

## That would be enough

This has been issue 222 of *To Win Just Once*, published 6th March 2022. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2022

## Deadlines

Orders for *Railway Rivals* to Mike by 18th March 2022.

Orders for *LPBS* and Trophy Hunter plus any other contributions to Pevans by Friday 25th March 2022.

(Further deadlines: 22nd/29th April, 27th May/3rd June, 1st/8th July)

## 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](http://www.engarde.co.uk)

*Railway Rivals* – Two games in progress; Mike Dyer for the next one (Working map and rules provided).

*Star Trader* – Mike Dyer for the next one. Who else? (Rules provided)

## Credits

*To Win Just Once* issue 222 was written and edited by Pevans. The *LPBS* masthead (page 18) is by Lee Brimmicombe-Wood, as are the drawings on pages 15, 21, 22 and 29. The illustrations on pages 24 and 27 are by Bryan Lea and the one on page 26 by Nik Luker. Game and book artwork is courtesy of the publisher. Pevans took the photos (except where noted) and played with Photoshop.

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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Issue 222: March 2022  
(LPBS 357: November 1673)

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## Chatter

My apologies to the non-player subscribers to *TWJO*, but this has turned out to be pretty much a games-only issue. I'm just not getting much opportunity to play games, let alone write about them, at the moment.

First, though, a medical bulletin (feel free to skip the next paragraphs): I'm pleased to say that my colonoscopy was nothing like as traumatic as last year's attempt – even The Great Evacuation the evening before was straightforward. Of course, not having a tumour in the way probably makes a big difference. Anyway, the doctor gave my bowel a clean bill of health and my surgeon was very pleased (he had pictures of his handiwork). There will be further checks and tests (there's a chance of a recurrence, but the odds drop steeply eighteen months after the tumour was removed), but at the moment all is well.

This was followed a few days later with the nurses deciding my surgery wound no longer needs to be cleaned and dressed (which was taking me to a clinic every other day). The healing process continues and it's looking better all the time.

And then it was time for my fourth Covid-19 vaccination – effectively my booster. Yes, fourth. Last year's chemotherapy suppressed my immune system, which may have compromised the effectiveness of my first and second vaccinations. Hence I qualified for a third jab, which I had at the end of October. Three months later and it's time for my booster shot – everybody's else's third. It was carried out as efficiently as the previous ones, though it's clear that the vaccination centres are winding down – just one table in action out of six. The only side effect was a stiff arm for a day or so, so I'm quite happy.

Talking of fourth things, I've now realised that I can add a fourth set of trains to what I can see from the vantage point on my walks. I mentioned last time that I have the opportunity to see trains on three Tube lines at once. The fourth is a proper railway line. The bridge taking the Central line over the Metropolitan/Piccadilly also carries Chiltern Railways trains (heading to/from Marylebone). Their tracks run parallel to the Central line for a few miles here. And, if it wasn't going to be in a tunnel for 500 metres or so past this point, I'd eventually be getting HS2 trains on the far side of those.

My walks have also shown me that, while Spring hasn't quite sprung yet, it's well on the way. There are daffodils everywhere (except our garden, natch), along with snowdrops and crocuses. There are even a few sheltered cherry trees with blossom.

## Online stats

*TWJO* 221 came out early in February and the PDFs were downloaded 298 times in the rest of the month. The previous issue, *TWJO* 220, attracted 23 downloads to reach 308 in two months. *TWJO* 219 made it to 319 downloads since publication with 15 more in February.

## Belated beer-drinking (part 2)

Another few weeks and I've almost finished my 2021 Beery Advent Calendar from Beerhawk ([www.beerhawk.co.uk](http://www.beerhawk.co.uk)). I'm definitely feeling better – both because I can now drink these beers happily and because drinking these beers makes me happy. Let me pull out a few more highlights for you.



I was intrigued by Gritty Young Thing (7.5% alcohol-by-volume) being described as a “gruit” beer. Apparently gruit is a mixture of herbs and is used to flavour and give bitterness to beers brewed in a particular area (bits of Belgium, Netherlands and the western edge of Germany). This beer comes from Dutch brewer Jopen BV. It was a good brown colour in the glass with plenty of fizz (I poured carefully) and a rich, malty nose. It was a strong taste, too – like a barley wine – with a smoky aftertaste. The herby taste made me think of sausages, but it was recommended to go with cheese – which is how I drank it. Another really tasty sipping beer.

DeuS Vivant (11.5% abv – there are wines with less alcohol) is billed as a Brut des Flandres from Brouwerij Bosteels in Belgium (though DeuS is matured in France using the “methode traditionnelle” – yes, we're talking champagne). The first thing that struck me was how heavy the bottle was – though it does contain 375 ml (half a wine bottle – that's a pint glass in the photo). Popping the top produced some foam, which I didn't expect. The smell was immediately yeasty with some



hops. It's a really pale yellow and very fizzy. The yeastiness was there in the taste, too, along with a flowery aftertaste. It was a strange taste, but really grabbed me. Checking the website, I find that the regular brew comes in champagne bottles – 750 ml at 11.5%... I think it has to be shared – and the brewery suggests serving it in champagne flutes.

Incognito (7%) is a “black IPA” from Magic Rock Brewing in Huddersfield. A black IPA, eh? That plays into my liking for hoppy beers and dark beers. This was black in the glass with a bit of a head. It smelled



of hops with a little smokiness. In the mouth it was dry and bitter with a hint of chocolate. It slipped down easily, though it didn't really go with the fish fingers I had for dinner.

Vinum ex Estonia (10%) is described as an Estonian rye (rather than barley) wine with juniper and comes from Sori Brewing in Tallinn. It was dark brown and almost flat with a toffee-like smell. When I took a sip, it felt thick and syrupy with a dark toffee, almost liquorice, taste. “Serious beer for not so serious people” is the brewery's motto. Sounds good to me. And tastes good too.



Special mentions go to Italian brewer Borgo's “wild yeast Belgian ale”, Trap Yeast. Yes, that's a pun on Trappist. Groan. Welsh brewery Tiny Rebel had two cans in their slot. The idea being that you sample both beers separately and then combine them to make something completely different. An effect that was rather spoiled by my not finding the second can until a fellow advent calendar drinker alerted me to it – and Mark only found his second can when he was disposing of the box! And behind flap 24 is a “Salted Caramel Caféccino Imperial Pastry Stout” from Basqueland Brewing in Spain. It was actually quite nice, but too many ingredients, I feel.

## Letters

Jonathan Palfrey responds to my mention of an archaic implement.

*You mention “something called a ‘typewriter’, which doesn't need batteries, a mains connection or any software” – it does need new ribbons periodically, though. I think I still have my 1969 portable typewriter somewhere in the house, but I don't suppose I could get any use out of it without a new ribbon.*

Alex Bardy follows up on my first impressions of *Exhibition*.

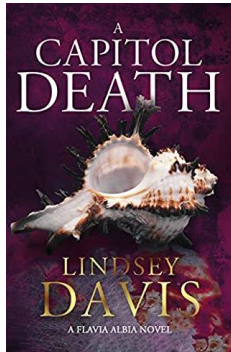
*Good to hear about Exhibition, although it does remind me of a time-travel game I played a long time ago (which I really didn't like). This sounds a bit more palatable.*

My guess is you're thinking of *Chrononauts*, Alex – an Andrew Looney game from 2000. It had the same grid of cards with years on. However, there the aim was to alter a turning point and watch changes cascade through history to get things to turn out the way you wanted (or, rather, to fit the random goal you got at the start of the game). I don't remember it being too bad, but you did need to concentrate. Hard. This is despite it being essentially a variant of Looney's simple *Fluxx*.



## Reading matter

In retro reading, I have finally finished Frank Herbert's *Children of Dune*. It's funny, because I remember devouring these books when I first encountered them (my copy's published 1978). Re-reading them now, I'm finding it a bit of a slog. The plot is still good, as young Leto finds his way towards godhood (and I didn't remember all his trials along the way), it's the tedious interactions between characters (as in *Dune Messiah*) and cod-religious mumbo jumbo that get in the way. I kind of enjoyed it in the end, leaving the big question of whether I go on to *God-Emperor of Dune*. This book is bigger than *Children of Dune* and *Dune Messiah* put together...



Talking of empire, my latest in Lindsey Davis's "Flavia Albia" series is number 7, *A Capitol Death*. This starts with an unfortunate death – the victim was thrown off the Tarpeian Rock, the ancient Roman punishment for traitors. As Flavia quickly determines, the dead man was a nasty piece of work who nobody will miss. However, Rome is in the throes of preparing a Triumph for Emperor Domitian, in which the deceased had a significant role. Hence it's a political hot potato that lands in Flavia's lap (well, no-one else wants it).

Off sets our dogged investigator. A path that takes her all over the Capitoline Hill – the Tarpeian Rock juts off one end of Rome's premier hill – to encounter the people who live and work there (including the sacred geese, who we first met in one of the Falco stories). As usual, everybody lies and covers up, but Flavia digs into the facts, clarifies the personal relationships between those involved, despite the personal danger that ensues, and roots out the truth. While at the same time expanding her new household and keeping an eye on her damaged husband (he was struck by lightning at their wedding a few books ago and is still recovering).

