

That would be enough

This has been issue 210 of *To Win Just Once*, published 21st December 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 1st January 2021.

Orders for *LPBS* and *Wits & Wagers* plus any other contributions to Pevans by 8th January 2021.

(Next deadlines are 5th/12th Feb, 12th/19th March, 16th/23rd April)

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 – Christian Bien, Mark Cowper, Rob Pinkerton, Anthony Gilbert, Jonathan Palfrey, Gerald Udowiczenko and Bob Blanchett are in the next one, anyone else? (Working map and rules provided).

Star Trader – The latest game is just starting and there's room for plenty more players. (Rules provided.)

Online games

Brass (at brass.orderofthehammer.com):

Keyflower (at www.boardgamearena.com):

Pax Porfiriana, (at www.yucata.de):

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

Snowdonia (at yucata.de):

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

Credits

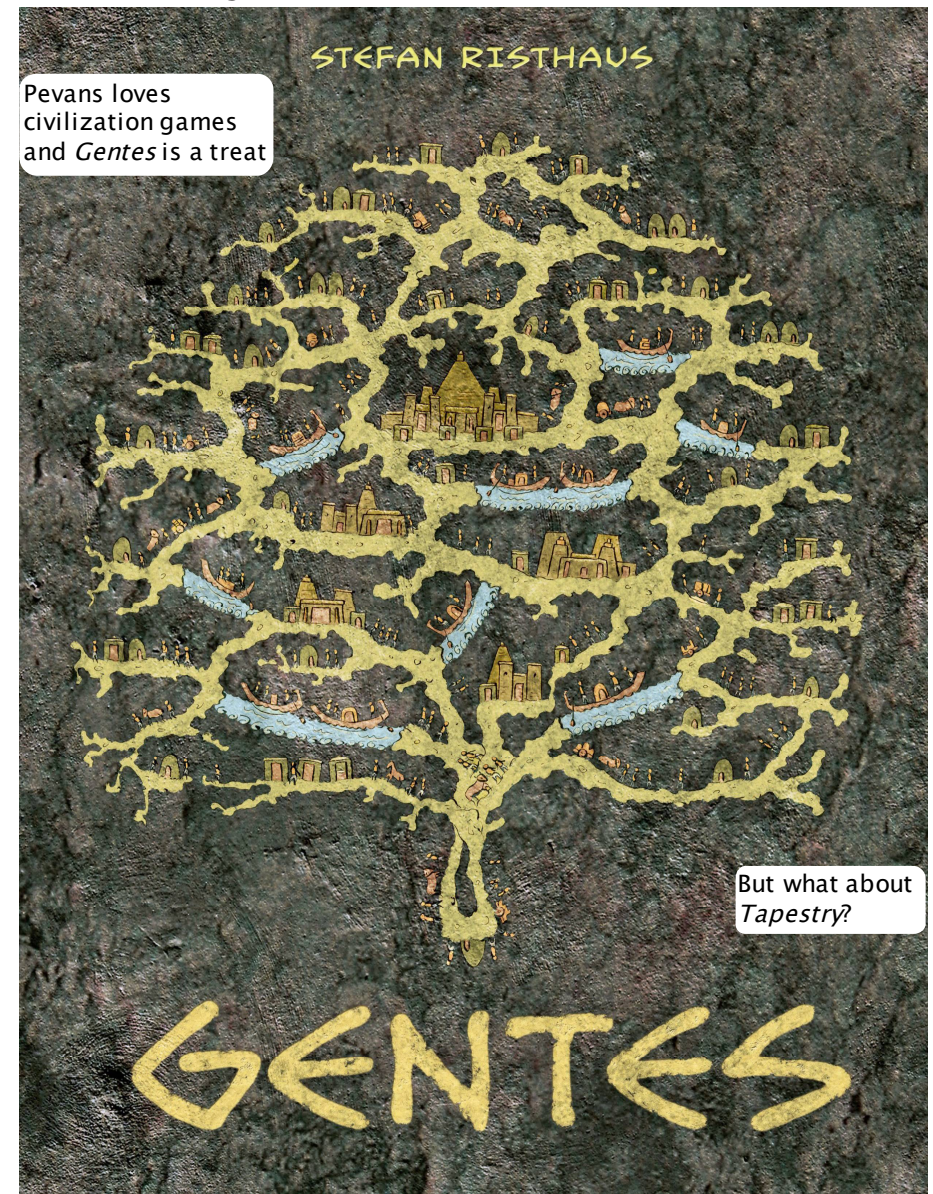
To Win Just Once issue 210 was written and edited by Pevans. The *LPBS* masthead (page 18) is by Lee Brimmicombe-Wood, as are all the other drawings – except for those on pages 23 (Bryan Lea), 27 (Nik Luker) and 28 (Tim Wiseman). Game and book artwork is courtesy of the publisher. Pevans took the photos and played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Issue 210: December 2020

(LPBS 344: October 1672)

£2.00 (+ postage)

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Chatter

First off, let me wish all my readers a Merry, but socially-distanced, Christmas and the very best for the New Year. Surely 2021 can't be any more 'interesting' than 2020?

Speaking of interesting times, Geraldine persuaded me that I should have a flu jab this winter – well, I am approaching the apparently critical age of 65. The actual vaccination was simple: rather nervous pharmacist stabs me in the arm and then gives me a page listing the possible side effects... Now I'm worried.

I did have some pain in my upper arm that afternoon. Only that was my right arm when the injection was in my left. Once I started using my arm that evening (cooking dinner) more soreness developed. In the punctured arm this time. The following morning, as well as the ache in my arm, I had blocked ears, an incipient sore throat and a thick head. Basically feeling under the weather – something that happens every now and then, so not definitely caused by the vaccination.

That feeling lasted just the day and then I was fine. Apart from the large, red, painful blotch on my left arm around the site of the injection. This took the best part of a week to subside. I expect much the same from the Covid-19 jab – whenever it materialises. Geraldine is a bit miffed that the couple of years between our birth dates mean I'm in line to be vaccinated before her.

Oh dear, I've run out of room to tell you about my Advent beer calendar. 24 bottled/canned beers brewed specially and hidden behind flaps in this large box. Details will have to wait for next issue.

New *Star Trader* game

Mike only has start-up orders from a few of those who were interested in this, so there's plenty of room for more players to join in. He has titled the new game, though: *Way Station* (my favourite Clifford Simak novel).

Let Mike know if you'd like to give it a go – rules can be found hidden away on my website at www.pevans.co.uk/StarTrader50.pdf

Online stats

Last issue, *TWJO* 209, came out in mid-November and the PDFs were downloaded 179 times in the second half of the month. This period saw 38 downloads for issue 208, taking it to 257 in two months. And *TWJO* 207 was downloaded a further 11 times for a total of 246 since publication.

Letters

Jonathan Palfrey was taken aback by last issue's cover.

I was surprised to see Anno 1800 on the cover, which I investigated a while ago as a computer game. [It's] a detailed city-building game that also covers trade and combat, so it also counts as a strategy game. However, it looks too laborious for me, with lots of micromanagement to endure; and the industrial revolution isn't a period I'm particularly fond of. I don't see how the board game could possibly bear much resemblance to the computer game.

Hmm, have you played any of Martin Wallace's games, Jonathan?

My reading recently has been mainly more Bujold: re-reading her fantasy stories in the "World of the Five Gods" and trying some of her later "Vorkosigan" books, which are sf. I actually started reading the Vorkosigan saga back in 2000, before her fantasies were written, and read about four books then, but ran out of enthusiasm. I now find that some of the Vorkosigan books are good, but they vary, and overall I feel more at home with the fantasies - which is a bit odd, as I grew up on sf and I've read fantasy only on the side, from time to time.

Bujold's hero Miles Vorkosigan had a military career in the earlier books, despite being crippled from birth; but towards the end of the saga he becomes too damaged to continue and perforce takes up a civilian career, which I think I like better.

Like you, Jonathan, I read a few of the "Vorkosigan" stories some years ago, but lost interest. For military SF, having a hero who starts crippled is an interesting premise, but the stories just weren't interesting enough.

Chris Baylis has a sensible comment. No, really.

Like you I wasn't particularly impressed with Spiel Digital - then again all the digital meets etc don't have the buzz that emanates from a hall or halls filled with gamers playing.

Yes, that seems to be the problem: how do you bump into people or find things accidentally? Time for some compliments. Brad Martin first, then Alex Bardy.

I liked your survey of Spiel games - quite a number that I will have to add to my "to buy" list.

... loved the spiel.DIGITAL roundup, but haven't much to say about the majority of titles... Excl. Maglev Metro and Switch & Signal, a lot of the new titles sound a bit 'meh!'... does that mean I've officially ascended into the 'old-guard misery guts' echelons? Oooh... ;-(

Thanks, gents, and I couldn't possibly comment, Alex.

All the Peoples

Gentes reviewed by Pevans

I do like a civilisation-development game and *Gentes* has approached this theme in an interesting way. There is a map (centred on the Mediterranean, natch), but this only plays a minor part in the game. Instead, the action spaces on the board and the available 'Civilization' cards (a row below the board) are the heart of the game. Playing 'Civilization' cards into your tableau provides resources, bonuses and, of course, the points you need to win.

Players take an action not by placing worker pawns, but by taking an action tile (there are only so many for each action) and putting it on their 'Time' track. What's more, most actions require that they add 'Hourglass' tiles to their time track, too. And, once the track is full, they can't do anything else for the rest of that round. You can immediately see that planning how best to use your limited time is crucial.

The Hourglass tiles are also one of the game's neat touches. One side shows a single hourglass, the other shows two. If you need to put two hourglasses on your track, you can use a single tile showing two, or two tiles, each with a single hourglass. Sounds like an easy choice: the double only takes up one space. However, at the end of the round, single hourglass tiles are discarded, but doubles are turned over. Thus a double-hourglass tile may only occupy one space,

but it does so for two rounds. A tricky decision already!

The Civilization cards are grouped into three 'Eras' and cards from the first era are laid out at the beginning (players get to draft two cards each as part of the set-up). After two rounds, a new era starts, the old cards go onto the discard pile and cards from the next group are laid out. However, players can still buy cards from



Gentes main board towards the end of the game with Civilization cards at the bottom

the discard pile, which is a nice touch. As you'd expect, the cards get more powerful as the game goes on, with the third era cards emphasising victory points (I like to build the Pyramids – 18 points are very useful).

