

That would be enough

This has been issue 226 of *To Win Just Once*, published 2nd August 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 *Star Trader* to Mike by 12th August 2022.

Orders for *LPBS* and Trophy Hunter plus any other contributions to Pevans by Friday 19th August 2022.

(Further deadlines: 23rd/30th September, 28th October/4th November)

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 – Chris Rudram is first for the next one. (Working map and rules provided).

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

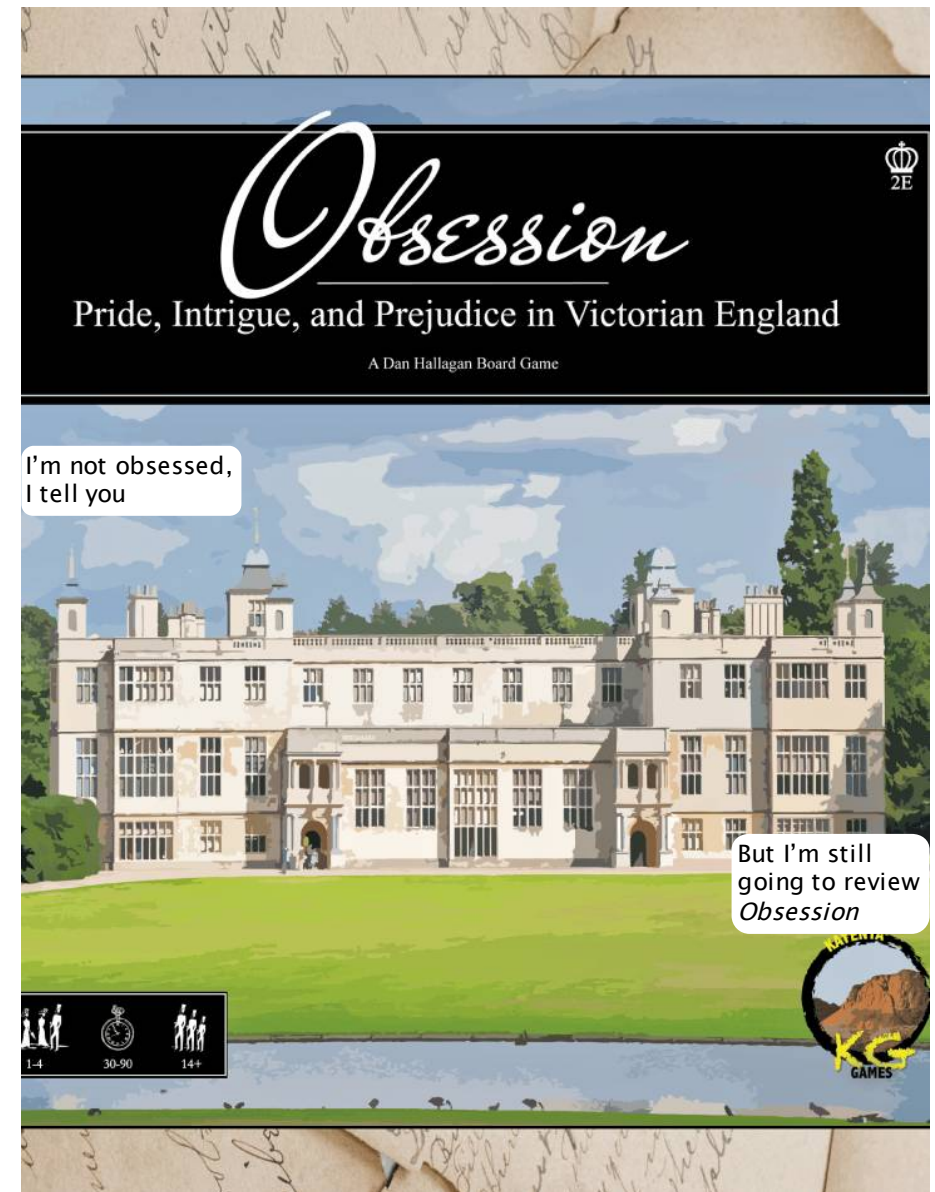
Credits

To Win Just Once issue 226 was written and edited by Pevans. The *LPBS* masthead (page 22) is by Lee Brimmicombe-Wood, as are the drawings on pages 16, 18 and 24. The illustrations on pages 26 and 28 are by Bryan Lea. 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*)



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Chatter

Returning to our little local park that I mentioned last time, it's where to see the larger elements of local birdlife. There is always a bunch of fat pigeons waddling around the grass, demonstrating that they're not bothered by the local gang of magpies. One for sorrow, two for joy... Anyone know what 13 is?¹ And there's often a good-sized murder of crows, too. So far there's been no sign of a body. So, is it a murder if there's no body? And then there's the odd blackbird (male and female) and, most recently, a thrush.

Further afield, heading into Ickenham Marshes, I've often heard a woodpecker head-banging amidst the trees. And there is also the Ickenham chapter of the Greater London Parakeet Collective screeching and squawking about. The smaller birds tend to stay under cover – except for the one that burst out of a hedge right in front of me and promptly did a U-turn.

On my walks in the other direction, Pooh sticks has become more of a challenge. There's still a flow in the 'river' Pinn, though slower than it was, but the foliage almost meets across the water. So I now have to stand to one side and chuck the sticks at an angle to try to get them into the water. Latest result: smaller chunky stick beat larger chunky stick under the bridge, but larger chunky stick then went sailing on down the river, leaving the smaller one in its wake.

New all-reader game

With the conclusion of the latest Trophy Hunter, it's time for a new game that all readers can join in. I've decided to have a go at "By Popular Demand", a simple game devised by Ryk Downes and run in lots of games 'zines. You'll find the rules and starting categories on page 15.

Spiderwatch

The July heat seems to have brought out the eight-legged beasties, so spiderwatch is back. Number of small, chunky spiders saved from certain death in a watery grave (aka the bath): 1. Tiny orangey spiders saved from certain death in a downpour by being on the outside of the shower screen: only 1, but two days running. Number of large, spindly spiders patrolling the bedroom and leaving threads to wrap around my head: 2. Number of medium-sized chunky spiders guarding the bedroom curtains at night: 1. Number of large, hairy spiders sprinting across the living room floor at 11:30 pm: 1.

Online stats

Last issue, *TWJO* 225, was published on 24th June and the PDF versions were downloaded 129 times in the last week of the month. The PDFs of *TWJO* 224 were

¹ Rather boringly, Wikipedia insists the rhyme only goes up to seven.

downloaded 176 times in its first real month of availability. Issue 223 attracted 30 downloads in June, taking it to 281 since publication.

Letters

Jonathan Palfrey has braved Becky Chambers' *The Galaxy, and the Ground Within* despite my reservations last issue.

I had lunch by myself today, and decided to start reading the latest Becky Chambers novel. In complete contrast to my reaction to her third novel, I found this one so gripping that I stuck to it through the afternoon (when I should have been working) and finished it just now.

It's rather an odd book, and I don't know exactly how I'll feel about it after re-reading, but at first reading I enjoyed it, so thanks for the recommendation!

It's a feel-good sort of book, and I like feeling good. I don't find it credible that a bunch of creatures from different parts of the galaxy (one of them breathing methane) would be able to make friends with each other like that, so I take it as fantasy, but at least it's a pleasant fantasy.

SF writers have always tended to dramatize aliens as though they had human brains inside their alien bodies. If they managed to write about aliens with alien brains, I suppose the result would be more realistic but perhaps unsaleable to human readers: it would be too alien and inaccessible. In any case, alien brains may be unimaginable to human writers.

If and when we run into intelligent aliens, sf readers may be shocked to discover how very alien they are. Meanwhile, pleasant fantasies can be enjoyable.

Judging from the acknowledgements page, Chambers has decided to stop the Wayfarers series at this point, although it's a big fictional universe and there are surely countless stories that could be told about it. Presumably she has other ideas now, more stories she wants to tell that don't fit into that world. I await them cautiously: from my point of view, she's a hit-and-miss author. Though I suppose this is the norm; it's hard to think of any author whose every book is good.

Much as I've enjoyed the Wayfarers books, I haven't ventured into Chambers' other series, "Monk & Robot". I suppose I should...

Mildly obsessed

Pevans reviews *Obsession*

As I've mentioned more than once, I passed on the original Kickstarter for *Obsession*. It certainly looked an interesting game, but... unknown designer, new publisher, first Kickstarter... I passed. Then I played the finished article (at the 2019 Gathering of Friends – see my report in *TWJO* 194) and was smitten. So when the second edition launched on Kickstarter, I jumped straight in.

What I got was a hefty square box containing the second edition game, the small rectangular box of the Wessex expansion (which adds a fifth player) and the shallower square box of the *Upstairs, Downstairs* expansion – something I have yet to explore (note that this is compatible with both first and second editions). I found the game a bit over-produced. Specifically, the very solid cardboard boxes to hold the components. Particularly as there's one for each family (player). I normally just use plastic bags – though I have to admit handing out a decorated box to each player does have a certain style.

Anyway, what's this about? Well, each player is a family in 1860s Derbyshire with a run-down country estate. The aim is to increase the family's standing by improving their estate, building up their reputation, hiring more servants and attracting important guests. In particular, getting the attention of the Fairchild family, the big nobs in the district, is a real help. Of course, what's needed to achieve all this is... money. How vulgar!