As always, Flavia Albia brings it all to a satisfactory conclusion. Which may not involve legalities, but can be seen as justice. What isn't resolved is the edgy atmosphere in Rome that Davis portrays, as everybody tries not to come to the attention of the paranoid Domitian. He may not be in the city himself in this story, but his spies are everywhere... I'm anticipating this coming to head at some point in the ensuing books.

## Games Events

The first physical Airecon for a couple of years takes place on 11th-13th March at the Convention Centre in Harrogate. For years I assumed the "Aire" bit meant this was a Scottish convention, but it's actually in the middle of Yorkshire. I've never

made it to this event, but it's clearly more than just open gaming in a hotel's function rooms. There are lots of exhibitors (over 40) providing demo games, events and tournaments as well as open gaming, fuelled by an extensive games library provided by retail chain Travelling Man. There's plenty of information on their website: [www.airecon.co.uk](http://www.airecon.co.uk)

Raiders of the Game Cupboard are holding their next games day (the 52nd) on 26th March at the Waterside Community Centre in Burton-upon-Trent. It's simply a day of open gaming in convivial company. For more details, see the website at: [www.raidersofthegamecupboard.co.uk](http://www.raidersofthegamecupboard.co.uk)

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

**Spiel:** the board games event of the year. 6th-9th October 2022, 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:** provisionally 4th-6th November 2022 at the Mickleover Court Hotel in Mickleover (near Derby). **MidCon** is a friendly board games convention, but was in a new venue in 2021 that I haven't been to. Expect mostly open gaming and a few organised events, including a Bring 'n' Buy. 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)

# Trophy Hunter

## Turn 6

**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
3					☞	☞	☞									X	A			
4		a								x										
5		a					x		x	x	x		X		x	x				
6					x	x			x											
7		M		↓		a	X					X				M			↓	
8	X			↓		A														↓
9				↓					a	a						X				↓
10							a	a					X							
11																				
12		e						x	x	x										
13				x					x	☞										
14						☞			x								x	X		
15		☞				☞							↓	x		x	x	a	X	
16		☞				☞						↓	X	x	x	x	A			
17		☞						☞				↓	x	x						
18				X		a											☞	☞	☞	
19						a				x		x								
20			X												x					X

Alex Bardy, Colin Bruce and Graeme Wilson share the points for finishing off the Antelope in the top left quadrant. Amusingly, three people manage to shoot round the Antelope in the opposite corner, leaving two, Tim Macaire and Rob Pinkerton, to share the points.

The very obvious Lion to its left is quickly finished off – by six people – but Charles Burrows still manages to miss it (it wasn't many points, Charles).

Chris Baylis and Mike Dommett both find a new Antelope. Shame it's the same one.

Anthony Gilbert and Nik Luker both find a Monkey. Different ones this time.

This pushes Nik into second place behind Mike Pollard, with Messrs Burrows and Dommett just a point or so behind.

### 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 out to bag trophies.

### Scores

Player	Shots	This turn	Total
Martin Abrahams			1.33
Alex Bardy	F8	1.33	8.33
Chris Baylis	P3, Q3	2	7
Chris Boote			0
Colin Bruce	G7, F8	1.33	8.67
Charles Burrows	M5, N16	0	9.63
Peter Card			5.33
Mark Cowper	M16	0.83	3.5
Mike Dommett	P9, Q3	2	9.5
Jerry Elsmore			4.71
Alex Everard			8
Anthony Gilbert	P7	4	-6

### 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, <del>Strikethrough</del> = 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.*

All you have to do each turn is nominate two squares to take pot-shots at: F9 and M17, say (the second is only used if the first misses). Letters (A-T) run across the 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

## Scores (cont'd)

Player	Shots	This turn	Total
Bill Hay			3
Bill Howell	G7, M16	0.83	7.27
Andrew Kendall	R14, S15	0	-2
Nick Kinzett			0
Andrew Larder			0.8
Nik Luker	A8, B7	4	10.8
Tim Macaire	R16	2	3.33
Brad Martin	C20, T1	0	0.71
Bill Michell			0
Graeme Morris	R14, S15	0	2.76
Jonathan Palfrey	S2, G7	0	3.96
Rob Pinkerton	S15, R16	2	3.96
Mike Pollard	M16	0.83	11.83
Alex Richardson			0
Chris Rudram	T20, M16	0.83	6.7
Matt Shepherd			1.33
Charlie Sundt	R14, S15	0	7.83
Gerald Udowiczenko			3.34
Pam Udowiczenko	D18, M10	0	5
Phil Urquhart			1.33
Ray Vahey			7.04
Matthew Wale	L7, M16	0.83	8.67
Graeme Wilson	G7, F8	1.33	5.67
Paul Wilson	M16	0.83	4.63

Send shots to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or to TWJO@pevans.co.uk by 25th March 2022.

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.

Freshford (*Railway Rivals* game 15 - RR2469CT)

## Turn 11

BIEN'S INTERNATIONAL EXPRESS NETWORK stays in front, though RED LINE RALE closes the gap. The other three all scored evenly this turn. This next turn is the last one, so please send Game End Statements with your orders.

## This turn's races

Race results					Scores			
					BIEN	CHAIR	RLR	CJR
29	11	Newbury	63	London		20		
30	16	Slough	23	Oxford		10	20	
31	35	Rickmansworth	65	London	10-2	0+4	20-2	0
32	34	Chesham	56	Hatfield	10			20
33	46	Linslade	55	St Albans	15		15	
34	S1	South	41	Berkhamsted	10	+6	20-6	0
35	S5	East	24	Didcot			10-4	20+4
<b>TOTAL</b>					<b>43</b>	<b>40</b>	<b>73</b>	<b>44</b>

## Builds and Points

**BIEN'S INTERNATIONAL EXPRESS NETWORK** (BIEN), Christian Bien - Red

**Builds:**

None

**Points:** 315+43 = 358

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

**Builds:**

None

**Points:** 207+40 = 247

**RED LINE RALE** (RLR), Anthony Gilbert - Purple

**Builds:**

None

**Points:** 222+73 = 295

**CANTERBURY RAILS** (CJR), Rob Pinkerton - Blue

**Builds:**

None

**Points:** 226+44 = 270

**Next turn's races**

Race	From		To	
36	12	Reading	31	High Wycombe
37	32	Beaconsfield	44	Buckingham
38	21	Abingdon	42	Aylesbury
39	26	Princes Risborough	53	Hitchin
40	66	London	<b>S4</b>	North
41	62	London	51	Dunstable
42	<b>S6</b>	Shopping	15	Windsor

**GM Notes**

Players can enter up to five races (plus any held over from a previous turn – shown in *italics*).

**Game End Statements with this turn's orders please.**

**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, 18th March 2022**

**Subscribing to TWJO**

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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.

**Elmers End (*Railway Rivals* game 16 - RR24700)**

**Turn 10**

BASH has a much better round this turn. UNORTHODOX ENGINEERS keep a narrow lead over GERALD'S WELSH RAILWAY and RAREBIT CYMRU RAIL catch up a little.

**This turn's races**

Race results					Scores			
					UE	RCR	GWR	BASH
22	12	Burry Port	63	Tondu	10-5		+10+1	20-10 +4
23	15	Cross Hands	56	Hirwaun		20		
24	23	Ammanford	<b>S1</b>	Any Port	10-8	0+1		20+7
25	25	Gwaun Cae Gurwen	52	Ystalyfera	10-2	20+2		
26	32	Clydach	44	Cymmer Afan	20-3	+3		
27	34	Swansea	66	Ogmore Vale	10-3		20-7+3	+7
28	43	Port Talbot	<b>S2</b>	Swansea			20-7	10+7
<b>TOTAL</b>					<b>39</b>	<b>46</b>	<b>40</b>	<b>65</b>

**Builds and Points**

**UNORTHODOX ENGINEERS**

(UE), Jonathan Palfrey – Green

**Builds:**

None

**Points:** 225+39 = **264**

**RAREBIT CYMRU RAIL (RCR),**

Mike Dyer – Black

**Builds:**

(E47) – E45 – C44 – Kidwelly

**Points:** 181 -6 +46 = **221**

**GERALD'S WELSH RAILWAY**

(GWR), Gerald Udowiczenko – Red

**Builds:**

None

**Points:** 217+40 = **257**

**BABEL AND SWANSEA HAUL-AGE (BASH),**

Bob Blanchett – Blue

**Builds:**

None

**Points:** 139+65 = **204**

**Next turn's races**

Race	From	To
29	13 Kidwelly	33 Morriston
30	14 Pontyberem	<b>S5</b> Swansea/Britton Ferry
31	22 Pontarddulais	35 Swansea
32	26 Brynmarran	42 Britton Ferry
33	41 Neath	55 Glyn Neath
34	51 Ystradgynlais	61 Porthcawl
35	62 Bridgend	<b>S4</b> Port Talbot/Porthcawl

**GM Notes**

Players can enter up to five races (plus any held over from a previous turn – shown in *italics*). You need to state the route you are using to race.

