the main characters as they are growing up and the societies within the ship. The next section is, of course, the ship's arrival at Aurora and what the crew discover there. What follows is completely unexpected – well, I certainly didn't see it coming – and the rest of the book is a very different journey. For me, this journey ends with the penultimate section of the book. I'm not sure what the final part is about. It feels like a coda telling us they lived happily ever after. Except they didn't. Well, not all of them.

Aurora is a fascinating story, but one that left me feeling vaguely dissatisfied at the end. There is also a major loose end that suggests a sequel is possible. It's definitely worth a look, especially if you like Robinson's style.

Every now and then in recent years, I've remembered a series of adventure stories I read as a teenager and tried to find them. They were about a salvage tug in the Far East and the particular story I remember was about rescuing a floating crane. I had no idea there were such things and was thrilled to see one, many years later, in Portsmouth harbour.

A couple of months ago I had a brainwave and searched for tugboat rather than tug. Bingo! As soon as I saw the author's name, Arthur Catherall, I knew I'd found them. The stories centre on the young Jack Frodsham, who has studied salvage engineering and comes out to Singapore to join his father's tug, the Bulldog. A knife wound picked up in the first book (*Ten Fathoms Deep*, first published in 1954) sends Frodsham senior back to Blighty, leaving Jack running things in partnership with experienced skipper Husky Hudson. Plus their loyal crew of Malay and Chinese seamen.

I've managed to find secondhand paperbacks of the first three books and had much fun re-discovering them. The stories are ripping yarns in the best Boy's Own style, pitting Jack and Husky against the enigmatic Mr Karmey and his henchmen, Gawse and Hardacree, captains of their own tugs, the Thunderbolt and Rosemary G. One thing that makes the stories stand out is that Gawse and Hardacree, nasty though they are, have both been trapped by Karmey and forced to do his bidding.

Another feature of the stories is that Jack and Husky appear to lose – it's Gawse and Hardacree who bring that floating crane safely back to Singapore, for example – only for a final twist to bring the good guys out on top. This is probably what I enjoyed when I first read the books: the ways Jack thinks his way out of sticky situations. The bad guys have nicked all your coal? Fell trees and burn the wood! A terrific, nostalgic read.

Games Events

All suspended or moved online for the foreseeable.

This box concentrates on events I hope 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 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). Please contact me if you're thinking of attending in case other things have got in the way.~~

UK Games Expo: postponed to August 21st-23rd 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. 22nd-25th October 2020, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.spiel-messe.com/en

MidCon: 13th-15th November 2020 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

I'm playing a lot of board games online (by e-mail) and would like *TWJO* readers to join me. Let me know what games you'd like to play and I'll add you in.

After a technical delay *Brass* game 89 (at www.brass.orderofthehammer.com) is just over halfway through.

I shall try again to set up a *Rajas of the Ganges* game at yucata.de – and how about *Snoudonia*?

Game 28 of *Through the Ages: a New Story of Civilization* (at boardgaming-online.com) is nearing an end and it looks like being a close result. I'm just not in contention though. If it's not one Orwat, it's another: Sergiusz took a fine win in our most recent pacifist game – number 10 is under way.

And the *Keyflower* game at BoardGameArena.com is going nicely.

Trophy Hunter

Turn 5

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				e	e	x										X				
3				⚡	e								⚡							
4								‡					⚡							
5								‡												
6								‡												
7																				
8												x					⚡			
9		x	⚡				⚡	‡		X	‡	⚡	⚡							
10			⚡	x			⚡	‡			x	x	x				x	x		
11		⚡	x					‡			g							⚡	x	
12																		x		
13		x														X	X		x	
14										X					X					
15																				
16					X	X														
17																				
18			⚡	⚡															m	
19								X												
20																	⚡	⚡		

“Who needs to shoot at that obvious Lion?” asks Andy Kendall. Someone who wants to score points, I reckon.

The obvious Lion is duly finished off in a very even-handed fashion. Even Graeme Morris gets a point, despite his plaintive “I’m sure my aim would be better if this bl***y surgical mask didn’t keep misting up my glasses!”

The Elephant also goes, scoring the shooters more points apiece than the Lion.

But all those taking a pot-shot find they’re firing into empty space.

Scores

Player	Shots	This turn	Total
Alex Bardy	N9	1	7.72
Chris Baylis	P13, Q13	0	0.00
Bob Blanchett			0.00
Colin Bruce	K9, N9	1	6.06
Charles Burrows	H19, M9	1	1.56
Mark Cowper			8.56
Mike Dommett	K9, M9	1	10.00
Anthony Gilbert	N14, D3	1.67	4.33
William Hay	N9	1	2.56
Andrew Kendall	E16, F16	0	-4.00
Nik Luker			4.00
Tim Macaire	G9, D3	1.67	8.89
Graeme Morris	N9	1	7.56
Rob Pinkerton	M9	1	3.50
Gerald Udowiczenko	M9	1	1.56
Pam Udowiczenko	J14, P2	0	4.00
Matt Wale	N9	1	17.50
Graeme Wilson	M9	1	6.00
Paul Wilson	K9, D3	1.67	15.22

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.

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

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.

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.

Send your shots to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or to TWJO@pevans.co.uk by 24th April 2020.

Subscribing to TWJO

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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 8

Another Quarter, and still ships fail to arrive at Sigma Draconis, and they cannot continue to escape the menacing shape of the AIA warships. There was an outcry when it was realised protection money had been paid at Mu Herculis, and opinion was outraged. Yet still the ships hang there.

At Beta Hydri ARCHANGEL sold 2 Alloys for 5 HTs each and 4 Isotopes for 7HTs apiece. GAMLEPCO sold 8 Monopoles for 18 HTs each and gained a Dealership. QUASAR ENTERPRISES sold 5 Spice for 15 HTs apiece, but there was a little space for GAMLEPCO to sell one at 16 HTs.

GAMLEPCO bought 5 Spice on Contract at Sigma Draconis where GATES-LEARJET bought 5 Isotopes, also on Contract

QUASAR was busy at Mu Herculis: 3 Alloys were disposed of via Contracts and a Monopole was sold. GAMLEPCO bought heavily: 10 Monopoles at 16 HTs apiece, though there was a Contractor's position with it, and GATES-LEARJET sold Isotopes on Contract as prices rose.

GAMLEPCO bought 5 Isotopes on Contract at Tau Ceti.

Epsilon Eridani saw GAMLEPCO selling 2 Alloys for 2 HTs each and a small profit.

