

That would be enough

This has been issue 217 of *To Win Just Once*, published 10th September 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

Railway Rivals and *Star Trader* orders to Mike by Friday, 24th September 2021.

Orders for *LPBS* and *Trophy Hunter* plus any other contributions to Pevans by 1st October 2021.

(Last 2021 deadlines should be 29th Oct/5th Nov, 3rd/10th Dec)

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 – Two games in progress; anyone for the next one? (Working map and rules provided).

Star Trader – Nobody waiting for the next one. Yet. (Rules provided.)

Online games

Agricola (at boiteajeux.net or boardgamearena.com): Pevans, Alex Everard

Grand Austria Hotel (at yucata.de): Pevans, Alex Everard

Homesteaders (at boardgamearena.com):

Keyflower (at boardgamearena.com):

Puerto Rico (at boardgamearena.com):

Rajas of the Ganges (at yucata.de):

Snowdonia (at yucata.de):

Through the Ages (various):

Underwater Cities (at yucata.de): Pevans, Brad Martin

Credits

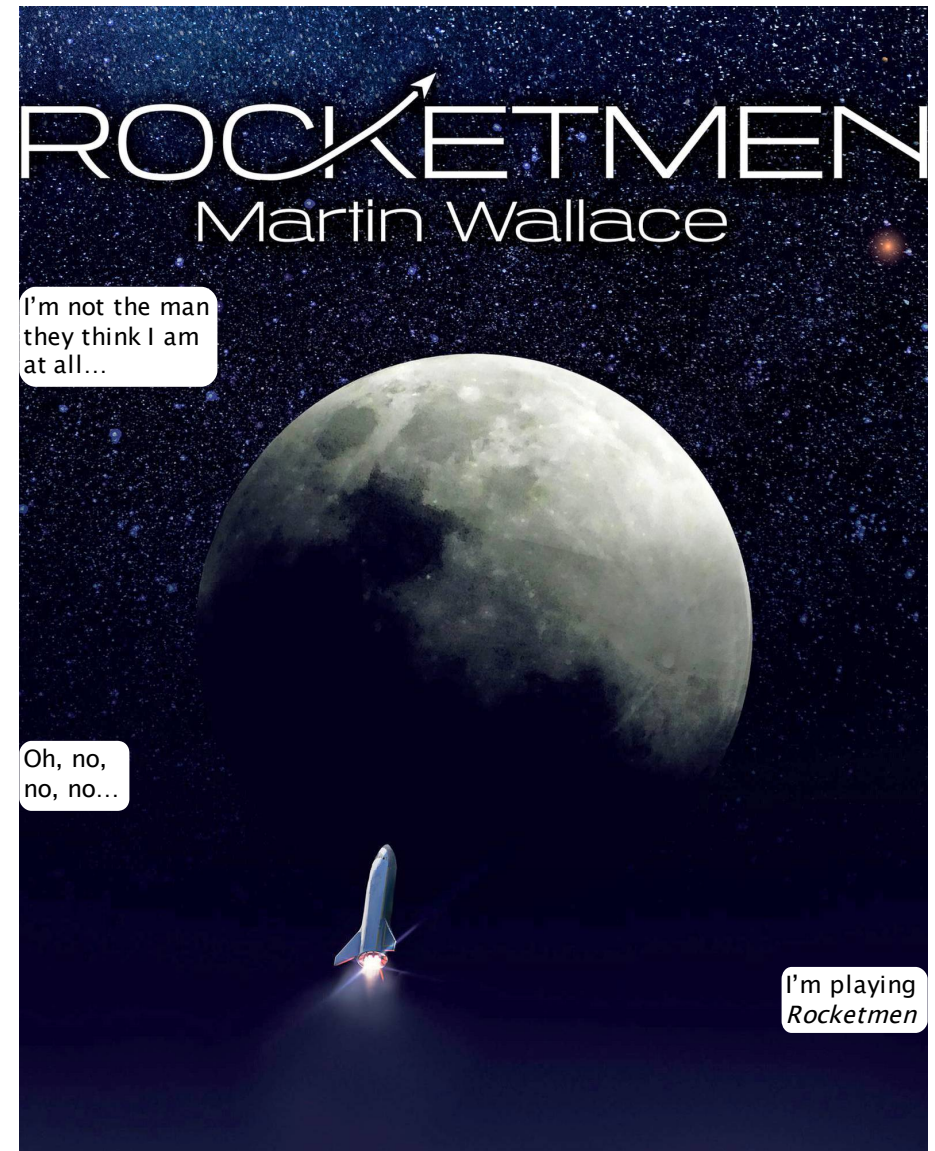
To Win Just Once issue 217 was written and edited by Pevans. The *LPBS* masthead (page 24) is by Lee Brimmicombe-Wood, as is the drawing on page 26. The illustration on page 28 is by Bryan Lea. Game and book artwork is courtesy of the publisher. Pevans took the photos and played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

Well, that's my course of chemotherapy out of the way. I started feeling brighter a couple of days after the last of the tablets – not having realised that I was subdued until then. However, what's really improved my 'quality of life' is the removal of my "indwelling urinary catheter" a couple of weeks ago.

I don't think I've mentioned this before, but I was catheterised after I went under general anaesthetic (the best time to have a catheter inserted, in my opinion) for my operation. It was removed a couple of days after the op, but my bladder went "into retention", so a new catheter was required.

A TWOC (Trial WithOut Catheter) after my discharge from hospital lasted less than 48 hours (trip to A&E required for another catheter) and a further TWOC had to wait until after my chemo. The relief when the tube was removed was huge. I could sit down and stand up without wincing. I could walk without discomfort. So I am very relieved that this trial seems to have succeeded.

That's enough medical stuff.

I mentioned my Elton John medley earworm last time. After a while this settled down to just "Goodbye, Yellow Brick Road". On an endless loop. However, I found a way of dealing with it. Every time it began, I picked a Saw Doctors number and started humming it. This saw off Elt in short order. If only The Demolished Man had thought of this.

2021 'Zine Poll

Alex Richardson has announced this year's poll of games 'zines. Anyone who reads at least one such publication (such as *To Win Just Once*) can vote. This is done by sending Alex a list of the 'zines you've seen in 2021, ranking each from 1.0 (low) to 10.0 (high).

The deadline is midnight on 31st October and votes should be sent to alex (dot) bokmal (at) googlemail (dot) com. Email Alex at this address to get the full details. I urge everybody to vote. And don't wait for 31st Oct! 1st Nov is right out.

Online stats

Issue 216 was published on 5th August and the PDF editions were downloaded 210 times in the month. The PDFs of *TWJO* 215 attracted a further 41 downloads, taking them to 221 in two months. There were 31 downloads of issue 214 in August for a total of 242 since publication.

Intriguingly, my website had over 700 referrals from anonymousfox.co in August. It's intriguing because there's no website at that URL... Should I be worried, I wonder? Well, checking the log files in detail, the requests that appear to come from this site are trying to find WordPress-related PHP files – presumably to

hack them and gain access to my website. However, I don't use WordPress, so they're not getting anywhere.

Letters

I asked for feedback on *Wits & Wagers* and several people responded. I'll start with Matthew Wale.

You asked for feedback about Wits & Wagers, well... coming last may affect my views somewhat - but a game that relies upon the honour system not to cheat (by using Wikipedia etc.) is asking for a lot from the players. Personally I am not a fan.

Interesting. A lot of games 'zines have quiz-style games and all rely on the honour system that participants are not Googling everything. Hence I didn't see it as a big deal. Besides, the point about *W&W* is that your points mainly come from betting on the answers, not from knowing the right one off the bat. Tim Macaire gets the idea, but...

To be honest, I struggled with Wits & Wagers. I understand that a trivia game that does not depend on memory has some appeal, but after most people have put a guess within easy commuting distance of being right, what do you do? Pick one at random? Deciding who is likely to know/bluff/etc could be fun at the table, but if I have not met my competitors it seems just a guess of guesses. I appreciate that this is a flaw in me rather than the game, but since you asked...

Good point, Tim. The difficulty of 'reading' the other players hadn't occurred to me. Andy Kendall adds.

Other than apparently not having paid any attention to special rules for the last round, [Wits and Wagers is] usually diverting even if I'm rubbish at it. Agreeing with Mike Dommett's answers is a dull way of proceeding.

The general feeling seems to be that *W&W* didn't work well, which I find disappointing. Mind you, I've only played the game face-to-face. Turning to Trophy Hunter, Andy continues.

Oh well, I can be rubbish at this instead.

I couldn't possibly comment. Mark Cowper moves us on to books.

I was interested to see the comments on the Falco and Flavia Alba books by Lindsey Davis. I have persevered with the Albia books, but find them less enjoyable than the Falco books, as the characters are not as interesting and lack the rich chemistry/spark between Falco, his mother, his father and most definitely Helena Justina in the Falco books. However, the Albia books are fascinating depictions of family life in Rome at the time and I enjoy reading about that as much as the plots.

Now you mention it, that inter-character chemistry is indeed what's missing from the Flavia Albia series. Flavia's relationships with her father and her new husband just aren't as compelling. Mark continues.

I would highly recommend to anyone looking for something to read:

Jonathan Stroud: Lockwood & Co (5 books), the Bartimaeus trilogy plus The Ring of Solomon [and] Sergei Lukyanenko: Night Watch series (6 in total).

Also, my all-time favourite, The Dying Earth [series] by Jack Vance with the classic Cugel's Saga (the best thing ever written ever in my humble opinion). I re-read this every couple of years. Too many highlights to single one piece out. Everyone should be forced to read this.

I've read a lot of Vance's work but, oddly, not the Dying Earth series (the Demon Princes books were my introduction to Vance and still my favourites). With a recommendation like that, how can I not pick them up? Mind you, I find that I take on Vance's rather stilted writing style after I've read a few chapters...