The only difference between the families is their starting bonus: a bit of cash, a few Reputation points and so on. None of these bonuses is hugely significant, but they are useful and do differentiate the families. Players' family members – mother, father, son, daughter – make up their starting hand of cards.



Here's my estate at a late point in a game – and my Reputation's only 21 Lots of Improvements on the right, but not enough to win this one.

Two guests (family friends) are added to this. Guests are one of the important elements of the game as they bring rewards during the game – generally cash, reputation or other guests – and are worth points at the end. The rules contain splendid thematic explanations of this. Thus, guests don't actually hand over cash (what a crass suggestion). Rather, they provide information that the family can capitalise on. And every guest card has a picture, a name and an explanation of who this person is. This does wonders for the atmosphere of the game.

There's a large deck of guest cards to draw from, plus a smaller deck of 'Prestige' guests, who provide bigger rewards. The fly in this particular ointment is that a guest is only useful if the family has a high enough Reputation. Thus, Reputation is another important element. It's marked on players' family boards with a cardboard disc giving the current level (it starts at one – luckily that's all that's required for the initial guests). Gaining a point of Reputation moves a marker around the disc. A new level is only achieved when the marker completes a circuit.

Sitting below (or beside) your family board is a row of solid cardboard tiles, 'Improvements'. These make up your estate and come in five types – everybody starts with the same tiles, one of each type. Improvements represent rooms in your house (such as the Library), outbuildings (Stables, say) and other features (like a Croquet lawn). Each improvement is also worth points at the end of the game. And there are more available to buy: a line of tiles (drawn at random) forms a 'market' on the main board.

The final constituent of players' set-up is their staff: butler, housekeeper, valet, footman and ladies' maid. All nice wooden meeples in different colours and poses. A pool of additional servants is on the main board, whence they can be acquired. Like everything else, you score points for your servants at the end of the game.

Given all these nice components, what do you do with them? Well, a standard turn is to select one of your improvement tiles and carry out the 'Activity' printed on it. Picking the croquet lawn, for example, means a game of croquet. The activity will need specific gentry (family and/or guests) and servants. Plus you've got to have enough reputation to hold the activity (I told you reputation was important). The gentry cards played may also have requirements – usually servants – and you must have sufficient reputation, of course. That game of croquet needs a footman (someone's got to bring the balls back) and two gentry. The daughter of the house, say, and her friend, Lady Mary Russell (daughter of the Earl of Rochdale, don't you know?), for whom the services of a Ladies' maid are necessary. Meet all the requirements and you get the rewards – from the improvement tile as well as the guests. In this case, £200 from the improvement, £100 and a reputation point thanks to Lady Mary and a new guest, attracted by the daughter.

The gentry cards now go on to your discard pile. It'll be a while before you see them again. The servants go into the 'Expended' space. It'll be a couple of turns before they're available again (at the start of your turn, you move servants from 'Servants' Quarters' to 'Available' and from 'Expended' to their quarters). And the

improvement tile is flipped over, if it hasn't been used before, and goes back in its space. The flipside may have different requirements, different rewards and/or different victory points. Hence, it's worth checking out the other side of your tiles when you're thinking of playing them (not to mention when buying).

Buying a new Improvement tile is the last thing you can do in your turn. These just cost money, depending on their position in the market (there's a premium printed on the more useful tiles and a discount on the less useful ones). The new tile is added to the appropriate section of your estate, the market shuffles along and a new tile is drawn to go on the end. I've taken to using the variant rule that the lowest tile is discarded and a new tile drawn at the end of each round. This just makes sure that the market doesn't stagnate.

That process is what you do in most turns. The alternative is to pass. In this case, you put your discarded gentry cards back into your hand, make all your servants



My finishing estate in a different game – this time I've maxed out my Reputation and got the right Improvements

available and may buy a tile. You can also take either £200 (the game operates in hundreds of pounds, none of your small change here) or refresh the market (discard all tiles and draw a new set). This is clearly not as useful as a standard turn, so you don't want to do it too often. Expect to pass at least once in the game, though.

All of this is wonderfully atmospheric. You do feel part of this costume drama, entertaining your guests and making your way up in the world. And it's very simple: you just need lots of money, plenty of guests, bags of servants and continual improvement of the estate. That's the challenge of the game: succeeding in all four of these. Or as many as possible.

Much of what you can do is limited by the guests you have. Hence, acquiring more guests is important. But so is who those guests are. In my last game, for example, my guests provided me with lots of reputation and ever more guests, but very little money. (Where's an American heiress when you need one?) This meant I wasn't able to add improvements, in turn limiting the activities I could put on. Conversely, in my previous game my guests generated wads of cash (yes, I had that American heiress: social death, but pots of money), but didn't attract more guests, nor boost my reputation. In that game, I was limited by my small hand of cards and had to take three pass turns. But I had an extensive estate!

The game is played over 16 (or 20) rounds, split into four 'seasons'. At the end of each season, there is a courtship round. This is where the Fairchild family that I mentioned earlier comes into play. The very eligible Fairchild son and daughter are courted by the player's families. In each courtship round, the player with most points in the type of improvement the Fairchilds are interested in (denoted by a card drawn at the start of the season) can add a Fairchild to their hand for the next season. This is a Prestige guest, so the rewards are good, but one that doesn't need a minimum reputation to play. Very useful. In addition, that player (or all, if there's a tie) draws a victory point card. This can either be held to the end of the game to score points or played during the game for the bonus shown.

At the end of the game, after a final courtship (a Fairchild card is worth a few points), players tot up their points and see who's won. Points come from players' reputation, guest cards, improvement tiles and VP cards plus a few points for each servant and any leftover cash.

There is one other element that scores points: Objective cards. Players are dealt a few of these at the start of the game and discard some along the way, hopefully ending up with a set of cards they can score. These give points for particular servants or particular improvements and so on. The really valuable ones require a set of specific improvements, which is quite hard to do. One useful aspect is that your objectives give you some focus at the start of the game. Thus, if you've got one of those valuable objectives, there are particular improvements you'll want to buy.

All in all, *Obsession* is nicely complicated. In a way that very cleverly fits with its theme. Yet each turn is straightforward. It's the strategy and tactics that are the

tricky bits. Which is as it should be. While I may have said earlier that it's a bit overdone, the game is a high-quality production. Both in the components and in the attention to detail – all those different guests, each with their own portrait and story. Marvellous.

I should mention that there is a solitaire option. With minimal changes to the rules of the game, this is a great way to learn how to play – and is also a challenge in its own right. The solo player chooses a difficulty level and draws an opponent card from the appropriate set. This has a points target to meet at the end of the game and provides opposition in each courtship turn. On top of this, a die is used to remove a random tile from the market each round.

I am thoroughly captivated by *Obsession* and it's gone down well with my new games group, too. I feel there's a lot more to explore in this game, even before I add in *Upstairs, Downstairs* with its additional types of servant (though I do feel the need for a cook) and goodness knows what else.

Obsession was designed by Dan Hallagan and published by Kayenta Publishing (www.kayentapublishing.com). It is a board game for 1–4 players (5 with *Wessex*, 6 with *Upstairs, Downstairs*), aged 14+, and takes 30–90 minutes to play (ahem – I make it three hours for a four-player game). It gets 9/10 on my highly subjective scale.



The start of a solitaire game – note the cards and die on the left that will generate Estate actions to get in my way

Reading matter

I've done something very unusual for me. I've read a non-fiction book! The book in question is *To War with Wellington: From the Peninsula to Waterloo* by Peter Snow. The obvious attraction is that this mirrors the fictional career of Bernard Cornwell's Richard Sharpe. I thought it might give me an insight into the historical background to the Sharpe stories.



It's actually an odd book. It's not a biography. Elements of Wellington's life are referred to, but the focus is on the battles of the Peninsular War (plus Waterloo). Nor is it a detailed account of each battle. Instead what you get is an overview of the battles as a way of demonstrating Wellington's genius. Each is peppered with quotes taken from contemporary writings by Wellington's soldiers – enlisted men and officers alike.

However, there's no structure to this, either. You don't get the same people commenting on each battle, though many of them make several appearances, emphasising that a lot of these soldiers fought for Wellington all the way through the Peninsular War (though few, apart from aides, were around for Waterloo). This is despite the horrific casualties reported from each battle, not to mention the deaths from disease, starvation and exhaustion. I'm constantly amazed that there is any army left – where did all this manpower come from?

In the end, it's a rather disappointing book. It doesn't tell me enough about Wellington. It doesn't tell me enough about the battles. And it doesn't tell me enough about the people whose writings are quoted.

On the science fiction front, I've caught up a bit with Charles Stross's "Laundry" series by reading 2018's *The Labyrinth Index*. This has changed an awful lot from the original stories. The idea is that the Laundry is the informal name for the branch of Britain's secret services that deals with occult threats. Since magic, in these stories, is essentially mathematics, the proliferation of personal computers means anybody can become a powerful mage. And then have their brain eaten by malevolent powers from other dimensions. In the original stories, our hero is Bob Howard, one of the Laundry's IT guys. His struggles alternate between maintaining the internal computer network and defeating Lovecraftian threats.