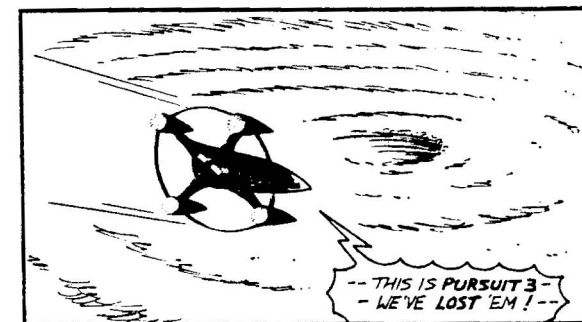
And finally, at Gamma Leporis GAMLEPCO bought a further 5 Alloys using their Market Manager position.

GATES-LEARJET went looking for an edge and managed to hire Agent Crip at Beta Hydri.

MONOGRAM INDUSTRIES joined QUASAR ENTERPRISES in trying to break the ASSOCIATION OF INTERSTELLAR ANARCHISTS' blockade of Sigma Draconis, escaping with Emergency Hyperjump.

ARCHANGEL LINES continued its steady accumulation of satisfied Passengers.

GAMMA LEPORIS CORPORATION was busy. They bought a second Warehouse at Sigma Draconis and launched the two Piccolos



and one Phoenix at Epsilon Eridani. All received A class crews and the Steel 6 Cargo pods.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep	Player
A AIA	0 5 9	11	3	29 -	Jerry Elsmore
B GamLepCo	10 0 3	0	5	258 40	Tony Gilbert
C Quasar Enterprises	10 3 5	10	1	729 40	Mark Cowper
D Monogram Inds	6 0 4	0	6	130 40	Mike Dyer
E Gates-Learjet	10 4 3	0	4	164 40	Paul Evans
F Archangel Lines	4 0 4	10	2	520 40	Przemek Orwat

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

News

The description of EV 9 last turn was wrong: it's actually the technical breakthrough in Isotopes, raising demand for Isotopes everywhere.

There were three new News chits this turn. The current list (new chits in **bold**) is:
Turn 9 P4

Turn 10 C4, **B6**, C4
Turn 11 B6
Turn 12 C6

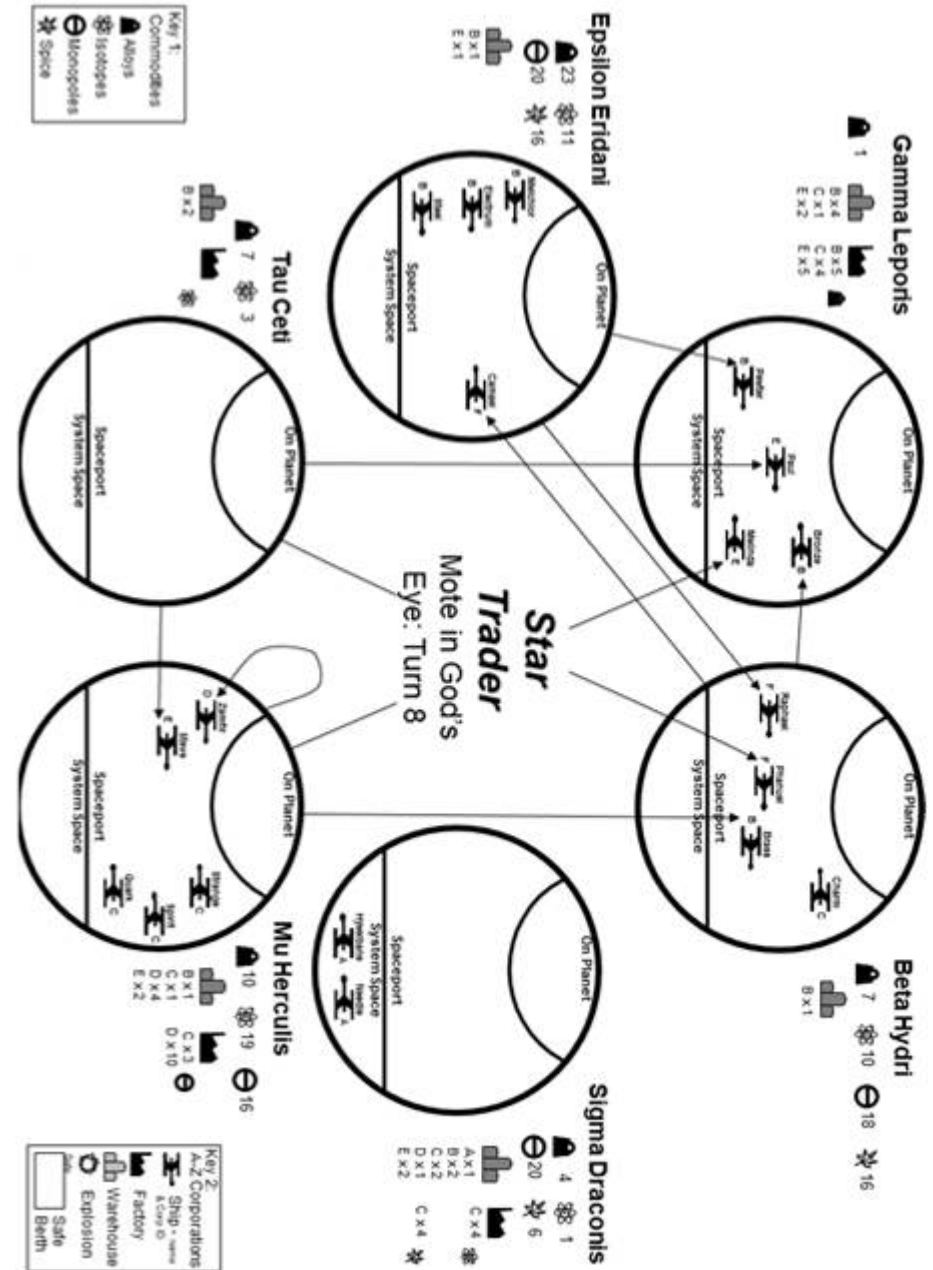
(Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

GM Notes

If an OP chit offers Slaves, or some other illegal commodity, you have to land a spaceship on the planet to take advantage of it, avoiding the planetary defences on the way in. To sell them, you need to land on the planet named, with the same risks. It is definitely not allowed to collect Weapons, as an example, from the destination planet and take them to the planet of origin.

If you attempt an emergency hyperjump, then, succeed or fail, you can do nothing else with that ship in the current turn. You cannot issue orders to sell or buy goods to load directly to or from the ship.

**Orders to Mike Dommert, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommert@yahoo.co.uk
by Friday, 17th April 2020**



UpLoders (Railway Rivals game 14 - RR2387KT)

Turn 8

STEAMPUNK IPA and GRACELAND MYSTERY TOURS are equal but behind NASHVILLE CATS RAILROAD. FOGGY BOTTOM RAILWAYS improved a little, while SCHWEIZER MACHINENFABRIK did not race. BIEN'S INTERNATIONAL EXPRESS NETWORK dropped to 4th. Memphis seems popular.