I packed my bags pre-flight...

Pevans plays *Rocketmen* solitaire

A new game from Martin Wallace? Opportunity for Elton John song references!¹ I'm in! Though the game *Rocketmen* is not about the 9 to 5 of individual astronauts, but the space race as a whole. Your challenge is to launch 'Missions' to put a satellite into orbit, get a rocket to the moon, establish a base on Mars and even go asteroid mining. And to accomplish your goals before your rivals.

Each mission goes to a particular destination – low Earth orbit, the Moon or Mars – all reached by the ~~yellow brick road~~ track that curves across the board. There are specific missions at the different destinations, so you can only put a space station into Earth orbit while asteroid mining can only be done from Mars. (I just need an appropriately named asteroid to get in a tortured reference to a favourite Elton number: *Crocodile Rock*.)

Rather prosaically, the success of a mission depends on moving a marker along the track from launch to its destination. First, you need enough 'Rocket' points to launch the mission. The further away the destination and the more elaborate the mission, the more Rocket points needed. Thus launching that space station requires more Rocket points than simply putting a satellite into orbit and setting up a base on Mars needs a lot more – it's the toughest mission. It also scores the most points if successful.

¹ Though, as I'm generally referring to the lyrics, these should probably be described as Bernie Taupin references.



Here's the board at the end of my second game: I'm yellow, the AI is red and I've lost by a point. Mission Success cards are in the centre near the top.

Having launched your mission, you draw 'Mission Success' cards from a deck to progress along the track. As some of these cards show a big fat zero, success is not guaranteed. However, the judicious use of 'Assets' can give you a head start along the track or let you re-draw a Mission Success card (that'll be the "Multi-Purpose Space Suit", one of my favourites).

Arriving at the mission's destination means you've succeeded: place a marker and score the points (being first to complete a particular mission is worth an extra point). If you draw the maximum number of Mission Success cards (the limit is higher the further the destination) and don't get there, your mission is snuffed out like a Candle in the Wind. Though you can abort a mission if it's going pear-shaped. Which is a sad, sad situation.

The game ends when a player has completed six missions, including one to each destination, and final scores are tallied. As well as completing missions, players can get points for dealing with 'Threats' to humanity (Asteroid impact for one) and if they've completed the mission/s on their 'Personal Goal' card. Players take two of these at the start of the game and score one at the end if they can.

Getting down to mechanics, the central mechanism in *Rocketmen* is deck building. That is, acquiring and playing cards. Players all start with the same set of cards, in their player colour. These cards represent the possible missions.

Thus, there are three 'Spaceship' cards as you can send a spaceship to each destination, but only one space station. Apart from being played as a mission, these cards can be used to boost a launch or purchase other cards.

The other cards are the Assets and Threats already mentioned, along with 'Engine' cards. Engines are the main source of Rocket points and duplicates can be used on a mission – not so with Assets. Engines can always be bought, while only a few Assets and the occasional Threat are available. As I mentioned with the Space Suit, Assets generally provide some bonus. Like Mission cards, they can also be used to boost a mission or buy other cards. (Note that, apart from buying a Threat, you can deploy the appropriate counter-measure – "Advanced Laser Ablation" for that pesky Asteroid Impact – to remove both cards from the game. Either way, you get the points for dealing with the Threat.)

So, in your turn you use the cards in hand to buy more cards and/or deploy them to your 'Launch Pad' area for your current mission. Buying cards adds them to your played/discarded cards whence they will eventually cycle back into your deck. Playing cards to your launch pad has the side effect of reducing the size of your deck, so the remaining cards cycle round faster. However, cards can only go onto your launch pad if they boost the mission.

Eventually you'll end a turn by launching the mission – you will need the minimum Rocket points to do this. This is a key decision: do you stack up enough cards on the launch pad to be guaranteed success or take a risk with the Mission



My final mission in my first game: launch pad to the left of the board, completed missions (and hand) below it. Note the Achievement markers on the board.



And finally a victory! Two rounds to go (two Asset cards left, bottom left) and the AI (red again) is two steps away from getting a space station into Earth orbit.

Success cards? Succeed or fail, the cards used in the mission go into your discards, apart from the mission card which is out of the game if successful.

Mission cards also show an 'Achievement' icon – a reward you get for completing it. These are very useful bonuses (money you can spend every round, Rocket points, extra icons and so on) that stack up through the game. Hence, there's a definite argument for taking the NASA approach: go for easy missions initially to build up your bonuses and make subsequent missions easier to set up and complete. However, as you're racing against, you may want to take a chance.

In the solitaire game your rival is an 'AI' (though I'm not seeing much intelligence) that doesn't follow the game rules. Instead, a pair of cards identifies a mission and the AI's marker moves implacably forward each round until the mission is complete. They get the points for this and you need to beat the AI's score to win. However, you also have to complete all three missions on your Personal Goal card (you take just one card in solitaire play).

What you do in the solitaire game is otherwise just the same as the standard game, making it a good way of learning how to play. To put you under some time pressure, an Asset card is discarded each round (if you didn't buy any) and the game ends if the deck runs out – as it did in my first game.

So far, I've played the solitaire game three times. In my first game, I took a cautious approach, stacking up enough cards to be sure of success with each mission. So I ran out of time with just four missions completed (and this was against the 'Easy' AI). Though I also put that down to one of my missions being the most difficult: setting up a base on Mars. (The game is silent on the availability of childcare facilities.)

In my second game – against the 'Normal' AI – I took a riskier approach to launching missions. This resulted in several failures. The problem with this is that I was using up time. I still managed to complete six missions to end the game, including the three on my Personal Goal card. But I ended up a point behind the AI's score: 24 to its 25. I was surprised by a feeling of pride in the missions I had completed.

My third game, on the Normal setting again, was my first success. I took the counter-intuitive strategy of going for the most difficult mission on my Personal Goal card first (it's that Mars base). The advantages I saw were getting the hardest goal out of the way first and building up a deck that should then allow me to complete other missions quickly (and would also remove from my deck the 'Base' mission card that has no other use). The disadvantages were that I might run out of time and I wasn't gaining Achievements.

It seemed to take quite a while before I was ready to put my base on Mars – the Asset deck was over halfway gone and the AI had scored plenty of points. However, the mission went smoothly and my score leapt forward. And, with a powerful deck, I was able to knock off five more goals in short order, including a spot of Asteroid mining, and zap all three Threats as they appeared. With just two rounds left, this was a win by 36 points to 19.

Again, I was surprisingly pleased by my victory. I thought this was going to be a fairly



My player board and cards from the last game. Note all three Threats in with my completed missions.

dry game, but clearly not if I'm emotionally invested even when playing on my own. I suspect it is rather multi-player solitaire, though. The only interaction between players would be in the competition to buy useful cards. In theory there is a race to complete missions, but ending the game is not the same as winning... (And just one more point for being first in a mission is not much incentive.)

I found *Rocketmen* entertaining and challenging even playing solitaire, so I will certainly be playing it some more (I still have the 'Hard' AI to face). And my experience has whetted my appetite to play it with some human opponents (though I'm afraid it will be a long, long time...). It gets a provisional 8/10 on my highly subjective scale. For a fuller account of my playing experience, see my BGG blog: boardgamegeek.com/blog/8392

Rocketmen was designed by Martin Wallace and is published by Phalanx (phalanxgames.co.uk). It is a board game for 1-4 players, aged 14+, and takes 30-90 minutes to play (90-120 for my solitaire games).

Reading matter

Well, "The Last Kingdom" series is now over and I've read the final book, *War Lord*. Our hero, Uhtred Uhtredson, is now comfortable as lord of Bebbanburg, managing his domain and chasing off marauding Scots. This is part of the kingdom of Northumbria and Uhtred is nominally subject to the Northumbrian King – the last Danish pagan ruler. However, the question weighing on his mind is whether Æthelstan, King of Wessex, Mercia and East Anglia, will honour his oath not to invade while Uhtred is alive. After all, Æthelstan needs to bring Northumbria under his rule to fulfil his grandfather's (Alfred the Great) dream of "Englaland" – uniting the English-speaking population into a single Christian, Saxon kingdom.

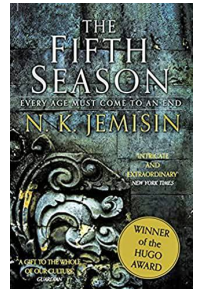


This leads Uhtred into plotting to distract Æthelstan from Northumbria. I winced immediately. Uhtred may be a fearsome warrior and tactician, but he's not a schemer. I could see this going pear-shaped in short order. Conflicting reports of what Æthelstan is up to don't help. But eventually Uhtred is faced with his usual decision: whether to honour his commitment to the Saxon rulers or follow his Danish, pagan upbringing (despite being a Saxon himself). And he always has the option of asserting his ancestors' title as Kings of Bernicia... (Mind you, I seem to recall that assuming the title "King in the North" tends to drastically shorten one's life expectancy.)

The story is told with Bernard Cornwell's usual vigour and our sympathies are always with Uhtred. However, history is on Æthelstan's side... The finale came as a bit of a surprise, but certainly makes a fitting end to Uhtred's saga. I've

enjoyed the whole journey. (By the way, this book is dedicated to Alexander Dreymon, who plays Uhtred in *The Last Kingdom* TV series.)

Continuing my quest to discover more of N K Jemisin's work, I picked up a copy of *The Fifth Season*. Well, it was on offer. Despite being an experienced SFF reader, it took me a while to get to grips with this – not least because of the peculiar setting. We have a world with a single, giant continent. Yet a continent that is periodically wracked by huge geological events (and is thus known, ironically, as Stillness). The fifth season of the title refers to the period following one of these. During which the population tries to survive months (or years) when the sun doesn't shine and ash falls from the sky. That's after the immediate perils of eruptions, lava flows and clouds of poison gas.