Maximum payments to another player is 15 but you pay in full yourself.

After the races, you may build up to 4 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, 18th March 2022**

**Way Station (Star Trader game 11)****Turn 9**

*The demand from the Orion sector led to price rises in Monopoles and, to a lesser extent, in Isotopes but many Corporations were repaying their loans.*

PETROLEUM AND OTHER COLONIAL GOODS worked hard this Quarter accumulating HectoTrans. Thus, they were able to go to the bankers and are now debt free without disposing of any productive asset.

SIRIUS CYBER actually managed to beat TRADIAETH A MASNACHWYR TEGWEN to take full loads of Passengers – possibly a surprise to both parties.

COSTA NOSTRA COFFEE INC. sold two Monopole Factories at Mu Herculis and received welcome kind donations as suggested from three of the Corporations jumping to Mu Herculis. The exception was TRADIAETH A MASNACHWYR TEGWEN whose ship still went by the armed ship in System Space undisturbed.

TRADIAETH A MASNACHWYR TEGWEN jumped in and took OP 5, loading Furs at Mu Herculis. Their Passenger income from the 11-strong fleet meant they were finally able to pay off their loan and are also debt free. They even improved their reputation, though not by much.

AMALGAMATED INDUSTRIAL METALS managed to pay off their loan as well after the quarter's trading and issued an up-beat statement.

MINING & MORE were quite quiet this quarter, though their Factories continued to produce.

HARRIMAN ENTERPRISES were busy and finished this Quarter by laying down a Corco Iota hull at Tau Ceti Shipyards.

HAPPY FEATURES also had plans, buying a further three Isotope Factories at Sigma Draconis, and re-equipped the Wanderlust, which is now all cargo pod equipped.

In trading, HARRIMAN ENTERPRISES bought 6 Alloys for 2 HTs each.

At Epsilon Eridani, HARRIMAN ENTERPRISES bought 6 Petroleum for 9 HTs each and gained a Dealer's position

SIRIUS CYBER bought 6 Petroleum at 8 HTs apiece at Delta Pavonis.

Tau Ceti saw PETROLEUM AND OTHER COLONIAL GOODS buying 10 Isotopes for 4 HTs each, taking a Dealership, but there were still 4 units for COSTA NOSTRA to pick up. HARRIMAN ENTERPRISES bought on Contract. PETROLEUM AND OTHER COLONIAL GOODS weren't finished, selling 10 Petroleum for 10 HTs each and gaining a second Dealership

HARRIMAN ENTERPRISES sold 5 Alloys for 11 HTs each at Mu Herculis. However, their bid of 11 to sell Isotopes was undercut as PETROLEUM AND OTHER COLONIAL GOODS sold 10 at the price of 10 HTs to gain a Contractor's position. AMALGAMATED INTERSTELLAR METALS sold 5 Isotopes on Contract. HARRIMAN ENTERPRISES did sell Petroleum on Contract, however.

At Sigma Draconis HARRIMAN ENTERPRISES sold 1 Petroleum for 13 HTs as PETROLEUM AND OTHER COLONIAL GOODS sold on Contract. AMALGAMATED INTERSTELLAR METALS bought Isotopes on contract after HARRIMAN ENTERPRISES had bought 7 Isotopes for 5 HTs each and taken a Contractor's position.





AIM sold 9 Alloys for 11 HTs each and gained a Dealer's place at Alpha Centauri. They then sold 3 Isotopes for 8 HTs each.

Beta Hydri saw COSTA NOSTRA selling 7 Alloys for 10 HTs each, acquiring a Dealership. HARRIMAN ENTERPRISES sold 6 Isotopes for 12 HTs each and a similar reward, after which PETROLEUM AND OTHER COLONIAL GOODS sold 9 Monopoles for 18 HTs apiece and also gained a Dealership. POCG sold 6 Spice for 15 HTs apiece and another Dealership and, finally, sold Petroleum on contract.

**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	5th	254 34	Mark Cowper
B TMT	3 7 0	15	2nd	74 29	Jerry Elsmore
C AIM	10 0 4	0	6th	130 40	Paul Evans
D Harriman Enterprises	10 4 2	0	4th	297 40	Anthony Gilbert
E Happy Features	10 0 5	0	7th	307 40	Mike Dyer
F PCG	10 0 8	7	3rd	326 40	Przemek Orwat
G Sirius Cyber	10 3 1	15	1st	301 40	Charlie Sundt
H Mining & More	10 0 4	N	8th	369 33	Sergiusz Orwat

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

**Press**

AIM is proud to support Innovation in coffee making, no matter what the cost.

**News**

EV 20 took place this turn.

TMT took OP 5.

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

Turn 10B8, P8

Turn 11 P4, B5, C6

Turn 12C1

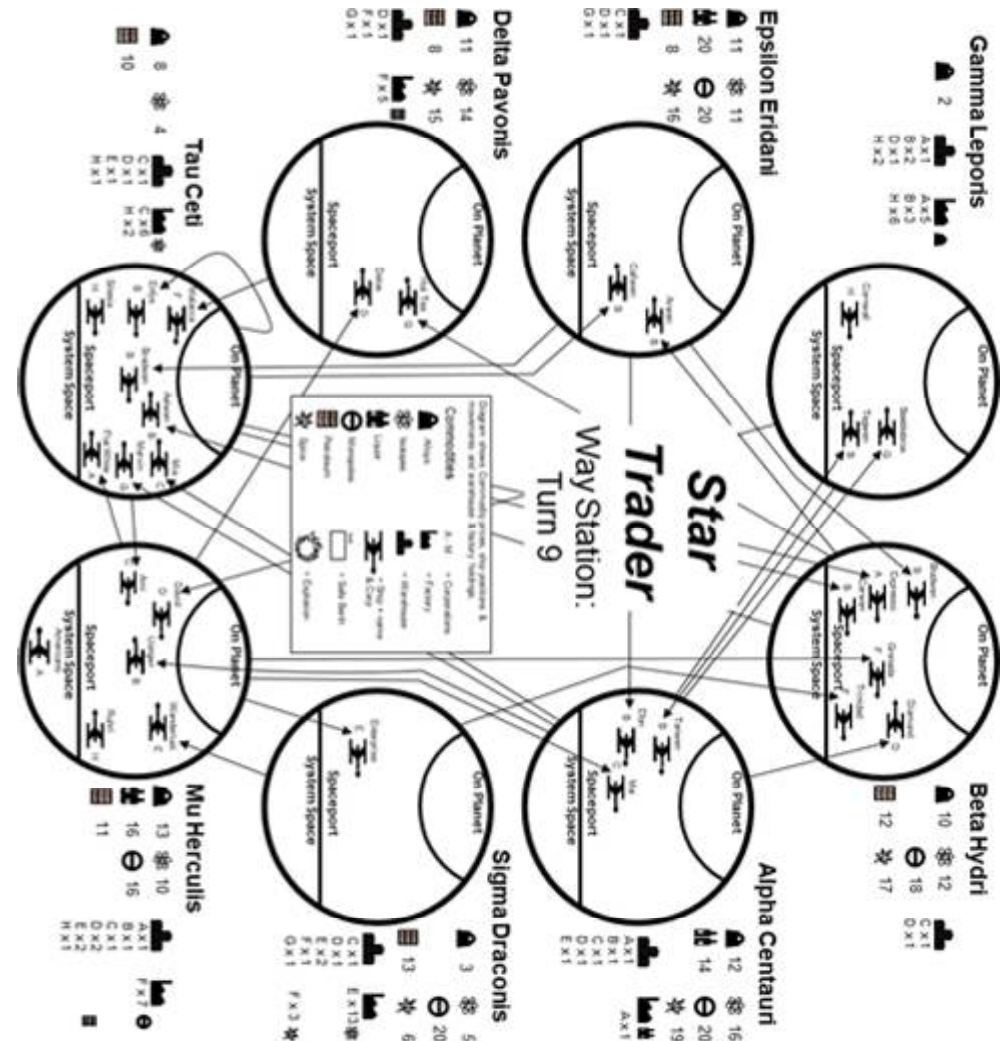
Turn 13P2

(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**

We're back!

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, 18th March 2022



## Les Petites Bêtes Soyeuses

Being a correspondence game of *En Garde!* Pevans since April 1986 and now published 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 1212). 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 1673 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 25th March 2022**



## November 1673 (357)

The nights are fair drawing in, which means the mornings are dark too. But through the gloom slip all manner of Parisians taking their swords to secret assignations in secluded spaces. Let us start with Greg de Bécqueur. He and his rapier (and the seconding Hercule D'Engin) are off to meet Robert d'Lancier. And his cutlass. Plus Bastian de LaGarde, who helps Lancier carry his heavy weapon. Both duellists have unhealed injuries, giving Bécqueur an advantage. He will need it to counter his opponent's big blade. However, Lancier starts with a lunge. Rather than let the blunt tip of the cutlass bruise him, Bécqueur parries. And ripostes for first blood. Lancier swings round to deal out a cut, bashing his opponent with the back of his sword. Bécqueur's lunge skewers him and provokes his surrender. There's just one teensy-weensy problem here. Greg de Bécqueur is commander of the King's Musketeers. Robert d'Lancier is a Major in the King's Musketeers. Oops! There's only one way to deal with the disgrace of duelling a member of your own regiment: both men will be off to a Frontier regiment for the next year. Or until they forget.