This turn's races

Race results					Scores					
					BIEN	NCR	SMF	GMS	FBR	SIPA
9	AH	Paducah	4D	Pikeville	10-1 JR		+1		+2	10-2 JR
10	9H	Bowling Green	6C	Nashville		10-3			20+3	
11	3H	Clarksville	6S	Knoxville	0-1	20-5 +3		10-3 +1	+5	
12	6D	Lexington	AS	Cookeville		+5		20-5		
13	KD	W Virginia	9C	Memphis	5 JR	10 JR			10 JR	5 JR
14	5S	Knoxville	8C	Memphis	5 JR	20				5 JR
15	JD	N Carolina	2C	Murfreesboro		20				
16	2H	Mayfield	5D	Winchester	+2			20-2		
17	4S	Rockwood	10C	Dyersburg		20		10		
TOTAL					20	100	1	51	40	18

JR = Joint Run; ERP = Exchange of Running Powers

Builds and Points

BIEN'S INTERNATIONAL EXPRESS NETWORK (BIEN), Christian
 Bien - Brown
Builds:
 None
Points: 97 +1 +20 = 118

NASHVILLE CATS RAILROAD (NCR), Jonathan Palfrey - Green
Builds:
 (K35) - N36 (1 to BIEN)
Points: 70 -4 +100 = 166

SCHWEIZER MACHINENFABRIK (SMF), Martin Jennings - Red
Builds:
 None
Points: 39 +1 = 40

GRACELAND MYSTERY TOURS (GMS), Mike Dyer - Purple
Builds:
 (Dyersberg) - L5 - F2 - Memphis - D2 - C3
Points: 101 -10 +1 +51 = 143

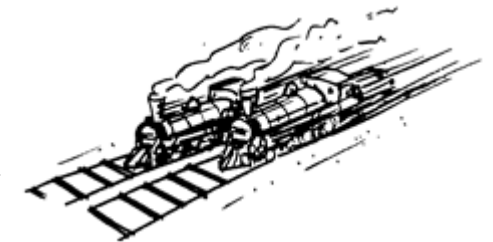
Next turn's races

Race	From	To
18	4H Hopkinsville	AC Tullahoma
19	5H Henderson	3D Hazard
20	7H Louisville	9S Kingsport
21	JH Illinois	7S Morristown
22	KH Ohio	5C Nashville
23	2D Middlesboro	KC Arkansas
24	10D Ashland	3S Chattanooga
25	QS Alabama	QC Missouri
26	8D Covington	8S Johnson City

GM Notes

Players can enter up to six races (plus any held over from a previous turn).

Note that the map has a row of mis-numbered labels in hexes running north-east from N36 (which is actually N35) to Z42 (actually Z41).



After the races, you may build up to 8 build points. **Remember: known junctions and parallel builds are deducted from these points.** The build points available after the races will reduce by 2 each turn.

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ or by e-mail to mike_dommett@yahoo.co.uk by Friday, 17th April 2020

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.engarde.co.uk).

Orders for March 1672 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 24th April 2020



February 1672 (336)

The snow on the ground in Paris is calf-deep, but this doesn't stop men of honour meeting to settle their differences. They just make sure to meet in freshly swept and ice-free courtyards. There's still no sign of Lars Kristmass showing up to his duels, though – apparently he's "self-isolating". Hence there's no opponent for Robert d'Lancier at all while Greg de Bécqueur moves on to his second duel.

First, though, Camille de Polignac meets Norman de Bastille who, he feels, should have stood down to his better. This is infantry versus cavalry, but both men are brandishing rapiers. The slightly bulkier Polignac looks to have the advantage, particularly as he's more skilled with the opponents' chosen weapon. Neither has a second, so they just get down to it: lunge and surrender. That's lunges from both men and a surrender from Bastille.

Flushed with success, Polignac moves on to face Bécqueur – a man who "should have known better than to try to make his jumped-up commoner self look good by inviting a noble to his club," reckons Polignac. Bécqueur is using a sabre, despite being a member of the King's Musketeers, and is seconded by his CO, Duncan d'Eauneurts, and Hercule D'Engin. Bécqueur is the more expert duellist, though he is carrying some partly healed injuries. Polignac starts with a furious lunge. This catches Bécqueur completely by surprise and he surrenders without even the semblance of trying to strike a blow.

It's then Bécqueur's turn to be second as he supports Duncan d'Eauneurts in his encounter with Phillipe F'Loppe. F'Loppe is not small, but he's clearly smaller

than the much more experienced Eauneurts. What's more, he's using a foil against his adversary's sabre. The two cross swords and lunge. The foil does more damage than the blunt (-ish) tip of the sabre, but it's F'Loppe who surrenders, grateful that honour has been satisfied without much damage being done.

And finally this month we have a lightweight fight: the diminutive Alonzo Fonde-Lapatrie of the Royal Marines takes on the titchy Zavier Ulric Turenne of the 69th Arquebusiers. Both men have their regimental weapons, which means a hefty cutlass for Fonde-Lapatrie and a well-honed rapier for Turenne. The further bad news for Turenne is that his opponent is better skilled. However, Fonde-Lapatrie starts by jumping back. Turenne simply follows up and runs him through. This doesn't stop Fonde-Lapatrie putting the weight of his blade behind a slash that knocks Turenne to his knees to surrender.

Aide, moi!

GDMD Major Augustin Fourier starts this month's intrigue with his request that his immediate senior resign. He calls in just enough favours to persuade the man to go, allowing him to buy the rank of Lieutenant-Colonel and take command of the regiment. That all went very smoothly.

In similar vein, RFG Subaltern Camille de Polignac wants the Guards Brigadier's Aide to quit his post. He has a bit of influence to use, but it's when Guards Brigadier Jean Jeanie adds his weight that the incumbent decides to quit. Polignac clearly has his eyes on this vacancy – he has applied to be appointed Aide to a Brigadier – but Brigadier-General Jeanie is not in a hurry to appoint a new Aide. In the meantime, Bdr-Gen Jean d'Ice offers Polignac the chance to be his Aide, but the Subaltern is holding out for an offer from Jeanie. No-one else on the General Staff has a vacancy.

Bendroit de Tres applies to join the Picardy Musketeers while Zavier Ulric Turenne puts in for a transfer to the same regiment from the 69th. Both men are accepted and Turenne maintains his rank, buying his way to Major in his new unit. Bendroit takes a Subalterncy and promptly volunteers for active service.

It's the cavalry for Phillipe F'Loppe as he offers his services to the Dragoon Guards. Colonel Jean Ettonique signs him up and offers him the job of Regimental Adjutant (presumably on the assumption that F'Loppe will buy a Captaincy). However, as F'Loppe discovers, his social standing is insufficient even for the rank of Subaltern. Trooper it is, then. What he may not have counted on is that his new commanding officer, Major Percy Urbain Fanci-Free, who leads the first squadron, orders his men into action. Barely has Trooper F'Loppe been issued with his uniform than he's setting off for the frontier.

