

## That would be enough

This has been issue 211 of *To Win Just Once*, published 24th January 2021. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2021

## Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by 5th February 2021.

Orders for *LPBS* and *Wits & Wagers* plus any other contributions to Pevans by 12th February 2021.

(Next deadlines are 12th/19th March, 16th/23rd April, 21st/28th May)

## Waiting lists

*En Garde!* new players are always welcome in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: [www.engage.co.uk](http://www.engage.co.uk)

*Railway Rivals* – There's room for one more in Elmers End – see page 16 (Working map and rules provided).

*Star Trader* – The latest game has just started and there's room for more players. (Rules provided.)

## Online games

*Keyflower* (at [boardgamearena.com](http://boardgamearena.com)):

*Pax Porfiriana*, (at [yucata.de](http://yucata.de)):

*Rajas of the Ganges* (at [yucata.de](http://yucata.de)):

*Snowdonia* (at [yucata.de](http://yucata.de)):

*Through the Ages* (at [boardgaming-online.com](http://boardgaming-online.com) or [boardgamearena.com](http://boardgamearena.com)):

## Credits

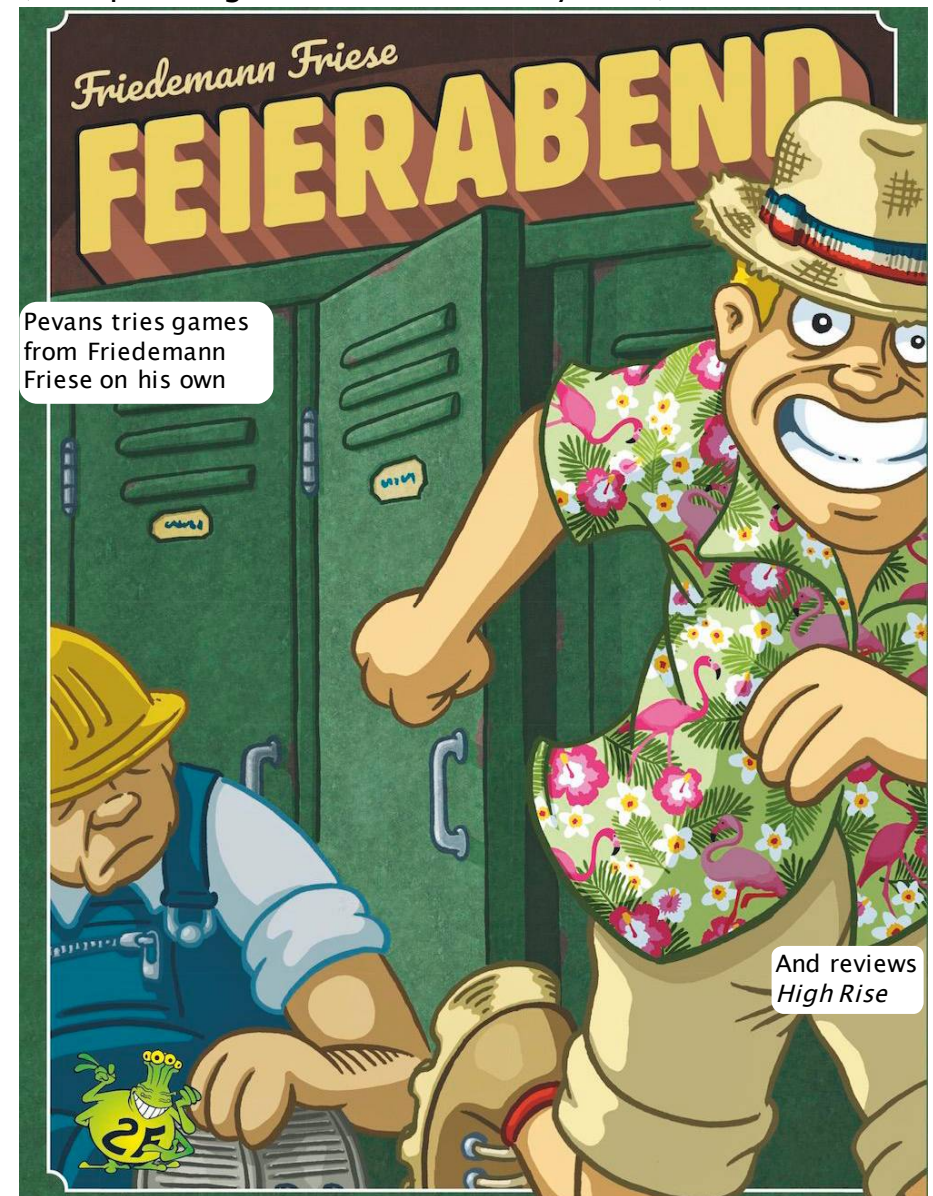
*To Win Just Once* issue 211 was written and edited by Pevans. The *LPBS* masthead (page 20) is by Lee Brimmicombe-Wood, as is the drawing on page 22. Other illustrations are by Tim Wiseman (page 21), Bryan Lea (25) and Nik Luker (26 and 36). Game and book artwork is courtesy of the publisher. Pevans took the photos and played with Photoshop.

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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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## Chatter

First off: Happy New Year! I think the common sentiment is that 2021 **must** be better than 2020. Covid-19 vaccines have arrived, for a start (my father had his jab this week, with much complaining about the bureaucracy involved).

I'm still trying to work through the pile of unplayed games I pictured a few issues ago. The problem is that I keep acquiring new games and, somehow, playing these is more pressing. On top of that, there's only me to play them, so just games that support a single player – as more recent games have made a point of doing – are really viable. Despite these restrictions, I've explored a few new games and this issue has my notes on a couple of them.

### New *Star Trader* game

Two more players have signed up since last issue, so this game, Way Station, is formally starting this issue. There's still room for a couple more people to join in, though: just let Mike know.

### New *Railway Rivals* games

With seven players signed up, Mike decided to run two (up to) four-player games, rather than a six-player game with someone missing out. This means there's room for one more player in the second game, for which there are some preliminaries in this issue. Again, let Mike know if you want to take up that last place.

### Online stats

I published *TWJO* 210 on 21st December 2020 and the PDF versions were downloaded 198 times in the remaining 10 days of the month. December as a whole saw 85 more downloads for issue 209, adding up to 264 in a month and a half. And a further 32 in December means a total of 289 downloads for issue 208 since publication.

Various back issues of *TWJO* were popular in December, as was my review of *Ambush!* yet again. The review dates back to 2009 and the game to 1983, so goodness knows why.

## Letters

Charles Burrows chips in on vaccinations.

*I had the flu jab for 15 years without a problem. I haven't had it this year as I'm not commuting or travelling anywhere. One tip I was given early on is to shake your arm around a lot in the hour or so after the jab to avoid having the soreness or lump.*

Good tip, Charles. I'll bear it in mind for next time. He moves on to games.

*Tapestry and Gentes both look interesting games, but [as] you say £90 is a lot for a game.*

Jason Fazackarley proffers a sentiment that several others echoed.

*So, 2021 is upon us and it's a hearty cheerio & good riddance to 2020. Although I doubt we are going to have much cheer for at least the first quarter of the new year and, probably, for some months after that, but who knows as things change on a daily basis lately. I wish you and your good lady a happy year ahead, despite the circumstances, and thanks for giving us all some cheer through TWJO & LPBS.*

Tim Macaire has a sense of priority:

*Cold, wet and locked-down; hibernation is looking better every day at the moment, but then I remember I would miss my TWJO deadline... Keep going and keep safe,*

I certainly intend to, Tim.

## Playing with myself

### Pevans and more solitaire games

Sorry about the title, but it had to be done. And, yes, recent months have seen me playing games on my own. I've even done full reviews of *High Rise* – it's coming up later – and *The Ming Voyages* – which should be in next issue. In the meantime, here are a few more of my solo games-playing ventures.

Friedemann Friese published two big-box games in 2020. Unusually, he produced them with both English and German rules from his own imprint, 2F Spiele (in recent years, Stronghold has done the English language edition). Equally unusually, they both had solitaire options. Definitely a sign of the times.

The first is *Feierabend – Finishing Time* is the English title. This is all about leisure time. Players have a team of workers (meeples, natch) who slave away in a traditional factory. However, it's what they do after work that matters. And what they really want is less work and more leisure: strike, comrades! There's a definite 1970s vibe to the game (or maybe that's just me) as a key element of the game is striking for better working conditions.

You start with your workers on your factory board and your actions are to move them to another board. First off, they can take the simple option of going home or to the pub. Both gain 'Relaxation' points. Visiting the pub is more relaxing than going home, but costs money – or workers can take a second job in the pub, which



The start of my solitaire game: I've only set out the segments of the circular tracks that I need; I'm playing black and starting a few points behind the robot (white)

reduces relaxation but pays money. Note that if your relaxation gets too low, your stressed workers are limited in what they can do.

There are then three circular boards (with more players more segments of each board are used) that represent ways of seriously relaxing: visit the theme park, go for a motorbike ride, spend time fishing and so on. All of these provide relaxation points, but most of them cost money, some have additional requirements (you've got to have a partner for that motorbike ride) and the opportunities for each are limited. The best board is the vacation one, where workers may stay for more than one round – depending on their holiday entitlement (which starts at zero).

