

That would be enough

This has been issue 228 of *To Win Just Once*, published 19th October 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 28th October 2022.

Orders for *LPBS* and By Popular Demand plus any other contributions to Pevans by Friday 4th November 2022.

(Remaining 2022 deadlines: 2nd/9th December)

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 in the queue for the next game. (Working map and rules provided).

Star Trader – Mike Dyer and Pevans are up for the next game. Who else? (Rules provided)

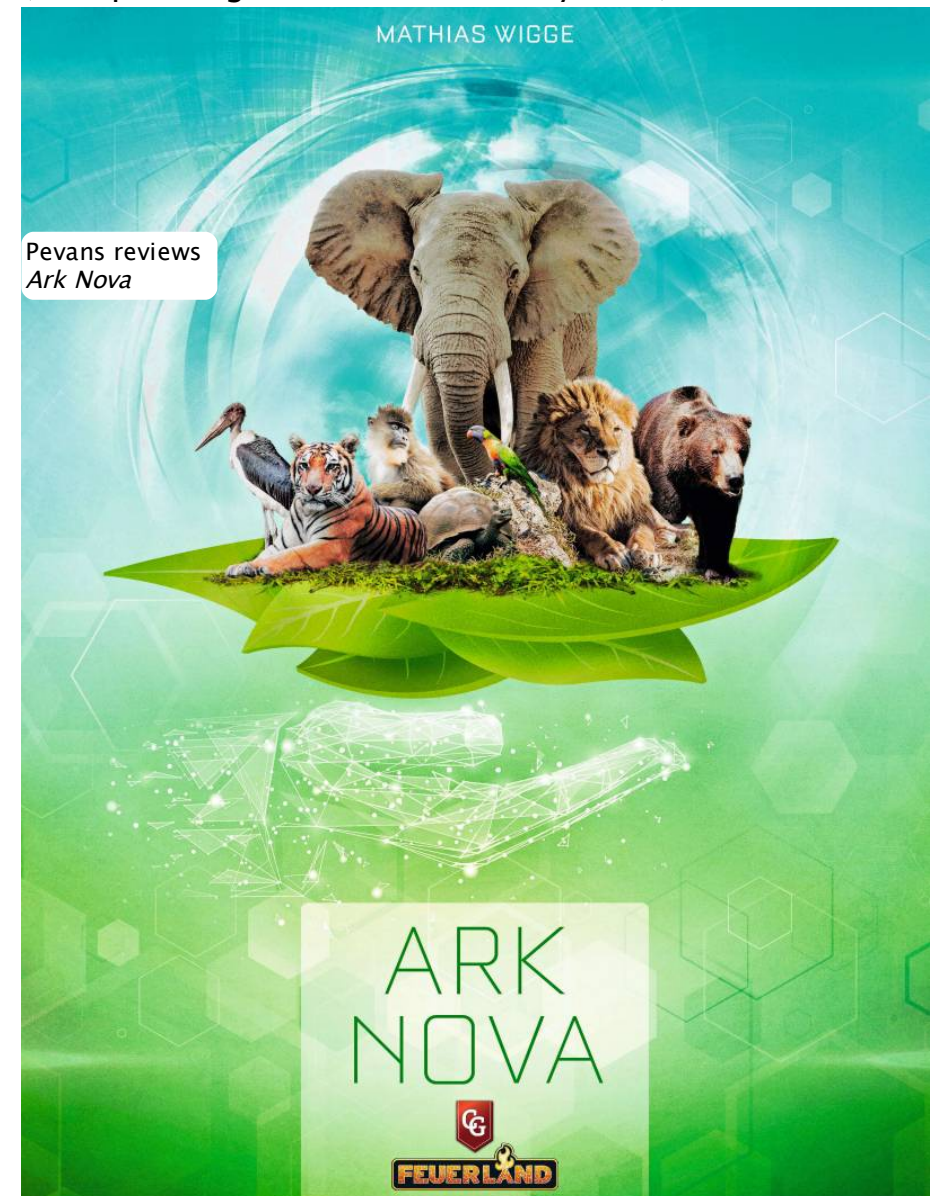
Credits

To Win Just Once issue 228 was written and edited by Pevans. The *LPBS* masthead (page 20) is by Lee Brimmicombe-Wood, as are all the other drawings. Game and book artwork is courtesy of the publisher. Pevans took the photos and played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

A couple of weeks away was a welcome break. Especially when spent in a “luxury holiday apartment” with huge windows giving a view over the sea. As this was in Northern Ireland, there were also in-laws to see, plenty of Guinness to drink and too much food to be eaten.