Not surprisingly, the society that has evolved to cope with this is strictly regimented, with everybody having their designated role. However, these people are not human. They have an extra sense organ, for a start, allowing them to 'feel' earthquakes (I wanted to say "underground movements" there, but there could be confusion between geology and politics). Some people, "orogenes", even have the psychic (?) ability to control earth tremors.

Now, being an orogene is not good news. Imagine a two-year old having a tantrum and levelling a town. Not surprisingly, orogene children are often lynched when they give themselves away. Hence, one of the tasks of the Guardian caste (who generally guard against orogenes) is to rescue them. These children go to the Fulcrum, in the capital city of the sort-of-empire that holds sway over most of Stillness, where they are trained to control their ability and then sent out in service of the empire.

One of the three strands of the story follows Damaya, who is just such a young girl, and we watch her growing up in the Fulcrum with its strict rules and demanding training. Another strand is Syenite, a graduate of the Fulcrum sent out on a mission with another, top-ranking orogene. Her other job is to get pregnant by him. Yes, the Fulcrum has a breeding programme. The final thread features Essun (known as "you" in chapter headings), an orogene who has hidden her ability for many years.

However, the book actually starts with the end of the world. No, really. Later on we even find out who causes it. Though it's more the beginning of the end than the absolute end (otherwise it would be a very short book). Of course, I don't believe it's really the end of the world and look forward to seeing how Jemisin finesses this. In the meantime, the three plot strands converge – I eventually worked out how this would happen, but it is intriguing along the way.

The story doesn't actually finish, it just stops. That's because it's only the first part of "The Broken Earth" series. Damn! But also, hooray! There's more to come.

And I have no idea what Jemisin is going to spring on us in the subsequent books as this one resolves a lot of plot. There are some loose ends waiting, though, and I look forward to continuing the story.

Games Events

Conventions are gradually starting up again with various restrictions, but I can't find anything for September to report here. The next Raiders of the Game Cupboard is on for Saturday, 2nd October at the Waterside Community Centre in Burton-upon-Trent. Details – including Covid-19 precautionary measures – on the website at www.raidersofthegamecupboard.co.uk.

Spiel '21 is on as a physical event: 14th-17th October in Essen. I won't be going, though, and numbers will be limited, along with other precautions. See www.spiel-messe.com/en for details.

And, in a surprise move, the (former) Hallmark Hotel in Derby has told the MidCon organisers they can't hold the event there this year. They've offered the Mickleover Court Hotel in Mickleover (near Derby) instead and t'committee is checking this out. Keep an eye on www.midcon.org.uk for updates.

The following box concentrates on events I usually 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 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 things have got in the way.

UK Games Expo: 3rd-5th June 2022 at the NEC. 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: 5th-7th 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, but just what form it will take this year is still up in the air. Expect mostly open gaming and a few organised events. 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

Way Station (*Star Trader* game 11)

Turn 6

Another Quarter, another sound of explosions.

But on Sigma Draconis as a wave of largely ineffectual bombings hit the Warehouses of Happy Features, just as their ships returned home to load up.

SIRIUS CYBER loaded a few Passengers, but its main activity was sabotaging the fullest Warehouses at Sigma Draconis, giving HAPPY FEATURES a shock on its return to commercial activity. The resultant Reputation loss may temper "Two heads" judgment, and may not.

HARRIMAN ENTERPRISES repaid its loan leaving a healthy cash balance for future operations and also loaded a few Passengers.

TRADIAETH A MASNACHWYR TEGWEN sold the Heart of Gold – having renamed it Calon Aur (which means the same thing) – for 197 HTs at Gamma Leporis and, with the usual 200 HTs worth of Passengers, got to work on spending the results. The ship at Epsilon Eridani was launched as the Enfys, given a B crew and 4 Passenger Pods, while one of the ships launched at Alpha Centauri, the EFON, was treated the same. The third ship launched, the Tanwen, only got 3 Passenger pods and D class crew. All had Augmented Jump Pods. Money was spent improving Reputation a little and Business Connections were bought, improving Reputation more. A twelfth ship was considered but turned down because of the low funding levels.

AMALGAMATED INTERSTELLAR METALS bought 6 Isotope Factories at Tau Ceti which will be in production next Quarter.

SIRIUS CYBERNETICS bought 8 Alloys for 5 HTs each at Gamma Leporis and gained a Dealership as a result. However, no one was trading at Epsilon Eridani.

HARRIMAN ENTERPRISES bought 6 Petroleum for 6 HTs each at Delta Pavonis to get a Dealership, while PETROLEUM AND OTHER COMMERCIAL GOODS took 5 more on Contract before selling 2 Spice at 14 HTs each.

At Tau Ceti HARRIMAN ENTERPRISES sold 8 Alloys for 9 HTs apiece to gain a second Dealership, undercutting the offers to sell at 10 HTs by MINING & MORE and COSTA NOSTRA COFFEE. Isotopes went up in value as SIRIUS CYBER bid 8 to buy, taking a Dealership and out-bidding MINING & MORE and COSTA NOSTRA COFFEE, who again lost out. AMALGAMATED INTERSTELLAR METALS and HARRIMAN ENTERPRISES both bought on Contract.

Mu Herculis saw PETROLEUM AND OTHER COMMERCIAL GOODS buy 10 Monopoles for 12 HTs each and gain a Dealership, while MINING & MORE bid 8 and bought 7 Petroleum, as HARRIMAN picked up on Contract.

AMALGAMATED INTERSTELLAR METALS bought Isotopes on Contract at Sigma Draconis. HARRIMAN couldn't buy Monopoles as the price rose, but did sell 5 Petroleum for 14 HTs apiece as PETROLEUM AND OTHER COMMERCIAL GOODS sold on Contract.

MINING & MORE was selling Isotopes at Alpha Centauri, while SIRIUS CYBER's dreams of Liquors poured down the drain fortunately did not happen.

And, at Beta Hydri, AMALGAMATED INTERSTELLAR METALS finally managed to sell its two Spice for 14 HTs each.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep	Player
A Costa Nostra Coffee	10 0 1	0	7th	786 28	Mark Cowper
B TMT	1 7 0	15	1st	162 21	Jerry Elsmore
C AIM	10 0 4	0	5th	44 40	Paul Evans
D Harriman Enterprises	8 4 2	0	4th	136 37	Anthony Gilbert
E Happy Features	7 0 5	0	8th	237 36	Mike Dyer
F PCG	9 0 8	4	3rd	44 36	Przemek Orwat
G Sirius Cyber	9 3 1	6	2nd	158 32	Charlie Sundt
H Mining & More	8 0 4	0	6th	142 29	Sergiusz Orwat

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

News

There are three new News chits this turn. The current list (new chits in **bold**) is:
 Turn 7 B5, P3
 Turn 8 P5, C5, C3

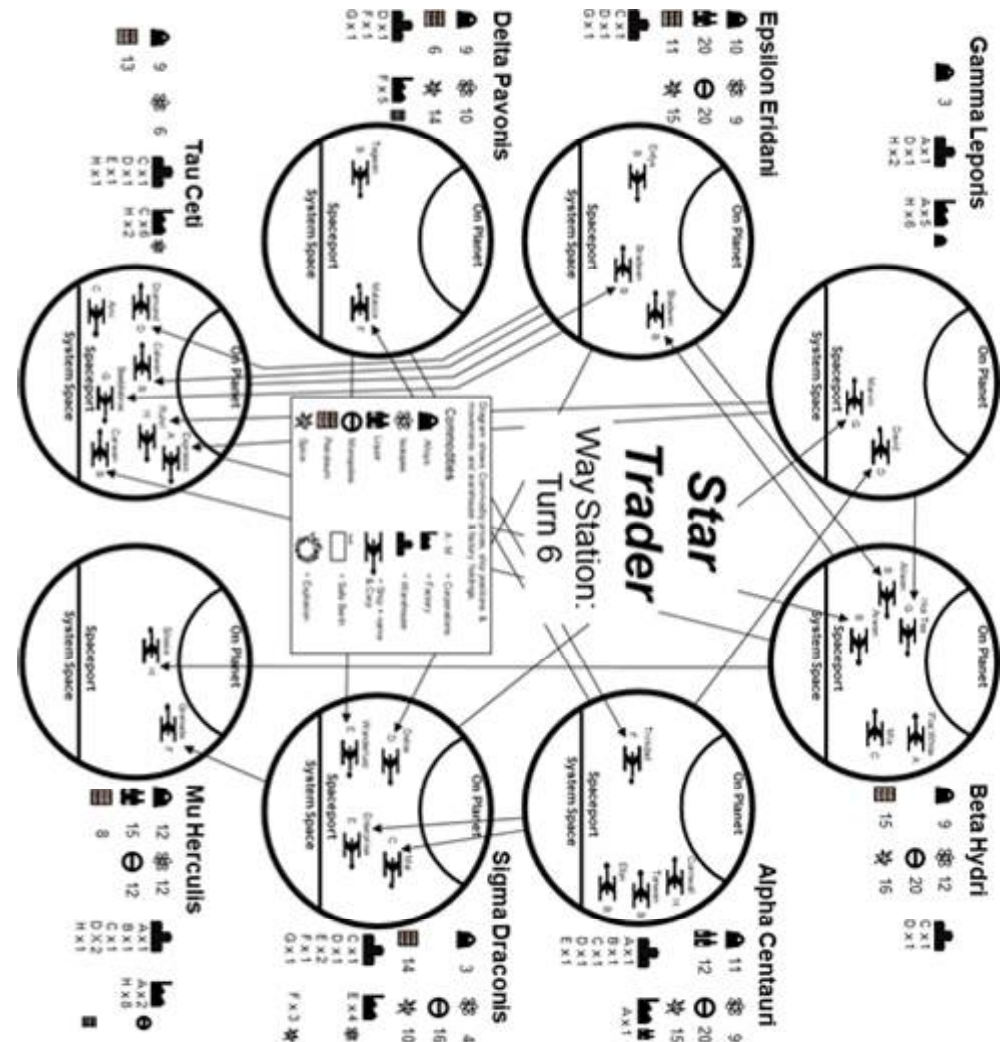
Turn 9 B3, B8, B10
 (Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

GM Notes

Happy Features is back in business under Mike Dyer; thank you, Mike.
 You cannot bid to buy/sell AND use contracts unless you have the Market Manager position; I ignore any such bids.
 If you don't have a warehouse or a ship at a spaceport, I only purchase one of the commodity for you, unless, and it has happened, you have been specific you are doing it despite knowing it will be lost at once due to lack of storage.