Holidays needed! That's where the union board comes in. Placing workers here gets you no relaxation (!), but gives you 'strike' points. Instead of moving a worker in your turn, you can cash in strike points to move forward on one of the working conditions tracks: reduce working hours, boost income, close the gender gap (so your workers get **all** their wages – a nice touch) and get holidays.

Once you've placed all your workers, it's time to go back to the factory. You move your meeples back, losing relaxation according to your current working hours, but gaining wages and union support (strike points). Next turn you'll start moving workers out of the factory again. There are no rounds in the game: players will be returning to work at different times and may choose to return more or less frequently (since some actions let you place several workers).



Once someone has hit 40 relaxation points, you carry on until all workers have been placed. There's a final return to work and the most relaxed team wins. The solitaire game is essentially a two-player game with your opponent being a 'robot'. A separate sheet, "The Solo Variant", provides the rules for what the robot does – essentially getting in your way, with a bit of randomness thrown in. It does mean you won't always be able to take the actions you would like to but, in practice, I didn't find the robot much of a hindrance.

Playing the game, I concentrated on generating strike tokens to begin with, using them to reduce my working hours. This reduced the lost relaxation every time I went back to work, enabling me to stay ahead on the relaxation track. Robot went for holidays early and then took a lot of them. However, by the end I was on three weeks' holiday to robot's two. Final scores: 46 to me, 19 to the robot.

I found the game very straightforward to play and lighter than I expected. Other players would provide more competition, but it looks like being largely multi-player solitaire. That is, each player can get on with what they're doing without worrying too much what the others are up to. I love the theme of the game, though, and it has Friedemann's usual touches of humour. However, playing it felt mechanical and the robot was no real challenge. Playing solitaire has taught me the mechanics of the game. It has also whetted my appetite for playing it with other people which, I'm sure, will be more challenging.

*Feierabend was designed by Friedemann Friese and is published by 2F Spiele (www.2f-spiele.de). It is a board game of working and leisure time for 1-6 players, aged 12+, and takes 55 minutes to play (my solitaire game took the best part of two hours).*



And here's the end of my game: note the pawns holidaying (crescent board) and I'm at the end of the working hours track

## Farming for the Pharaoh

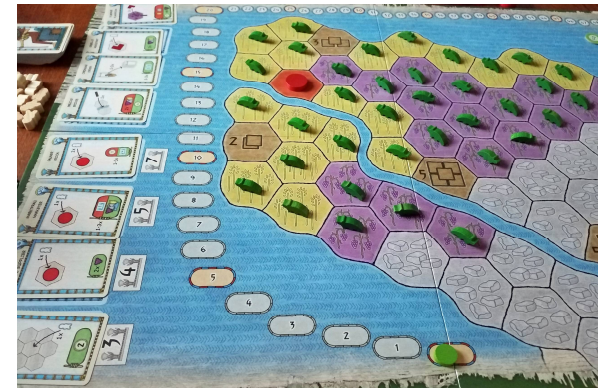
The second game is *Faiyum* which, according to the blurb, is an artificial basin off the Nile in ancient Egypt. It was created to provide an area where the Nile's floods could be controlled, allowing farming to be less hit-and-miss. With plentiful and predictable food supplies, the area could support towns and other crafts and occupations flourished in turn. The game mirrors this development.



The board shows the land divided by a hexagonal grid which starts off largely filled with crocodiles. Yes, setting up the game involves putting green wooden crocs across the board. Brilliant. The board also has three types of terrain, monument sites and an initial settlement and road. The terrain determines what type of activity can be carried out there and players will be building settlements, roads and monuments as the game goes on.

They do all this by playing cards from their hand, allowing them to gather resources, gain money and increase their reputation. The last of these is, of course, how the winner is determined. However, there's a long way to go before that happens. The obvious action initially is playing a "Farmer" card. This lets you place a worker pawn to remove a crocodile (get a dollar!) and get the resource produced by that type of terrain. Note that these are not **your** workers, you're not grabbing territory.

Players start with several Farmers and two other cards. "Settlement" lets them place a settlement disc in a cleared space, paying for this in resources and gaining cash and reputation. "Two Roads" lets them place two sticks across hexagon boundaries to link spaces. This costs resources and gains reputation for the first connection between two settlements (et al).



The initial board – look at all those crocs!

Of course, players need more than the cards they start with. Hence there is a market for other cards: four that are available at increasing prices and four 'futures' that will become available. Eventually. Players can spend cash to take a card into hand. A new card is drawn from the deck, but the row is not simply moved along. Each card has an index number and



And here it is at the end: towns, monuments, workshops, roads et al. And that's my discard pile at the bottom.

the new card is inserted in sequence with those already there. Thus, high cards can stay in the futures section for quite a while.

As you'd expect, the lower index cards are simpler, while the higher cards are more complex and valuable. They introduce new elements to the game, such as workshops that produce stuff, and new actions, like adding a worker to something else to produce more stuff. Part of the fun of playing the game is discovering the new possibilities as new cards appear.

Sooner or later, though, you're going to run out of cards and money to buy new ones. Time for an 'Administration' turn. Though you don't have to wait this long, you can take one when you want. This lets you take cards back into your hand, gain a little cash (maybe) and discard cards from the market. Except that only the top three cards on your discard pile can be taken for free. You have to pay money to get more cards back and you can't change the order of the cards. Maybe it wasn't such a good idea to spend all your money first...

This mechanism puts a whole different slant on managing your hand. Play a good card early on and you may never get it back. Thus you not only have to think about what you want to do, but also the order you want to do it in so that you can get back the cards you want to play next. I can feel my brain melting already. Usefully, some later cards are better versions of early cards, giving you the opportunity to leave the less powerful cards in your discard pile and use the better ones.

The game continues until the deck of cards runs out. This brings some 'natural disaster' cards into the market. They give bonuses and a player takes one when they finally run out of actions and passes – or passes early to get the bonus.

As you can see, the rules to this game are relatively simple. The complexity is in the cards – a separate glossary booklet gives details of each card. However, once you've mastered the icons, you have a good idea what a new card does.

The significant change for the solo game is that you pay more when retrieving cards from your discard pile. This quickly racks up the cost and made me cautious about taking too many cards back. There's no target score for a solo game, just the suggestion of playing to beat your previous score. There's also a 'campaign' option where you play several games to achieve a series of goals. The first goal is scoring 150 points – I managed 238, so I can tick that one off.

The challenge of playing solitaire is in managing your cards. Something you'll also have to do in a multi-player game, so this is definitely a worthwhile training exercise. It also introduces you to the cards so that you know the sorts of thing that will become available as the game goes on. I probably will be playing this game solitaire again to learn more of the possibilities available with different cards. And this is another game I really want to play with other people.

*Faiyum was designed by Friedemann Friese and is published by 2F Spiele (2f-spiele.de). It is a board game of land development in ancient Egypt for 1-5 players, aged 12+, and take 120 minutes to play (my game took 2½ hours).*

## Eat your heart out, Donald!

### Pevans develops property in *High Rise*

My introduction to *High Rise* was at the 2019 UK Games Expo (see *TWJO* 196) and I was struck by the look of the game. It has a long narrow board with a central island where the crop of cardboard skyscrapers gets ever higher as the game goes on. Yes, this is a game of property development (though not in Manhattan), the players investing in taller and taller buildings for the waiting tenants. No single mothers or pensioners here, it's high tech and service businesses looking for prestigious offices.



Now, where there's money to be made by developing real estate there's also corruption. Palms are greased, backhanders taken, consultancy fees offered and so on.

The game embraces this, allowing players to decide how corrupt they want to be. However, be sure your sins will find you out: eventually there's a reckoning and the most corrupt is penalised.



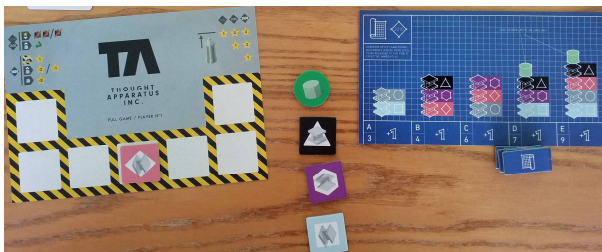
I played a two-round game at the Expo, though sadly not with the game's designer, the amiable, fist-bumping Gil Hova. I had great fun, trying to control the constant temptation to take more corruption in order to build bigger, better skyscrapers. My relatively clean strategy paid off at the end as the leaders were pulled back towards my score. Not enough for me to win, you understand, but enough to make a difference in places.

By the time the game arrived this year Covid-19 had struck, so I've only been able to play my copy solitaire so far. This involves tokens for two dummy players moving round the board and getting in your way. A neat touch is that, for the cost of some corruption, you can actually use these to help you. Real estate moguls cooperating? Whatever next...

Time I got down to details. Central to the game is the Action track around the edge. Action spaces are grouped into zones, which are important: you must move to the next zone when it's your turn. There are two types of action space. Some are printed with standard actions. Others, connected to the building spaces in that neighbourhood, are filled with tenant tiles at the start of the game. There's a set of tiles for each neighbourhood, emphasising a particular type of action.

The most obvious action is picking up 'Floor' tiles. There are five types (colours) and, depending on the action, you take a specific tile or draw at random from the bag. You need particular colours because you can only construct a building to match one of the designs on the blueprint card. There's a different card for each round, but you can always see the current and next ones. There is a sixth type of material, 'ultraplactic', which can only be picked up from specific actions. This is wild: it can be used instead of any floor or any floor can be used instead of it.