Jean d'Ice has Robert d'Lancier in first place on his list of duelling partners, but Lancier is too badly wounded to meet him. Instead, Ice becomes Bécqueur's second adversary. This is a rapier fight, Ice being the more skilled swordsman. This will hopefully help him against the bigger man. Ice launches straight into a furious lunge, but Bécqueur sees him coming and parries the opening lunge. Bécqueur ripostes to score first blood again. His timing is a bit off, though, and it's only after

Ice has hit him with the cut that he jumps aside. The two men recover their balance and then it's a lunge from Bécqueur versus a slash from Ice. The slash serves to reduce the damage of the lunge, but even this is too much for Ice who concedes.

While this is going on, Terence Cuckpowder is taking on his first duel of the month. He chooses to face Augustin Fourier first. Fourier is of medium build and carries a cavalry sabre. Cuckpowder is both much heftier and more skilled with his own sabre. Xavier Ulric Turenne attends as Cuckpowder's second, but Fourier is unaccompanied. An initial parry from Cuckpowder is followed by some solid blocking, along with a bit of ducking and diving. In contrast, Fourier blocks. Both men finally decide to attack and slash at their opponent. While both do damage, it's clear Cuckpowder has the heavier arm. Cuckpowder's expertise shows as he gets in another (furious) slash before Fourier hits with his second, despite bleeding heavily. The cut from Cuckpowder's attack strikes next and there is silence as Augustin Fourier's body falls to the ground. Some distance from his head. RIP.

Robert d'Lancier is second on Cuckpowder's list, but he's busy being bandaged up, so it's up to Greg de Bécqueur to take on Cuckpowder next. Both men are injured, but Bécqueur looks worse. He opposes Cuckpowder's sabre with a rapier, but is less expert with his sword. Hercule D'Engin and Xavier Ulric Turenne are seconds again. Bécqueur tries to get the drop on his opponent by starting with a (furious) lunge, Cuckpowder turns the tables by parrying. The riposte (with a sabre!) only does a little damage, but it's enough for Bécqueur to throw in the towel. Jean d'Ice is the final name on Cuckpowder's list, but he declines due to his wounded state.

This leaves Pierre Cardigan of the Cardinal's Guard taking on Tarquin le Hatter of the King's Musketeers. Despite his current regiment, Cardigan still uses a sabre, while Hatter wields his regimental rapier. Cardigan has the greater expertise, too, but Hatter has Claude de Nord and Xavier Money (who brings plenty of brandy and bandages) to second him. Hatter grumbles about the recurring need for the two to fight each other ("It's sooo unfair!") and offers his opponent a "large ham and cheese" plus a note he's signed that the holder "is free from prosecution." Cardigan is not impressed. The duel starts with Hatter jumping to one side, but Cardigan follows up to hit him with a slash. The reason for Hatter's move becomes clear as he hurls his rapier. It slices through the air, missing its target by a good foot, as Cardigan swings round to smack Hatter with a cut. The Musketeer surrenders quickly. Having applied some bandages – and brandy – to his principal, Sir Xavier insists the whole group joins him for breakfast.

The final confrontation should pit Cardigan against Greg de Bécqueur, but Bécqueur's previous duels have taken their toll and he is too poorly to fight.

## Accessory on trial

Much of Paris's attention is now drawn to the court where Minister of State Beau Reese Jean Seine is sitting for the first time. On trial is Claude de Nord, a Captain in the King's Musketeers and Aide to Brigadier-General Phillippe F'Loppe (commander of the Dragoon Guards), whose alleged crimes he is supposed to have aided. (It has to be said that Captain Nord still trails the disgrace of his behaviour in action during the summer.) It's also the first trial for the Commissioner of Public Safety, Eclair de Lame. He waves away Tarquin le Hatter who has a sash embroidered "Deputy Commissioner of Public Safety" draped across his uniform and is demanding that he should have his own seat next to the Commissioner. All those in the courtroom stand as Minister Beau Reese Jean Seine enters, his face almost obscured by his mop of blonde hair, and takes his seat.

"I see we have a case of embezzlement brought before this court," he notes to cheers from Neville Moore in the public gallery. "I am a very busy man with lots of important things to do. Perhaps this sort of case could be dealt with by the Minister of Justice in future? Seems more like his bailiwick." He peers at the court officials, who show no reaction, despite being egged on by RFG Adjutant Moore. "Well, since the case is here, I guess you'd better present your case, Commissioner de Lame."

"My case is that Claude de Nord is notoriously a lackey to Phillippe de F'loppe," begins CPS Lame. "And Phillippe de F'loppe is a known embezzler who was passed over for the position of Army Quartermaster due to his reputation as a thief."

"Floppe has spent at least this last campaign season selling the Dragoon Guards' equipment and leaving them short at the front," asserts Lame. "I believe he has employed a tactic known *passee-volants*. To achieve top funding for his regiment he has civilians pass themselves off as soldiers during muster in exchange for a small bribe. We believe he also 'borrows' soldiers from other units for the duration of the muster or even poaches them permanently from other units. The latter subterfuge, of course, represents fraud on the part of the soldier also. I am struggling to get volunteers to put their head above the parapet to corroborate this."

"However, F'Loppe's money problems are no secret. He has left unpaid debts all over Paris and has left this lackey to carry the can for his misdeeds. Here are the facts: this man took work as an Aide with a known thief and let me quote the advice given to the Army commander: 'Dear 1st Army Commander de Hofstadt, Please do not give the position of Army Quarter Master Gen. of the Third Army to the scum, Phillippe F'Loppe, as he will rob you blind. Yours, Lt.Colonel Thyme, QOC'"

"As for this man," Commissioner Lame returns to the defendant, "he was then seen running errands for the aforementioned F'loppe by agents of the crown. He turns to address Nord directly. "You, sir, were spotted dealing on your master's behalf with Horse and Arms Merchant Jako Van De Merve and the notorious horse smuggler and arms dealer, Canon Westerhuisen, chasing them for payment on the stolen muskets and horses."

"We are still trying to recover this equipment, but we believe they have been sold on to the Dutch, given the merchants these rogues used. We cannot say too much about this at present – I have my two best men (Double Dutch and Clever Clogs) working on this in Holland, trying to uncover this. Hopefully all will be revealed in time for the trial of this wretch's master."



"I am not a vindictive man, so I am not pressing for the death penalty," concludes the CPS. "I ask for just a public shaming and being sent to the front – provided he co-operates with providing evidence on the *passee-volants*. And, Nord, I hope you live long enough to be more careful who you work for in future."

Eclair de Lame takes his seat, leaving the Minister of State looking shocked. "This Phillippe F'loppe seems like a scoundrel! However, that is not the gentleman in front of this court, who appears to be at worst an accessory after the fact. I believe the arresting officer is some sort of witness but can't seem to decide if it is for the prosecution or the defence, so best we hear him now before the accused. Call Tarquin le Hatter."

"Your graces," simpers le Hatter, "I find myself standing here today in a most unexpected situation. Namely as both the regimental colleague and friend of Captain du Nord and, also, a most loyal employee of the Public Safety Ministry."

"During the undertaking of my ministry duties last month, I was notified of an arrest warrant being issued for Captain du Nord. Imagine my shock, picture my dilemma: not only did I have to digest the fact my colleague was seemingly embroiled in the fiscal misappropriations of that notorious rogue, Philippe F'Loppe, but that I was also required to arrest him at the earliest opportunity! What could I do, what a conundrum!"

"I reached for a fortifying goblet of brandy, took a deep draught and focused my mind... It took only a few minutes for me to reach a clear decision... You weaselly swine, du Nord, I thought, how could you repay my patronage and kindness over these last months by so blatantly colluding with F'Loppe?! By so doing not only have you broken the law but also brought immense shame upon the splendid reputation of the King's Musketeers, a regiment you have soiled through your exploits. Should you survive the consequences of this trial I expect to find your resignation upon my desk at your earliest convenience."

Looking steely-eyed across to du Nord, Hatter puffs up his chest and continues, "Your mistake, du Nord, was to believe I would put aside my duty to Commissioner de Lame and the Ministry, a lamentable error. Indeed, it is said by many that I am

a future Commissioner in the making and this public display of my loyalty will go far in securing that post!”

“As to the charges you face, ’tis clear to me that, by your association with F’Loppe – indeed, serving as his personal Aide – your guilt is culpable. Your protestations about expecting to become an Aide to brevet Bdr-General de Bécqueur, your ramblings about a paperwork mistake, your claim that you’ve never even met F’Loppe and that your appointment only took place a month ago, well after the crimes of F’Loppe took place, are a mere smokescreen, a feeble attempt to deny your guilt.”