The Labyrinth Index is the ninth book in the series. Stross has developed a whole set of characters, any of whom can lead a story. Bob Howard has become a senior member of the Laundry (and potent mage), Britain has survived invasion by Stross's take on Elves (they're a branch of the *Homo* species from another dimension and their magic is powered by necromantic vampires – see my comments on *The Nightmare Stacks* in TWJO 181) and is now ruled by an avatar

of N'yar Lat Hotep (on the basis that this is less bad than the alternative). I'm finding it completely bonkers, but then I've never read any Lovecraft.

The plot of this book has one of the Laundry's vampires (the creation of an earlier book in the series) leading an attempt to thwart their US counterparts in their nefarious plan to wake Cthulhu itself. It's done with Stross's usual panache and has some entertaining episodes, but I found it a lot less appealing than the previous stories. (Besides, I want Bob and his other half, Mo, at the centre of the action.) I still recommend the Laundry books, but start at the beginning (*The Atrocity Archives*) and see how far you get.

Games Events

Oxford Meeples' quarterly games day is on Saturday, 6th August at Wolvercote Village Hall (just north of Oxford – and convenient for the canal). This is a day of open gaming with 20-30 people attending. No entry charge (though donations towards the event's cost are welcome); refreshment, but not meals, provided. For more on the event (and the club), see the website at: www.oxfordmeeples.org

The following box concentrates on events I usually attend.

Swiggers: games club that meets occasional Wednesday evenings (co-ordinated on WhatsApp) upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (next to London Bridge station) – though without me. We also play online at various websites on Wednesday evenings. For more info, see www.pevans.co.uk/Swiggers

Games Games Games Days: from noon(-ish) on the second Saturday each month at the Leon in Spitalfields Market (London E1 6DW). It's brightly lit, has big tables and they don't mind us stopping all afternoon. Closest stations are Liverpool Street (Tube and rail) and Shoreditch High Street (Overground). Please contact me if you're thinking of attending in case 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. 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

MidCon: 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.

For more extensive information on UK board games events, try The Queen's Lane Advertiser at www.boardgamers.org.uk/qla.php

Trophy Hunter

Turn 10

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	x										
2	m		X					S	x			s	s	s			a			x
3					s	s	s										a			
4		a										x	x	x						x
5		a			x							x	x	x	x					
6								x												
7	m		↓		a									B		m			↓	x
8			↓		a														↓	
9	x			↓					a	a		s	s	s					↓	
10		x					a	a									E			
11		e	e								X	X	X		X	E	E	X		
12		E										X	X	X	X	X	X	X		
13								A		m						A				x
14						s									x					
15		s		X		s		X					↓						a	
16		s		X		s							↓						a	
17		s						m					↓							x
18						a					x						s	s	s	
19	A		x	b		a									x					B
20												x	X			x	m	x	X	

“Blast that elephant,” rants Colin Bruce. “Oh, I just did...”

Paul Wilson has only one thing to say: “As long as I beat my brother, I am happy.” Be happy, Paul.

Tim Macaire reckons “that snake must be in here somewhere.” But not there, Tim.

Mr Kendall only poses rhetorical questions: “Can I get to a positive score? Is the weather nice and cool?”

Well, that is a fine flurry of firepower for the last turn. Though quite a bit of it was directed at Elephants! Alex Bardy and Ray Vahey did least worst out of this by both hitting the same piece of the same Elephant. And Ray tips his score into the negative. He’s in good company, but no-one could catch Anthony Gilbert.

Four people found Antelopes, but Chris Baylis and Nik Luker share the points for theirs. Nik just misses out on a podium as Charles Burrows’s Antelope puts him in the bronze medal position.

Hitting an elusive Snake pushes Matthew Wale just ahead of Charles into second place. But our winner, with another Antelope to his credit this turn, is Mike

Scores

Player	Shots	This turn	Total
Martin Abrahams			1.33
Alex Bardy	Q11	-2.5	4.58
Chris Baylis	P13	2	9
Colin Bruce	N12, O12	0	8.99
Charles Burrows	H15, A19	4	14.97
Peter Card			5.33
Mark Cowper	B12	-5	-1.5
Mike Dommett			9.5
Jerry Elsmore			4.71
Alex Everard			8
Anthony Gilbert	L11, M11	0	-8.5
Bill Hay			3

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.

Pollard. Take a bow, Mike.

I trust everyone’s enjoyed the game. Comments and suggestions are welcome –to the usual address.

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 (cont'd)

Player	Shots	This turn	Total
Bill Howell	O11, R11	0	8.6
Andrew Kendall	C1, C2	0	-2
Andrew Larder	D15, D16	0	0.8
Nik Luker	P13	2	13.37
Tim Macaire	T19, S20	0	8.33
Brad Martin	N7, M20	0	5.28
Graeme Morris	M12, N12	0	4.09
Jonathan Palfrey			3.28
Rob Pinkerton	P12, Q12	0	4.96
Mike Pollard	H13	4	24.4
Chris Rudram			7.7
Matt Shepherd			1.33
Charlie Sundt	K11, O11	0	7.83
Gerald Udowiczenko			3.34
Pam Udowiczenko	O11, R12	0	5
Phil Urquhart			1.33
Ray Vahey	Q11	-2.5	-0.46
Matthew Wale	H2	5	15.24
Graeme Wilson	Q10	-5	-3.08
Paul Wilson	P11	-5	0.2

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.

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 $15/3 = 5$ 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

By Popular Demand

Start-up

I have cribbed these rules from the *Variable Pig* website. You can find the originals (with lots of variants) at: <http://variablepig.org/rules/bypop.html>

Each turn the GM lists six categories and an initial letter. All players have to do is find something that fits the category and begins with the initial letter; they score points equal to the number of people who offer the same answer. The winner is the person with the most points at the end (after a pre-determined number of turns).

Example: The initial letter is A and the category is cities in Holland. 13 people give Amsterdam as their answer and score 13 points each, 6 people suggest Alkmaar and score 6 points each, 3 suggest Arnhem and score 3 points each.

I suspect I've got the hardest job: deciding on the categories! Anyway, we'll run this for 10 turns and see what happens.

Turn 1 categories

Let's be geographical for the first turn:

- 1 A mountain in the UK;
- 2 A mountain not in the UK;
- 3 A river in the UK;
- 4 A UK city;
- 5 A UK seaside resort and
- 6 A bay.

All beginning with the letter B, please.

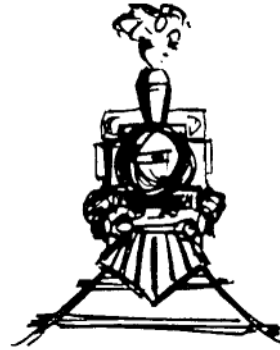
My answers have already been recorded.

Send your list to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or to TWJO@pevans.co.uk by 19th August 2022.

Seahill (Railway Rivals game 17 – RR2509I(N))

Turn 1

Starting in Belfast, BIEN'S INTERNATIONAL EXPRESS NETWORK heads south while IRISH RAILWAY ASSOCIATION goes south-west. BIEN meets RUBBER BANDIT RAILWAYS building north from Dublin and loses a few points. CANTERBURY RAILS builds largely south from Derry. BALLINOKE ARMAGH STRABANE HAULAGE heads west and south-west from Dublin and AW GO ON spreads tentacles from Sligo.



IRISH RAILWAY ASSOCIATION

(IRA), Anthony Gilbert – Green

Builds:

- a (Belfast) – M52 – Portadown – H54 (+3)
- b (H54) – Armagh – E56 (+3)
- c (E56) – Monaghan – Clones – Z18 (+6)

Points: 20 +12 = 32

RUBBER BANDIT RAILWAYS

(RBR), Mike Dyer – Black

Builds:

- a (Dublin) – K64 – Drogheda – J62 (+3)
- b (J62) – I62 – Dundalk (+3)
- c (Dundalk) – J59 – Newry (+3); (Dundalk) – G59

Points: 20 +9 = 29

BALLINOKE ARMAGH STRABANE HAULAGE (BASH),

Bob Blanchett – Red

Builds:

- a (Dublin) – Athboy (+3)
- b (Athboy) – E66 – C67
- c (C67) – Mullingar – Y27 – Clara (+3)

Points: 20 +6 = 26

CANTERBURY RAILS (CR), Rob

Pinkerton – Blue

Builds:

- a (Derry) – Z8 – Strabane – Y11 (+3)
- b (Y11) – Omagh – Z12 – Y13 (+3)
- c (Y13) – X13 – Enniskillen – X15 – Z16 (+3)

Points: 20 +9 = 29

AW GO ON (AGO), Gerald

Udowiczenko – Orange

Builds:

- a (Sligo) – Q14 – Ballyshannon – Donegal – T10 (+6)
- b (Sligo) – Collooney – Q18 (+3)
- c (Q18) – Q21 – S22

Points: 20 +9 = 29

BIEN'S INTERNATIONAL EXPRESS NETWORK (BIEN),

Christian Bien – Purple

Builds:

- a (Belfast) – M52 – L52 – L55 – M56
- b (M56) – Newcastle – M58 – L58 (+3)
- c (L58) – Newry – J59 – Dundalk

Points: 20 +3 -6 = 17

GM Notes

Order layouts: Your Name, Company Name, Company Colour.

I'm not sure compass directions for builds helps and, if you put town numbers rather than names, please use the right ones! There are two of most towns.