An equally obvious action is putting up a building. There's a construction zone in each neighbourhood (except the city centre which doesn't border the action track) that allows you to build – first player there takes the most advantageous space, of course. You can build anywhere, but going into a different neighbourhood costs corruption. You turn in a set of floor tiles that matches a current design, take a cardboard skyscraper of the right height (count the floor tiles), stick it into a base of your colour and plonk it onto the board. And, most important, you score as many points as its height. Note that using an ultraplactic floor in the design adds a bonus floor to your building, as does being the first to use a design. You also trigger the action of the new building's tenant.



It's 2010 and here are the floors for my first skyscraper: that'll be 4 points +1 for the ultraplactic



An aerial view mid-game – my skyscrapers have white bases

The key thing about the action track is that it's one way. You can move as far as you like, but never backwards. This is a classic mechanism, but still a good one. After a circuit of the board, you end up in the stop zone – also the construction zone for the last neighbourhood. You must stop here (as the rules say "You may not **pass** the Stop Zone. It is the *Stop Zone*." I love the dashes of humour in the rules). The first players here can get rid of some corruption, which also determines turn order for next round. As you can see, there are all sorts of incentives for charging ahead on the track.

The round ends when everybody's in the Stop Zone and bonuses are awarded for the tallest building in each neighbourhood and overall. The points for this go up each round and additional places are scored as well. According to the rules, ties are "ultra-friendly". Thus if two players tie for first, they both get the points for first place. What's more, the next player/s score for the second place points.

The game is played over two-three rounds – the two-round game is recommended as an introduction and for a shorter game. This is not long at all. And it's a reason for taking your time going round the track and maximising your stock of floors (though it costs corruption to increase your storage) and your building opportunities. The other way to get more actions is to take corruption to use the bonus action on a space. After the last round, players reduce their score by their final corruption, with bonus penalties for the player/s with the most corruption (and the ultra-friendly ties take effect here too).

As well as the dummy players, the one-player game adds neutral buildings at the start of each round (there are always three in the solitaire game). This gives you a benchmark for the tallest building bonuses – though you only need to tie, of course. You know what these buildings will be, so the only unknown at the start of a solitaire game is the blueprint for the third round (which will be revealed at the end of the first round). Thus you can almost plot your entire game at the start. An intellectual exercise I'm never going to do, but it emphasises for me the lack of interaction in solitaire games.

My other issue is that, now I've learned how to play the game (the primary purpose of playing solitaire as far as I'm concerned), what's my incentive to play again? As I've mentioned elsewhere, beating my best score is not something that motivates me. The thing I'm dying to do is get this game onto the table with 2-3 other players. The cut and thrust of manoeuvring around the other players to get the actions you want is what I crave. I'm not going to provide a rating for *High Rise* until I've had the opportunity to do this a few times.

For the record, in my first solitaire play I was careful with corruption – there's a neat little mechanism that sets a target corruption level each round with penalties for exceeding it and bonuses for finishing below – but still ended with a 'loss' on 63 points. Until I checked the official interpretation of the 'Lobbying Firm' tenant in solo play (there are several clarifications in the FAQs on BGG and I recommend going through them). This cost me 6 points and turned the result into a 'critical loss'.

For my second game I decided to go big on the corruption and discovered how painful those penalties are: 50 points was another critical a loss. Back to being a good (-ish) boy for my third game. I blew it on the third round, ending with penalties again, but this was still a definite win on 73 points. This means "You always get a table at your favourite restaurant". You need 80+ points for a 'critical win' when "You own this city".

*High Rise was designed by Gil Hova and is published by his imprint, Formal Ferret Games (formalferretgames.com). It's a skyscraper-building board game for 1-4 players, aged 14+, and takes 90-120 minutes to play (after the first one, my solitaire games were about 90 minutes).*



The final crop of skyscrapers in my third game – mine have white bases again

## Games Events

~~**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](http://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:** pushed back to 30th July-1st Aug 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](http://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](http://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](http://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](http://www.boardgamers.org.uk/qla.php)

## Subscribing to TWJO

*TWJO* is published on paper and online at [www.pevans.co.uk/TWJO](http://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](mailto: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](mailto:TWJO@pevans.co.uk). Or subscribe online at [www.pevans.co.uk/TWJO](http://www.pevans.co.uk/TWJO), where you can pay by credit card (via PayPal) or PayPal account.

# Way Station (Star Trader game 11)

## Start-up

Eight Corporations are poised to exploit the quadrant, though more may arrive. SIRIUS CYBER (SC) with their charismatic and famous Chairman are expected to have some influence. COSTA NOSTRA COFFEE, INC (CNCI) have a slight lead in this area to begin with. HAPPY FEATURES (HF) start with a production facility in Isotopes at Sigma Draconis, while MINING & MORE (M&M) have Alloys Factories at Gamma Leporis. AMALGAMATED INTERSTELLAR METALS, INC (AIM) have agent Ferret on their books and TRADIAETH A MASNACHWYR TEGWEN (TMT) have slightly better Navigators than anyone else. The last two Corporations both have a second ship. HARRIMAN ENTERPRISES (HE) have the two older, yet robust Corco Zeta Hulls, while PETROLEUM & OTHER COLONIAL GOODS (PCG) has a streamlined Piccolo hull in its line-up.

## Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep	Player
A Costa Nostra Coffee	8 0 0			500 20	Mark Cowper
B TMT	0 7 0			500 20	Jerry Elsmore
C AIM	4 0 3			500 20	Paul Evans
D Harriman Enterprises	0 4 3			500 20	Anthony Gilbert
E Happy Features	2 0 5			500 20	Joel Halpern
F PCG	0 0 7			500 20	Przemek Orwat
G Sirius Cyber	4 3 0			500 20	Charlie Sundt
H Mining & More	4 0 3			500 20	Sergiusz Orwat

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

## News

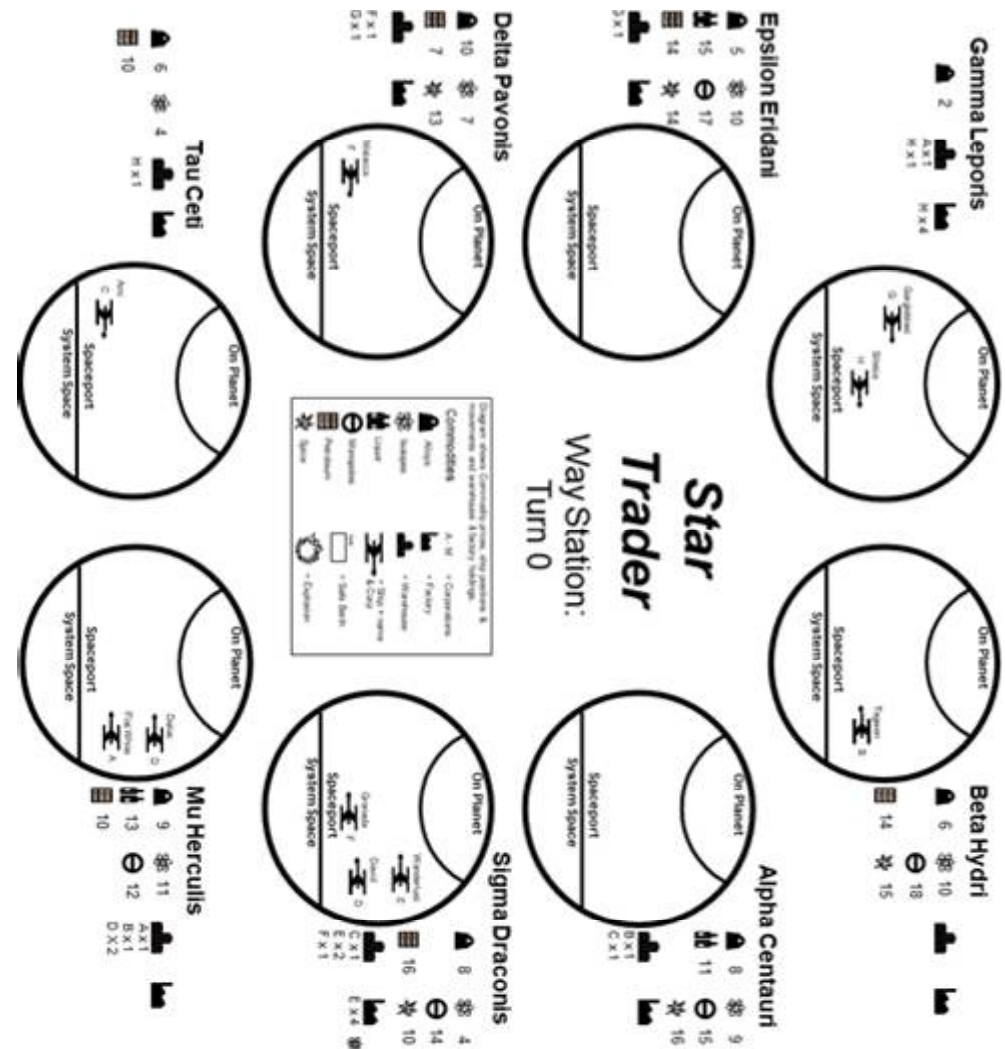
There are two News chits to start us off. The current list (new chits in **bold**) is:  
 Turn 3 **C8**  
 Turn 4 **B6**

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

## GM Notes

Questions, ask me. Clever ideas, run them past me first. I hope you enjoy the game.