Interestingly, there's no monetary cost on the Civilization cards (though there is a cost to taking the action of playing a card). There are, however, pre-requisites without which you can't play the card. These include having certain people (more about these later) in your civilization and possibly other things. When you play a card, it may have immediate effects – such as scoring points – or a permanent bonus, such as income at the end of the round (note that there's no automatic income for players – you need to find ways of generating it). However, my favourite cards are the ones that give you an action space. These let you take an action (once a round), without having to put an action tile on your time track – just hourglasses. I find this really useful, especially if you get cards down early.

As I've already mentioned people, let me say more about them. There are six different types, organised into three opposed pairs, such as Priest and Scholar. These are shown on each player's own board (below their time track) with six spaces in a row between each pair. Markers then show how many of each type a player has, but the pairs can't overlap. Thus, if you have six Priests, you have no Scholars. Players only start with a few people and there's a useful bonus for filling your grid.

Gaining extra people can be done through the 'Training' action. The cost of this is indicated by a row of tiles, one for each type: cheap at one end and more expensive at the other. It's no surprise that when somebody trains people, the type/s they pick move to the expensive end of the row. This is another neat mechanism and, while the expensive cost is not prohibitive, it's great when somebody else's training moves the tiles you want to the cheap end – timing is important in many ways in this game.

The way you pay for taking an action is another ingenious mechanism. It needs a bit of thought at first, but you quickly get the hang of it – especially as the costs are shown on the board. For example, training one person at the cheap end costs just one coin. However, by paying four, you can train one at the far end of the row. Or both the first two. Or two of the first (or second) type. What's more, the amount you spend is decided by the action tile you take. Take the tile with '4' gold on it and you're spending four regardless. I may want to train one cheap person, but I'm spending four, so I might as well train two.

This mechanism applies to the action of buying Civilization cards, too. Here you can buy up to three at a time from the row – if you can afford it (and the action tile for this amount is available) – or up to two from the discard pile. It's important to remember that the amount you spend depends on what's on the action tile. It's up to you whether you get full value for your money – and sometimes you just have to over-pay.

The action of playing cards is limited to one each time. There's a useful bonus here. Cards in the first two eras have icons on them and you score points when the card you've just played matches a set of icons already in front of you. It's a small incentive to collect cards of a particular type.

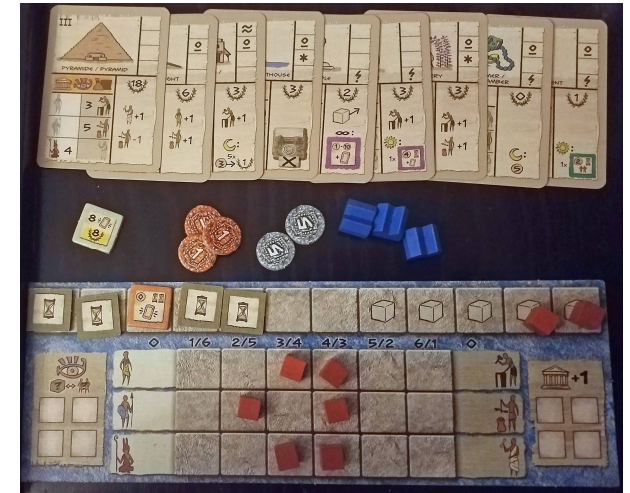
The other major action is placing a city (wooden pieces in players' colours) on one of the sites depicted across the board. This produces immediate income (cash,

points or cubes that permit special actions). Not just from the city placed, but also from the other cities the player has in the same region (the map is split into three regions). Aha: an incentive to get lots of cities into the same region. Except that, at the end of a round, players get income from one city in **each** region. Yes, there's a counter-incentive to spread them around.

As an alternative, cities can be placed in the 'Hometown' area. There's no income from this. Instead, each row is linked to a particular action. Having a city here allows you either a bonus or flexibility on how much you spend when you carry out that action. I mentioned above that training a single person may only cost one. However, if you take the '4' action tile, you're spending four regardless. The Hometown ability lets you spend exactly what you need to. It may not sound like much, but my experience says it's really useful. The designer seems to think so too – doing this is limited to once a round.

There are two other, minor actions available to players. One is simply to take cash. This costs hourglasses according to how much you take. The second gives you the start player marker (and a couple of coins). The marker takes effect at the end of the round, making the owner the start player for the next round. If nobody takes the marker, the start player does not change. Being first to play gives you first choice of action tiles, so it's clearly an advantage. On the other hand, the last player in the round can react to what others have done.

There's some administration at the end of a round and, after every two rounds, the game moves into a new era. This means new Civilization cards, but each



My player board – I've almost filled my people tracks. And built the Pyramids!

player also gets to extend their time track by an extra space. This is really useful – as are the few buildings that let you do this as well. There's a hand limit on Civilisation cards at this point – something to bear in mind during the round.

After six rounds (three eras), the game ends. In another neat touch, players get half points for cards in hand that they meet the pre-requisites for. (It can be really annoying to miss out on playing a card in the last round, but at least you get some points for it.) Any cards in hand that can't be played also score half points – negatively. So be careful what cards you have left. There are also penalty points for leftover hourglasses (otherwise placing two-hourglass tiles in the last round would be a no-brainer) and a few points for remaining cash and cubes. And that's it: most points wins, of course.

Gentes is such a clever game. I've played it a few times now and am still exploring the options available. The Civilisation cards are certainly at the core, but you need the right people before you get the cards down. Hence you need to train people. And getting cities onto the board provides cash and resources to do everything else. (Though I'm leaning towards putting cities in the Hometown area.) Bottom line: you need to do everything and you need to do it better than everyone else.

I am thrilled to find a civilisation-development game with such different (and ingenious) mechanisms. Okay, the purchase mechanism isn't obvious, but you'll understand it by the end of your first game. I am hooked. (Good job there's a solitaire option at the moment!) I think of the designer, Stefan Risthaus, as producing neat little card games, but *Gentes* is on a different scale. That's 10/10 on my highly subjective scale.

Gentes was designed by Stefan Risthaus and is published by Spielworxx (www.spielworxx.de). There's also a 'deluxified edition' from Tasty Minstrel Games – completely unnecessary, as far as I'm concerned. It's a civilisation-development board game for 1–4 players, aged 12+ and takes 90 minutes to play (I'd say a couple of hours). This review was first published in the Summer 2020 issue of Gamers Alliance Report (www.gamersalliance.com).*

It's not in Bayeux

Pevans reviews *Tapestry*

The most striking thing about *Tapestry* when you open the box is the collection of model buildings – from little squat things to chunky towers. (There's a handy diagram on the side of the box to help you put them back into the correct slots. I can't decide whether this is excellent attention to detail or deeply condescending

* When I first came across this word, I guessed it meant removing the luxury from something. But apparently TMG uses it to mean “deluxe”. Go figure.

– fitting differently-shaped pieces into the right slots is only a challenge for three-year-olds, isn't it?) The models explain two things about the game: why the box is so deep and why it's so expensive.

In game terms, the thing that matters about the buildings is the size of their base. You earn them by passing milestones or developing technologies and they are placed on to the square grid of your 'Capital City' board. There are bonus resources for filling a block and points for complete rows and columns. So you have incentives both to clump buildings together and spread them out.

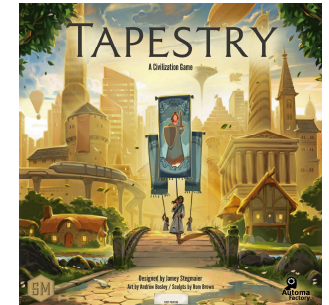
In addition to these 'Landmarks', players also have little plastic buildings that take up a single space in their capital. However, the main reason for playing these is that they come off the income tracks on your player board, revealing what's printed on it. Your income at the start of each 'Era' (including the start of the game) is shown by the revealed icons on these tracks: resources, points and other useful things.

Your current resources are shown on the track at the bottom of your player board, using a different marker for each type of resource. Spending these resources lies at the heart of the game. Most of your turns will consist of spending resource/s to move your marker to the next space on one of the tracks at the sides of the central board. Initially, it doesn't matter which resource you spend but, as you move along the tracks, they get more expensive and you have to pay specific resource/s.

This is all inter-connected. Thus, moving along the 'Exploration' track lets you take brown buildings from your brown income track, thus giving you more brown resources (when you next take income), which you will need to move further along the Exploration track. This feedback loop means that you will naturally focus on one or two of the tracks, possibly moving on to others once you've hit the end of a track (and if you achieve this, you're doing well).

Of course, taking buildings is not the only action you get on a track and these actions get more powerful as you move further. The focus of the Exploration track is gaining and placing hexagonal tiles to expand from your Capital marker on the map (in the centre of the main board). As you reach the end of this track, you get to take and place 'Outer Space' tiles. (This is one of my secret goals for the game – get into space!) Each tile you place also scores points and provides some bonus – often a resource, but it could also be the opportunity to remove a building or something else.

The 'Military' track (red) complements Exploration: actions on this track let you take control of those spaces you've explored (or remove red buildings from the red



income track, providing red resources which you'll need to move further along the Military track). Each time you do this, you roll the 'combat dice' and get the bonus shown on one of them. Actions on the 'Technology' track (orange) provide Technology cards (or remove yellow buildings from the yellow income track...). The cards are drawn at random from a deck and players can advance one each time they take Income to gain a bonus (which can be a specific Landmark).

The final track is 'Science' (green) and is less obvious. The main action here is to roll the 12-sided (green) die and then move along whichever track is indicated by the die. This track also lets you remove grey buildings from the grey income track (providing grey resources etc). This doesn't seem all that useful initially, particularly as you don't get the action of the space you move into (until further along Science, anyway). However, it means that when you move on this track normally, you get a more powerful action than you would have done. The first game I played was won by the player who concentrated on Science, so it's certainly a strategy worth considering.

Another feature of the four tracks is that they are divided into sections. Each section increases the cost of moving into a space. What's more, the first player into a new section gets the associated Landmark. There is thus an incentive to move along the tracks quickly – and another useful aspect of rolling the Science die as it doesn't matter how you get to make that move.