Remember emergency hyperjump does NOT operate in this game.
 Questions, ask me; clever ideas, run them past me first.

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
 or by e-mail to mike_dommett@yahoo.co.uk
 by Friday, 24th September 2021**



Freshford (*Railway Rivals* game 15 – RR2469CT)

Turn 7

A fairly even split on the races. BIEN built into the Thames Valley, while CHAIRBOYS connected to Hatfield. RLR and CJR both made more connections.

This turn's races

Race results					Scores			
					BIEN	CHAIR	RLR	CJR
1	11	Newbury	22	Oxford		20		10
2	13	Reading	62	London		20		10
3	25	Thame	35	Rickmansworth		0+4	20-5	10+1
4	32	Beaconsfield	56	Hatfield	5+2	+6	20-9	5+1
5	65	London	41	Berkhamstead	10+1	0+6	20-6	
6	S1	South	52	Luton	20		10	
7	44	Buckingham	S6	Shopping	10-1	0+4	10+1	10-4
TOTAL					47	60	61	43

Builds and Points

BIEN'S INTERNATIONAL EXPRESS NETWORK (BIEN), Christian

Bien – Red

Builds:

(F15) – Maidenhead – Slough

Points: 92 +47 -10 +8 = **137**

CHILTERN HALL AND IN RAILS BEYOND YONDER STOKE-CHURCH (CHAIRBOYS), Mark

Cowper – Black

Builds:

(J21) – St Albans – Hatfield (8 to BIEN)

Points: 48 +60 -12 -8 +1 = **89**

RED LINE RALE (RLR), Anthony Gilbert – Purple

Builds:

(E18) – Slough

(C64) – C65 – Stevenage

(L4) – L3 – K3 – Abingdon (1 to CHAIRBOYS)

Points: 44 +61 -12 -1 = **92**

CANTERBURY RAILS (CJR), Rob

Pinkerton – Blue

Builds:

(B11) – B13 – Maidenhead

(E45) – H43

(A65) – A66 – N26

(Thame) – B50 – B51

Points: 58 +43 -12 = **89**

Next turn's races

Race	From	To
8	12 Reading	54 Stevenage
9	16 Slough	45 Bletchley
10	24 Didcot	51 Dunstable
11	21 Abingdon	S3 North
12	34 Chesham	43 Bicester
13	64 London	31 High Wycombe
14	61 London	S4 North

GM Notes

Players can enter up to **five** (not six as Pevans put last time) races (plus any held over from a previous turn).

After the races, you may build up to 10 build points. **Remember: known junctions and parallel builds are deducted from these points.** The build points available after the races will reduce by 2 each turn.

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 24th September 2021**

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.

Elmers End (Railway Rivals game 16 - RR24700)

Turn 6

UNORTHODOX ENGINEERS connected west to Llanelli. GERALD'S WELSH RAILWAY carried on connecting up towns to the east and tunnelled into Neath. RAREBIT CYMRU RAIL also connected to Llanelli and BABELAND SWANSEA HAULAGE decided to build a lot of expensive parallel tracks.

Builds

UNORTHODOX ENGINEERS

- (UE), Jonathan Palfrey - Green
- a (Seven Sisters) - I67 - I68;
- (B68) - A69 - Cymmer Afan (1 to GWR)
- b (N12) - N11
- c (N11) - N8 - Llanelli (2 to RCR)
- Points:** 54 +2 -3 = 53

RAREBIT CYMRU RAIL (RCR),

- Mike Dyer - Black
- a (Pontyberem) - E47 - B48 - A48
- b (A48) - N8 - Llanelli;
- (I72) - H72
- c (H72) - Hirwaun;
- (L43) - M43 - N42 (2 to BASH)
- Points:** 99 -2 +15 = 112

GERALD'S WELSH RAILWAY

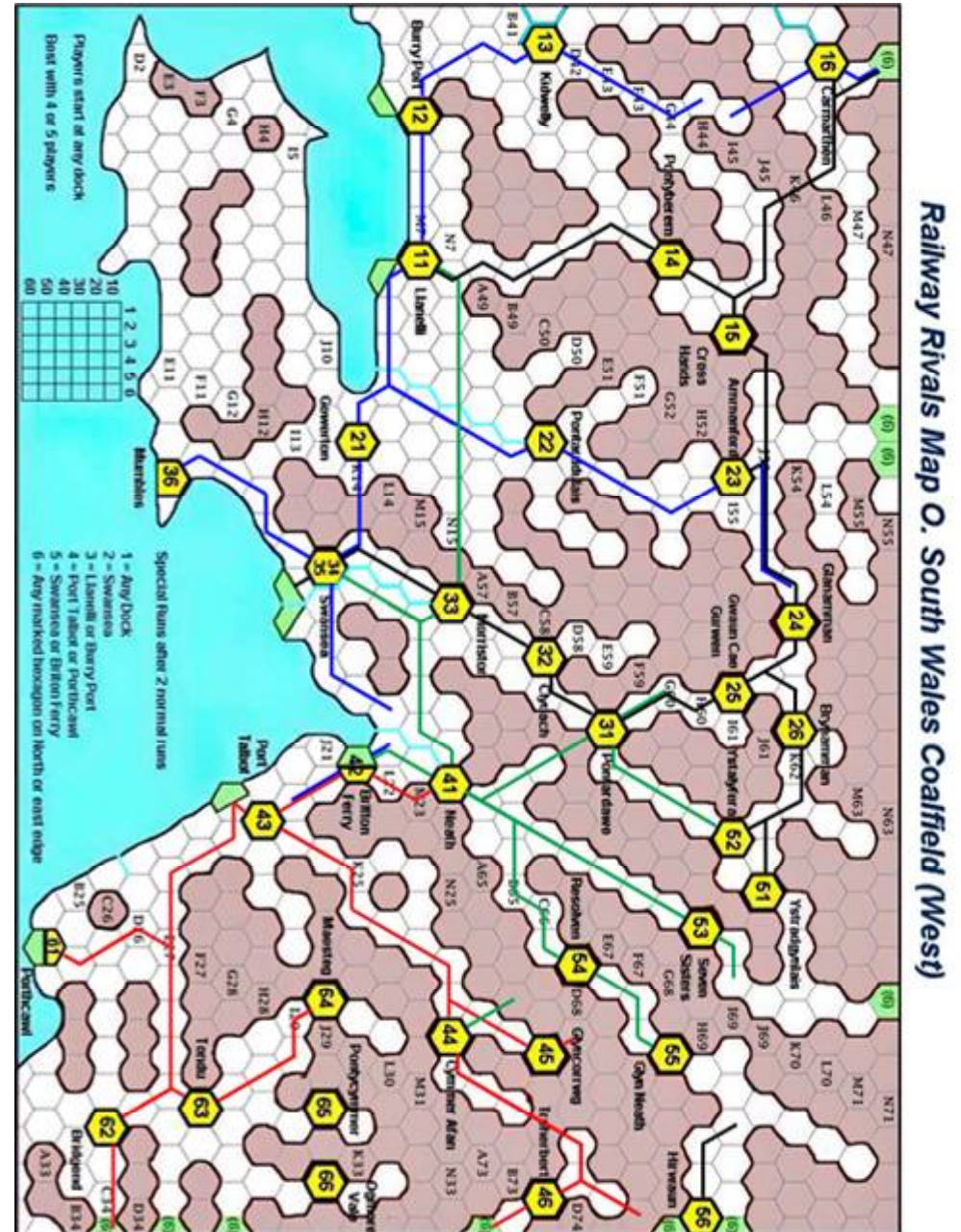
- (GWR), Gerald Udowiczenko - Red
- a (Glyncorrwg) - D69;
- (Treherbert) - A75;
- (Britton Ferry) - L22
- b (L22) - M23
- c (M23) - Neath;
- (C34) - C35
- Points:** 86 +9 = 95

BABEL AND SWANSEA HAULAGE (BASH),

- Bob Blanchett - Blue
- a (J43) - K43 - Carmarthen - M43 - N42
- b (L21) - Britton Ferry - I23 (2 to UE, 8 to GWR)
- c (J53) - J54 - J55 - K57 (20 to RCR)
- Points:** 45 -30 +2 = 17

Next turn's races

Race	From	To
1	11 Llanelli	21 Gowerton
2	12 Burry Port	33 Morrision
3	42 Britton Ferry	S6 East/North
4	26 Brynamman	54 Resolven
5	31 Pontardawe	43 Port Talbot
6	65 Pontycymmer	S4 Port Talbot/Porthcawl
7	52 Ystalyfera	61 Porthcawl



Railway Rivals Map O. South Wales Coalfield (West)

GM Notes

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

After the races, you may build up to 12 build points. **Remember: known junctions and parallel builds are deducted from these points.** The build points available after the races will reduce by 2 each turn.

Order layouts: Your Name, Company Name/Initials, Company Colour. It makes life so much easier when adjudicating.

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 24th September 2021**

Online Games

I play board games online (turn-based and, occasionally, real-time – especially with the Swiggers gang on Wednesday evenings) and welcome *TWJO* readers joining me. Let me know what games you'd like to play and I'll add you in.