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ  
 or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk)  
 by Friday, 5th February 2021





## Freshford (*Railway Rivals* game 15)

### Start-up

With seven on the waiting list, we have opted for two (up to) four-player games. This one is being played on map CT, Chilterns – a working copy will be sent to each player (along with the rules). And these players are: Christian Bien, Mark Cowper, Anthony Gilbert and Rob Pinkerton.

Everybody starts from London, so all that players need to send with their first turn's orders are the name of their company and their preferences (if any) for colour. Choose from: Black, Red, Green, Blue, Brown and Purple. And give plenty of preferences, 'cause you could be getting your fourth choice...

Your orders should be headed with Player Name, Company Name and Colour (to make my life easier). Then give your builds for each die in turn. If you build to a town, write the town name (with the hex if you want).

First turn's die rolls are: 4, 6, 5

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk)  
by Friday, 5th February 2021**

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## Elmers End (*Railway Rivals* game 16)

### Pre-start

With seven on the waiting list, we have opted for two (up to) four-player games. This one is being played on map O, South Wales Coalfield (West) – a working copy will be sent to each player (along with the rules). These players are: Bob Blanchett, Jonathan Palfrey, Gerald Udowiczenko with room for one more.

To get things rolling, players need to send: the name of their company, their preferences (if any) for colour (from: Black, Red, Green, Blue, Brown and Purple), and their preferences for starting position – the docks (green half-hexes along the coast). And give plenty of preferences, 'cause you could be getting your fourth choice...

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk)  
by Friday, 5th February 2021**

## Wits & Wagers

### Round 2 bets and scores

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)? The answer is 26 (25.63, to be accurate). It's all those proto-humans capering around, going "Ook!"

Player	Answer	Bet on	Stake	Score	Total
Alex Bardy	9	25	8	-8	65
Chris Baylis	7	25	10	-10	60
Colin Bruce	26	26	2	16	91
Charles Burrows		25	10	-10	70
Mark Cowper	18	18	10	-10	60
Mike Dommett	15	25	10	-10	110
Alex Everard				0	80
Anthony Gilbert	8	13	5	-5	70
William Hay	13	13	10	-10	60
Bill Howell				0	75
Andrew Kendall	28	28	10	-10	68
Nik Luker	25	23	10	-10	120
Tim Macaire	7	23	5	-5	65
Graeme Morris	23	23	10	-10	110
Rob Pinkerton	27	26	5	15	135
Gerald Udowiczenko		26	10	30	110
Pam Udowiczenko		23	10	-10	70
Matthew Wale	23	23	10	-10	65
Everybody else					80

Mike Dommett tries to bet 20 this round, but just loses 10. Graeme Morris reckons he heard the answer he backed on *QI*, but I reckon he's wrong. And Mr Pinkerton takes the lead from Mr Luker, with several others close behind.

### Round 3 answers

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

Bill Hay asks for a side-wager: "5 that somebody will suggest the brain in a jar hypothesis and give an answer of 100%". I should have taken it.

Matthew Wale has a different interpretation: "It's nice to know that my brain's size is a percentage of my body weight. I hadn't realized that, whilst putting on all this extra weight during lockdown, my brain has been getting bigger too. If I put on another 30 kilos I'll be a genius!" Oh dear.

Odds	Answer	Given by
5:1	More	Alex Bardy (28 - or "a wild guess"), Colin Bruce (15)
4:1	8	Andrew Kendall
3:1	6	Tim Macaire
2:1	5	Rob Pinkerton, Gerald Udowiczenko
1:1	4.5	Nik Luker
2:1	4	William Hay, Matthew Wale
3:1	3	Anthony Gilbert
4:1	2	Charles Burrows, Mike Dommett, Graeme Morris, Pam Udowiczenko
5:1	Less	Chris Baylis (1.79)

### Round 3 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 4 question

The next question is: to the nearest 50 feet, how tall is the Empire State Building in New York (not including the antenna on top)?

**Round 3 bets and round 4 answers to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or [TWJO@pevans.co.uk](mailto:TWJO@pevans.co.uk) by 12th February 2021**

## 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.

I was expecting the *Pax Porfiriana* game on yucata.de to go the distance (in which case the player with the most cash wins), but an opportunity appeared and I spent my cash on winning. Anyone fancy another?

On the same platform I'm playing *Egizia*, *Glen More*, *Rajas of the Ganges* and *Snowdonia* and have recently been introduced to *Underwater Cities*.

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.engage.co.uk](http://www.engage.co.uk)).

**Orders for December 1672 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 12th February 2021**



## November 1672 (345)

Is it the weather? Is it the days getting shorter? Something stops Parisians settling their affairs of honour this month. Some are just postponed, but Neville Moore of the Royal Foot Guards just doesn't turn up to resolve things with Rick Shaw of Archduke Leopold's Cuirassiers. Or Bastian de LaGarde. However, that's a bit more understandable, given the two of them are in the same regiment. Oh, the shame! Cam Embert and Mustafa Lekk have a meeting, too, but neither of them shows up.

However, the rivalry between the Dragoon Guards and Queen's Own Carabiniers continues when QOC Captain Pierre de Terre faces DG Major Phillippe F'Loppe. F'Loppe's old injuries cancel the size advantage he would have had, but he is still more skilled with the sabre both men are using. Ben e'Volence seconds F'Loppe and has brought some strong liquor to fortify his principal. Terre starts with a lunge (the beginning of a furious lunge) that goes straight through F'Loppe's guard. The tip of the sabre does little damage, but F'Loppe surrenders anyway.

A less well-known regimental rivalry is between the Crown Prince Cuirassiers and the 53rd Fusiliers. However, Les Anonyme (commander of the 53rd Fusiliers) and Ben e'Volence (CPC Lieutenant-Colonel) have a point to settle. Anonyme is the bigger man and his advantage is increased by e'Volence's partly healed wounds. However, he has less expertise with his rapier than e'Volence does with his sabre. Both of his seconds (Hercule D'Engin and Thierry d'Actyl) turn up, too. E'Volence just has Phillippe F'Loppe, as Chris Knight has better things to do. Anonyme's initial lunge is parried by e'Volence, who then pivots to

plant his boot in his opponent. But Anonyme jumps out of the way and watches as e'Volence regains his balance. E'Volence attacks with his sword this time, his slash blocked by the waiting Anonyme. A second lunge from the Fusilier strikes home and e'Volence concedes the fight.

Uther Xavier-Beauregard has issued several challenges, but Paris only sees fit to grant him cause (just) in one of these: versus Balzac Slapdash. ("Too big for his boots!" snorts Leonard de Hofstadt as he votes against.) Slapdash is the more skilled of the two protagonists, but is using a rapier to Xavier-Beauregard's sabre. Terence Cuckpowder seconds Xavier-Beauregard. Slapdash's initial lunge goes straight through Xavier-Beauregard's block and the challenger surrenders straight away. Not much of a fight, but then he does have to visit the Louvre to keep the King's footstool.

## Off to Holland!

Greg de Bécqueur has asked the Adjutant of First Division to give up his post. He backs his request by calling in a favour that should make sure the man departs. Jean Jeanie and Beau Reese Jean Seine then chip in with their own influence and the Adjutant is out of the door in no time. Division commander Jeanie appoints Bécqueur to the position.

Colonel Seine's influence is at work elsewhere this month as well. First he removes the senior Captain in his regiment, the Royal Foot Guards. Then he gets rid of the junior Major as well. Suddenly the RFG has some enticing vacancies.

However, it's to the Dragon Guards that Charles Trenet applies. DG commander Henri Dubois doesn't even seem to notice, rejecting the application out of hand. Trenet offers his services to the Princess Louisa Light Dragoons instead and finds acceptance this time. He fills the vacancy for the regiment's junior Major, spending his recent borrowings on the horses he needs for his new rank.

Lars Kristmass finally joins a regiment, signing up for the 4th Arquebusiers where he takes the rank of Captain.

Camille de Polignac accepts the offer to be Aide to Lieutenant-General Bernard de Lur-Saluces. He can't have the job, though, as the Lt-Gen already has an Aide. Lur-Saluces then offers his services to the Royal North Highlanders for the month. Is it the embarrassment?

KM Major Tarquin le Hatter has decided he would like to be Aide to a General. His ambition is supported by Bastian de LaGarde, but he doesn't pull quite





enough strings for Hatter to get an appointment. And Hatter's other aspiration, Brigade Major of the Guards, is already filled.

With the Inspector-General of Cavalry (Bernard de Lur-Saluces) on his way to serve with the RNHB, it would hardly be logical for him to veto other volunteers. Thus Jean David Goliath is able to order his squadron of Princess Louisa's Light Dragoons into the fray. Guards Brigadier Jean d'Ice feels the need for active service as well, but decides only "his" regiment, the Cardinal's Guard, need come with him. Lt-Colonel Thierry d'Actyl had other plans for the month, but now shelves them. Members of the RFG and KM breathe a sigh of relief.