I also finally went on the Bushmills distillery tour – something that’s been on my wish list since I started visiting Norn Iron. It was an entertaining hour in the company of our guide, the engaging Andy, followed by whiskey tasting. And, of course, an exit through the gift shop. Plus, I now know the difference between Scotch whisky and Irish whiskey (it’s not just the extra e).

My first walk once we were home was just after I’d seen on the news that HS2 had switched on their boring machines. The site I see on my walk westwards is the West Ruislip portal, whence said machines are tunnelling into London. I thought this might mean more visible activity, but the only change when I went past was a louder, deeper background hum. Though there were all these stacks of curved concrete slabs, presumably sections of the tunnel lining waiting to be installed.



I realised it was definitely Autumn on this walk as the acorns crunched underfoot and there was the occasional clatter as more squirrel food cascaded down the branches of the oak trees.



I’d say this looks like Autumn

The river (river!) Pinn was full of water, but flowing more slowly than the last time I visited. Maybe HS2 have stopped pumping stuff into it. And Pooh sticks was an easy win for thick stick as thin stick hit the still-dense foliage.

Earworms: after 12 days at the start of September with a constant background of funereal and church music, I'm stuck with "The Lord's my Shepherd". Still!

Online stats

Through its first two months of publication, August and September, the PDFs of *TWJO* 226 were downloaded 323 times. Issue 227 arrived on 9th September and garnered 223 downloads in the rest of the month. And there were 84 more downloads for *TWJO* 225, taking it to 337 since publication.

Letters

My deadline reminder to *LPBS* players mentioned that I would be busy for a couple of days packing, travelling and unpacking again. This prompted Tim Macaire.

Hope the travelling and packing/unpacking goes well. Is this a holiday or a move? Your Public have a right to know!

Just returning from this year's fortnight in Northern Ireland. It was a tough time, staying in a luxury holiday apartment, close to two sources of excellent draught Guinness and having this view. (The photo is a 180° panorama from outside our window. Good job we were on the ground floor.)



As an aside to other topics, Alex Bardy notes:

I really did enjoy reading Mark Jones's write-up of his experience at the Great British Beer Festival... sounds like he had a blast and discovered several alternative beverages that he wouldn't normally even have considered. This sort of thing is a great way to offer support for both beer lovers and retail businesses, and I congratulate you both on your superb efforts to support the humble independent brewery! Thank you, Mark, and of course you Pevans, for giving him that space. Much appreciated!

Jonathan Palfrey turns to a different subject.

On the subject of spiders, I wonder whether you've read Vernor Vinge's A Deepness in the Sky, which features an intelligent alien species of arachnoids?

For much of the story, the spiders are described from their own point of view, and of course they don't see themselves as spiders: they just see themselves as normal people, and they're presented sympathetically. I still find their spider-like bodies a bit off-putting, whenever I'm reminded of them.

I'd completely forgotten this until Jonathan jogged my memory. Yes, you sympathise strongly with the main spider character and then suddenly get reminded of their multitudinous eyes or something. Of course, I've had to add *A Deepness in the Sky* (and its precursor, *A Fire Upon the Deep*) to my re-reading list now... But Jonathan isn't quite finished.

When I lived in Zambia with my parents in the early 1970s, we used to get large spiders hanging out on the walls, near the ceiling. They didn't tend to come down lower, because the cats would jump at them.

An excellent argument for the presence of cats, I think.