New arrival Tarquin le Hatter has the qualifications for Duncan d'Eauneurts to accept him into the King's Musketeers. Despite having borrowed heavily, Hatter contents himself with purchasing the rank of Subaltern. Perhaps this is because

he knows Bdr-General Xavier Money would like him as Aide – a position for a Subaltern. Sadly, there's an obstacle in the way: Money's current Aide.



RFG CO Jean Jeanie recruits another new arrival, Louis de Ploreable, for the august ranks of the Royal Foot Guards. Ploreable is another man who's borrowed to the hilt and he invests in a Captaincy and plenty of horses.

There's a bit of manoeuvring in the Queen's Own Carabiniers. After his promotion while commanding second squadron last month, Lt-Colonel Marc de Zorro is now in charge of first squadron. He orders his new command into the field. QOC Subaltern Norman de

Bastille is in first squadron. However, he buys himself a Captaincy, transferring him to second squadron. Which is still in action, too. Bastille packs his kitbag in a hurry before repaying his loans and setting off, in the company of his old comrades, to join his new comrades.

There are quite a few troops on the roads out of Paris. Jean d'Ice is leading the Cardinal's Guard into action, while Beau Reese Jean Seine sends third battalion of the RFG for some exercise. Finally, Ivor Edward Defrane marches off second battalion of the Royal Marines.

And then there is Georges Hommemince's Africa expedition. PLLD Captain Armand de Legge is accompanying the great explorer as they take ship from Marseille across the Mediterranean.

There's just one piece of news in Government circles: Minister of State Duncan d'Eauneurts appoints Terence Cuckpowder, freshly resigned as Commissioner of Public Safety, as a Minister without Portfolio. His Majesty makes Cuckpowder a Viscount. However, it seems Cuckpowder is after a more senior Government position: he's applied to be Minister of War.

Clubbing

February is devoid of major social events – apart from the anonymous treasure hunt advertised for the end of the month – but there are still several small gatherings around the clubs. Take Red Phillips. Here we find Xavier Ulric Turenne with his lady friend, Lois de Lô, for three weeks of the month. They host a newcomer to Paris, William de Beast, presumably giving him some hints and tips. Xavier and Lois spend the missing week as the guests of Gaz Moutarde in the more salubrious surroundings of Bothwell's. Gaz is alone on this occasion, but spends the rest of the month with his lady at her place. (William uses the time to slake his lusts at a bawdy house.)

The Frog & Peach has the presence of Hercule D'Engin to bookend his month. Of the middle weeks, he spends one practising with his rapier, while the other passes in the red light district with some company.

The main visitors to Blue Gables are new member Justin Thyme and his companion, Sue Briquet. After two weeks with just this couple in the club, it is suddenly busy for a week and then empty for the last week. The other visitors in week 3 are Balzac Slapdash (after two weeks rapier work-out) and Alison Wunderlandt, Eclair de Lame, showing off his new conquest, Freda de Ath, and Thierry d'Actyl (another new member). Balzac and Alison, Justin and Sue are then off to find the treasure hunt.

Hunter's is the hangout of Xavier Money and Betty Kant for much of February, though they find the food is not up to the standard of recent months. Augustin Fourier and Pet Ulante are also in Hunter's for a week, before Augustin decides to spend more time (three weeks) with his sabre. Robert d'Lancier is busy "recovering from his duel" this month, but finds time to pop in to Hunter's for a couple of weeks. He brings Bess Ottede and they make their way to the gaming tables, where Robert lays a series of 100-crown wagers. On his initial visit, he wins his first bet. Then he cuts the next three, loses one and wins the last to end the week slightly out of pocket. His following session sees him win two, cut and win again before losing the last two. This puts him slightly ahead on the session, but his month overall is a wash.

With Ella Fant on his arm, Alonzo Fonde-Lapatrie spends the month in Bothwell's, celebrating his magnificent duelling prowess and watching other visitors come and go. Lotte Bottle is there with Bastian de LaGarde for the first and last weeks – the rest of the time Bastian is occupied with rapier practice. Les Anonyme pops up at Bothwell's at the end of the month after he's exhausted his invitations elsewhere.

Those invitations have come from Leonard de Hofstadt, who's at the Fleur de Lys with Frances Forrin all month. Thierry d'Actyl also Toadies to them at the start of February before heading off to a bawdy house, dropping in at Blue Gables and practising rapier. Beau Reese Jean Seine and Maggie Nifisent have guests at the Fleur, too, but only in the first week. These are Beau's regimental subordinates Eclair de Lame and Camille de Polignac, both of whom receive cash from their superior. After this Beau is to be found in the gym with his rapier, Camille goes courting (unsuccessfully) before attending to his regimental duties and Eclair wins Freda, takes her to Blue Gables and then completes his duties.

Pierre Cardigan and Edna Bucquette spend the month in the Fleur. Jean Jeanie brings Jacky Tinne to begin with, but then spends three weeks with his rapier. Madelaine de Proust is on Terence Cuckpowder's arm for that first week before he, too, feels the lure of the gym and spends the rest of the



month practising sabre. Chopine Camus gets in his sabre practice first before he rolls up to the Fleur with Sheila Kiwi in tow.

They're all yellow

This brings us to the treasure hunt. Standing outside Notre Dame in a bright yellow sash and strange tall hat is Xavier Money. He distributes the first clue to three teams: Balzac Slapdash and Alison; Justin Thyme and Sue; Tarquin le Hatter and Leia Orgasma, whose affections he won at the second attempt. The first involved a stand-off on the doorstep with Louis de Ploearable – a duel will be required. He's fitted in his regimental duties as well. The three teams set off with much enthusiasm (and flasks of wine), knowing that they need to find Xavier's similarly attired servants to get the subsequent clues. (See Press to join in.)

The Minister of State is up to something. Duncan d'Éauneur's progress around Paris is marked by the duels he's provoked with the men whose mistresses he's courted. Stand up Horace Bury, Hugh Jass and Phillipe F'Loppe.



Two men spend the whole month practising rapier techniques: Greg de Bécqueur and, of course, Jacques de Gain. Greg has a little commentary on his practice sessions. Week 1: "Stay out of the way of all these ignorant, so-called nobles who love adding to my collection of scars," swish, swish. Week 2: "Damn! The instructor just added to

my collection of scars. I suspect he is of noble blood." Week 3: "Time to work on your surrender. Show no pain, but retire with dignity. Get off your knees, man; it's only a scratch!" Week 4: "Finally, a magnanimous victory. Remember: accept your opponent's surrender with grace. Stop dancing!"