“I now leave it to this Court to decide upon your guilt and agree upon the sentence for your miscreance, other than to say if it were for me to pass sentence, you’d find yourself marched out from this place and your KM uniform torn from you to be replaced by sackcloth. Further, you’d then be taken to the nearest scaffold and hung there until the final breath had escaped your lips before your corpse was cut down and placed upon display with a large stake thrust up its derriere for the public to see the fate that befalls a rogue.”

“Any other witnesses?” asks the Minister of State wearily, though even this gets a cheer from Neville Moore.

Tarquin le Hatter leaps to his feet once more, discarding his sash. “Yes, Your Grace,” he cries, “my apologies again for this most unusual situation in that, having delivered my speech on behalf of the Prosecution, in the professional capacity as a Public Safety Ministry employee, I feel I ought to give some justice to my military role as Second-in-Command of the King’s Musketeers – the regiment in which the defendant serves as a Captain.”

“Therefore, I shall now speak up in defence of this rascal, my former friend and regimental colleague and trust the Court will allow me to do so. I think it will come as no surprise to this Court to hear that Captain du Nord is not the sharpest rapier in the scabbard. Indeed it has been remarked that the poor fellow couldn’t fight his way out of a haystack, let alone a battle. So stupid is the fellow that he requires the assistance of fellow Officers to put his uniform on the correct way and I’ve had to basically mollycoddle him ever since he joined us.”

“To suggest that this ignoramus could knowingly be party to as devious a scheme as F’Loppe had organised is plain nonsense, utter drivel. This is a man who, rumour has told, is so stupid he once tried to drown a fish and an individual so dense that, if you gave him a solitary crown for his thoughts, you’d get change back! No, Your Grace, poor Captain du Nord most certainly is not knowingly guilty and

if he has undertaken any errands on behalf of his miscreant master then these were done in pure naivety.”

“I put to you that the accused is innocent by reason of ignorance, and it would be a poor show for this court to convict a simpleton, a sad soul with precious few thoughts of his own and even fewer brain cells. The real villain remains at large, the infamous F’Loppe, and this hapless cretin should not be punished for the crimes of his master. If he has committed any offence, it was in agreeing to serve as F’Loppe’s personal aide... A decision that I argue was done in a moment of madness.”

“The Defence therefore respectfully asks the Court to find Captain Claude du Nord not guilty upon the joint grounds of idiocy and insanity.”

“Well, I suppose we’d better hear from the defendant now,” says Seine, shaking his head.

“Honourable and noble administrators of justice,” begins Claude de Nord, “I wish to throw myself upon the mercy of this court. I have been unjustly accused of embezzlement and face execution, death or incarceration in the Bastille. I am wholly innocent of this outrageous and malicious charge. I beseech thee by the bowels of Christ to intervene and assist my cause.”

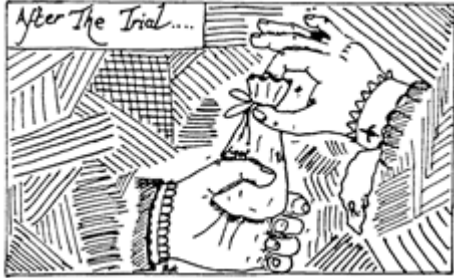
“I can assure you that there is not one shred of evidence against me, because I have done nothing wrong. If there is any evidence, I have yet to see it. I have no knowledge of the behaviour of Phillip Le Flopp but, if I can assist in any way, please tell me what I can do.”

“My personal and financial accounts can be laid bare for all to see – there has not been an influx of excessive funds. Ask my friends, my comrades, the barkeep at my club or any woman I have wooed or tried to woo. They will all tell the same truth, that I am not a man of excessive tastes or indulgent needs. Whilst charitable and generous as I can be, as God is my witness, I have never taken a penny that I have not earned.”

“There can only be two explanations for this hideous slight upon my character. Firstly, and highly unlikely, I have been the victim of mistaken identity. Secondly, someone out of spite or desperation to save their own skin has put forward my name as a suspect!”

“I had planned to put last summer’s disastrous campaign behind me. To obtain a higher rank in the King’s Musketeers and return to the front to clear the stench of disgrace that now lingers around my person like an over-ripe cheese. This is just another cruel blow to a God-fearing soldier and loyal subject of the King.”

“In order to compensate for your wasted time and to help the wheels of justice turn smoothly I am willing to accept a fine. May our Lord on high guide you in your deliberations. God save the King and a pox on his enemies!” he concludes.



“Well it certainly looks like the defendant may have unwittingly aided F’loppe’s crime,” muses the Minister of State. “However, given that he is a young man from a good regiment, I am prepared to overlook the carelessness involved in working for F’loppe. To ensure His Majesty is not bothered by any appeals, I think the best course of action is to levy a fine of 200 Crowns on

Captain de Nord. Now I have an important party... I mean work function to attend.” He exits to a standing ovation. Of one. Yes, Neville Moore is still bigging up his regimental commander.

### Creating vacancies

With this sorry business out of the way – Nord coughs up his fine quickly enough – the whole of Paris can return to their important parties. First, however, Minister Seine has a few favours to call in as he backs Leonard de Hofstadt’s call for the Army commanders to quit. Jean Jeanie also uses some influence on the General commanding First Army and he’s out in an instant. The Second Army CO accedes to Seine’s pressure and goes. However, everybody ignores Third Army, where the incumbent commander retains his position.

Beau Reese Jean Seine isn’t done yet. He also leans on the second-junior Captain in his regiment, the Royal Foot Guards, to resign and is backed up by Terence Cuckpowder. The Captain resigns immediately, leaving a convenient vacancy amongst the regiment’s officers.

The Inspector-General of Infantry, Lieutenant-General Jean d’Ice, is happy to give the job of an Infantry Brigadier to Bdr-General Ben e’Volence, commander of the Crown Prince Cuirassiers. Unfortunately, e’Volence is only qualified to lead his own Brigade, the Heavies.

Similarly, Lt-General Zavier Ulric Turenne can’t appoint Captain Didier de Malherbe as his Aide – the position is already taken.

Brigadier-General Rick Shaw is unable to become an Army QuarterMaster-General as all these positions are already occupied.

Thomas de la Lune is a relatively fresh face in Paris and has decided it’s time to start a military career. He applies to the 13th Fusiliers, but they are not interested. Nothing daunted, he marches to the barracks of the Princess Louisa Light Dragoons to offer his services. He is turned down. Another hike across Paris brings him to the 4th Arquebusiers’ base where he finally finds acceptance. Lune buys a Captaincy, along with the horse he requires for this rank.

Alongside him is Jean-Baptiste Barnier, who has arrived in Paris this month and immediately (well, after a visit to the moneylenders) requests admittance to the Fourth Arquebusiers. He, too, is accepted and also becomes a Captain – though junior to Captain Lune.

The PLLD may not want Thomas de la Lune, but the regiment is happy to recruit Balzac Slapdash and – with the assistance of Tarquin le Hatter’s influence and cash – Rex le Chien. Slapdash establishes seniority by buying a Major’s rank, while le Chien becomes a Captain (spending much of what he borrowed).

Jacques Hatt signs up another man new to Paris, Louis Severin Descartes, to Grand Duke Max’s Dragoons. Descartes buys the rank of Subaltern.

Now that he is Brigadier of Third Foot, Mustafa Lekk wastes no time in summoning the rest of the Brigade to join the 27th Musketeers (his erstwhile command) in action against the Dutch. Thus, our new Captains in the 4th Arquebusiers, Jean-Baptiste Barnier and Thomas de la Lune, don’t get to show off their new uniforms in Paris this month.

Lt-Gen Jean d’Ice fancies a bit of action and volunteers to lead a battalion of the Royal North Highland Borderers. Heading for the United Provinces alongside him (and the 4A) are Greg de Bécqueur and Robert d’Lancier, of course, bound for assignment to a Frontier regiment.

### Party, party, party

November starts with competing parties in the Fleur de Lys and Hunter’s. In the former club, the Minister of State and Royal Foot Guards commander, Beau Reese Jean Seine, has invited his regiment and their friends (the King’s Musketeers), while the latter is the scene for Louis Renault’s philosophy discussion.

Beau has Madelaine de Proust on his arm to greet their guests. The first of these (alphabetically) is Bastian de LaGarde, RFG Lt-Colonel. RFG Major Camille de Polignac brings Angelina di Griz with him. RFG Captain Charles Trenet has Leia Orgasma on his arm, hoping that this makes it up to her for last month’s misunderstanding at Bothwell’s. Fellow RFG Captain Dureau Celbonet is unaccompanied. Apart from being CPS, Eclair de Lame is a Major in the RFG and escorts Ella Fant to the party. Lou Scannon, RFG Captain, appears on his own, as does another Captain, Martin de Garnache. Lou is flush with cash – he’s received a substantial bonus from the man whose Aide he is, Bernard de Lur-Saluces. Neville Moore is also a Captain in the RFG and attends with Vera Cruz. His interest is mainly in the gaming tables where he puts down several 200-crown bets. He wins his first wager only to cut the next two as the house rolls high. This does his social standing no good, even if he hasn’t actually lost any money. Terence Cuckpowder arrives with Fifi on his arm and they are admitted since Terence is the Chancellor. Lt-Col Tarquin le Hatter turns out to be the only member of the



King's Musketeers to attend. Well, the regiment's two most senior officers are in disgrace, which at least gives everybody something to talk about.