Call me Noah

Pevans plays *Ark Nova*

Having read quite a bit about *Ark Nova* and being intrigued by the theme (a "modern zoo" – which means it's as much about conservation and preserving endangered species as it is about putting interesting animals on display to attract punters), I recently invested in a copy. My goodness, it's a hefty game! A big, deep box, packed full of stuff.

Each player gets their own board to lay out their zoo, fitting 'enclosure' tiles onto the hexagonal grid. The main board just holds a display of cards and the tracks recording players' key attributes. Most importantly, the game ends when a player's

'Appeal' marker (going anti-clockwise and also indicating their zoo's income) meets their 'Conservation' marker (moving clockwise). And a player's score is the difference between their markers (which could be negative).

At the heart of the game is a large deck of cards. 212 of them! Just try shuffling that lot. Most of them are animals – well you are running a zoo – which cost money to play, occupy an enclosure and add to your zoo's Appeal. They may do lots of other things, too, but that's the core.

Here's a view of the whole game at the end of my second solitaire play. You can see the large pile of cards front and centre with the much





smaller discard pile at the other end of the board. My zoo board and cards are in the top left quadrant of the photo with other bits and pieces in the bottom left – the yellow cubes are part of the mechanism for solitaire play.

Other cards (with a blue strip) are sponsors, providing things for your zoo if you meet the requirements. The Penguin Pool, for example, requires a Reputation (a third track on the central board) of at least three, but gives you an extra (odd-shaped) enclosure and generates Appeal when you play bird cards. And some cards (with a green strip) are Conservation projects, allowing you to score Conservation points for what you have: a predator to release into the wild, say (I released a Grizzly Bear into the Serengeti, just for the amusement value). A bunch of Standard Conservation projects is also available from the start of the game, giving players some targets to aim for.

What you do in your turn is governed by a set of Action cards: Build, to add an enclosure; Animals, to add an animal (flipping over an enclosure to show it's full); Cards, to draw more cards; and so on. The strength of the action depends on its position in your row of cards and the one you use goes back to the bottom (strength 1), pushing the others up a notch. Of course, you always want to take advantage of an action when it's at full strength, but sometimes you don't need that – "Animals" at strength 2 is enough to add an animal.

There are a lot of bells and whistles on top of this – and the cards add more complexity. However, a lot of it (like venomous animals) you only need to know about if it occurs (four games: one venomous animal). You can get started with just

the basics of the game. And, as I found in my first solitaire game, you quickly get into the rhythm of taking actions and planning the next one or two.

That first solo game was definitely a voyage of discovery. The rules say that any positive score as the sole player is a win. Mine was -20. However, re-setting the game, I found that I now had much more idea of how to play and the second game was a victorious +15. In fact, it flowed very (suspiciously?) smoothly, with Actions moving to full power just as I needed them. It was quite noticeable at the end that in two games (as I hadn't re-shuffled the deck), I'd got through less than a third of the cards. There's a lot of replayability in there.

The photo opposite is a closer look at my zoo at the end of that game. My Action cards are along the bottom: these start on the blue side, but can be upgraded to the dark red side when you reach certain points in the game. Conversely, you need upgraded Action cards in order to progress beyond certain points.

The brown card to the left of my Action cards is my personal goal (secret in a multi-player game), in this case giving me extra Conservation points at the end of the game for the number of microscope icons in my zoo (I have three from the University tiles on my board and one from an Animal card). Above that are my Animals (cards with a yellow stripe) and Sponsors (blue stripe). My zoo is top centre with a couple of empty enclosures (yellow border), three spaces occupied in my Reptile House and just one animal in my Petting Zoo (indicated by the cubes on tiles). I have plenty of cash left (not worth anything at the end of the game) and have got all my Association workers (the head-and-shoulders meeple) into action.

With two solitaire games under my belt, I took the game along to the next meeting of the Ruislip group and quickly had two volunteers (Paul and Veronica) to play. We used the suggested beginners' starting positions: a specific hand of cards and suggestions for the first few turns' actions (the details can be downloaded from the publishers' websites or BGG). This worked well until we realized I'd given Veronica the wrong set of cards. Oh, how we laughed.