Bernard de Lur-Saluces, Henri Dubois and Henri DuShite start their February in a bawdy house. Baron Dubois brings his cutlass with him and demands two girls. He gets some funny looks. M DuShite has given Ingrid her marching orders before getting company here. Then all three head for the gyms: it's rapier for Bernard, sabre for HD and cutlass for HDS. Horace Bury spends a week with his lady and then three weeks with his rapier, timing it just right for Duncan to sneak in.

I said, keep quiet...

Heavy snowfall on France's borders mean there's little scope for action from the frontier troops. The Crown Prince Cuirassiers' commander, Brigadier-General Chris Knight, is again acting Brigadier of the Heavy Brigade, leaving his Lieutenant-Colonel, Ben e'Volence, in charge of the regiment. Volence does a good job, making sure the horses are well looked after – though the men grumble

at the intensive mucking-out activity while their mounts are indoors. A double Mention comes his way ("Never mind the men, take care of the horses").

There's a Mention in Despatches, too, for the acting Brigadier, which brings him an Earldom into the bargain. He also collects well over a thousand crowns of loot, though nobody is quite sure where from. The new Earl is again offered permanent command of the Brigade, but prefers to remain Chancellor of the Exchequer. Colonel of the Archduke Leopold Cuirassiers, Will Iamnot, enjoys the snow-covered landscape. He urges his men to explore the tobogganing possibilities of their saddles. His own gleeful descent of a steep hillside ends abruptly when he hits a tree. Apparently saddles don't steer when used as sledges. Even worse, they don't cushion the rider's neck from the impact. RIP.

The freshly volunteered Cardinal's Guard maintain pickets along their line, earning their commander, Jean d'Ice, a Mention in Despatches for himself ("fine disciplinarian, that man").

A lot of the volunteers are assigned to Frontier regiment 1 in the Pyrenees whose commander insists on continuing musket drill. Let me see: mountainsides, check; lots of fresh snow, check; loud noises, check. Avalanche! Among those buried in the snow are DG Colonel Jean Ettonique and PM Subaltern Bendroit de Tres. RIP. Major Ivor Edward Defrane leads the digging-out with his battalion of the Royal Marines and earns himself a Mention ("Good work with that shovel – almost as if he was paddling a boat").

First squadron of the Dragoon Guards, under Major Percy Urbain Fanci-Free, is assigned to Frontier regiment 2 in southern France. There are no madcap antics here and the weather is fine enough for the horses to be exercised. There's nothing like a gallop along the firm sand of a beach at low tide. Unless, of course, a girth snaps while at full speed, your saddle slips and you are hurled to the ground, breaking your neck. RIP PUFF. Trooper Phillipe F'Loppe is brevetted to Subaltern in the aftermath.



Both squadrons of the Queen's Own Carabiniers are with Frontier regiment 4, which suffers from an exposed position during snowfall. There's a mention for Lt-Col Marc de Zorro, leading first squadron, for his excavation efforts ("another good man with a shovel"). Captain Norman de Bastille in second squadron is brevetted to Major for his efforts (and buys a couple of useful-looking horses to go with his new rank).

The Royal North Highland Borderers are in their element in the snowy woodland of the Ardennes. General Uther Xavier-Beauregard commands a battalion to good effect, sneaking through the woods to ambush Spanish patrols. A Mention in Despatches comes his way ("sneaky") and he picks up nearly fifteen hundred

crowns from his booty as he works to restore his fortunes. His Majesty thinks this, too, would make a fine donation to the Exchequer...

More clubbing

Meanwhile, the commander of Princess Louisa's Light Dragoons, Bdr-General Georges Hommemince, leads his expedition to Africa in search of exotic creatures. He is assisted by PLLD Captain Armand de Legge, whose organisational skills are crucial in getting them onto ships and across the Mediterranean to Algiers. From here they head into the Atlas Mountains, where their first success is the entrapment of a brightly-coloured flightless squawking creature (see Press for Hommemince's report).

More appropriately, they acquire a pair of Barbary sheep. That evening their relaxation ("a fine bottle of claret – how about another?") is disturbed by the roaring of a lion. Convinced that this must be the albino Barbary lion the natives have spoken about, Hommemince is quick to investigate. Pausing only to hand out brands from the campfire, Legge follows him with the bulk of the team. As the roaring escalates to "full-throated" and "blood-curdling", the local men refuse to go further and head back to camp.

Thus it is only Legge who comes on the scene of confrontation as Hommemince faces down the magnificent, full-maned lion with his loaded gun. He turns to warn Legge and the lion charges. Without hesitation, Legge hurls himself between the two, only to be swatted aside by a mighty pawful of claws and drop his torch. The lion stalks round the edge of the light and pounces on the fallen man. Hommemince fires, but the ball merely scores the creature's flank. It roars at the pain, then dips its head at Legge's exposed throat. Hommemince charges in and beats the beast unconscious with the butt of his gun, but too late to save his comrade. RIP Armand de Legge.

Despite this setback, Bdr-Gen Hommemince is set to continue south towards the fabled city of Timbuctoo, while a man-eating lion is on its way to the royal menagerie. Along with the body of its victim. ❖

Press

Matters of Honour

If anyone is looking for a reliable second, please contact me at my club.
† JiT

Social

FAO: Count Jean Jeanie
Forgive my confusion, but which part of "Any officers of Brigade Major or above from all armies are also invited." did I misunderstand?

† Sir Alonzo Fonde-Lapatrie,
1st Foot **Brigade Major**

Gentlemen! Are we going to let a little thing like bubonic plague ruin our pleasures? What is a little leprosy to real men (and their mistresses)? I therefore invite all gentlemen of Paris of 9 or above and their mistresses to join me, Bastian de LaGarde, at my club in Weeks 2 and 4 of March 1672. The wine will flow, the sores ooze and a prize will be awarded for the most colourful disfigurement!

Sir Alonzo F-L, Eclair de Lame, Sir Xavier Money

I am sorry for the failure to convey instructions to the club staff. I will be delighted to host an evening at my club with yourselves and any female companionship you bring. Shall we say Week 3 of next month? † JJ

TREASURE HUNT CLUES

- 1) The nearest prison and law courts, both located on the Ile de Paris, from where a king will be sentenced to death.
- 2) Designed as a church but never consecrated, France's most illustrious dead will be buried in this mausoleum. This building is on the Left Bank, in the Latin Quarter.
- 3) A pedestrian bridge where, in modern times, courting couples hang padlocks to signify that "You stole the key to my heart".
- 4) In distant centuries, a glass pyramid will be built here and the portrait of an enigmatic lady housed.
- 5) Site of another prison. In the 21st century, a street market will be held here. Where several revolutions will start.
- 6) From the 20th century, you will be able to catch a locomotive from

here, which will take you to the kingdom of the perfidious English.

7) At the highest point in the city, a church will be built here in the 19th century. Name the church.