Die rolls for the next turn are: 4, 3, 5

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 12th August 2022

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Way Station (*Star Trader* game 11)

Turn 12

SIRIUS CYBER loaded passengers from less common systems.

COSTA NOSTRA COFFEE INC bought a Warehouse at Alpha Centauri and unloaded a Passenger pod into it, replacing this with a Cargo pod.

TRADIAETH A MASNACHWYR TEGWEN sold their Alloys Factories at Gamma Leporis after the price rose, making a small profit. Lots of Passengers were loaded into the 9 liners.

AMALGAMATED INTERSTELLAR MINERALS loaded a few passengers.

The new Phoenix Hull of HARRIMAN ENTERPRISES is named Requiem and has an Augmented Jump pod added. Some passengers were also loaded.

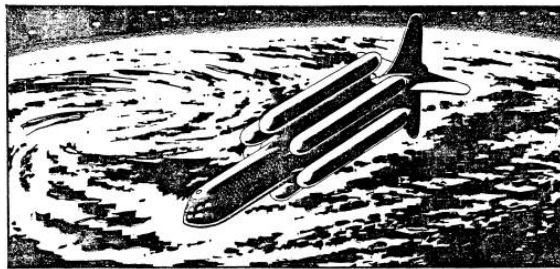
In trading, Gamma Leporis was busy. SIRIUS CYBER bought 8 units of Alloys for 4 HTs each and took a Contractor's position. HARRIMAN ENTERPRISES then did the same to become Market Manager. HAPPY FEATURES' bid of 3 to buy found no sellers.

At Epsilon Eridani, HARRIMAN ENTERPRISES sold 7 Liquors for 17 HTs each to gain a Dealer's position and then 5 Petroleum for 9 HTs apiece.

Delta Pavonis saw PETROLEUM AND OTHER COLONIAL GOODS sell 5 Isotopes at 9 HTs while AMALGAMATED INTERSTELLAR MINERALS couldn't find a market. SIRIUS CYBER bought 10 Petroleum for 8 HTs each and gained a Dealership.

Tau Ceti saw HARRIMAN ENTERPRISES trying to sell Isotopes at 8 HTs, but the price fell, so no trading was done.

AMALGAMATED INTERSTELLAR MINERALS used their agent, Ferret, to buy 6 Isotopes at Mu Herculis and then bid 16 HTs to buy Monopoles, ending up with 10 units and a Contractorship.



LB Wood
1987
THE POCKET BOMBER "TERNSTAR"

At Sigma Draconis, AMALGAMATED INTERSTELLAR MINERALS bought 5 Isotopes on contract.

Alpha Centauri saw HARRIMAN ENTERPRISES selling 6 Isotopes for 7 HTs apiece and gaining the Market Manager position. COSTA NOSTRA sold 2 more Isotopes for 8 HTs each while AMALGAMATED INTERSTELLAR MINERALS' bid of 8 to sell was ignored. HARRIMAN ENTERPRISES sold 4 Spice for 15 HTs each.

Beta Hydri saw MINING & MORE selling 8 Alloys for 11 HTs using their Market Manager's position and they also sold 2 Isotopes for 8 HTs apiece. PETROLEUM AND OTHER COLONIAL GOODS sold 9 Spice for 16 HTs each and were awarded a Contractor's position. Finally, PETROLEUM AND OTHER COLONIAL GOODS finished by selling 6 Petroleum for 7 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	5th	48 34	Mark Cowper
B TMT	3 7 0	21	1st	897 34	Jerry Elsmore
C AIM	10 0 5	0	6th	17 40	Paul Evans
D Harriman Enterprises	10 4 2	0	7th	937 40	Anthony Gilbert
E Happy Features	10 0 5	0	4th	450 40	Mike Dyer
F PCG	10 0 8	5	3rd	912 40	Przemek Orwat
G Sirius Cyber	10 3 2	12	2nd	344 40	Charlie Sundt
H Mining & More	10 0 4	0	8th	817 35	Sergiusz Orwat

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

Market Positions

Sys	*	Dlrs	Cntrs	MM
GL	A	A	G	D
EE	A	G		
	I	D	G	
	L	D		
	M			

Sys	*	Dlrs	Cntrs	MM
EE	P	D G		
	S			
DP	A	E		
	I	F H		
	P	G	F	

Sys	*	Dlrs	Cntrs	MM
DP	S			
TC	A	D	A	
	I	C G H	DF	
	P	F G H		
MH	A	D		
	I	H	C	E
	L	E		
	M	DF	C	
	P	H	D	
SD	A	C		
	I	F G	C	
	M			
	P		F	
	S	E F		

Sys	*	Dlrs	Cntrs	MM
AC	A	C G		
	I	C G	E	D
	L	E G		
	M	D		
	S	D E F		
BH	A	A		H
	I	D G		
	M	A F		
	P			F
	S		F	

* Commodity: Alloys/Isotopes/Liquors/ Monopoles/Petroleum/Spice

Entries are Corporation ID letters as Dealer, Contractor or Market Manager.

News

There are no new News chits this turn. The current list (new chits in **bold**) is: Turn 13P2, C4 Turn 14B6 Turn 15P4

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

GM Notes

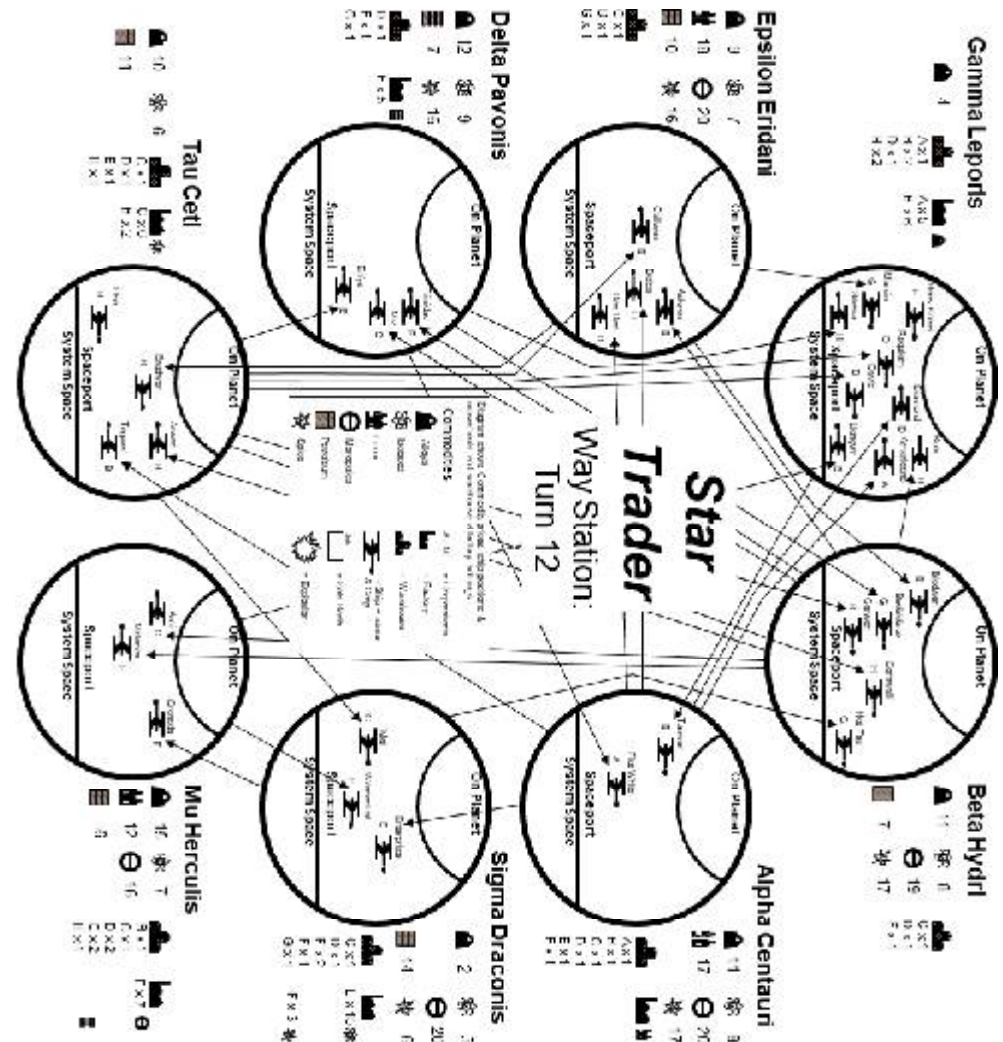
If you don't have a Market position as a Contractor or a Market Manager, you cannot order to buy or sell on Contract.

You cannot order to take an OP chit that someone has told you about UNLESS you can see the chit yourself with your connections.

You can, of course, act on a future event if someone has shared that information with you.

To take an OP chit with an illegal commodity (Slaves, Weapons or Tempus), you must order your ship to land On Planet. Read section 17 of the rules, especially the bit about managing to get past planetary defences without any advantages.

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ or by e-mail to mike_dommett@yahoo.co.uk by Friday, 12th August 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 17). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

Orders for April 1674 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 19th August 2022



March 1674 (361)

Spring is here! Or hereabouts, anyway. The first watery sunshine of the new season hits Paris, illuminating the houses, streets and courtyards of the city. And flashing off bright steel blades wielded in more obscure corners. Though, by the time the authorities are alerted, there is nothing to see except the odd pool of blood and the occasional corpse.