Sooner or later, though, you will run out of resources and have to take an 'Income' turn – you may do this earlier for tactical reasons. As the name



Tapestry main board during a game



Tapestry player board in the third Era: I'm into brown and red (Exploration & Military)

suggests, you get the income shown by the tracks on your player board – all four resources, points, exploration tiles, Technology and 'Tapestry' cards. You also play a Tapestry card as you move into the next 'Era'. These can be quite powerful, giving you an immediate bonus or an advantage through the new Era.

The key thing about Income turns is that players take them at different times. This provides an interesting twist to the game and makes it difficult to assess who's ahead. What's more, once you've taken your fifth Income turn, your game is over. Other players continue playing until they, too, take their fifth Income turn.

Of course, players produce more resources as the game goes on, so each Era tends to be longer than the previous one. There is an incentive, extra resources, to being the first to move into each new Era. However, the longer you spend in an Era, the more actions you're taking, which has to be a good thing. (A benefit of Exploration and Military tracks is that you are likely to produce bonus resources and be able to pay for more actions in early Eras.)

The final element of the game is 'Civilization' cards. Players get one of these at the start of the game (draw two at random and select one) and it's the third card on the table in front of you – you need a bit of room for this game. Each provides bonuses throughout the game and may steer players in a particular direction. For example, 'Militants' get extra income from conquering places, so will definitely be taking the Military track. Note that these are not balanced. In fact, designer Jamey Stegmaier has published a set of handicaps ("Adjustments") for the different Civilizations. Thus, 'Heralds' (who get to re-use Tapestry cards) start with -15 points, while there's no penalty for being the Militants.

Tapestry is sub-titled "A Civilization Game" and I suppose it is. Though I don't really have the feeling that I'm developing a civilization as I play it. Some of the standard features are there – such as expanding geographically and coming into conflict with your opponents – while others aren't (no technology tree here: you can discover nuclear fusion before writing). Regardless, it is a clever and engaging game that I am playing with a great deal of enjoyment.

It is beautifully produced, though the models are not my cup of tea, with great attention to detail (the main board has rounded corners, leaving space for your fingers when lifting it out of the box). There's a clever solitaire game, which I found particularly useful for getting to grips with the rules. It's no push-over either – the 'Automa' tends to be well ahead of you, right up to the last scoring (hopefully). The big issue is the price tag – though I guess a lot of the people who want it would have backed it on Kickstarter. I see its RRP in the UK is down to £90, but you could still be picking up 2-3 other games for that amount.

Tapestry was designed by Jamey Stegmaier and is published by his imprint, Stonemaier Games (stonemaiergames.com). It is a board game for 1-5 players, aged 12+, and takes 90-120 minutes to play (around 3 hours in my experience). It gets a solid 8/10 on my highly subjective scale. This review was first published in the Spring 2020 issue of Gamers Alliance Report (www.gamersalliance.com).

Games Events

With tighter restrictions and the pandemic still spreading, I very much doubt there'll be any board games events for months yet...

The following 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)~~ to play online at various websites. 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: 4th-6th June 2021 at the NEC 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. 14th-17th October 2021, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.spiel-messe.com/en

MidCon: mid-November 2021 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

UpLoders (*Railway Rivals* game 14 - RR2387KT)

Turn 12 and game end statements

The game ends with a Victory for NASHVILLE CATS RAILROAD, just ahead of STEAMPUNKIPA. BIEN'S INTERNATIONAL EXPRESS NETWORK closed the gap, pulling away a little from GRACELAND MYSTERY TOURS and, at the bottom FOGGY BOTTOM RAILWAYS and SCHWEIZER MACHINENFABRIK.

This turn's races

Race results					Scores					
					BIEN	NCR	SMF	GMS	FBR	SIPA
44	4H	Hopkinsville	2C	Murfreesboro		+3	+3		10	20-6
45	7H	Louisville	JD	N Carolina	20					
46	8H	Louisville	3C	Pulaski					20-7	10+7
47	4C	Columbia	7D	Frankfort			+1		20	20-1
48	5S	Knoxville	QC	Missouri		20				
49	KH	Ohio	9S	Kingsport	20	5JR		5JR		
50	AD	Somerset	QS	Alabama				20		
51	2S	Chattanooga	KC	Missouri		10+3		0+5	+1	20-9
52	5C	Nashville	3D	Hazard	20					
TOTAL					60	41	4	30	44	61

JR = Joint Run; ERP = Exchange of Running Powers

Final Points

BIEN'S INTERNATIONAL EXPRESS NETWORK (BIEN), Christian Bien – Brown
Points: 248+60 = **308 THIRD**

NASHVILLE CATS RAILROAD (NCR), Jonathan Palfrey – Green
Points: 329+41 = **370 FIRST**

SCHWEIZER MACHINENFABRIK (SMF), Martin Jennings – Red
Points: 80+4 = **84 SIXTH**

GRACELAND MYSTERY TOURS (GMS), Mike Dyer – Purple
Points: 225+30 = **255 FOURTH**

FOGGY BOTTOM RAILWAYS

(FBR), Rob Pinkerton – Blue
Points: 116+44 = **160 FIFTH**

STEAMPUNK I. P. A. (SIPA),

Anthony Gilbert – Black
Points: 283+61 = **344 SECOND**

Game End Statements

Nashville Cats Railroad, Green – Jonathan Palfrey

Thanks to our GM, our host, and the players for a good game. My strategy here was obviously to grab the best route through the mountains on the south side of the map, so I was a good candidate for any east-west runs on the south side. I was worried that I missed out on the north side almost completely; but there was so much competition among other players in the north that I hoped that would work in my favour.

Anthony (SIPA) has a good line, reaching most parts except the east; although, as things have turned out, I think he'll need some luck to win (we'll see). The other players, I think, suffered from competing with each other too much in the north, although Christian (BIEN) also has a good grip on the east side.

Foggy Bottom Railroad, Blue – Rob Pinkerton

Thanks again for a fun map, this has been a great group to play with. The build to the west through Missouri was lots of fun, if a bit silly...

Graceland Mystery Tours, Purple – Mike Dyer

Seems as I'll have to settle for fourth again. Oh well. Good job from Jonathan as usual. Thanks for a good game!

Subscribing to TWJO

TWJO is published on paper and online at www.pevans.co.uk/TWJO (as a free PDF). 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, and the games only subscription.

	UK	Rest of Europe	Rest of World	Games only
10-issue (1 year) subscription	£27.00	£36.00	£43.00	£5.00

To subscribe, send your name, address and payment to *To Win Just Once*, 180 Aylsham Drive, Uxbridge UB10 8UF, UK or TWJO@pevans.co.uk. You can pay by bank transfer (contact me for the account details), by UK cheque (payable to Margam Evans Ltd) or by PayPal to TWJO@pevans.co.uk. Or subscribe online at www.pevans.co.uk/TWJO, where you can pay by credit card (via PayPal) or PayPal account.

Wits & Wagers

Round 1 bets and scores

The question is: In what year was the Compact Disc developed? The answer on the card is: 1979. Wikipedia confirms: “In 1979, Sony and Philips set up a joint task force of engineers to design a new digital audio disc.”

Player	Answer	Bet on	Stake	Score	Total
Alex Bardy	1978	1982	7	-7	73
Chris Baylis	1968	1968	10	-10	70
Colin Bruce	1987	1982	5	-5	75
Charles Burrows	1982			0	80
Mark Cowper	1985	1982	10	-10	70
Mike Dommett		1979	10	40	120
Alex Everard	1991			0	80
Anthony Gilbert	1982	1982	5	-5	75
William Hay	1989	1982	10	-10	70
Bill Howell		1983	5	-5	75
Andrew Kendall	1982	1982	2	-2	78
Nik Luker	1979	1979	10	50	130
Tim Macaire	1982	1983	10	-10	70
Graeme Morris		1979	10	40	120
Rob Pinkerton	1983	1979	10	40	120
Matthew Wale	1988	1988	5	-5	75
Everybody else					80

Several people bet the maximum 10 on the right answer (at odds of 4:1), but only Nik got it right to begin with, giving him a small lead after round 1.

Round 2 answers

The question is: To the nearest minute, how many minutes pass before the first dialogue is spoken in the film *2001: A Space Odyssey* (1968)?

Odds	Answer	Given by
5:1	More	Andrew Kendall (28), Rob Pinkerton (27)
4:1	26	Colin Bruce
3:1	25	Nik Luker
2:1	23	Graeme Morris, Matthew Wale
1:1	18	Mark Cowper
2:1	15	Mike Dommett
3:1	13	William Hay
4:1	9	Alex Bardy
5:1	Fewer	Chris Baylis (7), Anthony Gilbert (8), Tim Macaire (7)

Yes, I've tweaked the rules to accommodate the wide spread of answers, adding a 5:1 line at the top for "more than anything else" to balance things up.

Round 2 bets

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

What's this all about?

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

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

In this game I'll put the answers into (up to) nine bands, with the (roughly) median answer at 1:1. If there are more than three answers higher than this, the

remainder will be in the "bigger than anything else" 5:1 band. Anything lower than the lower 4:1 band will go into the "smaller than anything else" 5:1 band.

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

As you can see, the game has plenty of scope for tactics and the winner is not necessarily the smarty-pants. You can, of course, Google the answers, so please don't. I will take action if anyone is suspiciously accurate...

Round 3 question

The next question is: on average, what percentage of an adult human's body weight is their brain?

Round 2 bets and round 3 answers to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or TWJO@pevans.co.uk by 4th December 2020

Online Games

I play board games online (turn-based and, occasionally, real-time) and would welcome *TWJO* readers joining me. Let me know what games you'd like to play and I'll add you in.

Brass game 99 (at www.brass.orderofthehammer.com) was a fine win for Mike Tobias, over 20 points ahead of second place. Game 100 was my game all the way through (ahem) with Mike in second place. I'll think about setting up a new game in the New Year, but I may have had enough of *Brass* for a while...

I have a Pax Porfiriana game going on yucata.de with Mark Benson and Mike Reeves. Two Topples have passed inconclusively and I've built up a hefty war chest. I just hope I can spend it on something useful...

On the same platform I'm playing *Egizia*, *El Grande*, *Rajas of the Ganges* and *Snowdonia* and have just won at *Glen More* – a game I've recently been re-introduced to and am much enjoying.

I fancy some more *Keyflower* (at BoardGameArena.com). And how about *Puerto Rico* while I'm there? Or their implementation of *Through the Ages: a New Story of Civilization*?