Personal

To Brevet Brigadier General Marquis Chris Knight, CPC, Chancellor and friend

From: Lt Colonel Sir Ben e'Volence, CPC
Chris,

A good month at the front but the communication between regiment and brigade seems much more a miss than a hit. I have sent two riders recently using the "black dragon" and "yahoo" phrases we agreed but to no avail. Perhaps the inter web of communication is broken or these letters got lost alongside that batch of spam the quartermaster mistakenly ordered. If you are able to write back with orders and advice for the coming month, I'd be greatly appreciative.

Take care, my friend, and see you in Paris in March, all things being equal.

With respect, † Ben

To: All

Wow, Paris what a city! The wealth, the wine and the women, such delights for a young fellow setting off to make his mark upon life.

I hear the King's Musketeers are a swish regiment to join, ably led by Count d'Eauneurts, a man seemingly well adept at success both in Government and Military endeavours. It will be a pleasure to serve under him.

Plus, I hear there is some chap called Cuckpowder who is currently the Public Safety Chief and he is stepping down. That sounds a grand job to have: we Hatters have a fine history in law & order with my grandfather and cousin both having served as local magistrates. Regrettably the post seems to have aggravated personal demons they both had and they went stark raving mad, but I'm sure it's nothing hereditary. Perhaps that nice Count d'Eauneurts might consider me for the role?!

† Tarquin le Hatter
Subaltern, Kings Musketeers

To: Lt Colonel N5, Third Division
Adjutant

From: Lt Colonel Ben e'Volence, CPC
My dear friend,

Happy 70th Birthday. What a milestone and surely an indication that retirement should finally be yours. You have served King and county more than fifty years and deserve the life your spoils will buy for you. Stand down old friend and let young legs pick up your burden and bring fresh honour to your appointed role.

Yours in the strongest regard,

† Lt Col Sir Ben e'Volence

Lord Percy Percy says, as fashion is becoming ineffectual, Cuckpowder is fashionable.

To: Lt Colonel N6, Second Division
Adjutant

From: Lt Colonel Ben e'Volence, CPC
Sir,

I am astonished to find you still in post. Your actions are an affront to

all, and I call upon you to resign your position and volunteer for the darkest of fights. Only through foolish bravery can the tarnish of your actions be removed from your honour and your soul.

Yours in disgust,

† Lt Col Sir Ben e'Volence

Dear Mssr. Beast,

Welcome, young man, to Paris! Word has reached me – even as I am *en route* to North Africa – that you have joined the local social scene. Should you find yourself in need of patronage, I would be happy to sponsor you as a member of Princess Louisa's Light Dragoons. Should you require finances to purchase rank and horse and put a roof over your head in the short term and if the exchequer can deliver funds to you in quick enough order, I'm happy to advance you 500 crowns. If you would care to except my offer, simply let myself and the royal exchequer in charge of such things know. Welcome again to Paris, good sir.

To: Lt Colonel N6, Cavalry Division
Adjutant

From: Lt Colonel Ben e'Volence, CPC
My dear friend,

I was saddened to hear of your recent loss and count it as an honour to serve in the same army as a man such as yourself. That said, and despite your bravery, I cannot condone the behaviour of a man who leave his young family to fend for themselves after the tragic circumstances that have beset them. Even if it is to serve his country. No one will think less of you if you return

to them and, as such, I beseech you to resign as adjutant of the Cavalry Division, take a leave of absence, and return to the familyholdings.

Yours in sympathy,

† Lt Col Sir Ben e'Volence

Your Majesty & Gentlemen of Paris:
A Report of African Expedition:

With the able assistance of Captain de Legge, we assembled porters and supplies in Algiers and, with the blessing of the local Bey, journeyed into the arid mountains in search of game. In a remote mountain village, the locals spoke at length about the nocturnal, high-pitched call of the mysterious giant flightless bird. Eyewitnesses described a fast-moving creature with garish, flowing plumage. With great excitement, we set our Acme Tweety-trap, baiting it with fruit. Sure enough, the very first night the trap was tripped. Well, imagine our surprise, Your Majesty, when we returned in the morning to discover our prize: "Queen Felix."

"Let me out of here, you horrid little man!" was the imprisoned creature's cry. "This is my kingdom! And I shall have you flogged! Unless Perci is with you. Have you seen my dear Perci-kins?" He was quite a sight, dressed in the tattered rags of a gaudy Spanish gown, screeching at the top of his lungs. Well, we let the poor fellow go and he immediately ran off into the hills, shouting commands at the local wildlife. An interesting start to our expedition...

The rest of efforts were greatly rewarded! We have captured incredibly rare albino Barbary Lion. A male with an impressive, snow-

white mane. He is being shipped to His Majesty and I hope he will provide an impressive centrepiece to your menagerie.

Alas, I must report that this capture cost my esteemed colleague, the brave Captain Armand de Legge, his life. His body secured, I am making the necessary arrangements to ensure its safe return to Paris, where it may be laid to rest in the sacred soil of Mother France.

Soon we will be joining a caravan crossing the Sahara on our way to Timbuktu in the Kingdom of Mali to try our luck southwards.

Yours,

† Sir Georges Hommemince, PLLD

The last report of Armand de Legge
Your Majesty and Gentlemen of Paris,

Sir Georges has achieved some small success in seeking to bring back rare examples of fauna for His Majesty's menagerie. In the last day alone, a pair of Barbary sheep have been acquired and we are laying plans for the journey deeper into the Dark Continent, across the Sahara and into the Kingdom of Mali where lies the fabled city of Timbuktu.

We have just enjoyed a rather good meal prepared by our chef, Francois, an up and coming young man whose services I had procured from Hunter's before leaving Paris. It is dusk as we sit with an excellent bottle of claret and the background chorus of wildlife is changing from day- to night-time as I write this. Sir Georges is suddenly excited. He has heard a distant growl. "Surely it is a Barbary Lion," he exclaims, "perhaps the great

Albino of which the natives speak.”
And he’s off! At breakneck speed. I
must gather the men to follow...

Poetry Corner

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

Louisa’s dragoons take great pride
In showing their feminine side;
One man fell off his horse
Nothing broken, of course,
But sat there for hours and cried.

† Le Salame Disparu

1 Just ’cos I’m not knighted,
I find myself slighted
By noblemen’s spawn,
Who look on me with scorn.
2 They think they’re so tough,
But I’ve had quite enough
Of their cuts, and their kicks,
And their damned little pricks.
3 It’s no use complaining;
Instead, try some training.
I’ll return with the skill
All their blue blood to spill.

† Greg

Points Arising

Next deadline is 24th April

Many thanks to Cameron Wood and Paul Murphy for their contributions about the African expedition. Though Paul’s piece was originally intended in case Cameron’s character died! I trust my re-editing meets the rather different circumstances of what actually happened.