What these selections do is make sure you have some synergy between your cards. Thus, as "Player 4", I added the Australia Conservation card (score points for Aussie animals) and had two such animals in hand. I also had the Ornithologist Sponsor card (get cash every time someone adds a bird to their zoo). And two bird cards. Plus the personal goal of a Large Animal zoo (and I had two large animals).

Over the page is my zoo towards the end of play – note the bird (white icon in a blue circle) and Australia (black in a red circle) icons on my cards (on the right). I've added a large aviary (with just one cube on it so far) to my zoo along with the Penguin Pool (every zoo should have one!)

The one place the multi-player game differs from playing solitaire is the 'Break'. Some actions move the 'Break' marker (a tea/coffee cup piece) along the 'Break' track on the main board. Eventually (depending on the number of players), this triggers a break. Players gain their income (cash, according to the Appeal track,



plus anything shown on played cards) and retrieve their used worker pawns. It's essentially the administrative stuff that happens between rounds in most games, it's just that *Ark Nova* doesn't have set rounds.

The first thing everybody must do in a break is discard cards down to their hand limit. This starts at three, which I found quite painful. Having only three cards in hand is really limiting – it pays to be able to play a 'Cards' action immediately after a break and build your hand back up again. It also means that I find the University tile that increases your hand limit to five really useful.

The break adds an interesting tactical element to the game, as an unexpected break can mess up players' plans. On the other hand, everybody may be in dire need of funds and just willing a break to happen. There's also a small bonus as an incentive for the player who triggers the break.

(The solitaire game is managed a bit differently. You start with seven cubes on a tile and move one after each Action. Once all cubes have been moved, you get a break and then one cube occupies a convert-cash-to-Conservation-points space. Hence you have only six Actions before the next break. Then five and so on until there are only two cubes left and the game ends. This way you know just when a break will occur and can plan for it.)

Our game was slow going at first as we spent our initial cash – adding enclosures and filling them with animals – and ran out of useful actions. I was surprised how long it took to trigger the first 'break'. We ended up actively pushing to get to it.

As the newbies got into the swing of things, the game moved more briskly. However, having more cards in front of you to check each turn slows things down again. We had to call a halt after three hours – it was closing time – without finishing the game. (I estimate we were a good two-thirds of the way through.) It was more than enough to whet everybody's appetite for playing again. Here's a view of the full game (from the others' side of the table). Just look at that stack of unused cards on the right of the main board – there's really no shortage of cards in this game.

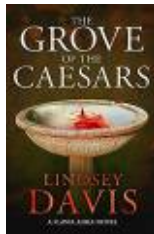


And is it different from the solitaire game? Well, mechanically, there is a difference in how the break works, but the game is essentially multi-player solitaire (which I like). The odd card does provoke some interaction between players – generally of the "take that!" sort – and you also have to keep track of what everybody's up to if you've got cards triggered by other players' actions. (Such as my Ornithologist, generating money when anybody plays a bird. Not that they did. cry) I did find that this game didn't flow as well as my second solitaire game, when everything fitted together neatly, but I suspect I was just lucky with my cards that time.

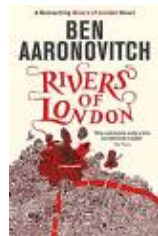
Ark Nova was designed by Mathias Wigge and is published by Feuerland Spiele (Capstone Games produce the US edition). It is a board game for 1-4 players, aged 14+, and takes 90-150 minutes to play. It gets 9/10 on my highly subjective scale. (Parts of this review were originally published on my BGG blog - boardgamegeek.com/blog/8392 - where you'll find additional reports.)

Reading matter

Working my way through Lindsey Davis's "Flavia Albia" books, I have come to number eight, *The Grove of the Caesars*. This has Albia discovering that a serial killer has been at work in the eponymous location (essentially a park that's part of Julius Caesar's bequest to Romans). Of course she sets out to track down the perpetrator – with the help/hindrane of the official investigators. At the same time, she has some waifs and strays to take care of and the mystery of some apparent forgeries of antique books. Umm, scrolls.