I prefer *Through the Ages: a New Story of Civilization* at boardgaming-online.com and it's about time there was a new *TWJO* game – standard or pacifist.

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

Orders for November 1672 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 8th January 2021



October 1672 (344)

October starts – as most months do – with a series of clandestine meetings involving some very sharp steel. First up is Augustin Fourier, commander of the Grand Duke Max Dragoons, who chooses Rick Shaw, second in command of the Archduke Leopold Cuirassiers, as his first opponent. And vice versa. Being good cavalry officers they both use their regimental sabres. “Big” Rick has a clear advantage in size, while Fourier is more skilled with his blade. Shaw surprises Fourier with an immediate lunge. First blood to Shaw – though there isn't much blood. Fourier comes back with a slash, drawing rather more blood. However, Shaw's routine is actually a furious lunge and the cut, with a sabre, is a substantial blow. Fourier surrenders and is unable to meet Pierre Cardigan.

Shaw's next opponent is that oik (as he calls him), Henri DuShite. Shaw is the less expert swordsman again, but this time his sabre is pitted against a cutlass. In fact, Henri has brought two cutlasses. However, he can only wield one at a time, so the second remains propped against a tree. DuShite lives up to his billing by taking a step back, bracing and hurling his heavy weapon. The cutlass wheels through the air, passing harmlessly over Shaw's left shoulder hilt first. Shaw attacks with a slash. The smack of the blade almost drowns out DuShite's concession. Shaw affirms his status as a gentleman by accepting his adversary's surrender. DuShite retrieves both cutlasses using them for support as he hobbles home, unable to face Claude de Nord.

Les Anonyme and Ben e'Volence are in opposed regiments and meet to settle the matter (for about 2 minutes). Fusilier Anonyme uses a rapier, Cuirassier

e'Volence a sabre. The slightly beefier Anonyme is seconded by Hercule D'Engin and Thierry d'Actyl, while Philippe F'Loppe (but not Chris Knight, who was invited) seconds e'Volence. An initial lunge by Anonyme is parried by e'Volence who then closes in to kick. Anonyme dodges the boot handily and blocks for a while, stopping e'Volence's eventual slash. E'Volence then evades another lunge from Anonyme. Both men finally land blows when a cut from the rapier meets a slash from the sabre. It's Anonyme who surrenders.

Thierry d'Actyl and Tarquin le Hatter decide each other should be their first duelling opponent. Their particular dispute is, again, about the regiments they belong to (Cardinal's Guard and King's Musketeers, respectively). Actyl is not a big man. Hatter is. This looks like a foregone conclusion. Neither of Actyl's seconds (Les Anonyme and Hercule D'Engin) shows up, but Xavier Money (though not Claude de Nord) supports Hatter. Money brings plenty of clean bandages, a large bottle of brandy and several glasses. After a fortifying snifter, the opponents cross swords. Expecting a lunge, Actyl parries. He then blocks, in case of a slash, and jumps back (to avoid a cut). Instead, his Musketeer opponent steps back, plants his feet and flings his rapier like a javelin. It spears through the air, but misses. Hatter follows his weapon and plants his boot into Actyl's midriff. The winded Cardinal's man manages to wheeze a surrender, but it's a most dishonourable win for a member of the King's Musketeers. The heavy bruising means Actyl is unfit for his meeting with Greg de Bécqueur. Hatter continues to demonstrate a lack of honour by simply not turning up to face other Cardinal's Guardsmen: Jean d'Ice and Jerome Fortmayne. Money has another snifter and heads home with his bandages unused.

The next bout sees Bécqueur against Ice. Bécqueur's old injuries negate any advantage he has in size, leaving Ice's much higher skill as the significant difference. Both men have two seconds – Hercule D'Engin and Duncan d'Eauneurts for Bécqueur; Jerome Fortmayne and the bandaged Thierry d'Actyl for Ice – and use their regimental rapiers. Bécqueur starts with a parry, Ice with a jump. It's then Bécqueur's lunge against Ice's slash. A lunge from Ice is followed by a slash from Bécqueur. Even stevens so far, but Ice's greater skill means his next blow is unopposed. His second lunge precipitates a surrender from the Musketeer. And means Jerome Fortmayne doesn't get a match with Bécqueur, who's off for some medical attention.

As his duel with Conrad de Coverlet is postponed, Norman de Bastille only has a fight with Philippe F'Loppe. F'Loppe has several, but chooses to meet Bastille first. This is Dragoon Guard versus Queen's Own Carabinier and the cavalymen use their familiar sabres. If it weren't for F'Loppe's greater skill, this would be a completely even fight. Leonard de Hofstadt and Marc de Zorro second Bastille with Ben e'Volence re-appearing (with plenty of strong liquor) to support F'Loppe. Bastille blocks



solidly, stopping one slash from F'Loppe. However, he then thinks a cut is coming, so drops his guard to jump out of the way. F'Loppe hits him with a slash and he surrenders. F'Loppe reminds him that he was beaten by a Dragoon Guard and that, "if he would like further lessons on how to handle a sabre, I or members of the regiment are always available". Hofstadt has been taking copious notes through the duel as he has plans for both combatants.

The QOC's Pierre de Terre is F'Loppe's next choice of adversary. He is definitely smaller, has no second and still can't match F'Loppe's expertise with a sabre. However, Terre slashes and F'Loppe surrenders. This time there is no post-duel barracking.

Petit-Garson Riche is another petite member of the QOCs and next on F'Loppe's list. He, too, has no second, but at least his skill is up to snuff. He starts by stepping back. But not far enough to be out of reach of F'Loppe's lunge. The blunt sabre tip doesn't do much damage, but it's enough for Riche, who concedes at once. F'Loppe reminds him that he was beaten by a Dragoon Guard and that, "if he would like further lessons on how to handle a sabre, I or members of the regiment are always available".

The small Justin Time, Major of the QOCs, steps up to F'Loppe next. He is actually better with a sabre than the Dragoon Guard, but has no second. This time both men launch into a (furious) slash. The initial slashes strike home and both immediately concede the duel. That's a draw, then, and not something for F'Loppe to boast about.



F'Loppe hasn't quite run out of Carabiniers: the regiment's commander, Colonel Marc de Zorro, is his last opponent. Norman de Bastille stands as his second and his expertise is hugely greater than F'Loppe's. Plus, he's slightly beefier. Zorro parries, blocks and dodges, trying to avoid any attack from F'Loppe. This works: he blocks a slash. He then launches into a slash of his own, just as F'Loppe slashes again. This time only one man gives up after the exchange of blows:

F'Loppe. That's a total of five duels for the Dragoon Guard: two wins, two losses and a draw. And he still can't decline any duels...

Minister of State Duncan d'Éauneurts doesn't turn up for his duel with Alonzo Fonde-Lapatrie, feeling that it would be unseemly when he's about to sit in judgement on the Marine. Instead, Fonde-Lapatrie crosses swords with Claude de Nord. Well, thumps the latter's sabre with his cutlass. Nord is the bigger of the two men, but he's carrying old wounds that reduce this advantage. Fonde-Lapatrie has the greater skill. And Nord has a second, Tarquin le Hatter. Nord dodges Fonde-Lapatrie's opening slash. They then trade slashes, but Nord's is the start of a furious routine and the subsequent cut finishes off his opponent. Quite literally. RIP.

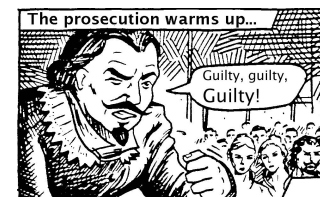
Four three defendants and a funeral

There is some confusion in court this month as only three defendants can be found. The news of Alonzo Fonde-Lapatrie's death eventually arrives and calm is restored. With ~~four~~ three men on trial, there's a good turnout on the public benches for the expected entertainment. This is initially provided by Tarquin le Hatter, wearing his "Deputy Commissioner" sash and protesting that there is no specific seat for the 'Deputy'. Once he's been hushed, the Commissioner of Public Safety, Bastian de LaGarde, opens the prosecution before Minister of State Duncan d'Éauneurts.

"My Lord High Executioner, err, Judicial Person, I stand before you to reveal a plot, nay a conspiracy, to steal munitions from the army and to sell them to our enemies. How else to explain the proximity and association of the miscreant Alonzo-Patrie, a divisional adjutant, that bloody-handed man, Fortmayne! and two members of the cavalry, Fourier and Volence? The first to arrange the theft, the second to provide a brutal efficiency, the last the horses and guards to protect the stolen goods on their journey to imperial lands. For how else to explain the successes of the Habsburg armies against our glorious troops? These are men of the most ordinary sort, yet each is rich beyond his deserts and they flaunt mistresses in the faces of pious men such as yourself, My Lord."

Those close to the CPS claim to hear him mutter, "Still, with the right result, that lovely Ella will need comforting..." Recollecting himself, Commissioner LaGarde finishes dramatically: "They have encompassed the death of not one but many men. Killed in battle, true, but dead for a lack of arms and powder! My Lord, I ask the ultimate penalty but trust to your mercy and charity to decide their fate."

'Deputy Commissioner' Hatter pops up to give 'evidence' for the prosecution. "Your Grace, as always I seek only to serve as a loyal and dutiful public servant in stark contrast to these reprobates who sully France and the Army to whom they purport allegiance. A more motley bunch of criminals I have never seen stain this Court, yet it pains me that the biggest villain of them all, that sodomite Jacques Hatt, remains at large for the present. It is clear that they are all guilty, it is almost a waste of your Grace's time sitting in judgement, but the law must be seen to be done. Indeed, if you wish to occupy yourselves with other more pressing matters, I am more than willing to take over the proceedings and I have even come equipped."



At this juncture Tarquin reaches into his tunic pocket and brings out a black cap which he proudly pops onto his head to demonstrate, effecting a stern look of officialdom to make his point. "All defendants are hereby found guilty and I sentence you all to death," he announces in a

solemn voice. “See: easy-peasy!” Minister Eauneurts dismisses this show with a rueful shake of the head and asks if the defendants wish to speak.

Up stands Sir Ben e’Volence. He is in his campaign uniform – cleaned but bearing evidence of conflict (i.e. from sabre thrusts, bullets etc). He carries a portfolio containing each of his ten Mentions in Dispatches and his official Knighthood. Having sat impassively through LaGarde and Hatter’s speeches, he raises a single response to the accusations made against him.