Ben e'Volence and Terence Cuckpowder have a grudge to settle. They have sabres with which to do this and a second each to ensure fair play. Phillipe F'Loppe supports e'Volence and Zavier Ulric Turenne stands by Cuckpowder. Chris Knight should be backing up e'Volence alongside F'Loppe, but doesn't turn up. Cuckpowder is a big bloke with bulging biceps, so things don't look good for e'Volence. It turns out Cuckpowder is also far more skilled with a blade and he wallops e'Volence with a slash before his opponent has worked out what's happening. Knowing when he's beaten, e'Volence surrenders to avoid further punishment.

Thomas de la Lune is something of a magnet for duels. He chooses to meet Didier de Malherbe first in a rapier versus rapier contest. Lune may have the heftier build, but he also has several old injuries that even things out. Both men start defensively: a block from Malherbe, a parry from Lune. Lune dodges Malherbe's first attack, a lunge, and lunges himself. This coincides with a cut from Malherbe, which partially deflects Lune's strike. Taking advantage of his opponent's exertions, Lune attacks with a furious lunge of his own, connecting with both lunge and cut. Malherbe concedes the duel, remarking "I am far better with a musket".

Hugh Challavas-Vichy is next on Lune's list. With his fresh wound, Lune now looks the underdog in this rapier fight. Vichy has brought a second, Louis Renault. Lune tries to dodge the lunge he expects, but gets his timing wrong and is run through. He surrenders and is now too injured to take on Lascar Vivrebras. Challavas-Vichy is first of several not met by Jean-Baptiste Barnier – Louis Renault and Maurice Pauvre are the others.

Our last duel this month is thus the meeting between the rapier-brandishing Alexandre Capone and the sabre-carrying Jacques Hatt. Capone has the heftier build; Hatt has the greater expertise. Neither has a second. Capone goes for an immediate (furious) lunge, but Hatt is wise to this ploy: he parries the lunge. He foregoes a riposte, though, to launch into his planned furious slash. He strikes with a slash and a cut in return for Capone's cut – which is less effective with a rapier. The following slash from the rapier is also less of a blow than it would be with a sabre. Hatt's superior skill now comes into play as he hits with two slashes to Capone's single lunge. And that is deflected by the second slash. After that battering, it's no surprise that Capone surrenders.

From Brigadier to Brigade Major

Burger de Boeuf is a new face in Paris, but it seems he has friends. One friend, anyway, as Tarquin le Hatter calls in a favour to make sure that Boeuf is accepted into the Gascon regiment. Splashing out what he's just borrowed, Boeuf is able to buy his way to Major in the Gascons.

Brevet Lieutenant-General Chris Knight is Brigadier of the Heavy Brigade. He resigns his appointment and his commission to join the Archduke Leopold Cuirassiers, courtesy of the regiment's commander, Rick Shaw. He buys his way to Major and random choice makes him Brigade Major in his old Brigade.

Another fresh arrival, Zeold von Tu, is the latest to be signed up for the Royal Foot Guards by Beau Reese Jean Seine. He buys the rank of Subaltern – well, there are no vacancies for any higher rank.

In his other role, as Minister of State, Beau Reese Jean Seine offers Xavier Money a position in the government as a Minister without Portfolio (with special responsibility for parties). However, Seine gets no response from Money, so the position remains vacant. So, too, does the post of Chancellor of the Exchequer now that Terence Cuckpowder's term has finished.

The advent of spring has Henri DuShite scenting military adventures on the breeze. Accordingly, he volunteers the Royal Marines to join the action in the United Provinces for the season. RM Subaltern Jean-Claude Etienne and Captain Jean-Paul Marsaud get their marching orders forthwith and reluctantly comply.

Greg de Bécqueur is still in disgrace, of course, but he mobilises just the third battalion of the King's Musketeers to join him in action.

Second battalion of the Royal Foot Guards is commanded by Major Eclair de Lame and he, too, wants some action. The Inspector-General doesn't object, so off marches the battalion, taking Captains Dureau Celbonet and Martin de Garnache with it. Having just re-scheduled his debts to finance his expected spring in Paris, Garnache is even less amused than Celbonet.

As the troops hit the road, their ranks are disturbed by a carriage leaving Paris at a gallop. Governor Bernard de Lur-Saluces is off to rendezvous with a Frontier regiment – rapidly recalled from the Dutch conflict – and deal with the disorder that has suddenly arisen in his province.

Two in Bothwell's

There are two social events in Bothwell's to kick off March. The larger of these is hosted by Zavier Ulric Turenne, accompanied by Lucy Fur, who has invited regimental officers (i.e. those up to the rank of Colonel) to "mark the birth of Grand Duke William of Illinois, 49 years ago." Any excuse... Alphabetically, the guests start with Captain Alexandre Capone, who brings Marie Antoinette with him. Major Burger de Boeuf is next, followed by Colonel Balzac Slapdash and Alison Wunderlandt. Unfortunately, the two men are in enemy regiments and a vigorous exchange of challenges follows. Once that has subsided, Balzac realises that he's Toadying to someone who's not only without a title, but of the Merchant class! Only Alison's intervention stops Balzac from storming out immediately. He satisfies himself with issuing a challenge to his host. Ah, that party spirit!

Major Claude de Nord escorts Ava Crisp to the party. Pet Ulante is on the arm of Subaltern Felipe Savant and has to restrain him when he notices his host's absence of nobility. That's another challenge to Zavier. Lieutenant-Colonels Hercule D'Engin and Henri Tard are unaccompanied and Henri tries to get his host to discuss "matters relating to the Frontier Division". He's quickly shut down with a cry of "It's a party, boy!" There's no-one with Captain Lascar Vivrebras, nor accompanying Major Maurice Pauvre. Captain Neville Moore brings Vera Cruz. Bringing up the rear is Subaltern Zeold von Tu, who is disgusted to learn of his host's ancestry and adds his glove to the challenges.

Brigadier-Generals Gaz Moutarde and Justin Thyme have clearly not read the party notice and are refused entry.



The other bash in Bothwell's is hosted by Camille de Polignac and Angelina di Griz. This is clearly aimed at Camille's regimental colleagues. (He proposes a discussion on whether "the Royal Foot Guards [are] the Greatest Regiment in the History of the Royal Army".) However, the only RFG member to turn up is Captain Lou Scannon,

accompanied by Bess Ottede. Other Guardsmen seem to prefer Zavier's do – or even active service. However, Camille does attract a couple of general officers. General Jean Jeanie escorts Jacky Tinne. Brigadier-General Xavier Money has Kathy Pacific on his arm and is disappointed not to find anything to snigger at. Their entertainment is watching Camille chuck cash on the club's gaming tables. At 500 crowns a time, he cuts his first bet when he sees what the house rolls, but then wins three in a row. A final cut reduces his winnings to just a thousand crowns – and plenty of respect.

Other members in Bothwell's, both steering clear of the parties, are Charles Trenet, "canoodling" with Leia Orgasma, and Tarquin le Hatter, drinking with his mistress, Deb Estaround.

Meanwhile, at the Fleur de Lys, there's some quiet drinking going on. Beau Reese Jean Seine is there with Madelaine de Proust. Pierre Cardigan and Edna Bucquette occupy a booth. And Terence Cuckpowder is showing Katy Did a good time (little does she know she's about to be dumped as Terence starts playing the field). In Hunter's we find Pierre a'Noyer and Sue Briquet. Petit-Garson Riche and Emma Roides are rare visitors to the Horse Guards club. Having re-scheduled his loans, Mustafa Lekk takes Mary Huana to enjoy the Frog & Peach. Thomas de la Lune and Violet Bott have Red Phillips to themselves. Thomas is looking pleased with himself as a loan from Terence Cuckpowder has allowed him to pay off his other debts. Now he just needs to repay Terence.

With no organised social events in week two, Paris seems a bit quieter. Except in the Fleur de Lys, which is definitely busier (as are the gyms). Les Anonyme is here with Carole Singeurs and they welcome Zavier Ulric Turenne and Lucy as their guests. After a visit to the Louvre to pay his respects to His Majesty (they're getting on a like a house on fire, apparently), Leonard de Hofstadt brings Frances Forrin to the club where they are joined by several Toadies. First, Ben e'Volence brings his latest conquest, Lotte Bottle, but abandons her to exchange challenges with his enemy, Les. Second, Lou Scannon escorts Bess. And, third, there's Phillippe F'Loppe and Freda de Ath. Phillippe is clearly feeling flush. Not only has he paid off his debts, he presented the moneylenders with a bottle of fine cognac as a thank you! And now he insists on buying the best champagne for his host. This leaves Pierre Cardigan and Edna still in their favourite booth. Not too far from the Fleur we find Tarquin le Hatter, accompanied by a bunch of unhealthy-looking louts in ill-fitting grey uniforms. They are distributing flyers with a crude caricature of Pierre Cardigan and the legend "Traitor to the Crown".

Camille de Polignac and Angelina are back in Bothwell's to throw some more money around. This time Camille wins his first bet, loses one, wins the next two and loses the last. He's still ahead on the week and garners more regard for his profligacy. Staying out of his way are the canoodling Charles Trenet and Leia and Xavier Money and Kathy.