Major Sven Thibault Comseine expects the Picardy Musketeers to be in action and has his kitbag packed and ready. The same is true of Lt-Colonel Louis Renault, Captain Cyrano de Lancet and Subaltern Lascar Vivrebras. They are not disappointed when the regiment's commander, Xavier Ulric Turenne, gives the word and the Picardies set off for the United Provinces. Their colleague, Captain Count Le Fishé (he's not a Count), is less on the ball, but is still going into action.

### Just one contre-temps

The planned social events are scheduled for the second half of the month, but that doesn't stop Parisians flocking to their clubs – and sometimes hosting a guest or two – in the first two weeks. Thus the Fleur de Lys sees Leonard de Hofstadt start the month with Frances Forrin on his arm and Ben e'Volence, with Fifi, and Pierre de Terre, in his new Major's uniform, Toadying to him. The other members in the club that week start with new member Les Anonyme, escorting Carole Singeurs. This causes an argument since, as already established, Anonyme and e'Volence are in opposing regiments. The other members skirt this fracas as they come in. Jean Jeanie brings Jacky Tinne. Pierre Cardigan accompanies Edna Bucquette. And Terence Cuckpowder drags Katy Did along.

Greg de Bécqueur holds court at Bothwell's with Kathy Pacific as hostess. They are joined by Gaz Moutarde, escorting Anne Tique, Tarquin le Hatter, who brings Leia Orgasma, and Xavier Money, with Betty Kant on his arm. Robert d'Lancier is badgering the doormen: he can't remember the name of the man he wants to Toady to. "Garde de Bastian-La?" "Gerard de Belle-Lucien?" "It's something like that..." Robert does not persuade them to let him in.



Hunter's has Camille de Polignac, plus Angelina di Griz, and new member Justin Thyme (now Lt-Colonel of the QOC), with Lucy Fur, occupying separate tables. Only Cam Embert makes it to Blue Gables. The Frog & Peach is busier, with Mustafa Lekk bringing Mary Huana and Petit-Garson Riche Emma Roides. And the last club,

Red Phillips, attracts new Lt-Colonel Claude de Nord with Ada Andabettoir. Shame Claude didn't have the standing to be Colonel yet.



The bawdyhouses provide boozing for those without a club. And female company for anyone. This week sees Bastian de LaGarde, Chris Knight, Henri Dubois and Hercule D'Engin partaking of both. Some brave footpads decide to take on the Commissioner of Public Safety. Bastian is clearly the worse for wear and succumbs to a sharp blow with a cudgel. The footpads are pleased to find a few crowns left in his purse.

Other Parisians seek female company by courting. Their efforts bring no reward for Duncan d'Euuneurts, Lars Kristmass, Neville Moore or Rick Shaw. However, Charles Trenet's courting of Ella Fant is successful, winning her affections away from Duncan – maybe she knows what her lover is up to. A duel will be required, of course. Beau Reese Jean Seine avoids all this by simply visiting his current lady at her place. Though first he invests a few thousand crowns in Arms.

This leaves the gyms – regimental and independent – which see half a dozen swinging their preferred blades around. Augustin Fourier practises with his sabre. Balzac Slapdash prefers rapier. Henri DuShite goes for a heavier option: cutlass. Mind you, that's all they have in the Royal Marines' gym. Jacques de Gain continues his rapier practice. It's sabre for Marc de Zorro (despite twinges from his injuries) and Phillipe F'Loppe in their separate regimental gyms.

The second week of November looks much the same. Bastian de LaGarde arrives at the Fleur, where Les, Leonard and Pierre are back with their mistresses. Ben and Fifi are Leonard's guests again and are joined by Phillipe F'Loppe, a man with cash in his purse after taking out some fresh loans. He's also made a point of arriving first to organise things – something he feels a good Aide should do.

Greg and Kathy are back in Bothwell's and greet the same guests as last week. This week they have competition as Marc de Zorro is also hosting in his new club. Supported by Deb Estaround, Marc greets Justin Thyme, who brings Lucy, Pierre de Terre and Petit-Garson Riche. Then he shows off by placing a couple of 400-crown wagers on the gaming tables. He loses both bets, leaving him looking rather shamefaced. And substantially out of pocket. Justin throws himself into the party spirit, downing two bottles of champagne "partying with the regiment". Robert still can't quite remember that name...

Hunter's sees Camille and Angelina visit again. This week, Charles Trenet and Ella Fant are also in the club after Charles's success the week before. Balzac Slapdash takes Alison Wunderlandt to Blue Gables and find they're the only people there. The Frog & Peach has Mustafa and Mary for a second time.

The bawdyhouses are empty this week, but the gyms are more popular. Augustin, Henri and Jacques continue their work-outs. Beau Reese Jean Seine picks up his rapier. Despite being an infantryman, Claude de Nord prefers the cavalry sabre. Cam Embert sticks to his rapier and Chris Knight to his sabre. It's sabre for Henri Dubois. Rapier for Hercule D'Engin. Jean Jeanie forks out to practise rapier and Terence Cuckpowder plays to improve his sabre skill.

There's not much luck for those going courting this week. Duncan, Neville and Rick get nowhere again. However, there is a success as Lars Kristmass wins the heart of his lady at the second attempt.

### Bondage at the Fleur

Week 3 sees the beginning of CPS Bastian de LaGarde's "Fête de Justice" at the Fleur de Lys. His display of "crime and punishment" holds little attraction, it seems – even though it includes "the heads of the most recently chastised and girls in bondage". He is joined by just Greg de Bécqueur, escorting Kathy, and Jean Jeanie, with Jacky. Leonard and Frances have just one guest this week: Pierre de Terre is back. The other members in attendance are Les and Carole and Pierre and Edna. Arriving for the first time this month is Uther Xavier-Beauregard, fresh from his arduous duties attending on His Majesty at the Louvre. He brings Henrietta Carotte with him so that she can hear what was going on at court.



By contrast, Bothwell's is pretty empty. Ben e'Volence brings Fifi for a drink while Xavier Money is there with Betty Kant. Camille and Angelina are in Hunter's again, as are Justin and Lucy. Tarquin le Hatter brings Leia to his club for the first time this month and they are joined by Toadies Claude de Nord and Ada. It's the turn of Hercule D'Engin to be the man in Blue Gables. Mustafa and Mary continue in the Frog & Peach, which also sees the arrival of Petit-Garson Riche and Emma. Lars Kristmass hits Red Phillips (yes, he's joined a club as well as a regiment) to show off his conquest of last week: Josephine Buonoparte.

Cam Embert chooses this week to get a drink at a bawdyhouse. Just a drink, mind. Elsewhere, Duncan's attempted courting fails again. Eventually he'll notice that his intended is not at home. Won't he? The object of Rick Shaw's efforts is at home, she's just not that into him. Neville Moore has had the same problem, but this week the issue is that he's run out of readies. No pressy, no courting! There is success for both Marc de Zorro and Robert d'Lancier. Both will have duels as a result, though. And Gaz Moutarde settles for a quiet week at home with his mistress.

In their respective gyms for another week are Augustin, Beau, Balzac, Chris, both Henris, Jacques. Phillipe and Terence. Charles Trenet takes up his regimental sabre for the first time this month.

Only Greg (and Kathy) turns up for the second week of Bastian's do. Leonard and Frances have just one guest, too: Phillipe F'Loppe, who is profuse in his thanks to Leonard for this "kind invitation". Les, Pierre and Uther are in the Fleur again with their mistresses. Ben and Fifi and Xavier and Betty return to Bothwell's where Robert d'Lancier also appears – to check out his new club. He has Katy Did – last seen with Viscount Cuckpowder – on his arm and heads for the gaming tables. Betting 500 crowns a time, he's looking at a big loss after his first two wagers go against him. The third is a win, giving him some (expensive) kudos.

It's Camille and Angelina's fourth week in Hunter's, Justin and Lucy's third and Tarquin and Leia's second. However, it's their first visit this month for Augustin and Pet. Hercule continues in Blue Gables, as do Mustafa and Mary in the Frog & Peach. This last club is the venue for Petit-Garson Riche's "Young Gentlemen of Paris" get-together. Emma Roides is on his arm to greet Claude de Nord and Lars Kristmass, both accompanied by their ladies, Ada and Josephine.

Visiting a bawdyhouse is a conventional way of wrapping up the month. This month it's a routine followed by Neville Moore, Pierre de Terre and Rick Shaw, though Neville is only there for a drink. Duncan d'Eauneurts continues his pointless courting, while Gaz Moutarde and Marc de Zorro visit their ladies.

Finally, the practising continues in the gyms. One more week for Beau (rapier), Balzac (rapier), Cam (rapier), Chris (sabre), Charles (sabre), Henri D (sabre), Henri DS (cutlass), Jacques (rapier), Jean (rapier) and Terence (sabre).

### Take that, you Dutchman!

In the United Provinces, French forces continue to lay siege to strongholds and fight off attempts to relive them from the Dutch and their allies. Guards Brigade HQ is present, but only has the Cardinal's Guard under their command. Lieutenant-Colonel Thierry d'Actyl is acting commander of the regiment. He throws himself into the fray. Literally. Sadly, his bravery brings him only the business end of a Dutch pike. RIP. The nominal CG commander, brevet Brigadier-General Jean d'Ice, is Guards Brigadier, and thus away from the cut and thrust of the action. He takes over 500 crowns from the month's loot nevertheless. CG Major Jerome Fortmayne gets to serve with the Brigade this month – he may be disgraced, but he's still Brigade Major – and is promoted to Lt-Colonel in the wake of Ice's death. He takes a slightly larger amount of booty, which is useful as he's already repaid his loans this month.