“My Lord Brevet Brigadier-General Count Duncan d’Eauneurts, Minister of State, I offer no defence against these crimes as I cannot defend myself against lies and mistruth. I do not offer a reason against the unreasonable, nor a justification against injustice. Instead, I offer my actions as my witness and as testament to my character.

“Yes, I am the bastard son of a wealthy merchant. At least I was when I arrived in Paris little over a year ago. I was a mere rung from the bottom of the ladder and then, less than a month later, I found myself in the very place I feared most. The bottom of what is known colloquially as the greasy pole. Yes, my father provides me with an allowance – it’s the minimum he felt he should do for his illegitimate son – but that barely pays for my horses and my groom.

“From that position – as a social pariah – I have risen and evolved to my current position. I have been knighted, mentioned ten times in dispatches, and served two field marshals as their aide. I am a man of honour who has been melded in the furnace of conflict and I serve my country without question or deviation. I have not done the things that the CPS suggests and am at a loss for why he would even suggest that I have. Thank you, My Lord, for the chance to speak and I put my fate in your hands.”

Jerome Fortmayne is next to speak in his own defence.

“My Lord, I am completely innocent of the charge of treason against His Majesty. For the life of me, I cannot understand what I have done which could have been construed as an act of disloyalty. I only arrived in Paris from my boyhood home in the provinces in April and I spent the entire summer away on a campaign against His Majesty’s enemies, where I was Mentioned in Dispatches for my bravery. Yet in my first week upon returning to Paris from the campaign, I find myself arrested for treason! Honestly, My Lord, I have had neither the time nor the funds (I am heavily in debt) to engage in treason, assuming I had wanted to do so (which I did not). Furthermore, as someone fresh from the country, I do not even know how I would go about such a horrible act.

“As one gentleman of the sword to another, I beseech Your Excellency to give me true justice in this matter. I have always served His Eminence the Cardinal and His Majesty the King loyally and I am no traitor. Please believe me and dismiss these baseless accusations and let me go forth with my honour intact to serve His Majesty and France!”

Jean d’Ice chips in to support Fortmayne.

“If it pleases the court, I would like to say a few words in defence of Major Fortmayne. He has served with distinction in the Cardinal’s Guard and during that time the only words he has exchanged with the enemy were along the lines of ‘Die, enemy scum! Die!’ If that is treasonous then half of the French army are guilty of treason and the other half have been seriously thinking about it.

“I can understand Baron de LaGarde’s zeal for protecting France from her enemies and I commend him for it, but I feel that in this case he has made a mistake and is prosecuting an honest man. Therefore I respectfully request that the court finds this decent and honourable Frenchman not guilty.”

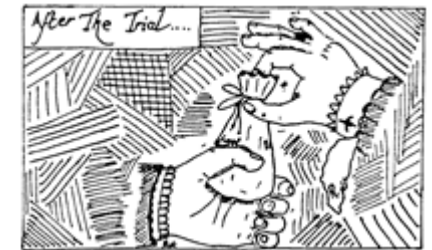
Minister of State Duncan d’Eauneurts considers all this carefully for several minutes before issuing his well-thought-out verdict.

“There is no smoke without fire. The Commissioner would not bring innocent men before this Court – he knows better than to waste my time in such a fashion – and I therefore find all the defendants Guilty As Charged.

“The evidence against Messieurs Fourier, Fonde-Lapatrie and e’Volence, however, is mainly circumstantial. They are largely guilty merely by association. Consequently, the sentence handed down to each of them by this Court is a fine of 200 Crowns and an admonishment that they be far more circumspect in not attracting the suspicion of the Commissioner in the future.

“The evidence against Monsieur Fortmayne, however, is somewhat more concrete, and I must also bear in mind the persistent rumour that he has been paid to wield a weapon more suited to a butcher than a gentleman and provoke members of His Majesty’s Government into duelling with him by some foreign power – in obvious hopes that His Majesty is denied their sage counsel in the future. Even so, the evidence is somewhat short of conclusive and I must therefore follow the precedent set by my predecessor, Count Pierre le Sang, and allow Almighty God to make final judgment upon the question of his guilt or innocence. Major Fortmayne, you are hereby sentenced to serve as a private in a Frontier Regiment for a period of not less than one year. Should God judge you innocent you will, of course, return to Paris after that time as a vindicated man.”

Augustin Fourier is the only one of the accused to petition His Majesty to commute his sentence. However, he has no influence with the King and is ignored. Minister d’Eauneurts does have influence with His Majesty and uses it to make sure there will be no clemency for Fortmayne. While Fortmayne is escorted to pack his kit bag for his year’s exile, his co-defendants merely have to pay their fines. Both are surprised to then receive an



anonymous donation of exactly the same amount! CPS LaGarde gets a much bigger, but equally anonymous, gift.

An officer and... a gentleman?

Norman de Bastille resigns his commission as Lieutenant-Colonel of the Queen's Own to join Princess Louisa's Light Dragoons. He would like to be Colonel but, of course, can only buy up to Major on joining the regiment. And there's no vacancy for a Major, so he has to settle for a Captaincy. Not at all what he intended...

Cam Embert has a little bit of influence, so he uses it. It has no impact, but he's admitted to 13th Fusiliers. There's no opening for a Major in this regiment either, so he's another Captain.

Count le Fishé (he's not really a Count) applies to the Picardy Musketeers, where CO Xavier Ulric Turenne is only too happy to sign him up. Fishé wants to be a Captain and gets to be a Captain – his CO pays for his rank, too. Then Turenne appoints him as Regimental Adjutant. He must be a nephew...

Pierre Cardigan has decided that he wants to be Brigadier of the Heavies. First, he has to persuade the incumbent to quit. He calls in a heavyweight favour for this and is backed by Bastian de LaGarde. Now there's a vacancy. Terence Cuckpowder throws some of his influence behind Cardigan's application for the job. It was already a shoo-in and Cardigan is duly appointed.

The Minister of War, Beau Reese Jean Seine, offers to make Bernard de Lur-Saluces Inspector-General of Cavalry. However, Lur-Saluces does not seem interested in the role. Neville Moore, on the other hand, is very interested when Seine proposes that he become Regimental Adjutant of the Royal Foot Guards, which Seine commands.

Jerome Fortmayne turns down the offer of becoming Aide to Brigadier-General Jean d'Ice. Quite right, too, as the job is for a Subaltern and Fortmayne's a Major. Realising his error, Ice suggests Brigade Major of the Guards instead and Fortmayne accepts this one gratefully – even though he'll have to carry out his duties from the frontier. He repays his loans and sets off to join his assigned Frontier regiment.



Lieutenant-General Bernard de Lur-Saluces asks Camille de Polignac to become his Aide, but gets no response.

Lascar Vivrebras's application to be Regimental Adjutant of the Picardy Musketeers founders as he's only a Subaltern, not a Captain. However, this is the right rank for a Brigadier-General's Aide and Terence Cuckpowder appoints him.

General Leonard de Hofstadt attempts to fill the positions in First Army HQ. He appoints Henri DuShite as Quartermaster-General. The position of Army Adjutant would go to Norman de

Bastille but, despite his acceptance, Bastille is not the right rank. However, Philippe F'Loppe is a Major and thus perfectly placed to be Hofstadt's Aide.

Three weeks at the opera

The only advertised social event for October is Marc de Zorro's horse race in week 2. However, several more get-togethers materialise over the month and there are plenty of socialites in their clubs. Let's start with Red Phillips: new Major Claude de Nord pops in for the first week with Ada Andabettoir. A hefty gift from Tarquin le Hatter means he's feeling particularly flush. And that's it for Red Phillips. The Frog & Peach does a bit better. Mustafa Lekk and Mary Huana are there all month, apart from the race. And Petit-Garson Riche pops in with Emma Roides at the start of the month.



Blue Gables is where Xavier Ulric Turenne, commander of the Picardy Musketeers, and Lois de Lô accept guests first and last thing. At the start of October, their guests are mostly other members of the regiment: Cyrano de Lancet, who brings Violet Bott, latest recruit Count le Fishé, Louis Renault, with Di Lemmere, Lascar Vivrebras and Sven Thibault Comseine, escorting Belle Epoque. The token non-Musketeer is Jean David Goliath, Major in Princess Louisa's. At the end of month, it's solely the PMs. Though Louis doesn't bring Di this time. Lascar has been in the barracks for his regimental duties (and the red light district for something else). Count regales them with how he fought off muggers after visiting a Bawdyhouse the week before (in fact, he just showed them his empty purse). Other members in the club are Cam Embert in week 1 (counting the substantial loan he's taken out) and Hercule D'Engin for the following three (after an early trip to the Bawdyhouses to slake his carnal desires).

The Horse Guards club doesn't have many members. One less this month now that Norman de Bastille has left the Queen's Own. However, it's the base for Justin Thyme and Lucy Fur during those weeks they're not at the races.

Hunter's is empty in week 2 – everybody's at the race – but has several members attend in other weeks. Camille de Polignac is there all three weeks, showing Angelina di Griz a good time. Tarquin le Hatter brings Leia Orgasma for all three weeks too. They have some guests in week 3: Claude de Nord, who brings Ada, and Jean David Goliath (gearing up for the Bawdyhouses by making sure he doesn't have any spare cash for the footpads). This is a busy week in Hunter's as Eclair de Lame and Freda de Ath visit and Robert d'Lancier is making his second visit to the gaming tables with Bess Ottede. Robert places his usual half a dozen bets and does fairly well this week: three wins and three cuts leaves him a few hundred crowns ahead. His first week bets were less successful (three wins, two

losses and a cut), but still left him in profit. Augustin Fourier swells the numbers in Hunter's at the end of the month as he and Pet Ulante pop in.

Bothwell's is quieter. Les Anonyme and Carole Singeurs are there for the whole month. Xavier Money brings Betty Kant either side of the horse race. Greg de Bécqueur pops in for the third week to show off his first-week conquest, Kathy Pacific, her head turned by a bolt of Chinese silk. And Ben e'Volence turns up with Fifi in tow for the second half of the month. This is entertaining as Ben is in the Crown Prince's Cuirassiers, while Les commands the 53rd Fusiliers, their regimental enemies.