The plot twists and turns satisfactorily, there are several red herrings and we get introduced to further aspects of life in first century (CE) Rome. I feel I'm damning with faint praise here, but I can't say anything particularly stands out from this episode in Albia's investigative career. It's a decent read that I enjoyed and I shall certainly be moving on to the next book.



Following Jonathan Palfrey's recommendation, I have finally got round to trying Ben Aaronovitch's *Rivers of London*, which I thoroughly enjoyed. Our unlikely hero, Peter Grant, is a constable in the Metropolitan Police, just finishing his probationary period and unhappy that he's likely to be given a desk job. Then he attends a gruesome crime scene and gets a tip-off from a ghost. No, really. In short order, Peter is assigned to an oddball Detective Inspector, working out of a mysterious mansion in north London.

To put it another way, he is the new (?) apprentice of the Met's wizard. Oh boy!

Yes, this is a world where magic is real (though clearly not a major influence on the world) and thus the authorities have (secret) ways of handling this. The immediate resonance for me was with Charles Stross's Laundry books (about the branch of Britain's secret intelligence services that deals with the occult). However, the feeling here is very different. For a start, magic is much more difficult in this world and there aren't the Lovecraft resonances of the Laundry stories.

The plot has Peter trying to broker peace between Mother Thames (the tidal river) and Father Thames (upstream of Teddington lock), pursuing the initial crime – which quickly becomes a string of grisly murders – and discovering the resources and limits of his new role and his new boss. I thoroughly enjoyed the book. I found a few things unlikely – Peter's restraint in not making a pass at the female friend and colleague he fancies, for example. That's just a quibble, though. Overall, I was very taken with the setting and the challenges Peter faces. I shall certainly be taking on the second book.

Games Events

The second Tringcon of the year is on 29th October at the Millennium Hall in Marsworth (which is near Tring in Hertfordshire). This is a casual, open gaming event run by and for enthusiasts. There's a little more detail to be found on the website – tringcon.org – where you can also book a place (and I see several old friends on the list of attendees).

The week after that is the 43rd **MidCon**: 4th-6th November at the Derby Mickleover Hotel (in Mickleover, just outside Derby, funnily enough). This is essentially a weekend of open gaming and is a prime opportunity to try out the new games people have brought back from Spiel. There's a bring 'n' buy, Spirit Games's trade stand and a quiz evening. And t'committee lays on real ale. Sadly, I'm not going to make it this year and I've been told that the hotel has very few rooms left for the weekend – though there are other places to stay nearby. For details, see the website: www.midcon.org.uk

The following box concentrates on events I usually attend.

Swiggers: games club that meets on 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: 2nd-4th June 2023 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. 5th-8th October 2023, 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

By Popular Demand

Turn 2 results and scores

Name	Composer	'60s band	UK No 1 single	
Alex Bardy	Debussy	14 The Doors	10 Don't Cry For Me, Argentina	2
Chris Baylis	Debussy	14 Dave Clark Five	7 Do They Know it's Christmas	6
Colin Bruce	Dvorak	7 The Doors	10 Don't Cry For Me, Argentina	2
Charles Burrows	Debussy	14 The Doors	10 Dancing Queen	7
Mike Clibborn-Dyer	Debussy	14 Dave Clark Five	7 Do They Know it's Christmas	6
Mark Cowper	Debussy	14 The Doors	10 Do They Know it's Christmas	6
Terry Crook	Debussy	14 Dave Clark Five	7 Da Ya Think I'm Sexy?	2
Mike Dommett	Dvorak	7 The Doors	10 Don't Stop the Music	1
Paul Evans	Dvorak	7 Dave Dee, Dozy...	2 Dancing in the Street	1
Anthony Gilbert	Debussy	14 Dave Clark Five	7 Do They Know it's Christmas	6
William Hay	Debussy	14 The Doors	10 Dancing Queen	7
Andrew Kendall	Dvorak	7 Dave Dee, Dozy...	2 Don't You Want Me	1
Andrew Larder	Debussy	14 Delfonics	1 Devil Gate Drive	1
Nik Luker	Dvorak	7 Dave Clark Five	7 Diana	1
Tim Macaire	Dvorak	7 The Doors	10 Diamonds on the Soles of her Shoes	1
Brad Martin	Debussy	14 The Doors	10 Dancing Queen	7
Nigel Monaghan	Debussy	14 Dave Clark Five	7 Dancing Queen	7
Graeme Morris	Delius	1 Dave Clark Five	7 Dancing Queen	7
Mike Pollard	Debussy	14 The Doors	10 Dancing Queen	7
Chris Rudram	Debussy	14 The Deltones	1 Do They Know it's Christmas	6
Richard Salmon	Debussy	14 The Doors	10 Do They Know it's Christmas	6
Pam Udowiczenko	Dvorak	7 The Dakotas	1 Dancing Queen	7
Matthew Wale	Donizetti	1 The Drifters	1 Da Ya Think I'm Sexy?	2