Presented with enemy fortifications, the Picardy Musketeers know what to do: charge! They successfully storm the ramparts, but not without loss. The regiment's victory brings a Mention in Despatches for its commander, Zavier

Ulric Turenne (“That’s the way to do it!”). Lt-Col Louis Renault takes the regimental colours from a wounded subaltern and carries them to the top of the battlements. He provides a rallying point for the men coming up behind him and is rewarded with two Mentions (“That’s a brave man. And a rich one!”). Once the fort has been cleared, he plunders over a thousand crowns worth from the enemy stores. Following his example, Major Sven Thibault Comseine rushes up a ladder a little further along the wall. However, he takes a musketball in the chest as he reaches the top and is flung back to the ground. RIP. There are mixed fortunes for Captains Cyrano de Lancet and Count Le Fishé. The former survives, the latter doesn’t. RIP. And Subaltern Lascar Vivrebras is Mentioned in Despatches as he supports Lt-Col Renault.



Major Jean David Goliath’s squadron of Princess Louisa’s Light Dragoons is attached to Frontier regiment 1. But there’s still not much the cavalry can do in a siege and there’s no reward for him. He does receive a gift from Paris, though. The same result befalls Grand Duke Max Dragoons Major Jacques Hatt, attached to Frontier regiment 2. Including the gift from Paris. The Royal North Highland Border regiment always finds some action, though, and Lt-General Bernard de Lur-Saluces is in the thick of it, commanding a battalion. He keeps himself safe and his prize is some 1,500 crowns worth of loot. ❖

## Press

### Announcements

Major N1, QOC,

I have noted both on the field of combat and during discussions in the Officers’ Mess that your grasp of military strategy and tactics is alarmingly nebulous and your care for the horses is non-existent, an egregious offence for a cavalry officer. Might I suggest that you resign your post and find a more suitable position before your actions cause any further loss to the brave men and horses of the regiment.

Yours,

† Captain Pierre de Terre, QOC

Bdr-General D’Ice is in need of an Aide. Suitably qualified candidates should apply directly to him.

The RFG is still seeking recruits. Financial help available for qualified applicants.

† Col BRJS, RFG

### Matters of Honour

To JiT

Major Thyme,

I will be at the Field of Mars to second you whenever you require it.

† ZUT

## Despatches from the Front

PERSONAL JOURNAL OF MAJOR  
JEROME FORTMAYNE,

CARDINAL’S GUARD

October 31st, 1672

Well, here I am. What a fool I was to think that my complete innocence would be a defence against the treacherous bastards who inhabit the halls of power in Paris! Alas for France that such as these are the ones who dispense “justice” in the King’s name! And such cowards! Rather than simply commit judicial murder, that craven scum d’Eauneurts has the brazen gall to try to make the Lord God his accomplice in putting me to death! He thinks a year at the Front will be the death of me, while keeping his own lily-white hand clean! He is Pontius Pilate reborn, piously washing his hands of me. I suspected his cowardice when he threw down his sword and begged for quarter so quickly when we duelled in May, after the merest scratch from my blade! I should have known he would use the coward’s tools of false accusations to seek his revenge for my humiliating him in a duel.

Oh, and let me not forget his catspaw “Bastard” de Lagarde! He and his made-up conspiracy to excuse battlefield failures caused by graft and corruption they themselves are responsible for! In fact, it seems that my so-called “accomplices” were in on this also, since I have it on good authority that their heavy fines were paid by an “anonymous” benefactor. I’m sure Bastard de Lagarde was also well-paid by the coward d’Eauneurts,

given how well their scheme played out. I am ruined and he is richer. Yes, let me never forget the Bastard LaGarde!

Finally, there is the clown, Hatter. He seems such a fool that I am doubtful that the others actually included him in their plans, as much as the lickspittle might wish to have been. Still, his enthusiastic cheering for them earns him a place on my List.

Yes, the List. I pray God he will hold his hand over me for the coming year, so that I may live to return to Paris to pay my “debt” to those three. They seem offended that I used a two-handed sword in my duelling. That is ironic, since I had planned to use it only until I could improve my skill with a rapier. Now that I see the fear it evokes in them, perhaps I shall continue to wield it. Yes, it would be fitting if each of them was cut down by it! Still, if I live to see Paris again, I must remember what Our Lord told his disciples: “Behold, I send you forth as sheep in the midst of wolves; be ye therefore wise as serpents...”. Cowards such as these will not be easy to bring to my sword’s point, so I must indeed strike like a serpent and bring them down by any means I can...

Of course, all that assumes I live to see Paris again, and d’Eauneurts has stacked the deck against that. He has even sent me to the worst of the regiments on the frontier, one whose Colonel is an incompetent buffoon. If I must fight here for a year, could I at least not fight under a man who knows his trade? Furthermore, I would just as soon lead my own men.



If I must die, I would die among friends...

Speaking of friends, Marquis Jean d'Ice showed his true quality when he spoke up for me in that sham of a trial. He is indeed a leader worthy to be followed and someone I am proud to think of as my friend. Honestly, I fear for such a noble character in that snake-pit of Paris without me there to watch his back. I pray God to look after him and keep him safe. France needs more men such as he!

I hear the cannons roaring again, as we continue to pound the walls of this nameless Dutch fort. I must make my rounds and check on the welfare of my battalion, wretched scum from the frontier regiment that they are. Would that I had my own brave fellows beside me! I pray God I may see the back of this, return to Paris, and enact my vengeance on those responsible. If my resolve falters in this muddy hell, I have only to picture the faces of:

The Coward: d'Éauneurts

The Catspaw: de Lagarde

The Clown: Hatter

Lord of Hosts, grant me the chance to meet them face to face again and I promise I shall shortly send them to face Your justice, which is swift, sure and uncorruptible!

## Social

Letter to Tarquin le Hatter

Please be my guest next month at the Bothwell's for a night of frolicking. Of course feel free to bring your lovely Leia with you as well as my guest. Let me know what week will best suit you in December.

PARTY week 2 December all SL 15+ invited, bring your ladies: Terence Cuckpowder.

### NEW YEAR'S EVE PARTY

Gentlemen of Paris

Please join me in December Week 4 for a party to celebrate the end of 1672. Please bring your ladies. Dress is formal. Costs paid. Only those of social level 10+ will be admitted unless prior arrangements are made.

† Xavier Money

Camille de Polignac will host a party at his club during Week 1. Gentlemen of SL 10 and above are welcome, with their mistresses. Refreshments will be provided.

## Military Missives

Esteemed Colonel Dubois

I find myself in Paris, sent hither by my father Le Comte de Trenet who regards a military career as the only fitting career for a second son.

He has, at least, furnished me with a moderate purse, some skill as an equestrian and the ambition to join the regiment of my late uncle: that is, the Dragoon Guards.

I would consider it an honour if you would consent to enrol me into the Guards and permit me to purchase the rank of Major at the earliest opportunity (i.e. next month, November). I regret the short notice.

Would you be amenable to granting me this opportunity?

Yours,

† Charles Trenet

Welcome to the Dragoon Guards. We're glad you are here.

† Colonel Dubois

## Personal

Dear Major Ru Paul, Queens Own Carabiniers

I feel it is time for you to retire. Your resistance to the regiment supporting "Make France Great Again" because it is already great is duly noted, but you cannot suppress the will of the majority of the squadrons, who do not seem to share your view. Yes, I am ambitious. Yes, I am rich. Yes, I do believe Q'Anon who provided clear and unequivocal evidence that the high turnaround of stable boys in the Dragoon Guards' Barracks is due to them being abused in ways unimaginable for a simple man to fathom, that must be reported and stopped, Yes, I do believe the Devil himself is loose in that evil Regiment.

How can you doubt it? It is NOT fake news. Sorry, but you must step aside!

† Captain Petit Garçon-Riche,  
Queen's Own Carabiniers

To: Commandant, Paris Town Guard Mugged! I was mugged on the streets of Paris! How can this happen?

Please ensure the streets are safe for Gentlemen to walk at any time of day or night!

† Jean David Goliath  
Major, PLLD

To MDZ

Thank you so much for putting on the race, it was a great thrill and great competition.

† ZUT

To: Colonel Claude de Nord  
69th Arquebusiers

Dear Colonel,

I read with interest your recent announcement about the opening of a fromagerie in Normandy. Please put me down as an investor but be careful not to allow that scurrilous sodomite Jacques Hatt into this venture!

Yours respectfully,

† Major Tarquin le Hatter  
Kings Musketeers

Such sad news regarding that fellow who made the mistake of challenging me to a duel. I have sought some comfort in the bosom of my dear Ada but, having spoken to my Priest, Father Chevalier, I know in the eyes of God I am not only innocent, my actions were righteous. Out of respect I will suspend all cheese investments.

Merci Beaucoup,

† Claude de Nord

To Captain JDGL

Thank you for coming to BG. You are always welcome. Your exposition of the life of a cavalryman, and the interesting things you can do with horses, Incroyable! It gave me the inspiration to place in the Races!