In the Fleur de Lys, Leonard de Hofstadt and Frances Forrin host a changing array of guests over the month. This starts with Ben e'Volence and Fifi, Pierre de Terre, Phillipe F'Loppe and William de Beast in week 1. An interesting group, especially as putting Pierre and Phillipe together renews their DG-QOC rivalry. The following week is just Ben, Fifi and William and thus much quieter. For week three, the guests are Norman de Bastille and Phillipe again. Then it's just Norman in the final week. Phillipe is off to the Bawdyhouses, after which the footpads relieve him of his purse, which still contains a fair number of crowns.

The others in the Fleur all month are Pierre Cardigan and Edna Bucquette. Having repaid his loans and topped up his Commerce investment, Beau Reese Jean Seine brings Maggie Nifisent for the first week. Their place is taken by Uther Xavier-Beauregard and Henrietta Carrotte for the rest of the month, once Uther has carried out his duties as King's Footstool. Sorry, Holder of the King's Footstool. Bastian de LaGarde rolls up for weeks 2 and 3 while Jean Jeanie and Jackie Tinne are there for the first and last weeks. Bastian is sporting cuts and bruises after a run-in with some footpads in the red light district. He's lost a few crowns, too.

A week at the races

Which brings us to the horse race. Marc de Zorro has sponsored it to the tune of 1,200 crowns, so there's a 600-crown purse for the winner. Lining up for the start is quite an array of Parisians. In alphabetical order, Balzac Slapdash kicks us off, Alison Wunderlandt cheering him on from the grandstand. Claude de Nord's supporter is Ada Andabettoir. Angelina di Griz encourages Camille de Polignac. Cam Embert has no partisan, neither does Count le Fishé. Eclair de Lame is backed by Freda de Ath, Justin Thyme by Lucy Fur. Mary Huana cheers on Mustafa Lekk. However, there's no-one for Neville Moore. Pierre de Terre has no support either, but Emma Roides is rooting for Petit-Garson Riche, Pierre's financial benefactor ("no QOC should be poor"). There's only silence for Rick Shaw while Leia Orgasma shouts for Tarquin le Hatter. Betty Kant bigs up Xavier Money, something nobody does for Zavier Ulric Turenne. Though Zavier is convinced he will "ride to victory". Louis Renault and Di Lemmer also join Marc in the grandstand, though Di is giving Louis some funny looks.



Initial analysis suggests Balzac, Justin and Pierre should be front-runners. However, when skill and size are taken into account, Count and Justin are joint favourites. (And Tarquin le Hatter is the light relief.) The start (and finish) is in front of the grandstand, affording the supporters a good view as the horses set off. True to form, Count and Justin take the lead, closely followed by Pierre and Zavier. Balzac and Mustafa tuck in behind them, leading the main pack of Cam, Eclair, Petit-Garson and Xavier. Neville is hanging on to this group, staying just ahead of Claude and Camille. Rick Shaw is next and Tarquin is last.

The horses push and jostle around the first corner and then the riders give them their head down the back straight. Count retains the lead as they reach the second corner, just half a length in front of Justin, who's been caught by Zavier. Pierre is another half-length down, but a length in front of the hard-charging Neville and Petit-Garson. Cam can't quite match that pace, but is still in front of the faltering Eclair, who's been caught by Camille and Rick. Balzac and Mustafa have shown a good turn of speed to be just behind this group. Xavier is after them, his horse strolling rather than galloping. Tarquin has caught Claude, making them joint last.

Riders and mounts stream round the final corner and gallop for the finishing line. Count maintains his pace to cross the line first. However, he's being caught by Pierre, who finishes just half a length behind. Zavier's horse falters, leaving him a clear third, in front of an even slower Justin. He's caught on the finish line by Cam and Neville, whose horses are still going strong. Balzac gets some speed out of his horse at last, but this just makes him equal 7th, alongside Camille. Then it's Eclair and Petit-Garson, finishing as they started, alongside each other. A length down is Xavier (11th), half a length in front of the fading Rick. The very slow Mustafa is next, matched by Tarquin who's doing better than expected as Claude is last.

The muddy riders join the rest of the party to raise a glass as prizes are awarded. There is some pushing and shoving as Cam and Mustafa realise they're in enemy

regiments. Missing the whole thing is Jean David Goliath who doesn't seem to have noticed Marc's requirements for spectators. Refused entry to the grandstand, he begins to realise the part of town he's in on his own... He wraps himself in his cloak, pulls his hat down and heads home speedily.

The practising duellists



There are several contenders for Iron Man this month: those who spend their whole time practising their fencing skills. Jacques de Gain is a regular winner, but his weapon is the relatively light rapier. Spending their month with their heavier sabres are Bernard de Lur-Saluces and Terence Cuckpowder. However, Henri DuShite shows them

all up by swinging a cutlass for the whole of October. Several Parisians put in three weeks of practice, fitting them around some other important event. For BalzacSlapdash, that's the race. The rest of the time he's with his rapier.

Chris Knight, Henri Dubois and Jean d'Ice have the classic calendar of three weeks practice (with sabre, sabre and rapier, respectively) and one at a Bawdyhouse for some female company. Augustin Fourier works out with his sabre for three weeks before taking Pet to his club. Barry D Hatchett goes for three weeks rapier practice after his courting is successful at the first attempt. Beau Reese Jean Seine's first week may be in the Fleur, but the rest of his month is in the gym with his rapier. Practising for two weeks out of four are: Eclair de Lame (rapier), Greg de Bécqueur (rapier), Jean Jeanie (rapier), Petit-Garson Riche (sabre), Sven Thibault Comseine (rapier), Thierry d'Actyl (rapier) and William de Beast (sabre). Any number hit the gym for the odd week.

Who's missing from all these goings-on? Gaz Moutarde for one: he's at home with the lady in his life for the whole of October. Apart from the race, Neville Moore and Rick Shaw are to be found courting. The same lady. Oops! Rick gives up and hits the Bawdyhouses to complete his month. Neville persists, only to meet Bastian de LaGarde at the same address. Courting is fruitless for Norman de Bastille. First, he stands down to Thierry d'Actyl when they meet on a young lady's doorstep. Norman takes his affections elsewhere, but without success. Courting is initially a failure for Thierry, too, but he perseveres and wins through (spending much of his re-scheduled loans). Having started the month with his current mistress, Marc de Zorro is ineffective in his efforts to win another. So is Duncan d'Eauneurts, mainly because the object of his advances is not at home throughout October.

All quiet on the Dutch front

In the United Provinces, French frontier forces continue to besiege Dutch fortresses – with mixed results. Jacques Hatt and his squadron of the Grand

Duke Max Dragoons are attached to regiment 2, which is one of the successful ones. However, there's no role for cavalry in this and thus no reward for Major Hatt. Jerome Fortmayne starts his disgrace with Frontier regiment 4, which is battered by Spanish forces trying to relieve the Dutch. There is a Mention in Despatches for Major Fortmayne. ❖

Press

Announcements

The Royal Foot Guards is still looking for good men to serve as officers. Help with costs available.

† Beau Reese Jean Seine
Colonel RFG

The 53rd Fusiliers requires more honest French volunteers. Apply the Colonel.

Matters of Honour

For those whose wits failed them last month and forgot the watchword 'Audacity', I offer not an apology, but a new challenge. Meet me on the field of honour and redeem yourselves. I would not hurt you too badly, so let's say first blood to make this a sporting contest. This means you, Augustin Fourier, and you, Barry D Hatchett, and the rest. The list goes on, and is in fact on prominent display all round Paris. I hope that nobody feels left out.

† UXB

I am looking for a second, and happy to return the favour. Please leave word at my Barracks and I will be in contact.

Regards,

† Major Thyme, QOC

Social

Justice has returned to the streets of Paris and to celebrate I invite all gentlemen of SL 15 or above and their mistresses to a Fête de Justice at my club, Weeks 3 and 4 next month. I will arrange for depictions of crime and punishment, the heads of the most recently chastised and girls in bondage to be displayed – all most tasteful, I assure you.

† Commissioner Lagarde

The next gathering of the "Young Gentleman of Paris" will be hosted at the Frog and Peach, Week 4, November 2020 and will be hosted by Petit-Garson Riche who will bring all the wines. Bring your girls and let's party after a hard summer defending the honour of our great King and our amazing Country. Let's "Make France Great Again" (open to all SL 7 or lower, mistresses welcome, all carousing costs to be paid by PGR, Obviously, as it is for Gentlemen, scumbags masquerading as Gentlemen (aka The Dragoon Guards) will be thrown out into the street and a bucket of slops poured on their sorry heads to improve their appearance/smell).

Jean David Goliath heads to the Blue Gables clutching his invitation, resplendent in his new uniform. He looks at the card and hopes it will allow entry to the prestigious club.

Military Missives

To: Major Jean David Goliath the 1st, PLLD

From: Major Jacques Hatt, GDMD

Welcome:

A friend forwarded me a press clipping mentioning your arrival in Paris. Good to see new officers in a fellow Dragoon regiment. Things have been quiet so far at the front. I hope the next two months are more productive for France.

When I get back to Paris, assuming that this confusing matter of a claimed warrant for my arrest has been cleared up, it would be good to meet at a club for a drink.

Yours, † JH

Major Jaques,
Field Office, GDMD

Thank you for your kind communication.

I am even now contemplating joining The Frog & Peach – which appears better suited to my rising status in Paris. I will be watching closely for plans in December and hope to fill any otherwise vacant spot with a small party, to which you would be warmly welcomed.

I am perusing the parties here in Paris, well I would if there were any! I have already asked the kind host of a party from September if he has any plans for October.

As a Major I am considering bringing a squadron to the front. Although I may seek to command the Regiment before I do! Do you have any advice for a man seeking success in war, for myself and France?

My pencilled plan is to bring some force to the front in November, for a short exposure to understand how command works.

† Major Jean David Goliath, PLLD

Personal

To: Marquis Jean d'Ice, Guards Brigadier

There appears to be some confusion within Brigade Headquarters as my application to become Brigade Major has still not been processed. I am sure this is due to no fault of your own, but I would be grateful if you could look into this and ensure the necessary paperwork is completed.

† Major Tarquin le Hatter

Jean David Goliath swaggers through Paris in his custom-made uniform, as Major in the Princess Louisa Light Dragons. Custom-made due to his diminutive size.