In the Press (Social section), you will find Xavier Money’s Treasure Hunt clues. There is a prize for the first character to solve it: send answers with your orders (or separately) and the first correct set to arrive wins. (Good job emails are timestamped.)

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

you to appoint other characters to posts, don’t forget to do so).

Absent friends

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

EJ Edouard Jogue (Nik Luker) has NMR’d. Total now 1

HJ Hugh Jass (Ray Vahey) has NMR’d. Total now 3 and is sent to a Frontier regiment

RdM Rob d’Masses (Craig Pearson) has NMR’d. Total now 1

James Schoonmaker did not provide orders for his new character after his previous one died without orders, so I have removed this character.

LK (Martin Jennings) has been floated at his request.

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 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

Ben e’Volence asks NPC Division Adjutant of Cavalry Div to resign

Ben e’Volence asks NPC Division Adjutant of Second Div to resign

Ben e’Volence asks NPC Division Adjutant of Third Div to resign

Ben e’Volence applies for Division Adjutant of Second Division

Ben e’Volence applies for Division Adjutant of Third Division

Ben e’Volence applies for Division Adjutant of Cavalry Division

Beau Reese Jean Seine asks Major 2 of Royal Foot Guards to resign

Beau Reese Jean Seine applies for Minister of Justice

Beau Reese Jean Seine applies for Minister of War

Camille de Polignac applies for Ensign, King’s Escort

Camille de Polignac applies for Aide to Brigadier

Marc de Zorro asks NPC Colonel of Queen’s Own Carabiniers to resign

Pierre Cardigan applies for Minister of War

Terence Cuckpowder applies for Minister of War

Zavier Ulric Turenne asks NPC Lt.Colonel of 69th Arquebusiers to resign

Duels

Results of February’s duels

Camille de Polignac (gains 1 Exp) beat his friend Greg de Becqueur (with HDE & DdE).

Duncan d’Eauneurts (with GdB, gains 1 Exp) beat Phillippe F’Loppe.

Camille de Polignac (gains 1 Exp) beat Norman de Bastille.

Alonzo Fonde-Lapatrie (gains 1 Exp) beat his enemy Zavier Ulric Turenne.

Grudges to settle next month:

Lars Kristmass (Foil) has cause with Greg de Becqueur (Sabre, Seconds HDE & DdE, adv.) as he's not Noble but higher SL.

Lars Kristmass (Foil, 1 rests) has cause with Robert d'Lancier (Cutlass, Seconds BdLG, adv.) as he's not Noble but higher SL.

Phillipe F'Loppe (Sabre, 5 rests) has cause with Duncan d'Eauneurts (Sabre, Seconds GdB, adv.) for pinching Ada.

Louis de Ploreable (Rapier, adv.) and Tarquin le Hatter (Rapier, Seconds XM, 1 rests) have mutual cause as neither stood down over Lucy.

Horace Bury (Rapier, 4 rests) has cause with Duncan d'Eauneurts

(Sabre, Seconds GdB, adv.) for pinching Belle.

Will Iamnot (Sabre, adv.) has cause with Tarquin le Hatter (Rapier, Seconds XM, 3 rests) for pinching Leia.

Hugh Jass (Sabre, Seconds TC, 5 rests) has cause with Duncan d'Eauneurts (Sabre, Seconds GdB, adv.) for pinching Marie.

“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

Simon Peck gets the Bastard son of a wealthy Merchant: Init SL 2; Cash 225; MA 6; EC 4 (WdB William de Beast).

Paul Murphy gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 6; EC 2 (X1).

Olaf Schmidt gets the Second son of a small Merchant: Init SL 3; Cash 25; MA 4; EC 4 (X2).

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

Mark Cowper gets the Orphaned First son of a wealthy Gentleman: Init SL 5; Cash 4550; MA 1; EC 2 (X4).

Charles Burrows gets the Second son of a wealthy Marquis: Init SL 8; Cash 500; MA 2; EC 6 (X5).

Mark Nightingale gets the Bastard son of a small Merchant: Init SL 2; Cash 23; MA 2; EC 3 (X6).

Toby Nightingale gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 1; EC 4 (X7).

Joel Halpern gets the Bastard son of a small Merchant: Init SL 2; Cash 23; MA 3; EC 3 (X8).

Tables**Army Organisation and 1672's Summer Deployment**

First Army (Field Ops)	JdG/___/Anon/___
First Division (Field Ops)	N5/N/GdB
Guards Brigade (Field Ops) – RFG CG KM	
Dragoon Brigade (Field Ops) – GDMD PLLD	
Cavalry Division (Field Ops)	N6/N/N6
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Second Army (Siege)	N6/N/___/N
Frontier Division (Siege)	N3/N/N1
Frontier Regiments (Siege)	
Third Army (Defence)	LdH/N/___/Jdl
Second Division (Defence)	N6/N/N6
3rd Foot Brigade (Defence) – 27M 4A	
4th Foot Brigade (Defence) – 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	N4/N/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

Brigade Positions

Guards Brigade	JJ/___/BdLG
Horse Guards Brigade	N1/N/HD
Heavy Brigade	___/BdZ/___
Dragoon Brigade	GH/N/N6
First Foot Brigade	N3/N/AFL
Second Foot Brigade	N4/N/HDE
Third Foot Brigade	N1/N/N6
Fourth Foot Brigade	N1/N/N5

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

Frontier Regiments

				(Assault for Mar-May)	
	F1	F2	F3	F4	RNHB
Colonel	N4	N1	N2	N6	N7
Attached					
Also at the Front					

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

Battle Results

- Heavy Brigade: 1
- Archduke Leopold Cuirassiers: 3
- Crown Prince Cuirassiers: 4
- Cardinal's Guard: 4
- Frontier regiment 1: 4
- Frontier regiment 2: 3
- Frontier regiment 3: 5
- Frontier regiment 4: 6
- RNHB regiment: 3

Other Appointments

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

Shows who holds appointments outside military units:
ID for Characters, “N” for NPC, __ for vacant, “CPS” for additional posts held by the CPS.