Over in Hunter's we find Louis alongside Di Lemmere to greet guests. First here are Balzac Slapdash and Alison Wunderlandt. Gaz Moutarde brings Anne Tique for an outing before they spend time at her place. Hugh Challavas-Vichy has no plus-one and neither does Hercule D'Engin. Justin Thyme escorts Guinevere d'Arthur. Maurice Pauvre attends alone. Nouveau W Odeur is accompanied by Belle Epoque, thankful that he was able to repay his loans this month. Petit-Garson Riche has Emma Roides. And Kathy Pacific is with Xavier Money.

Hercule understands the topic for discussion to be Normandy Calvados, so he has brought some for his host, together with a small bottle of sparkling water and a tiny casket of lime peel, orange essence and ginger. He invites Sir Louis and his companion to try a mixture of Calvados with the sparkling water and traces of the other ingredients. "It is an excellent revivor I discovered on campaign. In the coldest of winters using less sparkling water, adding little spice and then briefly placing a hot poker to the liquid will warm the coldest of persons."



Of course it's not just parties that bring Parisians to the city's clubs. Many are members of one club or other and find they make congenial places to hang out. Thus we find Claude de Nord in the Frog & Peach taking comfort with Ava Crisp after his trial. Jacques Hatt brings Marie Antoinette to his club, Hunter's, where they have to put up with the raucous 'debate' hosted by Louis. And there are a whole bunch of members starting their November in the Fleur de Lys. Les Anonyme is there with Carole Singeurs. Bernard de Lur-Saluces hopes for a quiet drink on his own, but finds the place packed out. Jean Jeanie finds his own corner to spend time with Jacky Tinne. Leonard de Hofstadt shares a bottle or two with Frances Forrin. And Pierre Cardigan, in his Cardinal's Guard uniform, shows Edna Bucquette a good time. Except that his uniform attracts the attention of King's Musketeer Tarquin le Hatter who breaks off from Beau's bash long enough to exchange challenges with his regimental enemy. (Look on the bright side, Pierre, he didn't arrest you – but maybe he saves that for his friends...)

Meanwhile, in the Louvre, His Majesty is very impressed by the elegantly carved, ornately gilded box he has received from Leonard de Hofstadt. He is less impressed with the contents. "Five hundred crowns!" he splutters, "Wasn't this fellow supposed to be contributing five thousand?" A Guardsman or two are sent to make His Majesty's displeasure clear to the Field Marshal.

## Where's the party?

The following week it's the turn of Nouveau W Odeur to be host and his new club, Blue Gables, to be the venue. Accompanied by Belle Epoque, Nouveau welcomes those who share his concern over "equine-induced congestion on Parisian roads". These start with Balzac Slapdash, who escorts Alison again. Claude de Nord has decided he can manage company, but comes on his own, not wishing to expose his good lady to the friendly calls of "Jailbird!". New Captain Louis Severin Descartes is keen to meet his new superior and to discuss "horse droppings and traffic congestion, or horse congestion, or... another round?" Maurice Pauvre is there too. As is Petit-Garson Riche. Rex le Chien turns up to show his concern. Things are a bit awkward between him and Louis as their last meeting was on the same young lady's doorstep (and they have a duel pending). And Xavier Money wouldn't miss a party, bringing Kathy with him.



Red Phillips has its first visitors of the month when Didier de Malherbe chooses this week to take Josephine Buonaparte out. Neville Moore is trying out the gaming tables in his own club, Hunter's, with Vera holding his chips. She doesn't have to hold them for long as he only places one bet and loses it. That's another 200 crowns down the drain (not to mention the impact on his social status). After a quiet start, Bothwell's is fairly busy this week. Camille de Polignac brings Angelina and Charles Trenet has Leia, but both women comment unfavourably on their surroundings after spending the last week in the Fleur – and Charles has only just joined Bothwell's. Whereas Guinevere is pleased Justin Thyme brings her here as she considers it more up-market than Hunter's, their location the week before. Marc de Zorro appears from visiting his best girl and concentrates on the gambling. Wagering 500 crowns a time, he wins a bet, loses one, wins one and loses again. He's not out of pocket and his style earns him some kudos. Numbers are down in the Fleur, though Bastian de LaGarde shows up to welcome some Toadying from Zavier Ulric Turenne and Lucy Fur (who hasn't spotted what Zavier was up to the week before). A week's sabre practice and a trip to the red light district wrap up Bastian's month. Jean Jeanie and Jacky remain. Leonard de Hofstadt and Frances are in situ. And Pierre Cardigan entertains Edna once more.

Only Leonard and Frances continue at the Fleur the following week. However, Terence Cuckpowder shows up, Fifi on his arm, to be Zavier and Lucy's host this week. Bothwell's continues to be busy. Camille and Angelina and Charles and Leia

carry on their visits. (“Enough champagne and a lady can forgive anything,” hopes Charles.) Gaz Moutarde rolls up for a quiet drink. Lou Scannon brings Bess Ottede with him to inspect his new club. Tarquin le Hatter is another new member and accompanies his new crush, Deb Estaround, to host Rex le Chien. Having run out of parties, Xavier Money and Kathy are here too. Louis Renault and Di have Hunter’s to themselves. And Blue Gables opens its doors to Hercule D’Engin.

The month ends quietly in the clubs. Only Leonard de Hofstadt and Pierre Cardigan are in the Fleur, along with Frances and Edna, respectively. However, there are a few people stuck outside. Tarquin le Hatter was expecting Beau Reese Jean Seine to be his host, while Hercule D’Engin and Xavier Ulric Turenne clearly haven’t heard of Greg de Bécqueur’s disgrace. Bothwell’s continues to be home to Charles Trenet and Leia. Justin Thyme and Guinevere re-appear. And Xavier Money spends a second week party-less with Kathy. Jacques Hatt and Marie return to Hunter’s, but without any guests this time. Gaz Moutarde thinks Louis Renault should have at least one guest – himself. “I’m joining him for Christmas,” he insists to the doorman. He’s only a month early. Hugh Challavas-Vichy wants everyone to know that Ingrid la Suède is now his belle. Sadly, they are the only people in Blue Gables – word does get around, though. And Claude de Nord finishes November as he started it, in the Frog & Peach with Ada.

Who but Jacques de Gain would practise rapier all month? There are candidates, but not this month. Henri DuShite and Lascar Vivrebras start their November getting their oats at Bawdyhouses and then take up their respective weapons for the rest of the month. That’s cutlass for Henri (could he be over-compensating for a little contretemps he had with some footpads – they only grabbed a little cash from him?) and rapier for Lascar. Beau Reese Jean Seine retires to the comfort of rapier practice after his party. So does Eclair de Lame after Beau’s party. After one week in the Fleur, Les Anonyme prefers to practise rapier for three weeks, too.

The two-handed sword is a hefty weapon, but Bernard de Lur-Saluces copes with two weeks practising after his work-out at a Bawdyhouse. A rapier keeps Balzac Slapdash occupied for two weeks. There’s two weeks of foil practice for Dureau Celbonet before he concludes November in a Bawdyhouse. Didier de Malherbe puts in two weeks with his regimental rapier before finishing his month by carrying out his regimental duties. Jacques Hatt gets his sabre practice between visits to his club. Jean Jeanie puts in two weeks’ rapier practice. Louis Renault interweaves his rapier work-outs with his clubbing. As does Lou Scannon. Neville Moore fits in two weeks with his rapier. His partying out of the way, Nouveau W Odeur practises sabre for the second half of the month. The same is true for Petit-Garson Riche.

Other people put in the odd week’s practice – like Martin de Garnache with his rapier. He remains without any female company this month as his intended is out with her current beau when he arrives on her doorstep. His visit to the Bawdyhouses just involves a drink.

## On the receiving end

In the United Provinces, French forces continue to defend their holdings around Maastricht and Grave, though the addition of Lorraine to the anti-France alliance means fresh troops are in the field. Third Foot Brigade is adequate to deal with this threat. Brigadier Mustafa Lekk earns a hundred crowns or so from the ensuing booty. For the two new Captains in the 4th Arquebusiers, Jean-Baptiste Barnier and Thomas de la Lune, it’s a baptism of fire – which they ride out with aplomb. Both are Mentioned in Despatches (“He’s a new boy” “Oh, so is he”).

The disgraced KM commander, Greg de Bécqueur, finds himself attached to Frontier regiment 2, which proves to be an uncomfortable position. Still, he survives when other members of the regiment do not. He achieves a double MiD (“What’s he doing here?” “And where are the baked goods?”).

Despite being commander of the Dragoon Guards, Phillipe F’Loppe continues his attachment to Frontier regiment 3. Some nifty footwork when the regiment is on the receiving end of an artillery barrage keeps him alive and earns him a Mention in Despatches (“Light on his feet for a Brigadier-General”).

The other King’s Musketeer who’s in disgrace, Major Robert d’Lancier, ends up with Frontier regiment 5, which is having a difficult month. Not as difficult as Major Lancier, though, after he ends up on the business end of an enemy pike. RIP.