One or two more needed for a *TWJO* game of *Agricola* (at www.BoiteaJeux.net or the new edition at BoardGameArena.com).

On yucata.de I'm playing *Egizia*, *Grand Austria Hotel*, *Rajas of the Ganges*, *Snowdonia* and *Underwater Cities*.

I fancy some more *Keyflower* (at BoardGameArena.com). And how about *Puerto Rico* while I'm there? And a recent arrival is *Homesteaders*, which I rate. Plus they now have *Midnight Party* – though it's a game that really needs to be played in real time.

As well as boardgaming-online.com and BoardGameArena.com, *Through the Ages: a New Story of Civilization* can also be played through the app or Steam. I'm not sure about the pretty pictures, but this implementation gives access to the New Leaders and Wonders expansion (for an additional fee), which is fun. I'm happy to play on any platform.

And I should mention the recent demise of the (original) *Brass* implementation at orderofthehammer.com. Apparently it ran into GDPR issues. ☹ This is annoying as I'd started playing again (4 games, 3 wins and 2nd in the fourth!)

Trophy Hunter

Turn 1

Latest shots (Upper case = this turn; lower case = last turn; strikethrough = dead)

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

A little urging from me has brought a good crop of players for this first round and lots of shots are hits – four people hit the same antelope, with three sharing one half and Ray Vahey finishing it off.

Plenty of injured animals to go for next turn, with some of the missed shots usefully limiting where the targets are.

Special mention to Jonathan Palfrey and Rob Pinkerton for finding some bushes and to Anthony Gilbert, the only person to hit an elephant.

Scores

Player	Shots	This turn	Total
Martin Abrahams	B4	1.33	1.33
Alex Bardy	G9, G10	2	2
Chris Baylis	D13, M1	0	0
Chris Boote	B2 S19	0	0
Colin Bruce	D9	5	5
Charles Burrows	H17	4	4
Peter Card	R2, D2	0	0
Mark Cowper	M13, T20	0	0
Mike Dommett	A17, G4	0	0
Jerry Elsmore	L2	4	4
Alex Everard	G3	4	4
Anthony Gilbert	C3, P10	-5	-5
Bill Hay	J10, K13	0	0
Bill Howell	D7	5	5
Andrew Kendall	A1, B2	0	0
Nick Kinzett	B13, O2	0	0
Andrew Larder	A15, T12	0	0
Nik Luker	K10, L11	0	0
Tim Macaire	B2, T18	0	0
Brad Martin	B2, L7	0	0
Bill Michell	F17, G20	0	0
Graeme Morris	R3, L15	0	0
Jonathan Palfrey	J7, D15	0	0
Rob Pinkerton	A12, D14	0	0
Mike Pollard	S18	4	4
Alex Richardson	T16, K20	0	0
Chris Rudram	B4	1.33	1.33
Matt Shepherd	D12, K18	0	0
Charlie Sundt	S2, B19	0	0
Gerald Udowiczenko	G10	2	2
Pam Udowiczenko	L3, P15	0	0

Thank you for the *Star Wars* reference, Mr Card. Though Mr Gilbert may have already taken your next shots...

Jonathan Palfrey notes, "I don't think I understand the tactics of this game, but I suppose I can see how it goes." If you do spot any tactics, Jonathan, please let me know.

Graeme Morris is still trying to avoid his other half finding out about the game. "I'm going to type this very quietly so Carole can't hear. Are you ready? Ok my shots are R3, L15. Phew, I don't think she heard."

Brad Martin has "An aside: There is a Potshot Hotel at Exmouth in Western Australia, serving the people that work at the USA communications base [another nuclear target that Australia gladly accepts from our generous ally]. Mentioned it because my mother worked there in the 1970s."

What's this all about

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

All you have to do each turn

Scores (cont'd)

Player	Shots	This turn	Total
Phil Urquhart	K9, B4	1.33	1.33
Ray Vahey	B5	4	4
Matthew Wale	S19, B19	0	0
James Waters	J10, J5	0	0
Graeme Wilson	C7, J5	0	0
Paul Wilson	P9, M5	0	0

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

The first hit on each animal scores points in proportion to its size. For example, a Lion

is three squares and worth 15 points, so the first hit scores $15/3 = 5$ points. If several players hit the same square at the same time, they share the points; if several players hit different squares of the same animal at the same time, they get the points for the square they hit.

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

An animal is dead when all its squares have been hit. No more points can be scored for this animal.

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

Send shots to Pevans at
180 Aylsham Drive,
Uxbridge UB10 8UF or
to TWJO@pevans.co.uk
by 1st October 2021.

Key

Animals	Symbol	Size (squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	-20

Other symbols

	X	Missed shot
UPPER CASE = this turn, lower case = last turn, Strikethrough = dead animal		

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

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

Orders for June and July 1673 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 1st October 2021



May 1673 (351)

Skulking through the Mayday celebrations are several Parisian notables concealing sharpened steel beneath their cloaks. There's no jollity in the engagements they're going to. Rick Shaw, for example, has a meeting with an enemy, Augustin Fourier, and is taking his sabre with him. Plus Justin Thyme. However, Fourier pleads ill-health ("I need to be in fit shape to fight the enemies of France") and doesn't show up.

Ben e'Volence decides that Hercule D'Engin should be first on his schedule. He brings his sabre and Phillipe F'Loppe to this meeting (Chris Knight should also have been seconding him, but doesn't seem to have got the memo). Engin has a rapier and is backed up by Les Anonyme and Greg de Bécqueur. Volence's old injuries mean only their choice of weapon differentiates the duellists. Oddly, Engin expects his opponent to lunge and parries, awaiting an opportunity to riposte. E'Volence slashes away with his sabre until Engin has had enough. That's two blows before he surrenders. His injuries mean Engin isn't fit to face Chris Knight. Not that Colonel Knight is anywhere to be seen.

Les Anonyme hangs around as he's Volence's second appointment, with Hercule D'Engin remaining as his second. Again this is sabre versus rapier, but Anonyme is clearly the bigger man. He opens with a furious lunge, immediately skewering Volence, who promptly concedes the fight. After this easy victory, Anonyme is hopped up to face Chris Knight. However, Knight is still absent.

Freshly bandaged, Ben e'Volence rejoins Phillipe F'Loppe as his second. F'Loppe has chosen to meet Mustafa Lekk first, but he's another man with better things

to do. Hence, Justin Thyme is F'Loppe's first adversary. Thyme is expecting to duel Marc de Zorro first, but Marc isn't and Thyme doesn't notice the non-appearance of Lekk for their duel. Thyme brings Rick Shaw and Xavier Ulric Turenne as his seconds plus his sabre. He greets F'Loppe: "aah, the stable boy-molesting Diabolical Scumbag has turned up." However, it's F'Loppe who has the advantage of build. The two men weigh each other up and attack. Thyme gets his slash in first. F'Loppe responds with a similar blow, but takes a big hit from Thyme's cut. He responds with another slash and blocks against the next attack. However, he's mis-timed this and the two men strike together with their next slashes. Both surrender, making this an honourable draw.

Petit-Garson Riche is disappointed as first F'Loppe (who at least is too hurt to fight) and then Lekk avoid him. Nor can F'Loppe now attend his encounters with Balzac Slapdash and Marc de Zorro. While Louis Renault and Xavier Ulric Turenne are frustrated by Lekk's continuing no-shows.

No more Public Safety

Minister of State Beau Reese Jean Seine may be leading the troops in the United Provinces, but he still finds time to carry out his Ministerial duties (and more). With his term as Commissioner of Public Safety about to end, Bastian de LaGarde accepts Minister Seine's offer of a Ministerial appointment without portfolio. Seine then asks Eclair de Lame to take on the CPS's role, but receives no answer. Both CPS and Minister of Justice are thus vacant this month.

There is no answer from Phillipe F'Loppe, either, when Leonard de Hofstadt asks him to be Adjutant to First Army. The position remains empty, so there's still time for someone to take it before this year's campaign begins.

As the summer campaign approaches, brevet Brigadier-General Xavier Ulric Turenne has applied for command of First Foot Brigade. He calls in a favour to persuade the Inspector-General of Infantry that he's the man for the job. Backing him up with influence of their own are Beau Reese Jean Seine, Greg de Bécqueur and Jean Jeanie – though Jeanie's pull doesn't reach as high as a Lieutenant-General. There's enough pressure that Turenne is a shoo-in for the job.

Turenne is still the nominal commander of the Picardy Musketeers (though Lieutenant-Colonel Louis Renault will now lead them in the field) and, as such, signs up Hubert Silvestre for the regiment. Silvestre takes the rank of Private, a come-down from the Subaltern's rank he achieved in the Frontier regiments. Silvestre is already in action with Frontier regiment 4 and remains there.

Augustin Fourier commands the Grand Duke Max Dragoons and accepts Nouveau W Odeur to its ranks. Having borrowed what he can, Odeur buys a Captaincy and the requisite horse.

The last flourish from the Minister of State, as titular commander of the Royal Foot Guards, is to make sure that the senior Captain obeys his request to resign.

Greg de Bécqueur throws his weight behind this invitation, too, but it's really not necessary. The remaining Captains in the regiment move up in seniority as a result, leaving a space at the most junior position.

Guards Brigadier Jean d'Ice summons the King's Musketeers to join the rest of the Brigade in action. Colonel Duncan d'Eauneurts, Lt-Colonel Greg de Bécqueur and Majors Robert d'Lancier and Tarquin le Hatter are thus all off to see some action. Joining them on the road to the United Provinces are the Crown Prince Cuirassiers, led by Colonel Chris Knight and including Lt-Col Ben e'Volence and Subaltern Rob d'Masses, and the 27th Musketeers, commanded by Colonel Mustafa Lek. Not to be out-done, Lt-General Bernard de Lur-Saluces volunteers to lead an RNHB battalion.