† ZUT

Diary of Jean David Goliath

Well, I walked the streets until I found a place to sign up for the horse race, and added my name to the list. Then I turned up for the race, but somehow my name had been missed off!

I was shown to the spectators' enclosure and turned away from there. Confusion! All is confusion!

Tarquin le Hatter:

Cease and Desist. I demand a public apology.

At the beginning of September, when I was in Paris for a brief encounter before returning to the front, you presented a document claiming, falsely, to be a writ for my arrest. Since then you have dragged my name into court proceedings on two occasions. In both cases, you have made claims that would do a fabulist proud.

Presuming I survive the coming month with the more important duty of serving King, God, and Country at the front, when I return to Paris I will look for your apology to have been published. If you have not apologised, I shall look for you. Presuming you show up, I will meet you with my Regimental weapon in hand. You may hold whatever you wish.

Yours, † Jacques Hatt

#### AN OPEN LETTER TO TARQUIN LE HATTER

November 3, 1672

Dear Clown,

Since I am currently somewhat indisposed and unable to speak to you in person – something I VERY MUCH look forward to doing – I thought I would use the means of this public letter to address a few words to you.

I wish to tell you that you are without honour, no gentleman, and a disgrace to even such a questionable regiment as the King's Musketeers! Your actions in October were so odious that I say here and now that you are unfit to wear the King's uniform, in ANY

Capacity. Even the lowliest private in a frontier regiment has more courage and honour than you! Last month I watched your shameful conduct in your duel against an honourable man, Lt. Colonel d'Actyl. I ask you, what sort of man throws his rapier and then kicks his opponent? No gentleman, surely. Then, rather than meet me or Marquis d'Ice as honour required, you scurried off like a frightened little hen! Only to reappear at my trial to bear false witness against me, a man you were too cowardly to meet on the field of honour. You are truly a disgrace and a waste of human flesh.

I call upon everyone in Paris to bear witness to the truth that I have spoken and to shun you as a craven buffoon. Should you wish to take offense at these truths I have spoken, you know where to find me. But beware! The gods of war have little patience for poltroons or jesters, so you may find life here on the battlefield a bit too warm for your liking. Therefore, since you seem to value your skin above all else, I suspect you will stay in Paris and continue to act the clown to amuse your superiors. Who knows, they may even reward you with a crust of bread after you caper for your supper...

† Major Jerome Fortmayne

Cardinal's Guard

At the Dutch Front

Primus – remember when what's-her-name was CPS?

Secundus – do I ever.

Primus – this new one loves freshly dead bodies. To go with his artificial orange hair, no doubt.

To Jerome Fortmayne

Sir, I was saddened to hear of your conviction, which I consider to be unjust (but who am I to question the decisions of our august Minister of State?). I will be more than happy to share a drink with you when you return to Paris.

I fully expect that you will gather many honours during your enforced time at the Front.

Your good friend,

† Marquis d'Ice

Chalked on the wall of the Public Commissioner for Safety office

"Dear PCS, a cabal of devil-worshipping, stable boy abusers have taken over the Dragoon Guards' Barracks. Please investigate. May God be with you as you root out this evil"

† Q'Anon

"Young Gentleman of Paris"

I saw your organization and its plan to meet in November, but I am off to serve France this month. Maybe December, if I am not over-qualified by then!

† Jean David Goliath  
Major, PLLD

### Poetry Corner

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

#### An Unpaid Aide

1 In search for a new aide, the Marquis did see

A willingness and gumption from me to succeed.

With judgement of character, he has given me his trust

For the filing of letters and cleaning brandy decanters a must.

2 Let it be said, Phillipe F'Loppe is a multi-tasked fellow

Who wishes not for the Marquis ever to bellow.

Therefore, in all of Paris no one is more committed and faithful

To Leonard de Hofstadt, his new aide is forever grateful.

† Major Phillipe F'Loppe

*Dragoon Guards, Aide to Marquis*

*Leonard de Hofstadt*

#### A Lover not a Writer

1 Five Duels were set for a bright Paris day

And a Dragoon's bravery met them all without delay.

The honour of the regiment was obviously at stake

Against the Queen's own Carabiniers with reputations so fake.

2 First for a lesson is Norman de Bastille, in handling a sabre and avoiding my steel.

A solid block stops a slash from F'Loppe, but Norman's mask starts to peel.

Carabiniers can jump backwards and out of the way

But a slash and a guard's smile has taken the day.

3 First win of the day and the regiment's pride is as thought.

Pierre de Terre arrives alone, with no seconds or even support.

It's true his skill is less with a blade than F'Loppe,

But his slash causes Phillipe, sadly, to flop.

4 It's even so far and soon time for a feast:

Petit-Garson Riche, a small man, is skilful at least.  
 First move to the Queen's man, but a sad retreat  
 Means a lunge from the Guard seals a successful meet.  
 5 Combatant number four and a Major in rank,  
 This one is larger with obvious sabre skills in the bank.  
 Justin Time is on his lonesome but meets the Guard's furious slash:  
 Both land a strike home and unanimously agree to concede the bash  
 6 Onward they come and the next duellist arrives,

The regimental commander is at number five.  
 Colonel Marc de Zorro is both larger with skill that flows  
 But, finally, the Dragoon's bravery wains and he ends the blows.  
 7 As the last duel is completed, and brandy exchanged  
 Gratitude is given to Lt Col Ben e'Volence for seconds made.  
 A total of five duels for the Dragoon Guard to ponder  
 With two wins, two losses and a draw many can wonder.

† *Major Phillippe F'Loppe*  
*Dragoon Guards, Aide to Marquis Leonard de Hofstadt*

## Points Arising

**Next deadline is 12th February**

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. A player character with an appointment that lets him appoint another post chooses who gets this – which may be a player character, an NPC or left vacant. So, if you hold or have applied for an appointment – or a rank – that allows you to make other appointments, don't forget to do so (or NPCs will get the jobs).

Next month is December and mistresses' influence will be renewed at the end of the month. A good reason to court a new mistress next month and gain twice as much influence. ☺

I have been forgetting to apply my own rule about postponing duels where one duellist has NMR'd (or been floated). I have started doing so again this month...

### Absent friends

I had no orders ("No Move Received") from the following and they suffered the consequences:  
 BDH Barry D Hatchett (Ray Vahey) has NMR'd. Total now 1  
 CdC Conrad de Coverlet (Stewart Macintyre) has NMR'd. Total now 1  
 EdL Eclair de Lame (Peter Farrell) has NMR'd. Total now 1  
 LV Lascar Vivrebras (Olaf Schmidt) has NMR'd. Total now 1  
 NdB Norman de Bastille (Mark Williams) has NMR'd. Total now 1  
 WdB William de Beast (Simon Peck) has NMR'd. Total now 1

RdM (Craig Pearson) has been floated at his request.

X2 (Mark Nightingale) has been floated at his request.

### Farewell

Toby Nightingale has decided to retire his character as he's struggled to keep up with the game. Thanks for playing, Toby and maybe we'll see you back some time.

### Notes

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising page at [www.pevans.co.uk/LPBS](http://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](mailto: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](mailto:LPBS@pevans.co.uk) instead.

## Announcements

Camille de Polignac applies for Aide to Lt. General

Duncan d'Eauneurts applies for Minister of State

Pierre de Terre asks NPC Major 2 of Queen's Own Carabiniers to resign

Petit-Garson Riche asks NPC Major 2 of Queen's Own Carabiniers to resign

## Duels

### Results of November's duels

Neither Conrad de Coverlet nor Norman de Bastille turned up for their duel and both lost SPs.

Neville Moore didn't turn up to fight Rick Shaw and lost SPs.

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

Neither Cam Embert nor Mustafa Lekk turned up for their duel and both lost SPs.

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

Neville Moore didn't turn up to fight Bastian de LaGarde and lost SPs.

Uther Xavier-Beauregard's challenge to Augustin Fourier was voted down 10:11.

Uther Xavier-Beauregard's challenge to Barry D Hatchett was voted down 10:11.



Balzac Slapdash (gains 1 Exp) beat Uther Xavier-Beauregard (with TC) - voted cause 11:10.

Uther Xavier-Beauregard's challenge to Greg de Bécqueur was voted down 5:10.

Uther Xavier-Beauregard's challenge to Lascar Vivrebras was voted down 9:12.

Uther Xavier-Beauregard's challenge to Neville Moore was voted down 6:9.

Uther Xavier-Beauregard's challenge to Jerome Fortmayne was voted down 8:10.

### Duels 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 Pierre de Terre (Sabre,

Seconds JiT, 1 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.

Duncan d'Eauneurts (Sabre, Seconds GdB & TIH, adv.) has cause with Charles Trenet (Sabre, 5 rests) for pinching Ella.

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

Terence Cuckpowder (Sabre, Seconds UXB, adv.) has cause with Robert d'Lancier (Cutlass, Seconds BdLG, 5 rests) for pinching Katy.

Thierry d'Actyl (Rapier, 5 rests) has cause with Marc de Zorro (Sabre, Seconds NdB, adv.) for pinching Guinevere.

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

Brish Talbot gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 5; EC 2 (X1).

Nik Luker gets the First son of an Impoverished Gentleman: Init SL 5; Cash 44; MA 1; EC 5 (X3).

John Cooke gets the Bastard son of an Impoverished Earl: Init SL 8; Cash 36; MA 4; EC 2 (X4).