“What’s this?” he muses to himself as he spots an advert for a Horse Race. A Horse Race! He laughs to no-one in particular. “If I were not an Officer and a Gentleman, I would be a Jockey... I am the perfect size for a jockey and I have three fine mounts!” Jean heads to the racecourse to register his attendance. He has no thought of the prize pot, just taking part will be so exciting, and the party afterwards! Oh, new adornments for his uniform will be needed for that!

Dear BRJS/JJ

I am taking the PM to the Frontier in November to hone our siege tactics in preparation for the Summer Campaign.

To the King and Victory!

† ZUT – OC, PM

I have a business proposition for those interested. I am opening a Fromagerie in Normandy. I need ten investors with 10 silver pieces each. Each will receive one tenth ownership in this enterprise.

We will make the finest Normandy Camembert. A little fragrant, but delicious like all the best things in life. I have secured premises at small convent known as St Muffs. I look forward to hearing from you all.

† Claude De Nord, Soldier, Lover, and cheese-maker to the rich and famous.

Mmm... cheese... † Le Roi

Maman

Paris is gripped by sensation this month. There are four – I repeat FOUR – Gentlemen on trial! Betty and I attended one, the trial of Jerome Fortmayne. What a pitiful sight! A grown man cowering in the dock, scared for his life. His real crime is to be a member of the

Cardinal’s Guard. (Their uniforms are hideous.)

May God have mercy on him.

Yours, etc, † XM

Poetry Corner

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

Too much wooing
Can lead to ruin.

I sung my song to Guinevere,
But without luck, I fear.

Next in line was Lucy Fur,
I had no joy with her,
But t’was wooing Helen
That set Anna yellin’
And now I’ve got no girl.

On to another whirl,
But first things first,
To slake my thirst
I’m going on the piss

With my favourite Marquis.
† Norman de Bastille

Ode To A Two-Handed Sword Found
Protruding From My Body One
Crisp Autumn Morning

A gentleman’s weapon is svelte
And dangles so neat from his belt;

But Jerome has a whopper,
An ungainly chopper,
Requiring both hands folk to welt.

† Greg

Points Arising

Next deadline is 8th January

DdE’s term as Minister of State expires at the end of next month, so applications for the appointment should be made with your November

orders (to be actioned at the start of December).

It’s been a while since anyone issued a duelling challenge, so don’t forget to vote (in your orders) on the challenges listed below.

Absent friends

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

AC Alex Craimant (Toby Nightingale) has NMR'd. Total now 2 and is sent to a Frontier regiment
X2 (Mark Nightingale) has NMR'd. Total now 2 and is sent to a Frontier regiment

LK (Martin Jennings) has been floated as Martin was laid up with flu
RdM (Craig Pearson) has been floated at his request

Notes

The *En Garde!* rules are available to LPBS players at a reduced rate: see

Announcements

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

Beau Reese Jean Seine asks NPC Captain 1 of Royal Foot Guards to resign

Greg de Becqueur asks NPC Division Adjutant of First Division to resign

Duels

Results of October's duels

Rick Shaw (gains 1 Exp) beat his enemy Augustin Fourier.

Ben e'Volence (with PFL, gains 1 Exp) beat his enemy Les Anonyme (with TdA & HDE).

any month's Points Arising page at www.pevans.co.uk/LPBS.

There's an email group for *En Garde!* players and GMs, providing a forum to swap stories and ideas. Sign up at: <https://groups.io/g/EnGarde>

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.

Norman de Bastille applies for Army Adjutant of First Army

Tarquin le Hatter applies for Brigade Major of Guards Brigade

Tarquin le Hatter applies for Aide to General

Jean d'Ice (with JF & TdA, gains 1 Exp) beat his enemy Greg de Becqueur (with HDE & DdE).

Greg de Becqueur declined to meet Jerome Fortmayne as he was under half Endurance.

Thierry d'Actyl declined to meet Greg de Becqueur as he was under half Endurance.

Rick Shaw (gains 1 Exp) beat his friend Henri DuShite (losing 7 extra SPs).

Tarquin le Hatter didn't turn up to fight Jean d'Ice and lost SPs.

Tarquin le Hatter didn't turn up to fight Jerome Fortmayne and lost SPs.

Justin Thyme (no Expertise) drew with Phillipe F'Loppe (with BeV, no Expertise).

Marc de Zorro (with NdB, gains 1 Exp) beat his enemy Phillipe F'Loppe (with BeV).

Phillipe F'Loppe (with BeV, gains 1 Exp) beat his enemy Norman de Bastille (with MdZ & LdH).

Pierre de Terre (gains 1 Exp) beat his enemy Phillipe F'Loppe (with BeV).

Phillipe F'Loppe (with BeV, gains 1 Exp) beat his enemy Petit-Garson Riche.

Tarquin le Hatter (with XM, losing 5 extra SPs, no Expertise) beat his enemy Thierry d'Actyl.

Duncan d'Eauneurts didn't turn up to fight Alonzo Fonde-Lapatrie and lost SPs.

Claude de Nord (with TlH, gains 1 Exp) killed his enemy Alonzo Fonde-Lapatrie.

Henri DuShite declined to meet Claude de Nord as he was under half Endurance.

Augustin Fourier declined to meet Pierre Cardigan as he was under half Endurance.

To be settled next month

Conrad de Coverlet (Sabre, Seconds HD, adv.) and Justin Thyme (Sabre) have mutual cause for being in enemy regiments.

Conrad de Coverlet (Sabre, Seconds HD, 3 rests) and Marc de Zorro (Sabre, Seconds NdB, adv.) have mutual cause for being in enemy regiments.

Conrad de Coverlet (Sabre, Seconds HD, adv.) and Norman de Bastille (Sabre, Seconds MdZ & LdH, 3 rests) have mutual cause for being in enemy regiments.

Conrad de Coverlet (Sabre, Seconds HD, adv.) and Pierre de Terre (Sabre, 2 rests) have mutual cause for being in enemy regiments.

Conrad de Coverlet (Sabre, Seconds HD, adv.) and Petit-Garson Riche (Sabre, 1 rests) have mutual cause for being in enemy regiments.

Neville Moore (Rapier, 2 rests) and Rick Shaw (Sabre, adv.) have mutual cause as neither stood down over Lotte.

Pierre de Terre (Sabre, 1 rests) and Phillipe F'Loppe (Sabre, Seconds BeV, adv.) have mutual cause for being in enemy regiments.

Cam Embert (Rapier, Seconds CLF, adv.) and Mustafa Lekk (Rapier) have mutual cause for being in enemy regiments.

Les Anonyme (Rapier, Seconds TdA & HDE, 1 rests) and Ben e'Volence (Sabre, Seconds PFL & CK, adv.) have mutual cause for being in enemy regiments.

Bastian de LaGarde (Rapier, Seconds HDE, adv.) and Neville Moore (Rapier, 1 rests) have mutual cause as neither stood down over Lotte.

Uther Xavier-Beauregard (Sabre, Seconds TC, adv.) challenges Augustin Fourier (Sabre, 5 rests).

Uther Xavier-Beauregard (Sabre, Seconds TC, adv.) challenges Barry D Hatchett (Sabre, 5 rests).

Uther Xavier-Beauregard (Sabre, Seconds TC, 3 rests) challenges BalzacSlapdash (Rapier, adv.).

Uther Xavier-Beauregard (Sabre, Seconds TC, adv.) challenges Greg de Becqueur (Rapier, Seconds HDE & DdE, 5 rests).

Uther Xavier-Beauregard (Sabre, Seconds TC, adv.) challenges Lascar Vivrebras (Rapier, 5 rests).

Uther Xavier-Beauregard (Sabre, Seconds TC, adv.) challenges Neville Moore (Rapier, 5 rests).

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

New Characters

Graeme Morris gets the Second son of a very wealthy Count: Init SL 11; Cash 750; MA 1; EC 3 (CT Charles Tretet).

Toby Nightingale gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 5; EC 5 (X1).

Mark Nightingale gets the Bastard son of a small Merchant: Init SL 2; Cash 23; MA 5; EC 4 (X2).

his first duelling sequence need only contain six actions.

Challenges to be voted on

Uther Xavier-Beauregard challenges Augustin Fourier for his lack of wit.

Uther Xavier-Beauregard challenges Barry D Hatchett for his lack of wit.

Uther Xavier-Beauregard challenges BalzacSlapdash for his lack of wit.

Uther Xavier-Beauregard challenges Greg de Becqueur for his lack of wit.

Uther Xavier-Beauregard challenges Lascar Vivrebras for his lack of wit.

Uther Xavier-Beauregard challenges Neville Moore for his lack of wit.

Uther Xavier-Beauregard challenges Jerome Fortmayne for his lack of wit.

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.

Held over until December:

Uther Xavier-Beauregard versus Jerome Fortmayne.

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 BeV
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General __
Inspectors-General: of Cavalry __	of Infantry __
Commissioner of Public Safety BdLG (until May 1673)	
Chancellor of the Exchequer CK (until August 1673)	
Minister of Justice CPS (until May 1673)	
Minister of War BRJS (until February 1673)	
Minister of State DdE (until November 1672)	

Shows who holds appointments outside military units (except Aides):

ID for Characters, "N" for NPC, __ for vacant, "CPS" for additional posts held by the CPS.