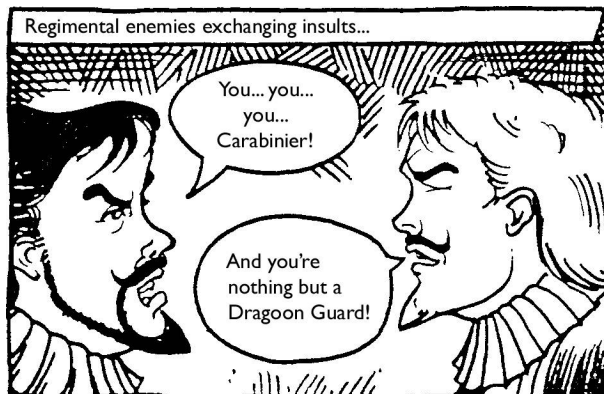
Lilies versus Gentlemen

Two social events have been advertised for May, both at the start of the month. Despite being held in the lower-ranked club, Petit-Garson Riche's "Young Gentlemen of Paris" meeting just out-does Louis Renault's "Fête du Muguet". Perhaps the exclusiveness of the Horse Guards club (very few Parisian socialites are members), where the former is held, adds to the attraction. Louis's bash is in boring old Hunter's after all.

With Di Lemmere at his side, Louis welcomes four couples to these familiar surroundings. Claude de Nord brings Ada Andabettoir. Jean Jeanie escorts Jacky Tinne, who has no interest in becoming May Queen, according to Jean anyway. Lascar Vivrebras has Marie Antoinette on his arm (and some cash in his purse, courtesy of Terence Cuckpowder). And Xavier Money accompanies Betty Kant. There is no rivalry between the guests and thus nothing to disturb Augustin Fourier's quiet week in his club with Pet Ulante. There is some noise from the foyer though. Balzac Slapdash, clutching a bunch of lilies, insists that he should be admitted as the guest of Lou Scannon. While Captain Scannon is a member, he is not in Paris – just like he wasn't last month. Alison Wunderlandt is not

impressed and flounces off while Balzac argues his case.

Emma Roides is with Petit-Garson to welcome guests to the Horse Guards. Balian Isle-de-Tours is first alphabetically. Hugh Challavas-Vichy is next. Then Hercule D'Engin. Justin Thyme escorts Guinevere d'Arthur.



Nouveau W Odeur brings Belle Epoque. Rick Shaw arrives last, with Leia Orgasma on his arm, and takes exception to Nouveau's nice new Grand Duke Max's uniform. An exchange of challenges leaves a duel to be scheduled.

While these events are going on, Cyrano de Lancet and Jean David Goliath are to be found in the Blue Gables – Cyrano's new club. Separately, Cyrano goes courting the following week. His visit to the Bawdyhouses the week after betrays his lack of success and then it's time for his regimental duties.

The Fleur de Lys sees three members through its doors. Les Anonyme is accompanied by Carole Singeurs. Leonard de Hofstadt escorts Frances Forrin. And Pierre Cardigan brings Edna Bucquette to their usual table.

Pierre ducks out for a week's sabre practice, but the other two couples remain in the Fleur for week 2. Jean Jeanie and Jacky make the third couple. This goes up to four the following week when Pierre and Edna return. However, only Leonard and Frances stick it out for the full month. They're all off practising with their weapons – though Les and Jean prefer the rapier to Pierre's sabre.

Members arrive in Bothwell's in week 2, notably Xavier Money and Betty, who take up residence for the rest of the month. Gaz Moutarde brings Anne Tique to the club for a change of venue after their week at her place. They are joined by a Toadying Zavier Ulric Turenne, who has Lucy Fur on his arm now he's got a week's rapier practice out of the way. The foursome returns in week 3 before Gaz and Anne go back to her place and Zavier is practising again. Bothwell's is a bit more crowded in week 3 as Marc de Zorro arrives to show off Cath de Thousands, his conquest earlier in the month and in whose company he spent the previous week. Cath is abandoned for the end of the month, though, as Marc heads for the gym with his sabre.

Louis and Di stay on in Hunter's all month with a much depleted guest list. It's just Lascar and Marie, in fact. And them only for weeks 2 and 3 (Lascar needs to spend a week supervising the privates). Justin Thyme brings Guinevere to Hunter's for those two weeks, before fitting in a week with his sabre. And Leia is there with Rick Shaw for just a week as Rick has an appointment with his sabre for the second half of May.

Jean David Goliath's finale this month is the more traditional trip to the bawdyhouses for a bit of 'company'. In between, he sticks to the Blue Gables and even has Jacques Hatt as his Toady in the third week. Jacques has already been to the Bawdyhouses and practised sabre. He finishes the month by haring off to the Prix d'Or to enter the Jacques As Memorial Stakes. Only a month late.

The Frog & Peach is where to find Claude de Nord for a couple of weeks. He brings Ada to his club both times and then takes his sabre to the gym once. Phillipe F'Loppe and Freda de Ath occupy the club ("for a night of romance and quite [sic] merriment") while Claude and Ada are absent. This is Phillipe's break from his strenuous sabre workout – not to mention re-scheduling his loans.



And Red Phillips sees just a single visit from a single member: Balian Isle-de-Tours is there between a visit to the Bawdyhouses and his regimental duties.

Jacques de Gain is the man in the gyms all month, as usual. Four weeks with his rapier add further to his bulging biceps. Augustin Fourier practises sabre for three weeks after taking Pet out in week 1. For Balzac Slapdash it's three weeks with rapier following his abortive visit to Hunter's. After partying, Nouveau W Odeur is in the gym with his sabre. So is his host, Petit-Garson Riche. Terence Cuckpowder is the last man to fit in three weeks with his sabre. He spent the first week with his lady friend.

Hercule D'Engin manages two weeks rapier practice with a trip to the red light district in between. Hugh Challavas-Vichy hits the Bawdyhouses first and then waves his rapier around for two weeks.

Less mud, more troops

As the weather begins to brighten up, military operations intensify in the United Provinces in preparation for this year's campaign. The arrival of the King's Musketeers bolsters the Guards Brigade, which steps up its siege operations. This is particularly good news for Brigadier Jean d'Ice, who is promoted to full Brigadier-General. An Earldom comes with this promotion, along with nearly a thousand crowns' worth of loot. The promotion also severs Ice's connection with the Cardinal's Guard, leaving Lt-Col Jerome Fortmayne in undisputed command of the regiment. Except that Fortmayne is serving as Ice's Brigade Major. In this capacity he survives a near miss when a Dutch sharpshooter destroys his writing desk – there's ink all over a week's worth of reports. As he's busy re-writing these documents, Fortmayne's share of the booty is a couple of hundred crowns less than his boss.

The Royal Foot Guards overrun an enemy bastion that had recently been re-supplied, resulting in a large haul of plunder to be shared around. Regimental CO Beau Reese Jean Seine only takes 1,300 crowns' worth. With a Brigadier in post, he can't be promoted, but does get a full Mention in Despatches ("Well, he is Minister of State"). Lt-Colonel Bastian de LaGarde gets even less loot and a much smaller Mention ("Well"). Senior Major Eclair de Lame sticks to the looting and rakes in a hundred crowns more than his CO. Camille de Polignac may be

the junior Major, but his booty is closer to two thousand crowns' worth. And there is a Mention in Despatches ("That's better") for him.

The regimental Adjutant, Captain Neville Moore, grabs the same amount as Polignac and receives a Mention ("him too") as well. Captain Lou Scannon can't quite match this amount of booty and his Mention is more of a footnote ("see above"). Some determined pillaging lets Captain Charles Trenet hit the two thousand crowns mark with his name going into the Despatches to boot ("Is that the best?"). At least this softens the blow of repaying his loans to the moneylenders, but doesn't bring him the title he craves. Attracting less attention, junior Captain Dureau Celbonet collects over two thousand crowns' worth of goodies, but nothing else.

The fresh King's Musketeers only need a little time to find their feet before they are contributing to the fighting – and raking in the booty. However, Colonel Duncan d'Eauneurts gets too close to the enemy walls as cannonballs bring down the battlements. He is buried under a large pile of rubble. RIP. This sad departure allows Lt-Col Greg de Bécqueur to be promoted to Colonel. He pockets a thousand crowns' worth of loot into the bargain and appears in the Despatches ("New Colonel"). There's a bit less loot for senior Major Tarquin le Hatter, but this is nearly three times what junior Major Robert d'Lancier picks up. On the other hand, Lancier is Knighted for his bravery and Mentioned in Despatches ("New Knight").

As the ground dries out from the early Spring rains, the firmer footing is better for the cavalry. Chris Knight leads the Crown Prince Cuirassiers to capture Spanish wagons bringing supplies to the Dutch. Colonel Knight gets busy, sending his subordinates to chase off the Spanish cavalry escort while he checks over the wagons. That's over a thousand crowns' worth of plunder coming his way. For Lt-Col Ben e'Volence and Subaltern Rob d'Masses there's nothing. Nothing at all.

Royal Marines commander Henri DuShite has his troops back up the Guards and they arrive on the scene in time for some rich pickings. That's close to two thousand crowns' worth for DuShite and a mention in Despatches ("Almost as good as the Foot Guards").

Colonel Mustafa Lekk and the 27th Musketeers are to be found on the battlefield. Somewhere. The arrival of Private Hubert Silvestre's new uniform as a Picardy Musketeer just seems to attract the attention of the Dutch defenders. And by attention, I mean cannonballs. Parading in his shiny new outfit, Silvestre is flattened by one. RIP.

Then Royal North Highlanders see Lt-Gen Bernard de Lur-Saluces take command of a battalion. Despite their misgivings, he does a decent job. Decent enough to bring him nearly a thousand crowns worth of loot, anyway. He also receives a Mention in Despatches ("What tartan is that?"). ❖

Press

Announcements

There are positions available within France's premier regiment for suitable candidates. Financial assistance available. Come and join us at the front.