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		TC
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	BRJS
55	Jacky Tinne	16		JJ
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	LdH
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	AFL
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	TIH
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	BdLG
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	RdL
1	Sue Briquet	11	B	JiT
4	Anne Tique	11	W	
9	Deb Onaire	11	I	
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		Anon
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	AF
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'Idée	9		
2	Betty Kant	8	I	XM
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	EdL
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	ZUT

Regiments

Col	RFC	CG	KM	DC	OOC	ALC	CPC	RM	GDMDPM	13F	PLLD	53F	27M	4A	69A	Gscn
LCol	J+	JdI	DdE	HD+	N3	N6	CK	RdL	AF	N7	N3	Anon	N5	N6	N2	
Maj 1	BRIS		GdB	N5	N5	N2	BeV	HDS	N2	N6	N6+	HDE+	N5	N1	ZUT	N5+
Maj 2	BdLG+	N2		N5	N5	N2		IED	N2	N4	N4	N6	N6+	N3	N2	N2
Capt 1	N6	N4		N5	N3	N2			N6	N4	N1	N6	N6	N3	N5	N2
Capt 2	N2	N4		N1	N4	N4			N6	N2	N4	N1	N6	N3	N5	N2
Capt 3	N3	N5		N3	N4	N3			N6	N3	N2	N6	N6	N6	N2	N1
Capt 4	N4*	N2		N2	N4	N4			N5*	N3	N2	N6	N6	N6	N1*	N3*
Capt 5	N4*	N2		N5*	N4	N3			N3	N3*	N3*	N6	N6	N6*	N3*	N3*
Capt 6	N1	N4		N4	N1	N5			N3	N3	N3*	N6	N6	N6*	N3*	N3*
												TDA				

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-Beaureg'd	27	F	Comfy	General/Min w/o Port		20		Flr	4	Pete Card
DdE	Count Duncan d'Eauneurts	25	62	Comfy	B.Bdr-General KM/State Min.		8		Flr	5	Paul Lydiate
BRJS	Earl Beau Reese Jean Seine	25	49	Withy	Lt.Colonel RFG/Min w/o Port		7	Maggie	Flr	3	Bill Hay
PC	Count Pierre Cardigan	24	42	Rich	General		9	Edna	Flr	5	Matt Shepherd
JdG	Count Jacques de Gain	23	31	Flthy	General/1st Army Commndr		24		Flr	6	Ben Brown
JJ	Count Jean Jeanie	22	62	Flthy	B.Bdr-General RFG/Gds Brigadier		28	Jacky	Flr	3	Andrew Kendall
LdH	Baron Leonard de Hofstadt	21	48	Rich	B.General/3rd Army Commndr		7	Frances	Flr	5	Neil Packer
TC	Viscount Terence Cuckpowder	20	47	Withy	B.Lt-General/Min w/o Port		6	Madelaine	Flr	5	Mike Dommett
CC	Marquis Chopine Carnus	20	34	Withy	Bdr-General		9	Sheila	Flr	4	Stewart Macintyre
JE	Count Jean Etonnique	19	RIP								Tony Hinton-West
BdLS	Marquis B de Lur-Saluces	19	+64	Rich	Lt-General/Insp.Gen.Cav		14		Flr	3	Rob Pinkerton
Jdl	Baron Jean d'Ice	17	F	Withy	B.Bdr-General CG/3rd Army QMG		8		Both	3	Tym Norris
HD	Baron Henri Dubois	16	40	Comfy	Major DG/HGds Brigade Maj.		7		Both	3	Wayne Little
BdLG	Sir Bastian de LaGarde	16	37	Withy	Major RFG/Gds Brigade Maj.		4	Lotte	Both	1	Jerry Spencer
GM	Sir Gaz Moutarde	15	28	Withy	Bdr-General		4		Both	2	Mike Clibborn-Dyer
GdB	Greg de Becqueur	15	24	Comfy	Lt.Colonel KM/1st Div Adjutant		6		Both	5	Anthony Gilbert
CK	Earl Chris Knight	15	F	Comfy	B.Bdr-General CPC/Chancellor		11		Hunt	2	Paul Wilson
AFL	Sir Alonzo Fonde-Lapatric	14	35	Comfy	Major RM/1 F Brigade Maj.		7	Ella	Both	2	Graeme Morris
PUFF	Baron Percy Ur-bain Fanci-Free	14	RIP								Mark Cowper
GH	Sir Georges Hommemince	14	F	Withy	B.Bdr-General PLLD/Drgn Brigadier		6		Hunt	1	Cameron Wood
Anon	Les Anonyme	14	+42	Comfy	Colonel 53F/1st Army Adjutnt		3	Carole	Both	4	Bruno Giordan
WI	Will lamnot	12	RIP								Charles Burrows
RdL	Robert d'Lancier	11	24	Comfy	B.Bdr-General RM		7	Bess	Hunt	4	Steven Malecek
XM	Sir Xavier Money	11	20	Withy	Bdr-General		7	Betty	Hunt	3	Pam Udowiczenko
LdP	Louis de Ploreable	10	19	OK	Captain RFG		3		Hunt	4	Bill Howell
HDS	Henri DuShite	10	17	Comfy	Lt.Colonel RM		7		Hunt	4	Dave Marsden
BeV	Sir Ben e'Volence	10	F	Comfy	Lt.Colonel CPC		5			3	Ash Casey

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
AF	Augustin Fourrier	9	17	Comfy	Lt.Colonel GDMD		3	Pet	Hunt	3	Brick Amundsen
EdL	Eclair de Lame	9	+28	OK	Subaltern RFG		4	Freda	BG	3	Peter Farrell
CdP	Camille de Polignac	8	23	OK	Subaltern RFG		4		BG	4	James McReynolds
BS	Balzac Slapdash	8	15	Comfy			9	Alison	BG	4	Matthew Wale
HDE	Hercule D'Engin	8	14	Comfy	Major 53F/2 F Brigade Maj.		2		F&P	2	Gerry Sutcliffe
LK	Lars Kristmass	8	0	OK			4			3	Martin Jennings
MdZ	Marc de Zorro	8	F	Comfy	Lt.Colonel QOC		8		BG	4	Tim Macaire
THH	Tarquin le Hatter	8	+24	OK	Subaltern KM		1	Leia	BG	5	Jason Fazackarley
TdA	Thierry d'Actyl	8	+24	Poor	Captain 53F/53F Regt. Adjnt.		1		BG	2	John Cooke
RdM	Rob d'Masses	7	-	4	Poor		5			1	Craig Pearson
JiT	Justin Thyme	7	14	Comfy			5	Sue	BG	2	Gerald Udowiczenko
HB	Horace Bury	6	6	OK	Captain 27M		6		F&P	2	Sebastian Emde
IED	Ivor Edward Defrane	6	F	OK	Major RM		7		RP	3	Graeme Wilson
NdB	Norman de Bastille	6	F	Poor	B.Major QOC		1		HGds	4	Mark Williams
PFL	Phillipe F'Loppe	5	F	Poor	B.Subaltern DG		3			4	Phil Urquhart
AdL	Armand de Legge	5	RIP								Paul Murphy
ZUT	Zavier Ulric Turenne	5	+26	Poor	Major PM		3	Lois	RP	1	Bob Blanchett
EJ	Edouard Jogue	4	-	0	Poor		1		RP	4	Nik Luker
HJ	Hugh Jass	3	F	Comfy	Lt.Colonel 13F		3			3	Ray Vahey
X1		3	RIP								James Schoonmaker
BdT	Bendroit de Tres	3	RIP								Olaf Schmidt
WdB	William de Beast	3	+11	Poor			6			4	Simon Peck

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

+ 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+