## 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 BdLS	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 __	

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)	JJ/N/GdB
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

					(Defence for Dec-Feb)
	F1	F2	F3	F4	RNHB
Colonel	N7	N6	N2	N1	N8
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

- Guards Brigade: 3
- Cardinal's Guard: 3
- Picardy Musketeers: 2
- Frontier regiment 1: 3
- Frontier regiment 2: 3
- Frontier regiment 3: 3
- Frontier regiment 4: 5
- RNHB regiment: 1



### 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	RdL
42	Maggie Nifisent	16	B	
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	CT
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	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	GM
9	Deb Onaire	11	I	MdZ
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	
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'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	ML
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	LK
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	CdN
25	Lois de Lô	5	B	

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

### Regiments

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.

Col	RFC	CG	KM	DG	OOC	ALC	CPC	RM	AF	ZUT	13F	PLLD	53F	27M	4A	69A	Gscn
Col	BRJS	Jdl+	DdE	HD	MdZ	PC+	CK	HDS	AF	LR	N3	N2	N2	N7	N5	CdN	N5
LCol	BdLG	Jf+	GdB	CdC	JiT	RS	BeV	N5+	N4	N2	N2	JdCl	CT	N6+	N1	N5+	N5+
Maj 1	EdL	N5	TH	PFL	N1+	N4	N2	N4	N4	N2	N5	N5	N5	N3	N1	N1	N1
Maj 2		N5	RdL	N1	PdT	N4	N2	N4	JH	N2	N2	N1	N1	N5	N1	N1	N1
Capt 1	N4	N3	N2	N1	N1	N4	N2	N4	JH+	N4	N2	N1	N1	N3	N1	N1	N1
Capt 2	CdP	N4	N1	N4	N5	N5	N5	N4	N6	N4	N5	N5	N5	N5	N1	N1	N6
Capt 3	N3	N1	N1*	N6	N3	N5	N5	N5	N4	N2	N5	N2	N2	N1	N5	N2	N6
Capt 4	N6	N4		N6*	N3	N1*	N1*	N4*	N4*	N4	N4*	N3*	N3*	N3*	N3*	N3*	N1*
Capt 5	NM*				PGR	N1*			N3		CE	NdB			LK	BDH	
Capt 6																	

# The Greasy Pole

ID	Name	SLSPs	Cash	Rank	Regiment/Appointment	MA	Lastseen	Club	EC	Player
UXB	Count Uther Xavier-Beauregard	29	72	Comfy General		20	Henrietta	Flr	4	Pete Card
DdE	Count Duncan d'Eauneurts	25	56	Rich	B.Bdr-General KM/State Min.	8		Flr	5	Paul Lydiate
BRJS	Viscount Beau Reese Jean Seine	24	60	OK	Colonel RFG/War Minister	10		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	64	Fithy	B.Lt-General/1st Div Commandr	30	Jacky	Flr	3	Andrew Kendall
LdH	Marquis Leonard de Hofstadt	23	53	Comfy General	/1st Army Commndr	7	Frances	Flr	5	Neil Packer
JdG	Count Jacques de Gain	23	34	Fithy	Fld Marshal	24		Flr	6	Ben Brown
TC	Viscount Terence Cuckpowder	21	45	Withy	Bdr-General/Min w/o Port	6	Katy	Flr	5	Mike Dommatt
Jdl	Marquis Jean d'Ice	19	F	Withy	B.Bdr-General CG/Gds Brigadier	10		Flr	3	Tym Norris
BdLS	Earl Bernard de Lur-Saluces	19	F	Rich	Lt-General/Insp.Gen.Cav	14		Flr	3	Rob Pinkerton
CK	Viscount Chris Knight	19	+62	Withy	Colonel CPC/Chancellor	13		Flr	2	Paul Wilson
BdLG	Baron Bastian de LaGarde	19	+60	Withy	Lt.Colonel RFG/CPS	4		Flr	1	Jerry Spencer
Anon	Sir Les Anonyme	19	+60	Comfy B.Bdr-General	53F/Min w/o Port	3	Carole	Flr	4	Bruno Giordan
HD	Marquis Henri Dubois	17	36	Comfy B.Bdr-General	DG	8		Both	3	Wayne Little
GdB	Sir Greg de Bécqueur	17	+54	OK	Lt.Colonel KM/1st Div Adjutant	9	Kathy	Both	5	Anthony Gilbert
BeV	Sir Ben e'Volence	16	+57	Comfy Lt.Colonel	CPC/FMsh's Aide	5	Fifi	Both	3	Ash Casey
GM	Sir Gaz Moutarde	15	35	Withy	Bdr-General	4	Anne	Both	2	Mike Clibborn-Dyer
RdL	Robert d'Lancier	13	41	Comfy Major	KM	9	Katy	Both	4	Steven Malecek
XM	Sir Xavier Money	13	34	Withy	Bdr-General	7	Betty	Both	3	Pam Udowiczenko
HDS	Henri DuShite	13	27	Comfy B.Bdr-General	RM/1st Army QMG	9		Both	4	Dave Marsden
MdZ	Marc de Zorro	12	37	OK	Colonel QOC/2nd Army Adjutant	9	Deb	Both	4	Tim Macaire
TdA	Thierry d'Actyl	12	RIP					Both	4	John Cooke
CdC	Conrad de Coverlet	11	-48	Poor	Lt.Colonel DG	1		Hunt	4	Stewart Macintyre
WdB	Sir William de Beast	11	28	OK	Major CPC/Hvy Brigade Maj.	6		Hunt	4	Simon Peck
EdL	Sir Eclair de Lame	11	27	OK	Major RFG	4		Hunt	3	Peter Farrell
CdP	Camille de Pognac	11	21	Comfy Captain	RFG	4	Angelina	Hunt	4	James McReynolds
AF	Sir Augustin Fourier	11	20	Comfy B.Bdr-General	GDMD	6	Pet	Hunt	3	Brick Amundsen
CT	Charles Trenet	11	15	Poor	Major PLLD	1	Elia	Hunt	3	Graeme Morris
TIH	Tarquin le Hatter	11	+42	OK	Major KM	2	Leia	Hunt	5	Jason Fazackarley

ID	Name	SLSPs	Cash	Rank	Regiment/Appointment	MA	Lastseen	Club	EC	Player
NdB	Norman de Bastille	10	-2	OK	Captain PLLD	1		Hunt	4	Mark Williams
NM	Neville Moore	10	-5	Poor	Captain RFG/RFG Regt. Adjt.	1		Hunt	2	Cameron Wood
JF	Jerome Fortmayne	10	F	OK	Lt.Colonel CG/Gds Brigade Maj.	4		Hunt	6	Bill Howell
PdT	Pierre de Terre	10	+49	Poor	Major QOC/QOC Regt. Adjt.	6		Hunt	2	Paul Murphy
JIT	Justin Thyme	10	+38	Comfy Lt.Colonel	QOC	7	Lucy	Hunt	2	Gerald Udowiczenko
PFL	Phillipe F'Loppe	10	+36	Poor	Major DG/Gen's Aide (1st Army)	3		F&P	4	Phil Urquhart
RS	Phillip Shaw	9	22	Poor	Lt.Colonel ALC/Cav Div Adjutant	2		Hunt	6	Charles Burrows
HDE	Hercule D'Engin	9	13	Comfy Lt.Colonel	53F	2		BG	2	Gerry Sutcliffe
ZUT	Zavier Ulric Turenne	9	F	Comfy B.Bdr-General	PM	4		BG	1	Bob Blanchett
BS	Balzac Slapdash	8	14	Comfy		9	Alison	BG	4	Matthew Wale
PGR	Petit-Garson Riche	8	+25	Comfy Captain	QOC	1	Emma	F&P	2	Mark Cowper
CE	Cam Embert	7	-4	Poor	Captain 13F	3		BG	2	Dean Talbot
LR	Louis Renault	7	F	Comfy Lt.Colonel	PM	1		RP	4	Roy Bleasdale
ML	Mustafa Lekki	6	7	Poor	Major 27M	4	Mary	F&P	2	Graeme Wilson
LV	Lascar Vivrebras	6	F	OK	Subaltern PM/BdGen's Aide (TC)	4		F&P	4	Olaf Schmidt
STC	Sven Thibault Comseine	6	RIP							Nik Luker
JDGI	Jean David Goliath	6	F	Poor	Major PLLD	2		F&P	1	James Waters
CdL	Cyrano de Lancet	6	F	OK	Captain PM	1		F&P	4	Rik Stewart
RdM	Rob d'Masses	5	6	OK	Subaltern CPC	4		RP	6	Craig Pearson
CLF	Count le Fishé	5	RIP							Brish Talbot
CdN	Claude de Nord	5	+24	OK	Lt.Colonel 69A/BdGen's Aide (XM)	3	Ada	RP	4	Andrew Larder
LK	Lars Kristmass	4	12	Comfy Captain	4A	4	Josephine	RP	3	Martin Jennings
X1		4	RIP							Toby Nightingale
JH	Jacques Hatt	4	F	Poor	B.Major GDMD	4		RP	3	Joel Halpern
BDH	Barry D Hatchett	3	6	Poor	Captain 69A	3		RP	6	Ray Vahey
X2		2	0	Poor		5				4 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, Fithy = 25000+  
Last seen is the lady the character was last seen with in public.

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