The Royal North Highlanders are at the sharp end as usual, seeing off a Spanish attack by ensuring they’re on the high ground. Lieutenant-General Jean d’Ice has volunteered to lead a battalion and adopts the regimental dress to better fit in with his command. Seeing an opportunity, he draws his sword, cries “Charge!” and hurtles down the slope at the advancing enemy, closely followed by cheering Highlanders. However, Ice is not used to having a “wee badger handbag” bouncing off his knees. Attempting to get it out of the way, he trips and rolls downhill, head over heels. When the dust settles, he is found to have broken his neck. RIP.

This leaves the cavalry support – aka the Heavy Brigade. Chasing off Dutch reconnaissance patrols and skirmishing with Spanish cavalry keeps them busy for the month and brings rewards. Brigadier-General Ben e’Volence, commanding the

Crown Prince Cuirassiers, pockets a few crowns and is Mentioned (“Surely he could find more than that?”). His counterpart in the Archduke Leopold Cuirassiers, Brigadier-General Rick Shaw just gets his name into the Despatches (“What, no loot at all?”), which brings him a Knighthood. Brigadier Chris Knight is the man in the money – he sequesters nearly a



thousand crowns worth of booty. He receives a Mention (“That’s more like it – a tidy sum”) and the title of Count. ❖

**Press**

**Announcements**

Opportunities for officers and men available in France’s best regiment. Financial assistance available for suitable candidates.

† Beau Reese Jean Seine, Officer commanding RFG

Gentlemen of Paris, The CPS needs YOU!

There are opportunities for ambitious men who will put France’s safety above all else. Yes, they may have ferret evidence against their friends and regimental colleagues, but not only do you get an additional 10 crowns pay, but you get the satisfaction of knowing you have saved France from traitors, embezzlers and Huguenots.

Look on this as not just a job but an opportunity. Good duelling skill desired, not essential, and on the job legal training will be provided.

Applications are not welcome if you have a criminal record, are or ever have been Protestant, Austrian, Dutch, English or Spanish.

Without prejudice,  
† Sir Eclair de Lame CPS

Bribes, err, no, strike that Alphonse, *applications* are invited for appointment as Inspector-General of the Cavalry. Suitably qualified persons should apply by the usual methods, setting out their military experience, administrative abilities

and net worth, sorry, name and rank of the father. I’m all in a tizzy today, Alphonse, is this coat too chartreuse?  
† Bastian de La Garde,  
Minister of War

The CPC seeks brave men and true. Please apply to the regimental HQ upon our return to Paris. Stipends offered to support applicants to the rank of Captain.

† B. Bdr-General Baron Ben eV

Fleur bonds sought. Good price offered.

† Beau Reese Jean Seine

**Social**

\*\*\*\*\* Christmas Party \*\*\*\*\*  
\*\*\*\*\* December Week 3 \*\*\*\*\*  
Gentlemen of Paris, please bring your ladies to a Christmas Party at my club, December Week 3. Costs paid. All Gentlemen of Social Level 10 and above welcome. Gentlemen of lower social levels, please contact me first and we will make arrangements.  
Yours, etc,  
† Xavier Money  
\*\*\*\*\*

All are invited to join Neville Moore and Vera Cruz at their club in week 2 of December for Christmas cheer. Wassail and refreshments provided by the host and hostess.

Gentlemen of Paris (SL 8 and/or RFG, KM or CPS ferrets)  
To celebrate Christmas, Eva and I will be hosting a party at my club in week 2 of December. Bring your mistresses and your favourite Christmas Hat – prize for the best hat of 50 crowns. All costs will be covered by myself.  
Kind regards,  
† Sir Eclair de Lame CPS

**Christmas Party**  
The Picardy Musketeers will host a party to celebrate the festive season. All soldiers of the regiment, friends\* of the Picardy Musketeers and their ladies are invited to join Sir Louis Renault and Di Lemmure to share some festive joy.  
Party, Week 1 December 1673

[\*Friends are SL 7+ and not Members of the 4th Arquebusiers.]

**NEW YEAR’S EVE  
EXTRAVAGANZA**  
Gentlemen of Paris, please bring your ladies to a New Year’s Eve Extravaganza in the Bois Du Boulogne. The fireworks are booked, as are the marquee and the acrobats. Costs paid. All Gentlemen of Social Level 10 and above welcome. Gentlemen of lower social levels, please contact me first and we will make arrangements.  
Yours, etc,  
† Xavier Money

Petit-Riche Garcon will be hosting the next Young Gentleman of Paris meeting in week 3 of December 1693 at his club. All Gentleman (of any social level) and Mistresses welcome

to attend, with the obvious exception of the Dragoon Guards, for whom the term Sodomites and Scumbags is more fitting. They will be turfed into the nearest public latrines head first by the door staff.

At this meeting we will go on a Christmas Treasure Hunt through the streets of Montmartre, distributing gifts to the poor, before it’s back to the club for a hot toddy. Obviously, I will be covering all carousing costs.

Finally, congratulations to members Balzac and Claude for winning the Halloween Dressing up competition – please never wear your outfits again – I still shudder at the images!!

**Personal**

My Dear Minister of War,  
Thank you for meeting me at your club this month to discuss the urgent matters at the Frontier.

I know your Regiment is charged with the protection of His Majesty’s Person and you take such matters with the utmost seriousness.

I have to communicate to you the Peril that his Majesty’s Frontier Division faces should they be led into battle by the unhinged loon who the Adjutant-General saw fit to appoint.

The Man is a Military cretin and is a danger to His Majesty’s Troops.

I saw him at Luncheon last week manoeuvring Pain au Chocolat and Tarte Normandie around the table as Cavalry against Macarons as Infantry.

He was making Pew noises, screaming like a hyena from Darkest Africa and Battle cries of “Allons-y!” as he did so.

He then proceeded to eat the entire table in a display so repulsive and

disgusting I would consider it most discourteous to describe it here. Suffice it to say that two of the serveuse present were hysterical and one fainted and had to be revived.

Not only is this an Insult to the Royal Armée du France (and to the Royal Guild du Patissier!), but it brings into serious question as well the competence of the Adjutant-General.

I will ask this menace to resign leadership of the Frontier Division and seek both your support in this and that of the entire General Officer Corps to have him resign and I will offer myself to restore some order to the Frontier Division in his place.

I remain the King's Servant and yours,

† B.LtGen Zavier Ulric Turenne

Lord Percy Percy, you should know that all the best things come in small packages. Thanks for your fine comments, † Petit-Riche Garcon

Field Marshal Viscount de Hofstadt I applaud your intention to field responsible commanders in the armies and will apply for the post of First Army Commander, if it becomes free.

† Count Jean Jeanie

## Poetry Corner

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

Every soldier should recognise rank  
And know when to strut and to swank,  
When to give a salute,  
When to not give a hoot,  
When to stand down to men  
Who are senior to them,  
When to clean the latrines  
Or go join the marines.  
(I hear they love a man with a cutlass.)

† Greg

## Points Arising

**Next deadline is 25th March**

And the moral of the (duelling) story is: don't forget to surrender!

Thanks to all those involved in the trial for their co-ordinated input.

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. ☺

### Welcome

Joining us just in time for the November turn is Chris Schotmann, who “used to play back in the 90s and have run my own game” and “Would

like to give it a shot again.” Welcome to *LPBS*, Chris – it shouldn't take you long to find your feet.

Also in time for November is Mark Nightingale, who would “quite like to ... reactivate my [*En Garde!*] engagement”. Consider yourself reactivated, Mark.

### Absent friends

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

X6 (Craig Pearson) has NMR'd. Total now 2 and is sent to a Frontier regiment

### 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

Ben e'Volence applies for Brigadier of Guards Brigade

Ben e'Volence applies for Brigadier of 1st Foot Brigade

Ben e'Volence applies for Brigadier of 2nd Foot Brigade

Ben e'Volence applies for Brigadier of 4th Foot Brigade

## Duels

### Results of November's duels

Greg de Bécqueur declined to meet Pierre Cardigan as he was under half Endurance.

Pierre Cardigan (gains 1 Exp) beat his enemy Tarquin le Hatter (with XM & CdN).

Greg de Bécqueur (with HDE, gains 1 Exp) beat Jean d'Ice.

Greg de Bécqueur (with HDE, gains 1 Exp) beat his regimental comrade Robert d'Lancier (with BdLG).

Terence Cuckpowder (with ZUT, gains 1 Exp) beat Greg de Bécqueur (with HDE).

Robert d'Lancier declined to meet Jean d'Ice as he was under half Endurance.

Jean d'Ice declined to meet Terence Cuckpowder as he was under half Endurance.

Robert d'Lancier declined to meet Terence Cuckpowder as he was under half Endurance.

Terence Cuckpowder (with ZUT, gains 1 Exp) killed Augustin Fourier.

**Duels to be settled next month**

Ben e'Volence (Sabre, Seconds PFL & CK, adv.) has cause with Augustin Fourier (Foil, 4 rests) for pinching Fifi.

Rick Shaw (Sabre, Seconds JiT) challenges Charles Trenet (Rapier, Seconds BRJS & LS, adv.).