Jacques Hatt has a new belle to show off: Cath de Thousands. He does so at Hunter's where he has a captive audience. Otherwise known as Toadies, or regimental colleagues: Henri Tard and Louis Severin Descartes. The earnest Henri insists they spend some time remembering fallen comrades while Louis is showing off his new lady friend, Sheila Kiwi. He proposes the GDMD should hold a horse race.



In between failing to court the object of his desires, Roger d'Horne tries his hand at this gambling lark, choosing the privacy of his new club (the Horse Guards) to do so. A 250-crown wager is substantial enough and Roger puts down six of them. This is despite losing his first bet. Winning the second encourages him. But he cuts the third. Another win puts him back on track, but another cut and a final loss see him out of pocket at the end of the week. Paris does like a gambler, though. What with this and his failures courting, poor Roger is quite worn out and takes to his bed for the end of the month.

Blue Gables gets visitors this week: Hugh Challavas-Vichy and Ingrid la Suède. Mustafa Lekk and Mary return to the Frog & Peach. And Didier de Malherbe and Josephine Buonoparte are to be found in Red Phillips.

One in Bothwell's

Lou Scannon's low key invitation for drinks at Bothwell's attracts the biggest crowd of the month – bigger than the two earlier parties put together. Lou and Bess pretty much take over the whole club for week three. Starting the guest list, we have Alexandre Capone and Marie. Burger de Boeuf is next, picking another fight with the man behind him, Balzac Slapdash (who escorts Alison once more). Claude de Nord accompanies Ava (who doesn't realise what he's up to in the weeks when she doesn't see him).

Leia is canoodling with Charles Trenet again. Felipe Savant brings Pet. Gaz Moutarde is on his own, having left his lady at home (where Gaz can be found for half the month). Hercule D'Engin is also a solo visitor. As is Jacques Hatt – has he had enough of Cath already? Justin Thyme brings Guinevere d'Arthur. Louis Renault has no plus-one. Sheila arrives on Louis Severin Descartes' arm and stays there as Louis works the room, drumming up support for a horse race at the Prix d'Or. Louis's arrival provides some company for his regimental colleague, Jacques. Lascar Vivrebras was unlucky in love last week (despite the fresh flowers), so is still on his own.

Taking a break from the Frog & Peach, Mustafa Lekk appears with Mary. However, it turns out his uniform is anathema to Alexandre – and vice versa.

That's another duel on the way. There's nobody with Maurice Pauvre. Neville Moore brings Vera. Rick Shaw arrives proud as punch to have Maggie Nifisent on his arm (Dureau Celbonet will have something to say about this, mind you). His smile is wiped off by the presence of two regimental enemies: Jacques and Louis (SD). So that's three duels for Rick. Thomas de la Lune provokes another storm of challenges when he arrives. He is descended on by Lascar, Louis (Renault) and Maurice. With all this going on, Tarquin le Hatter and Deb aren't noticed. Despite Tarquin's entourage in grey uniforms. Nor does anyone pay attention to the arrival of Xavier Money and Kathy.

The contents of the Fleur de Lys look much the same as they did the week before. Les Anonyme and Carole host Xavier Ulric Turenne and Lucy again. Leonard de Hofstadt and Frances have Ben e'Volence and Lotte plus Phillippe F'Loppe and Freda as their guests. And Pierre Cardigan and Edna are in their usual places. Ben and Les exchange challenges again. However, the other clubs are left empty by the attraction of Bothwell's. And Zeold von Tu is an increasingly sorry sight as he trails from club to club looking for someone with the initials "LC" who's throwing a party.

Things quieten down for the end of March, but the Fleur remains busy. Les, Carole, Xavier and Lucy are in their corner. Their own bash out of the way, Lou Scannon and Bess re-join Leonard and Frances and their other guests: Ben, Lotte, Phillippe and Freda. The exchange of challenges between Ben and Les has become something of a ritual. Pierre and Edna retain their positions. And Jean Jeanie turns up, with Jacky Tinne on his arm.

Bothwell's has several members in attendance. Camille de Polignac and Angelina are busy on the gaming tables once more. Camille wins his first two bets, but cuts the next three. His month has been nicely profitable, as well as doing his social standing some good. Charles Trenet brings Leia for more canoodling. Justin Thyme is there with Guinevere. Xavier Money continues to show Kathy a good time.

Louis Renault has a week in Hunter's with Di Lemmere for company, having not taken her to Lou's party the week before. Hugh Challavas-Vichy returns to Blue Gables with Ingrid. Maurice Pauvre also visits to check out his new club. In the Frog & Peach it's Mustafa Lekk and Mary as usual. However, there's also a new arrival: Henri Tard, who has captured the affections of Anna Rexique (thanks to a large bunch of Dutch tulips, grown from bulbs seized in the war) and has brought her to his new club so that everybody knows. The Prix d'Or gets a rare visit from the higher echelons of Parisian society as Louis Severin Descartes checks out the race course. He's brought a couple of Subalterns with him, all on horseback, but the management quickly puts a stop to any thought of them racing. Unless they want to hire the place, of course... Louis thinks better of that idea and settles for a drink or two with the 'colourful' company he finds there.

As already noted, the gyms are busy this month, especially in the weeks without big social events. However, there's only one man who never leaves. Yes, Jacques

de Gain spends his March practising with his rapier. Chris Knight puts in three weeks with his sabre, concluding his month in the Bawdyhouses for some female company. Bastian de LaGarde starts in the Bawdyhouses and then hits the gym for two weeks of sabre practice and one of rapier.

Getting away from the pressures of high office, Beau Reese Jean Seine spends three weeks with his rapier. Pierre a’Noyer doesn’t have any sort of office, but still needs to work out with his rapier for three weeks. Petit-Garson Riche puts in three weeks with his sabre. Training for a couple of weeks each are Alexandre Capone (rapier), Balzac Slapdash (rapier), Didier de Malherbe (rapier), Hugh Challavas-Vichy (rapier), Jean Jeanie (rapier), Louis Renault (rapier), Neville Moore (rapier), Rick Shaw (sabre) and Thomas de la Lune (rapier).

The damned English!

Perfidious Albion has sabotaged the French war effort. Reneging on his agreement not to, King Charles has made a separate peace with the Dutch. The Treaty of Westminster, signed last month and approved by the English parliament, means England gets the colony of New York (aka New Netherland) back from the Dutch. Galvanised by this, the Dutch and their allies re-double their efforts to repel the French forces from the United Provinces. Luckily, French reinforcements are on hand to thwart them.

There may only be one battalion of the King’s Musketeers in action, but they acquit themselves well under the command of Greg de Bécqueur, seeing off a regiment of Brandenburgers. Brigadier-General Bécqueur characterises this as a medical procedure: “precise application of musket balls to remove malignant growths from enemy soldiers – such as their hearts.” He pockets a couple of hundred crowns worth of loot and finds himself granted an Earldom by an appreciative King.

The Royal Marines make good use of the copious canals and rivers to move around in small boats. Their forays savage the Allied army’s supply trains, though the regiment’s members find they can’t take that much away in their boats. Colonel Henri DuShite manages to plunder a few hundred crowns worth for himself, as does Subaltern Jean-Claude Etienne. There is a Mention in Despatches for Captain Jean-Paul Marsaud, after he pleads to his commander: “We’re gonna need a bigger boat!”

Frontier regiment 2 is bolstered with the second battalion of the Royal Foot Guards under Major Eclair de Lame. And they need it. A vicious firefight with Spanish musketeers leaves both sides claiming a victory, despite the casualties. As there’s no promotion for Major Lame, he receives a Mention in Despatches (“He’s due a promotion”) and pockets a few crowns worth of loot. Captain Dureau Celbonet survives a near miss from a



musketball that leaves a hole in his favourite hat. Enraged, he dives into the fray and grabs the nearest Spanish officer. The ransom comes to a respectable 250 crowns. This brings him a Mention as well (“Always good to take prisoners”). His colleague, Captain Martin de Garnache, is saved by the thickness of his uniform when his musket explodes. His reward is some superficial powder burns and a badly scorched tunic.

Frontier regiment 3 has been detached to deal with unrest under Military Governor Bernard de Lur-Saluces. These peasants are definitely revolting. Confronted by a mob waving pitchforks, axes, threshing flails and bills, the soldiers charge their weapons and wait for the order to fire. And wait... Luckily, the peasantry realises the threat of the soldiers’ guns and melt away. Lieutenant-General Lur-Saluces is found to be busy ‘inspecting’ wagons of ice en route to Paris. His explanation does not cut much ice and, with the locals still rioting, he will have to stay in the provinces for the time being. ❖

Press

Announcements

To JdG:

My Dear Count General de Gain,
As a result of initial inspections of the Frontier Division and finding its forward elements in a most regrettable and perilous state, I have asked the Divisional Adjutant of the Frontier Division to resign. I have asked Lt.Col Henri Tard of the GDMD to fill the position when it becomes empty and he will apply his extensive knowledge of Stirrups and things to improving the Scouting ability of the Frontier Division and thus the Intelligence available to you as Commander of His Majesty’s 1st Army.

Additionally, I have asked my current Divisional Aide to leave my service as I require a Specialist Cavalry Officer to assist me with my Personal Stirrups. Captain Descartes, also of the Grand Duke Max Dragoons, is an eminently suitable young Officer with

a Baccalaureate in Equine Management, whom I have tapped to take his place.