† Beau Reese Jean Seine, CO RFG

Military Missives

B Bdr Gen Zavier Ulric Turenne, Sir, having served with honour in the frontier regiment and been mentioned in dispatches for bravery, I would be honoured if you would accept me initially as a private in the Picardy Musketeers.

I would, however, like to have the opportunity to enjoy the delights of Paris for May and enjoy the sights, sounds and entertainment that our great city has to offer. Would it be possible to be excused regimental duties having already spent 5 months at the front and reached officer rank?

Yours,

† Hubert Silvestre
Subaltern, Frontier Regiment 4

Subaltern Silvestre,

I welcome your application to our Fighting Regiment with great enthusiasm!

The Picardy Musketeers isn't a Gilded Nursery and your boots and sword hilt are telling of hard and purposeful use in the King's Service.

Do let me know when you consider further advancement, I will recommend my Sellier to you.

† B.BG Turenne, Colonel, PM

Social

I will be holding a meeting at my club in week 2 to discuss all future societal problems and solutions, all are welcome.

Sincere Regards,

† Monsieur Nouveau W Odeur

Shame that he's now GDMD Captain Nouveau W Order as the summer campaign starts. † Le Roi

The next meeting of the Young Gentlemen of Paris will be after the Summer Campaign season. Date and venue to be decided. I wish you Bon Voyage and hope to see you (and me) where we can share tales of how we put the Dastardly Dutch to flight, laugh at the ineptitude of the Dragoon Guards and remember our own fallen.

Bonne Chance Mes Amis,

† Petit, current Chair of YGoP

***** MIDSUMMER BALL

WEEK 3 JUNE *****

Ladies and Gentlemen of Paris, you are cordially invited to a Midsummer Ball in Week 3. Please use Monsieur Shakespeare's play as your inspiration and dress accordingly. Prizes will be given for the best costumes. All Gentlemen of social levels 8 and above are welcome. If you are a lower social level and wish to attend, please contact me first to make arrangements.

† Xavier Money

Personal

Lord Percy Percy says, as fashion is turning to the weak and ineffectual, Tarquin le Hatter is very fashionable.

I stand down this month as Commissioner of Public Safety and Minister of Justice. I know all will agree that Paris, indeed all France, has never known a more peaceful and law-abiding time. Admittedly, that is because the rate of execution, incarceration and exile to the penal colonies has increased dramatically, together with loppings, mutilations and maimings. But I put that down to my streamlining of the courts (what real need for judge and juries?) and the laws passed to give the Civil Watch power to arrest and inflict summary justice, thus reducing the number of cases coming to court. A halcyon age, now ended, *hélas!* I wish good luck to my successors and feel sure that my diligent service will be regarded with a statue or two.

† Marquis LaGarde,
Minister of Justice

To: Major Tarquin le Hatter, King's Musketeers

Mon Substitute Pere,

Stay safe at the front. Would you like me to look after your mistress whilst you are gone?

Regards,

† Col Claude De Nord

Major le Hatter

His Majesty's troops are not a rabble. Your comments are disloyal and a disgrace to your uniform.

† Cuckpowder

Sir Brigadier Fourier:

I wanted to inform you of my plans, in case you see any difficulty with them.

First, I intend to contact headquarters and pay them the requisite service fees so that I can fill the empty slot for our Regiment's Lt. Colonel.

Second, having done so, I intend to take the portion of our Regiment I am charged with to the front. This will help with the holding manoeuvres for the army as a whole, and better prepare the men for the coming summer campaign.

At your service,

† Major Jacques Hatt

With best wishes that this summer will see your skills recognized properly and you at least getting a permanent promotion to Brigadier General.

So what happened, Major Hatt? † Le Roi

To Major Tarquin le Hatter

Risking life for King and country? Hiding in a frontier regiment to escape your creditors more like. You abandoned one of the flowers of Paris in your haste to find some stone to hide under. The poor lady was distraught when I found her, said you had even pawned her jewellery. Then you have the impertinence to ask the good Commissioner to get involved to cover up your disreputable behaviour. I look forward to seeing you on the duelling fields.

† Lt. Col Rick Shaw

General de Seine, I commend your attitude to recruiting.

† Bdr-General Cuckpowder

Primus: I hear the Minister of State intends to appoint Tarquin to a government position when he's qualified.

Secundus: Why the delay?

Primus: He lacks in some aspect

Secundus: But he's shifty, dishonest and weak. What more does he need?

Primus: A small gift to the Minister's coffers perhaps?

My Dear Deputy Commissioner,

I quite sympathise with your predicament, but what can I do? My term of office expires this month and who knows what the future might hold? If money was the problem, you should have come to me. I am rather rich, you know. I note that you have now managed to settle or at least put off those 'oiks' you mention. I am only ever troubled by the 'hoi polloi' but that is the difference in our class. So you will be able to serve with your regiment next month, bringing it renown and at least a gratuity or two to the widows and orphans fund.

† Lt Colonel LaGarde

To: Major Tarquin le Hatter, King's Musketeer

Mon substitute Pere,

Disregard that last request, as I see you are sans female at present.

Would you like me to feed your cat instead?

Fond Regards,

† Col Claud De Nord

To Mustafa Lekk,

You should rise above snobbery and revel in the fact that even the poorest of us can rise from the gutter based on our own abilities in the enlightened reign of Le Roi. I hope I made my "point" clearly on the duelling fields and you feel ashamed of your behaviour in the presence of the Crown Prince. A true gentleman would apologise.

† Petit Garcon-Riche

Poetry Corner

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

A nursery rhyme:

1 /Oh where, oh where has Mon
Colonel gone?//

//Oh where, oh where can he be?//

//With his legs so short and his tail so
long,//

//Oh where, oh where can he be?//

2 /The frontier lads are a dangerous
crew,

It's mad to hang out with those;

We shall march this month and come
fight with you,

And drink to drown all your woes./

3 /Oh where, oh where has Mon
Colonel gone?//

//Oh where, oh where can he be?//

Points Arising

Next deadline is 1st October

June is the start of a new season. **All characters start the month in Paris and all duels must be fought** before anyone goes to the front. Any vacant appointments not taken by player characters will be filled by NPCs – unless a post is appointed by a player character, who may order that it is left vacant (if you have an appointment or a rank that allows you to appoint any posts, don't forget to do this).

June is the start of the campaign season. **All units listed on the "Army Organisation" table will be in action** (any volunteers will serve with the Frontier regiments). Characters who are part of one of these units can only avoid active service by resigning from their regiment and/or appointment.

Next turn is the last month characters can make investments for this campaign. The return on investments will be paid in September.

As most characters will be on active service for the next three months, **I will run June and July back to back. Please send two sets of orders for this deadline.** Orders for July may be conditional on what happens in June – if there is a major impact on any character in June, I will give the affected player a brief opportunity to modify their July orders. Replacements for anyone who dies in June will start in August and any duels caused in June will be held over until at least August.

I've noticed that characters don't lose Status Points for failing to turn up to a duel if their opponent is under half Endurance and thus not there either. I intend to change this so that the character without an excuse still loses SPs in this situation.

Absent friends

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

CB Count Bisham (Brish Talbot) has NMR'd. Total now 3 and is sent to a Frontier regiment

DdE Duncan d'Eauneurts (Paul Lydiate) has NMR'd. Total now 6 and is sent to a Frontier regiment

WdB William de Beast (Simon Peck) has NMR'd. Total now 5 and is sent to a Frontier regiment

X1 (Dean Talbot) has NMR'd. Total now 1

RdM (Craig Pearson) has been floated at his request

Farewell

I've not heard anything from Paul Lydiate (DdE) or Simon Peck (WdB) for some time now. Their subs lapsed several months ago and I have finally removed their characters.

Notes

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising page at www.pevans.co.uk/LPBS.

There's 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.

Announcements

Bastian de LaGarde applies for Minister of War

Claude de Nord applies for Commnr. of Public Safety

Nouveau W Odeur asks NPC Major 1 of Grand Duke Max's Dragoons to resign

Nouveau W Odeur asks NPC Captain 4 of Grand Duke Max's Dragoons to resign

Duels

Results of May's duels

Augustin Fourier didn't turn up to fight Rick Shaw and lost SPs.

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

Mustafa Lekk didn't turn up to fight Phillipe F'Loppe and lost SPs.

Mustafa Lekk didn't turn up to fight Justin Thyme and lost SPs.

Mustafa Lekk didn't turn up to fight Louis Renault and lost SPs.

Mustafa Lekk didn't turn up to fight Petit-Garson Riche and lost SPs.

Mustafa Lekk didn't turn up to fight Zavier Ulric Turenne and lost SPs.

Chris Knight didn't turn up to fight Les Anonyme and lost SPs.

Ben e'Volence (with PFL, gains 1 Exp) beat his enemy Hercule D'Engin (with GdB & Anon).

Phillipe F'Loppe declined to meet Balzac Slapdash as he was under half Endurance.

Hercule D'Engin declined to meet Chris Knight as he was under half Endurance.

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

Phillipe F'Loppe declined to meet Marc de Zorro as he was under half Endurance.

Phillipe F'Loppe declined to meet Petit-Garson Riche as he was under half Endurance.

Duels to be settled next month

Tarquin le Hatter (Rapier, Seconds XM & CdN, 2 rests) has cause with

Rick Shaw (Sabre, Seconds JiT, adv.) for pinching Leia.

Nouveau W Odeur (Sabre, Seconds PC & JiT, 2 rests) and Rick Shaw (Sabre, Seconds JiT, adv.) have mutual cause for being in enemy regiments.

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

his first duelling sequence need only contain six actions.

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

New Characters

Brish Talbot gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 6; EC 2 (X2).