Louis Severin Descartes (Sabre, Seconds JH & NWO) and Rex le Chien (Sabre, Seconds CdN, adv.) have mutual cause as neither stood down over Lois.

Pierre Cardigan (Sabre, Seconds BRJS & NWO, adv.) and Tarquin le Hatter (Rapier, Seconds XM & CdN, 5 rests) 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.*

**Challenges to be voted on**

Rick Shaw challenges Charles Trenet for his behaviour with Leia.

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**

Mark Nightingale gets the First son of a Peasant: Init SL 3; Cash 11; MA 6; EC 4 (Jean-Baptiste Barnier – JBB).

Christian Schotmann gets the Bastard son of a wealthy Gentleman: Init SL 3; Cash 450; MA 2; EC 1 (Louis Severin Descartes – LSD).

Brick Amundsen gets the Bastard son of an Impoverished Earl: Init SL 8; Cash 36; MA 5; EC 4 (X1).

Tym Norris gets the First son of a well-to-do Viscount: Init SL 11; Cash 275; MA 3; EC 3 (X2).

Steven Malecek gets the Bastard son of a very wealthy Viscount: Init SL 9; Cash 675; MA 1; EC 4 (X3).

Craig Pearson gets the Second son of a very wealthy Gentleman: Init SL 5; Cash 750; MA 6; EC 2 (X4).

**Tables**

**Other Appointments**

King's Escort: Ensign N	Captain __
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal TIH
Provincial Military Governors: BdLS/N/N/N/N	
City Military Governor N	Adjutant-General N
Inspectors-General: of Cavalry __	of Infantry __
Commissioner of Public Safety EdL (until end May 1674)	
Chancellor of the Exchequer TC (until end February 1674)	
Minister of Justice GdB (until end August 1674)	
Minister of War BdLG (until end May 1674)	
Minister of State BRJS (until end 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

**Army Organisation and 1674's Summer Deployment**

First Army (Defence)	__/_/BeV/N
Guards Brigade (Defence) - RFG CG KM	
Second Army (Assault)	__/_/N6/N
First Division (Assault)	N5/N/N6
1st Foot Brigade (Assault) - RM PM	
2nd Foot Brigade (Assault) - 13F 53F	
Second Division (Assault)	N5/N/N2
3rd Foot Brigade (Assault) - 27M 4A	
4th Foot Brigade (Assault) - 69A Gscn	
Frontier Division (Assault)	N1/N/N4
Frontier Regiments (Assault)	
Third Army (Field Ops)	N6/N/Anon/N
Cavalry Division (Field Ops)	N2/N/N6
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Dragoon Brigade (Field Ops) - GDMD PLLD	

Organisation and Deployment for the Campaign Season with Army and Division posts (Commander/Aide/Adjutant/QMG) Entries are ID for player characters, "N" (+ MA if needed) for NPC, \_\_ for vacant





# The Greasy Pole

ID	Name	SL SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
LdH	Viscount Leonard de Hofstadt	26+78	Withy	Fld Marshal/Min w/o Port	7	Frances	Flr	5	Neil Packer
BRJS	Count Beau Reese	55	Withy	B.Bdr-General RFG/State Min.	11	Madelaine	Flr	4	Bill Hay
PC	Count Pierre Cardigan	24 48	Withy	Colonel CG	10	Edna	Flr	5	Matt Shepherd
JJ	Count Jean Jeanie	23 62	Fithy	B.General	32	Jacky	Flr	3	Andrew Kendall
BdLG	Earl Bastian de LaGarde	23+76	Rich	Lt.Colonel RFG/War Minister	5		Flr	1	Jerry Spencer
BdLS	Visc't Bernard de Lur-Saluces	22+71	Fithy	Lt-General/Prov.Mil.Gov	16		Flr	3	Rob Pinkerton
TC	Viscount Terence Cuckpowder	21 53	Withy	Bdr-General/Chancellor	6	Fifi	Flr	5	Mike Dommett
JdG	Count Jacques de Gain	21+64	Fithy	General	24		Flr	6	Ben Brown
GdB	Marquis Greg de Bécqueur	20 F	Comfy	B.Bdr-General KM/Justice Min.	10		Flr	5	Anthony Gilbert
Jdl	Earl Jean d'Ice	20 RIP							Tym Norris
CK	Count Chris Knight	20 F	Rich	B.Lt-General/Hwy Brigadier	14		Flr	2	Paul Wilson
Anon	Sir Les Anonyme	19 36	OK	Colonel 53F/3rd Army Adjutnt	3	Carole	Flr	4	Bruno Giordan
BeV	Baron Ben e'Volence	17 F	Comfy	B.Bdr-General CPC/1st Army Adj't	6		Both	3	Ash Casey
HDS	Baron Henri DuShite	16+57	Rich	Colonel RM	12		Both	4	Dave Marsden
MdZ	Sir Marc de Zorro	16+56	Comfy	B.Bdr-General QOC/HGds Brig'r	10		Both	4	Tim Macaire
GM	Sir Gaz Moutarde	15 29	Withy	Bdr-General	4	Anne	Both	2	Mike Clibborn-Dyer
RdL	Sir Robert d'Lancier	15 RIP							Steven Malecek
XM	Sir Xavier Money	14 27	Withy	Bdr-General	7	Kathy	Both	3	Pam Udowiczzenko
CdP	Sir Camille de Polignac	14+70	Rich	Major RFG/Cds Brigade Maj.	4	Angelina	Both	4	James McReynolds
EdL	Sir Eclair de Lame	14+56	Withy	Major RFG/CPS	7	Ella	Both	3	Peter Farrell
ZUT	Zavier Ulric Turenne	13 36	Withy	B.Lt-General	4	Lucy	Both	1	Bob Blanchett
NM	Sir Neville Moore	13+59	Withy	Captain RFG/RFG Regt. Adj't.	1	Vera	Hunt	2	Cameron Wood
CT	Charles Trenet	13+52	Withy	Captain RFG	1	Leia	Both	3	Graeme Morris
TIH	Tarquin le Hatter	13+42	OK	Lt.Colonel KM/FMshl's Aide	2	Deb	Both	5	Jason Fazackarley
LS	Lou Scannon	13+42	Withy	Captain RFG/LtGen's Aide (BdLS)	4	Bess	Both	2	John Cooke

ID	Name	SL SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
LR	Sir Louis Renault	12 31	Comfy	B.Bdr-General PM	2	Di	Hunt	4	Roy Bleasdale
JIT	Sir Justin Thyme	12 30	Comfy	Lt.Colonel QOC	9	Guinevere	Both	2	Gerald Udowiczzenko
PGR	Sir Petit-Garson Riche	12 24	Comfy	Major QOC/HGds Brigade Maj.	1	Emma	HGds	2	Mark Cowper
AF	Baron Augustin Fourrier	12 RIP							Brick Amundsen
RS	Sir Rick Shaw	12 F	Comfy	B.Bdr-General ALC	2			6	Charles Burrows
PFL	Sir Philippe F'Loppe	12 F	Poor	B.Bdr-General DG	3		HGds	4	Phil Urquhart
DC	Dureau Celbonet	12+46	Withy	Captain RFG	5		Hunt	3	Paul Murphy
JH	Sir Jacques Hatt	11 21	OK	Colonel GDMD	4	Marie	Hunt	3	Joel Halpern
MdG	Martin de Garnache	9 24	Poor	Captain RFG/BdGen's Aide (BRJS)	3		Hunt	4	Bill Howell
HDE	Hercule D'Engin	9 16	Comfy	Lt.Colonel 53F	4		BG	2	Gerry Sutcliff
LV	Lascar Vivrebras	9 13	Comfy	Captain PM	4		BG	4	Olaf Schmidt
CdN	Claude de Nord	8 10	OK	Captain KM/BdGen's Aide (PFL)	3	Ada	F&P	4	Andrew Larder
BS	Balzac Slapdash	7 22	Comfy	Major PLD	9	Alison	BG	4	Matthew Wale
NWO	Nouveau W Odeur	7 22	Poor	Lt.Colonel GDMD	3	Belle	BG	3	Ray Vahey
HCV	Hugh Challavay-Vichy	7 16	OK	Lt.Colonel PM	2	Ingrid	BG	5	Nik Luker
MP	Maurice Pauvre	7 16	OK	Major PM	2		F&P	4	James Waters
ML	Mustafa Lekki	6 F	Comfy	B.Bdr-General 27M/3 F Brigadier	6		F&P	2	Graeme Wilson
DdM	Didier de Malherbe	5 9	OK	Captain PM	1	Josephine	RP	4	Rik Stewart
TdIL	Thomas de la Lune	4 F	Poor	Captain 4A	3			5	Peter Card
RIC	Rex le Chien	4+ 22	Poor	Captain PLD	5		RP	2	Rob Bartlett
LSD	Louis Severin Descartes	4+ 16	Poor	Subaltern GDMD	2		RP	1	Chris Schotmann
JBB	Jean-Baptiste Barnier	3 F	Poor	Captain 4A	6			4	Mark Nightingale
X6		1	RIP						Craig Pearson

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+