Army Organisation and 1673's Summer Deployment

First Army (Defence)	LdH/PFL/__/HDS
Cavalry Division (Defence)	N6/N/RS
Heavy Brigade (Defence) - ALC CPC	
Dragoon Brigade (Defence) - GDMD PLLD	
Frontier Division (Defence)	N6/N/N4
Frontier Regiments (Defence)	
Second Army (Siege)	__/_/MdZ/N
First Division (Assault)	II/N/N6
Guards Brigade (Assault) - RFG CG KM	
1st Foot Brigade (Assault) - RM PM	
RNHB Regiment (Assault)	
Second Division (Siege)	N2/N/__
2nd Foot Brigade (Siege) - 13F 53F	
3rd Foot Brigade (Siege) - 27M 4A	
4th Foot Brigade (Siege) - 69A Gscn	
Horse Guards Brigade (Field Ops) - DG QOC	

Organisation and Deployment for the Campaign Season with Army and Division posts (Commander/Aide/Adjutant/QMG)

Entries are ID for player characters, "N" (+ MA if needed) for NPC, __ for vacant

Brigade Positions

Guards Brigade	Jdl/_/_/JF
Horse Guards Brigade	N6/N/N1
Heavy Brigade	PC/N/WdB
Dragoon Brigade	N1/N/_/_
First Foot Brigade	N3/N/N5
Second Foot Brigade	N4/N/N6
Third Foot Brigade	N4/N/N5
Fourth Foot Brigade	N3/N/N5

Current CO/Aide/Brigade Major of each Brigade; entries are ID f or player characters, "N" (+ MA if needed) for NPC, __ for vacant

Frontier Regiments

					(Siege for Sept-Nov)
	F1	F2	F3	F4	RNHB
Colonel	N7	N1	N2	N2	N9
Attached		2 Sqn GDMD		JF	
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

- Frontier regiment 1: 2
- Frontier regiment 2: 2
- Frontier regiment 3: 3
- Frontier regiment 4: 5
- RNHB regiment: 4



Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	GdB
54	Madelaine de Proust	17		
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	BeV
62	Alison Wunderlandt	14		BS
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	JiT
30	Leia Orgasma	13	B	TIH
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	RdL
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		Anon
20	Emma Roides	10	I	PGR
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	AF
43	Di Lemmere	10	I	LR
53	Angelina de Griz	10	B	CdP
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Ideé	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	ML
34	Freda de Ath	7	W	EdL
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	STC
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	CdL
15	Ada Andabettoir	5	B/I	CdN
25	Lois de Lô	5	B	ZUT

This table shows the mistresses in Paris. B=Beautiful, I=Influential, W=Wealthy; Last=Last lover seen with this month

Regiments

Col	RFG	CG	KM	DG	OOC	ALC	CPC	RM	AF	ZUT	13F	PLLD	53F	27M	4A	69A	Gscn
LCol	BRJS	Jdl+	DfE	HD	MdZ	PC+	CK	HDS	AF	LR	N3	N2	HDE	Anon	N5		
Maj 1	BdlG	TdA	GdB	CdC	RS	RS	BeV	N5+	N4	N2	N2	N5	N6+	N7	N5+	CdN	N5+
Maj 2	EdL	JF+	TH	PFL	JiT	N4	N2	N4	JH	N2	N2	N5	N1	N2	N1	N4	N1
Capt 1	N1	N5	RdL	N1	N1+	N4	N2	N4	N4	N2	N2	N5	N1	N1	N1	N1	N6
Capt 2	N2	N3	N1	N1	N4	N5	N4	N4	N6	N2	N5	N1	N3	N1	N1	N1	N6
Capt 3	N4	N5	N1*	N6	N4	N5	N5	N5	N4	N2	N4*	N2	N5	N1	N5	N2	N6
Capt 4	N3	N3		N6*	N3	N1*	N1*	N4*	N4*	N3	N4*	N3*	N2	N3*	N1*	N3*	N1*
Capt 5	N6				PGR					CLF*	CE	NDB					
Capt 6	NM*																

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	Lastseen	Club	EC	Player
UXB	Count Uther Xavier-Beaureg'd	29+87	Comfy General			20	Henrietta	Flr	4	Pete Card
DdE	Count Duncan d'Eauneurts	25 33	Rich	B.Bdr-General	KM/State Min.	8		Flr	5	Paul Lydiate
BRJS	Viscount Beau Reese J'n Seine	24 61	Rich	Colonel	RFG/War Minister	10	Maggie	Flr	3	Bill Hay
PC	Count Pierre Cardigan	24 52	Withy	B.Bdr-General	ALC/Hvy Brigadier	10	Edna	Flr	5	Matt Shepherd
JJ	Count Jean Jeanie	23 67	Filty	B.Lt-General	/1st Div Commandr	30	Jacky	Flr	3	Andrew Kendall
LdH	Marquis Leonard de Hofstadt	23 42	Comfy General	/1st Army Commndr		7	Frances	Flr	5	Neil Packer
JdG	Count Jacques de Gain	23 36	Filty	Fld Marshal		24		Flr	6	Ben Brown
TC	Viscount Terence Cuckpowder	21 38	Withy	Bdr-General	/Min w/o Port	6		Flr	5	Mike Dommatt
BdLS	Earl Bernard de Lur-Saluces	19 37	Rich	Lt-General		14		Flr	3	Rob Pinkerton
Jdl	Marquis Jean d'Ice	19+64	Withy	B.Bdr-General	CG/Gds Brigadier	10		Flr	3	Tym Norris
CK	Viscount Chris Knight	18+77	Withy	Colonel	CPC/Chancellor	13		Hunt	2	Paul Wilson
Anon	Sir Les Anonyme	18+60	Comfy	B.Bdr-General	53F/Min w/o Port	3	Carole	Both	4	Bruno Giordan
BdLG	Baron Bastian de LaGarde	18+54	Withy	Lt.Colonel	RFG/CPS	4		Flr	1	Jerry Spencer
HD	Marquis Henri Dubois	17 36	Comfy	B.Bdr-General	DG	8		Both	3	Wayne Little
CdB	Sir Greg de Bécqueur	16 32	Comfy	Lt.Colonel	KM	9	Kathy	Both	5	Anthony Gilbert
GM	Sir Gaz Moutarde	15 31	Withy	Bdr-General		4		Both	2	Mike Clibborn-Dyer
AFL	Sir Alonzo Fonde-Lapatric	15	RIP							Graeme Morris
BeV	Sir Ben e'Volence	15+64	Comfy	Lt.Colonel	CPC/FMshl's Aide	5	Fifi	Both	3	Ash Casey
XM	Sir Xavier Money	13 30	Withy	Bdr-General		7	Betty	Both	3	Pam Udowiczzenko
HDS	Henri DuShite	13 22	Comfy	B.Bdr-General	RM/1st Army QMG	9		Both	4	Dave Marsden
RdL	Robert d'Lancier	13+40	Comfy	Major	KM	9	Bess	Hunt	4	Steven Malecek
TdA	Thierry d'Actyl	12 22	Poor	Lt.Colonel	CG	2		Hunt	2	John Cooke
CdC	Conrad de Coverlet	12 14	Poor	Lt.Colonel	DG	1		Hunt	4	Stewart Macintyre
MdZ	Marc de Zorro	12+58	Comfy	Colonel	QOC/2nd Army Adjutnt	9		Hunt	4	Tim Macaire
EdL	Sir Eclair de Lame	11 31	OK	Major	RFG	4	Freda	Hunt	3	Peter Farrell
CdP	Camille de Polignac	11 21	Comfy	Captain	RFG	4	Angelina	Hunt	4	James McReynolds
NM	Neville Moore	11 19	Poor	Captain	RFG/RFG Regt. Adjnt.	1		Hunt	2	Cameron Wood
AF	Sir Augustin Fourrier	11 18	Comfy	B.Bdr-General	GDMD	6	Pet	Hunt	3	Brick Amundsen
WdB	Sir William de Beast	11+48	OK	Major	CPC/Hvy Brigade Maj.	6		Hunt	4	Simon Peck

ID	Name	SL SPs	Cash	Rank	Regiment/Appointment	MA	Lastseen	Club	EC	Player
NdB	Norman de Bastille	11+35	OK	Captain	PLLD	1		Hunt	4	Mark Williams
THH	Tarquin le Hatter	10 14	OK	Major	KM	2	Leia	Hunt	5	Jason Fazackarley
JF	Jerome Fortmayne	10	F	Poor	Major	CG/Gds Brigadier	Maj.	Hunt	6	Bill Howell
RS	Rick Shaw	9 23	OK	Lt.Colonel	ALC/Cav Div Adjutant	2		BG	6	Charles Burrows
HDE	Hercule D'Engin	9 14	Comfy	Lt.Colonel	53F	2		BG	2	Gerry Sutcliff
PFL	Phillipe F'Loppe	9+ 51	Poor	Major	DG/Gen's Aide (1st Army)	3		F&P	4	Phil Urquhart
PdT	Pierre de Terre	9+ 45	OK	Captain	QOC/QOC Regt. Adjnt.	6		BG	2	Paul Murphy
JIT	Justin Thyne	9+ 35	Comfy	Major	QOC	7	Lucy	HGds	2	Gerald Udowiczzenko
ZUT	Zavier Ulric Turenne	9+ 31	OK	B.Bdr-General	PM	4	Lois	BG	1	Bob Blanchett
BS	Balzac Slapdash	8 15	Comfy			9	Alison	BG	4	Matthew Wale
CE	Cam Embert	8 10	Poor	Captain	13F	3		BG	2	Dean Talbot
PGR	Petit-Garson Riche	7 17	Comfy	Captain	QOC	1	Emma	F&P	2	Mark Cowper
LR	Louis Renault	7+ 30	Comfy	Lt.Colonel	PM	1	Di	RP	4	Roy Bleasdale
ML	Mustafa Lek	6 19	Poor	Major	27M	4	Mary	F&P	2	Graeme Wilson
AC	Alex Graitment	6	RIP							Toby Nightingale
CdL	Cyrano de Lancet	6+ 22	OK	Captain	PM	1	Violet	F&P	4	Rik Stewart
STC	Sven Thibault Comseine	6+ 21	Poor	Major	PM	6	Belle	F&P	3	Nik Luker
JdGI	Jean David Goliath	6+ 19	Poor	Major	PLLD	2		F&P	1	James Waters
LV	Lascar Vivrebras	6+ 18	OK	Subaltern	PM/BdGen's Aide (TC)	4		F&P	4	Olaf Schmidt
RdM	Rob d'Masses	5 6	OK	Subaltern	CPC	4		RP	6	Craig Pearson
CLF	Count le Fishé	5+ 39	OK	Captain	PM/PM Regt. Adjnt.	6		RP	2	Brish Talbot
LK	Lars Kristmass	4 0	Comfy			4				3 Martin Jennings
JH	Jacques Hatt	4	F	Poor	B.Major	GDMD	4	RP	3	Joel Halpern
CdN	Claude de Nord	4+ 36	OK	Major	69A/BdGen's Aide (XM)	3	Ada	RP	4	Andrew Larder
BDH	Barry D Hatchett	3 8	Poor	Captain	69A	3		RP	6	Ray Vahey
XZ		2	RIP							Mark Nightingale

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, Filthy = 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+