I remain yours,

† B.LtGen Turenne
Commander Frontier Division

To: The men of Paris

Sturdy fellows wanted for the Cardigan Crushers! Come join the ranks of the Public Safety Ministry, sign up for a career of civic duty and defending the streets of Paris from rogues, cut-throats and Pierre Cardigan.

I am calling upon interested fellows of a hardy constitution and strong arm to enlist in my personal bodyguard. Prestigious free quality grey uniforms provided and plenty of perks included (lots of beer and a complimentary monthly ticket to the Bawdyhouse).

Apply direct to me.

† Tarquin le Hatter
Deputy Commissioner of Public Safety
C/o The KM Barracks

From Brevet Brigadier General Jacques Hatt,
To be posted in military facilities in Paris:

“For those seeking military opportunities, please contact BBG Hatt. The GDMD is looking for a few good men.”

Should they be able to handle the truth?
† Le Roi

The RFG is [open to] new recruits. Apply to regimental HQ.

† BRJS, Officer commanding RFG

Social

Minutes of the Anniversary Toast at Bothwell's to Grand Duke William Gentlemen,

Thank you all here assembled at Bothwell's for regaling us with your tales of Travelling all over Europa, how each of you in the Service of His Majesty the King have held united the Houses of France and protected them from being Divided from without. How those of you from the Cavalry Arms ride brandishing their Brilliant Lances (despite those from Grand Duke Max appearing Blue from Cold) I propose A Toast on this, the Observation of the Anniversary of Grand Duke William of Illinois 49 years ago

Let us raise our Glasses in an honoured toast to François Chadwick, L'Ouren Ouiseman and d'Airelle Hany, whose efforts assembled the Manual of Arms we all live by which has helped us each take that fateful Command Decision with Fire and Steel in the King's Service.

I'd ask you to spare a few crowns for Paul the Match-Seller at the rear of the Club's Stables, who when not selling Wax Vestas toils day and night at the Printing press turning out copies of Grand Duke William's Manual of Arms to provide food for his beloved Small Furry Creatures who live in the Stables with him there. Gentlemen! Raise your Glasses! A Fierce and determined shout and three cheers of “En Garde!” To The King and Grand Duke William!

I intend to apply for re-appointment as Minister of War in May and would welcome the advice and information of any officer of His Majesty's army and marines of SL 17 or above concerning the performance of our soldiers and how matters might be improved. I shall be holding 'sessions' at the Turkish Baths attached to the Fleur Weeks 2-4 in April and you and your mistresses are most welcome to attend. Your costs will be paid but please bring your own towels!

† Bastian de LaGarde,
Minister of War

To all Cavalry Brigades and Regiments,

It has been a long time since the last horse race at Le Prix d'Or! Isn't this a wonderful opportunity to show off our horsemanship for the glory of our regiments?

Which established cavalry General would step up and sponsor a race? I would be happy to help organise and add some crowns to the pot.

Giddy-up, let's race!

† Louis Severin Descartes,
Captain GDMD

Jacques As Memorial Stakes

His Highness the Dauphin is pleased to sponsor the fourth annual horse race in memory of the late Minister Jacques As. This takes place in week 4 of April and the Crown Prince is pleased to offer a magnificent prize fund of 5,000 crowns. **Those taking part in the race** are welcome to Toady to His Highness afterwards with their ladies.

Young Gentleman of Paris

Annual General Meeting 1674

This will take place in the 2nd week of April 1674 at the Horse Guards Club. Here we will elect a Chairman, Secretary, Treasurer and Party Organiser. Nominations by 1st April 1674. This is a secret ballot amongst YGoP members only and will be decided by who bangs on the desks the loudest (which is why we are hosting it at the HG club as it won't disturb anyone else). The meeting will begin with a minute's silence in honour of Brigadier Marc de Zorro and then a minute of ranting against the foul Dutch with their silly clogs and pathetic tulips and the horrible Spanish with their oversize onions and pithy Seville oranges.

The YGoP is a non-profit making organisation open to ALL gentleman of Paris (so this obviously does not include any member of the Dragoon Guards, who will be turfed head-first into the nearest midden by the door staff if they try to gate-crash). Mistresses are welcome, all carousing costs are met by the chair, currently Petit Garcon-Riche. Toadying is highly encouraged.

Party Week 1 of April at my club. RFG, KM and Ministers welcome.

† BRJS

Personal

Lord Percy Percy says, as fashion tends towards the tedious, Charles Trenet is very fashionable.

Dear Bdr-General Hatt,
Cheer up, there are plenty more fish in the sea.

Sincerely,

† Captain Capone

Dear Count Jean Jeanie

I need your help. During the recent campaign against the Dutch and their allies, the Spanish, I expressed an opinion that the best way to see off the Dutch Phalanx was to drive the Cavalry at it from the side, because the book my father lent me when I was 5 years old on Successful Campaigns of Roman Generals AD 79-300, said that the pikemen get the pikes all jumbled up and lose cohesion. Imagine my embarrassment when Brigadier de Zorro told me that this was about a millennium out of date and I would best get back to my admin duties.

I have asked around and you are noted at being one of the greatest proponents of tactics that our great country has ever produced. I am wondering if you would undertake a series of lectures to help educate me in the ways of war, even acting as my mentor? Obviously, I would cover any costs and fit in with your schedule.

Your loyal servant,

† Sir Petit Garcon-Riche

Primus: “What’s that?”
 Secundus: “The honesty of the self-styled deputy CPS.”
 Primus: “It’s an empty box.”
 Secundus: “What did you expect?”

Minister BRJS,
 Next time, maybe we should just coordinate gatherings better. Or we could see what happens if we attend each other’s?
 † JJ

Poetry Corner

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

Parisian sights with meaning for me:
 Le Notre Dame, Les Tuileries,
 Rue St Jacques and Rue Mouffetard.
 I’ll add a puzzle, it’s not too hard,
 Who lived at 51 Rue Montmorency?
 He has a tomb in the Musée de Cluny
 But when you know I speak of whom,
 You’ll wonder why he needs a tomb.
 † Henri Tard

Points Arising

Next deadline is 19th August

I’ve realised a consequence of holding over the duels of characters without orders is that their opponents gain SPs. I don’t see this as a problem, but I’ll keep an eye on it to make sure it doesn’t get out of hand.

The Jacques As Memorial Stakes will take place in week 4 of April. This is a horse race sponsored by Priny in memory of the late Minister of State. The prize pot will be 5,000 Crowns this year. Newer players may want to check the Horse Race rules in the

Marc d’Zorro, Horse Guards’
 Brigadier,
 Was a hero who didn’t know fear!
 His brigade took a beat,
 But he wouldn’t retreat –
 Now they look for a new Brigadier!
 In memoriam,
 † Louis Severin Descartes

On the passing of Rex Le Chien:
 Rex Le Chien was a friend of mine:
 He took my money,
 He drank my wine.
 Then he was taken,
 The unlucky swine,
 Without so much as a quick ‘Adieu’
 Or a short, written note saying ‘IOU’.
 God forgive me as he won’t get old.

LPBS house rules. Older ones may want to as well. And me.

I have deemed Tarquin le Hatter’s actions (while technically not Press) to be sufficiently insulting to give Pierre Cardigan cause for a duel (see house rule 13.9).

Absent friends

I had no orders (“No Move Received” – NMR) from the following and they suffered the consequences:
 JBB Jean-Baptiste Barnier (Mark Nightingale) 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.

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

Alexandre Capone asks NPC Major 1 of 13th Fusiliers to resign

Alexandre Capone asks NPC Major 2 of 13th Fusiliers to resign

Didier de Malherbe asks NPC Aide to Lt. General (ZUT) to resign

Didier de Malherbe applies for Aide to Lt. General

Louis Severin Descartes asks NPC Aide to Lt. General (ZUT) to resign

Louis Severin Descartes asks NPC Aide to General (JdG) to resign

Louis Severin Descartes asks NPC Aide to General (JJ) to resign

Louis Severin Descartes applies for Aide to Lt. General

Louis Severin Descartes applies for Aide to General

Rick Shaw applies for Brigadier of Heavy Brigade

Thomas de la Lune asks NPC Major 1 of 4th Arquebusiers to resign

Zavier Ulric Turenne asks NPC Aide to Lt. General of Frontier Division to resign

Zavier Ulric Turenne asks NPC Division Adjutant of Frontier Division to resign

Zeold von Tu asks NPC Ensign, King’s Escort to resign

Zeold von Tu applies for Ensign, King’s Escort

Duels

Results of March’s duels

Terence Cuckpowder (with ZUT, gains 1 Exp) beat Ben e’Volence (with PFL).

Hugh Challavas-Vichy (with LR, gains 1 Exp) beat his enemy Thomas de la Lune.

Thomas de la Lune declined to meet Lascar Vivrebras as he was under half Endurance.

Jacques Hatt (gains 1 Exp) beat Alexandre Capone.

Thomas de la Lune (gains 1 Exp) beat his enemy Didier de Malherbe.

Grudges to settle next month

Burger de Boeuf (Rapier, Seconds CdN, 5 rests) and Balzac Slapdash (Rapier, adv.) have mutual cause for being in enemy regiments.

Balzac Slapdash (Rapier, adv.) has cause with Zavier Ulric Turenne (Foil, Seconds GM & LR, 5 rests) as he's not Noble but higher SL.