Mark Nightingale gets the Bastard son of a Peasant: Init SL 1; Cash 9; MA 6; EC 6 (X3).

Tables

Other Appointments

King's Escort: Ensign N	Captain CT
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 N
Commissioner of Public Safety __	
Chancellor of the Exchequer TC (until February 1674)	
Minister of Justice __	
Minister of War __	
Minister of State BRJS (until January 1674)	

Shows who holds appointments outside military units (except Aides): ID for Characters, "N" for NPC, __ for vacant, "CPS" for extra posts held by the CPS

Battle Results

Guards Brigade: 1	27th Musketeers: 3
Royal Foot Guards: 2	Frontier regiment 1: 4
Cardinal's Guard: 1	Frontier regiment 2: 5
King's Musketeers: 3	Frontier regiment 3: 3
Crown Prince Cuirassiers: 3	Frontier regiment 4: 2
Royal Marines: 2	RNHB regiment: 3

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/N3
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	N2/N/PGR
Heavy Brigade	PC/N/___
Dragoon Brigade	N1/N/N4
First Foot Brigade	ZUT/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 for player characters, "N" (+ MA if needed) for NPC, ___ for vacant

Frontier Regiments

	(On Campaign for June-Aug)				
	F1	F2	F3	F4	RNHB
Colonel	N1	N6	N6	N6	N7
Attached					
Also at the Front					

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

Femmes Fatales

No	Name	SL	Attr	Lover
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		JJ
52	Guinevere d'Arthur	15	B/W	JiT
10	Frances Forrin	14	B	LdH
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	ZUT
30	Leia Orgasma	13	B	RS
45	Cath de Thousands	13		MdZ
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	GM
9	Deb Onaire	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	
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	LV
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	PFL
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	NWO
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	CdN
25	Lois de Lô	5	B	

Mistresses in Paris. Attr(IBUTES):
 B=Beautiful, I=Influential, W=Wealthy.
 Lover only if seen in public this month.

Regiments

Col	RFG	CG	KM	DG	OOC	ALC	CPC	RM	GDMDPM	13F	PLLD	53F	27M	4A	69A	Gscn
LCol	BdLG	JF+	GdB	PFL	MdZ	RS	BeV	HDS	AF	ZUT+	N3	JDCI	Anon	ML	N5	CdN
Maj 1	EdL	N6	TH	N1	N3*	N4	N1*	N5+	JH	LR	N2	N5	N6+	N7	N5+	N5
Maj 2	Cdp	N6	RdL	N1	N3*	N4	N1*	N3	NWO	N2	N2	N5	N1	N1	N1	N5+
Capt 1	NM*	N4*	N1*	N1	N1*	N4	N4	N3	N4	CdL	N4	N2	N3	N2	N4	N1
Capt 2	LS	N1	N1*	N4	N5	N6	N5	N1	N6	N4	N5	N1	N1	N1	N1	N6
Capt 3	CT	N3	N5	N6	N6	N6	N6	N1	N4	N2	N2	N2	N3*	N3*	N2	N6
Capt 4	DC	N4	N4	N6*	N5	N1	N2	N2	N4*	N5*	N4*	N3*	N1*	N1*	N3*	N1*
Capt 5	N4									HCV						
Capt 6																

This table shows the ten senior positions in the 17 regiments by rank. Entries are Character abbreviations; N (+MA) for NPCs, blank for vacant. * shows the regiment adjutant; + indicates the reserve position of a character assigned elsewhere due to their appointment or brevet rank.

The Greasy Pole

ID	Name	SLSPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
PC	Count Pierre Cardigan	24	50	Withy B.Bdr-General ALC/Hvy Brigadier	10	Edna	Flr	5	Matt Shepherd
BRJS	Count Beau Reese Jean Seine	24	F	Comfy B.Bdr-General RFG/State Min.	10		Flr	3	Bill Hay
DdE	Count Duncan d'Eauneurts	24	RIP						Paul Lydiate
JJ	Count Jean Jeanie	23	57	Flthy B.Lt-General/1st Div Commandr	30	Jacky	Flr	3	Andrew Kendall
LdH	Marquis Leonard de Hofstadt	23	57	Comfy General/1st Army Commndr	7	Frances	Flr	5	Neil Packer
TC	Viscount Terence Cuckpowder	21	42	Withy Bdr-General/Chancellor	6		Flr	5	Mike Dommett
BdLG	Marquis Bastian de LaGarde	20	F	Rich Lt.Colonel RFG/Min w/o Port	5		Flr	1	Jerry Spencer
BdLS	Earl Bernard de Lur-Saluces	20	F	Rich Lt-General/Insp.Gen.Cav	15		Flr	3	Rob Pinkerton
CK	Viscount Chris Knight	20	F	Withy Colonel CPC	13		Flr	2	Paul Wilson
Anon	Sir Les Anonyme	19	50	OK B.Bdr-General 53F/Min w/o Port	3	Carole	Flr	4	Bruno Giordan
Jdl	Earl Jean d'Ice	19	F	Withy Bdr-General/Gds Brigadier	10		Flr	3	Tym Norris
GdB	Sir Greg de Bécqueur	18	F	Comfy Colonel KM/1st Div Adjutant	10		Both	5	Anthony Gilbert
JdG	Count Jacques de Gain	17-8	Flthy	Fid Marshal	24		Flr	6	Ben Brown
BeV	Sir Ben e'Volence	17	F	Comfy Lt.Colonel CPC/FMshl's Aide	5		Both	3	Ash Casey
GM	Sir Gaz Moutarde	15	33	Withy Bdr-General	4	Anne	Both	2	Mike Clibborn-Dyer
XM	Sir Xavier Money	14	26	Withy Bdr-General	7	Betty	Both	3	Pam Udowiczzenko
MdZ	Marc de Zorro	13	30	Comfy Colonel QOC/2nd Army Adjutant	9	Cath	Both	4	Tim Macaire
HDS	Sir Henri DuShite	13	F	Withy B.Bdr-General RM/1st Army QMG	9		Both	4	Dave Marsden
RdL	Sir Robert d'Lancier	13	F	Comfy Major KM	11		Both	4	Steven Malecek
ZUT	Zavier Ulric Turenne	12	35	Comfy B.Bdr-General PM/1 F Brigadier	4	Lucy	Both	1	Bob Blanchett
PFL	Phillipe F'Loppe	12	22	Poor Colonel DG/Gen's Aide (1st	3	Freda	F&P	4	Phil Urquhart
RS	Rick Shaw	12+38	OK	Lt.Colonel ALC/Cav Div Adjutant	2	Leia	Hunt	6	Charles Burrows
PCR	Petit-Carson Riche	11	25	OK Major QOC/HGds Brigade Maj.	1	Emma	HGds	2	Mark Cowper
LR	Louis Renault	11	24	Comfy Lt.Colonel PM	1	Di	Hunt	4	Roy Bleasdale
JiT	Justin Thyme	11	14	Comfy Lt.Colonel QOC	8	Guinevere	Hunt	2	Gerald Udowiczzenko
EdL	Sir Eclair de Lame	11	F	Comfy Major RFG	6		Hunt	3	Peter Farrell
TIH	Tarquin le Hatter	11	F	Comfy Major KM	2		Hunt	5	Jason Fazackarley

ID	Name	SLSPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
WdB	Sir William de Beast	11	RIP						Simon Peck
CdP	Camille de Polignac	11	F	Comfy Major RFG	4		Hunt	4	James McReynolds
AF	Sir Augustin Fourrier	10-8	Comfy	B.Bdr-General GDMD	6	Pet	Hunt	3	Brick Amundsen
NM	Neville Moore	10	F	Comfy Captain RFG/RFG Regt. Adjnt.	1		Hunt	2	Cameron Wood
CT	Charles Trenet	10	F	Comfy Captain RFG/Capt.K's Esc	1		Hunt	3	Graeme Morris
JF	Jerome Fortmayne	10	F	Comfy Lt.Colonel CG/Gds Brigade Maj.	4		Hunt	6	Bill Howell
LS	Lou Scannon	10	F	Comfy Captain RFG	4		Hunt	2	John Cooke
BS	Balzac Slapdash	9	10	Comfy	9		Hunt	4	Matthew Wale
HDE	Hercule D'Engin	9	10	Comfy Lt.Colonel 53F	2		BG	2	Gerry Sutcliff
DC	Dureau Celbonet	9	F	Comfy Captain RFG	5		BG	3	Paul Murphy
LV	Lascar Vivrebras	8+29	OK	Subaltern PM/BdGen's Aide (TC)	4	Marie	BG	4	Olaf Schmidt
CdN	Claude de Nord	7	19	OK Colonel 69A/BdGen's Aide (XM)	3	Ada	F&P	4	Andrew Larder
JdGI	Jean David Goliath	7	13	Poor Lt.Colonel PLLD	2		BG	1	James Waters
CdL	Cyrano de Lancet	7	11	OK Captain PM	1		BG	4	Rik Stewart
ML	Mustafa Lekki	7	F	Poor Colonel 27M	4		F&P	2	Graeme Wilson
HCV	Hugh Challavas-Vichy	6	13	Poor Captain PM	1		F&P	5	Nik Luker
JH	Jacques Hatt	6	12	Poor Major GDMD	4		F&P	3	Joel Halpern
RdM	Rob d'Masses	5	F	OK Subaltern CPC	4		RP	6	Craig Pearson
NWO	Nouveau W'Odeur	5+19	Poor	Captain GDMD	3	Belle	RP	3	Ray Vahey
BldT	Balian Isle-de-Tours	4+13	Poor	Subaltern 69A	3		RP	6	Peter Card
CB	Count Bisham	3	RIP						Brish Talbot
X1		1-2	Poor						Dean Talbot
HS	Hubert Silvestre	1	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, Flthy = 25000+ Last seen is the lady the character was last seen with in public.

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