Felipe Savant (Rapier, adv.) has cause with Zavier Ulric Turenne (Foil, Seconds GM & LR, 1 rests) as he's not Noble but higher SL.

Zeold von Tu (Rapier) has cause with Zavier Ulric Turenne (Foil, Seconds GM & LR) as he's not Noble but higher SL.

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

Alexandre Capone (Rapier, adv.) and Mustafa Lekk (Rapier, Seconds CK) have mutual cause for being in enemy regiments.

Jacques Hatt (Sabre, Seconds HT & LSD, adv.) and Rick Shaw (Sabre, Seconds JiT, 1 rests) have mutual cause for being in enemy regiments.

Louis Renault (Rapier, Seconds ZUT & HCV, adv.) and Thomas de la Lune (Rapier, 1 rests) have mutual cause for being in enemy regiments.

Louis Severin Descartes (Sabre, Seconds JH & HT, 3 rests) and Rick Shaw (Sabre, Seconds JiT, adv.) have mutual cause for being in enemy regiments.

Lascar Vivrebras (Rapier, Seconds DdM, adv.) and Thomas de la Lune (Rapier) have mutual cause for being in enemy regiments.

Maurice Pauvre (Rapier, Seconds LR & ZUT) and Thomas de la Lune (Rapier) have mutual cause for being in enemy regiments.

Pierre Cardigan (Sabre, Seconds BRJS, adv.) has cause with Tarquin le Hatter (Rapier, Seconds XM & CdN, 5 rests) for insults.

"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.

Duels held over to June

Hugh Challavas-Vichy versus Jean-Baptiste Barnier.

Jean-Baptiste Barnier versus Louis Renault.

Jean-Baptiste Barnier versus Maurice Pauvre.

Dureau Celbonet versus Rick Shaw.

Eclair de Lame versus Terence Cuckpowder.

New Characters

None

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal TIH
Provincial Military Governors: BdLS/N/N/N/N	
City Military Governor N	Adjutant-General N
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety EdL (until end May 1674)	
Chancellor of the Exchequer __	
Minister of Justice GdB (until end August 1674)	
Minister of War BdLG (until end May 1674)	
Minister of State BRJS (until end January 1675)	

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)	Jl/N/BeV/N
Guards Brigade (Defence) - RFG CG KM	
Second Army (Assault)	JdG/__/N6/N
First Division (Assault)	
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)	ZUT/N/N4
Frontier Regiments (Assault)	
Third Army (Field Ops)	N6/N/Anon/N
Cavalry Division (Field Ops)	
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	53	Comfy	Fld Marshal/Min w/o Port	7	Frances	Flr	5	Neil Packer	
BRJS	Count Beau Reese Jean Seine	24	67	Comfy	Colonel RFG/State Min.	11	Madeline	Flr	4	Bill Hay	
PC	Count Pierre Cardigan	24	44	Withy	Colonel CG	10	Edna	Flr	5	Matt Shepherd	
JdG	Count Jacques de Gain	23	70	Fthy	General/2nd Army Commdr	24		Flr	6	Ben Brown	
JJ	Count Jean Jeanie	23	65	Fthy	B.General/1st Army Commdr	32	Jacky	Flr	3	Andrew Kendall	
BdLG	Earl Bastian de LaGarde	23	56	Rich	Lt.Colonel RFG/War Minister	5		Flr	1	Jerry Spencer	
BdLS	Viscount Bern'd de Lur-Saluces	22	F	Fthy		16		Flr	3	Rob Pinkerton	
CK	Count Chris Knight	21	55	Rich	Major ALC/Hvy Brigade Maj.	14		Flr	2	Paul Wilson	
TC	Viscount Terence Cuckpowder	21	33	Comfy	Bdr-General	6	Katy	Flr	6	Mike Dommett	
GdB	Earl Greg de Bécqueur	20	F	Withy	B.Bdr-General KM/Justice Min.	10		Flr	5	Anthony Gilbert	
Anon	Sir Les Anonyme	19	33	OK	Colonel 53F/3rd Army Adjutnt	3	Carole	Flr	4	Bruno Giordan	
BeV	Baron Ben e'Volence	19+63	Withy	B.Bdr-General	CPC/1st Army Adj't	6	Lotte	Flr	3	Ash Casey	
CdP	Sir Camille de Polignac	17+60	Withy	Major RFG/Gds Brigade Maj.		4	Angelina	Both	4	James McReynolds	
HDS	Baron Henri DuShite	16	F	Rich	Colonel RM	12		Both	4	Dave Marsden	
LS	Lou Scannon	15	39	Withy	Captain RFG/LtGen's Aide (BdLS)	4	Bess	Both	2	John Cooke	
XM	Sir Xavier Money	15	32	Withy	Bdr-General	7	Kathy	Both	3	Pam Udowiczzenko	
GM	Sir Gaz Moutarde	15	32	Withy	Bdr-General	4		Both	2	Mike Clibborn-Dyer	
EdL	Sir Eclair de Lame	15	F	Withy	Major RFG/CPS	8		Both	3	Peter Farrell	
TIH	Tarquin le Hatter	14	41	Comfy	Lt.Colonel KM/FMshl's Aide	2	Deb	Both	5	Jason Fazackarley	
DC	Dureau Celbonet	14	F	Withy	Captain RFG	5		Both	3	Paul Murphey	
ZUT	Zavier Ulric Turenne	13	41	Comfy	B.Lt-General/Fntr Div Commandr	4	Lucy	Both	1	Bob Blanchett	
RS	Sir Rick Shaw	13	37	Comfy	B.Bdr-General ALC	2	Maggie	Both	6	Charles Burrows	
NM	Sir Neville Moore	13	30	Withy	Captain RFG/REG Regt. Adjt.	1	Vera	Hunt	2	Cameron Wood	
CT	Charles Trenet	13	30	Withy	Captain RFG	1	Leia	Both	3	Graeme Morris	
PFL	Sir Philippe F'Loppe	13+53	OK	B.Bdr-General	DG	3	Freda	HGds	4	Phil Urquhart	
JIT	Baron Justin Thyme	13+43	Withy	B.Bdr-General	QOC	9	Guinevere	Both	2	Gerald Udowiczzenko	

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
PGR	Sir Petit-Garson Riche	12	23	Comfy	Major QOC/HGds Brigade Maj.	1	Emma	HGds	2	Mark Cowper	
LR	Sir Louis Renault	12	22	Comfy	B.Bdr-General PM	2	Di	Hunt	4	Roy Bleasdale	
MidG	Martin de Garnache	12	F	Poor	Captain RFG/BdGen's Aide (BRJS)	3			4	Bill Howell	
JH	Sir Jacques Hatt	11	32	Comfy	B.Bdr-General GDM	4	Cath	Hunt	3	Joel Halpern	
PaN	Pierre a'Noyer	11	16	OK	Captain RFG	3	Sue	Hunt	3	Tym Norris	
CdN	Claude de Nord	9	25	Comfy	Major KM/BdGen's Aide (PFL)	3	Ava	Hunt	4	Andrew Larder	
HDE	Hercule D'Engin	9	20	Comfy	Lt.Colonel 53F	4		BG	2	Gerry Sutcliffe	
HCV	Hugh Challavas-Vichy	9	17	OK	Lt.Colonel PM	2	Ingrid	BG	5	Nik Luker	
ZVT	Zeold von Tu	9	14	Poor	Subaltern RFG	5		Hunt	3	Tim Macaire	
BS	Balzac Slapdash	9+31	Comfy	Colonel PLLD		9	Alison	BG	5	Matthew Wale	
ML	Mustafa Lekl	9+31	Comfy	B.Bdr-General	27M/3 F Brigadier	6	Mary	F&P	2	Graeme Wilson	
FS	Felipe Savant	9+28	Poor	Subaltern RFG		5	Pet	BG	4	Brick Amundsen	
LV	Lascar Vivrebras	8	26	Comfy	Captain PM	4		BG	4	Olaf Schmidt	
MP	Maurice Pauvre	8	26	Poor	Major PM	2		BG	4	James Waters	
RdH	Roger d'Horne	8	15	Comfy	Lt.Colonel QOC	1		HGds	4	Steven Malecek	
LSD	Louis Severin Descartes	6+35	Comfy	Captain GDM		2	Sheila	F&P	1	Chris Schotmann	
HT	Henri Tard	6+35	OK	Lt.Colonel GDM		7	Anna	F&P	3	Nigel Monaghan	
TdLL	Thomas de la Lune	6+20	OK	Captain 4A		3	Violet	RP	5	Peter Card	
DdM	Didier de Malherbe	5-5	OK	Captain PM		1	Josephine	RP	4	Rik Stewart	
AC	Alexandre Capone	5+31	Poor	Captain 13F		3	Marie	RP	5	Ray Vahey	
JPM	Jean-Paul Marsaud	4	F	Poor	Captain RM	6		RP	3	Anthony Gilbert	
BdB	Burger de Boeuf	4+28	Poor	Major Gscn		4		RP	3	Rob Bartlett	
JBB	Jean-Baptiste Barnier	3	F	Poor	Captain 4A	6		RP	4	Mark Nightingale	
JCE	Jean-Claude Etienne	3	F	OK	Subaltern RM	5		RP	4	Tim Rattray	

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, Fthy = 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+