Name	Instrument	Singer/songwriter	Opera	Total
Alex Bardy	Drum	6 David Bowie	4 Der Ring des Nibelungen	1 37
Chris Baylis	Double Bass	16 Donovan	4 Die Fledermaus	3 50
Colin Bruce	Double Bass	16 Dylan	9 Don Giovanni	11 55
Charles Burrows	Double Bass	16 Dido	2 Don Giovanni	11 60
Mike Clibborn-Dyer	Double Bass	16 Dylan	9 Dido and Aeneas	5 57
Mark Cowper	Double Bass	16 Dua Lipa	1 Don Giovanni	11 58
Terry Crook	Dabakan	1 Dolly Parton	1 Dalbor	1 26
Mike Dommett	Double Bass	16 Dylan	9 Dangerous Liaisons	1 44
Paul Evans	Double Bass	16 Dylan	9 Don Giovanni	11 46
Anthony Gilbert	Double Bass	16 Dido	2 Dido and Aeneas	5 50
William Hay	Drum	6 Dylan	9 Don Giovanni	11 57
Andrew Kendall	Double Bass	16 David Bowie	4 Don Giovanni	11 41
Andrew Larder	Drum	6 David Bowie	4 Don Giovanni	11 37
Nik Luker	Double Bass	16 Donovan	4 Dido and Aeneas	5 40
Tim Macaire	Double Bass	16 Dylan	9 Die Fledermaus	3 46
Brad Martin	Drum	6 David Bowie	4 Dido and Aeneas	5 46
Nigel Monaghan	Double Bass	16 Neil Diamond	2 Don Giovanni	11 57
Graeme Morris	Drum	6 Donovan	4 Die Fledermaus	3 28
Mike Pollard	Double Bass	16 Dylan	9 Don Giovanni	11 67
Chris Rudram	Double Bass	16 Dylan	9 Don Giovanni	11 57
Richard Salmon	Double Bass	16 Neil Diamond	2 Don Giovanni	11 59
Pam Udowiczenko	Drum	6 Donovan	4 Dido and Aeneas	5 30
Matthew Wale	Double Bass	16 Dylan	9 Daphne	1 30

A lot of interesting answers there. As someone suggested, we can probably tell a lot about the players from their choices. On the classical side Debussy thrashes Dvorak, Double Bass is the instrument of choice and Don Giovanni is the top opera. While for pop, it's The Doors, Dylan and Dancing Queen.

Mike Pollard does a double-take: "I had a complete set of answers typed out before I realised they had to begin with D! I'm a big opera lover and have seen Don G several times, including a contemporary version at the ENO where the famous seduction scene placed the Don in the back seat of a Ford Capri, which was bouncing up and down on stage before he got out, pulled off a condom with a

flourish, and began his aria. There were gasps from the audience and, during the break, I heard one elderly lady say ‘it’s not for the faint hearted, is it?’. Great fun!”

Nigel Monaghan reckoned “not sure others will remember Dave Dee, Dozy, Beaky, Mick and Titch” before going for the Dave Clark Five. Just me and Mr Kendall, Nigel. And, while going for Dancing Queen, Nigel added “SOS remains the best Abba song.” I think that could be fighting talk...

After going for “Double Dido!”, Anthony Gilbert noted “I would have gone with Die Fledermaus, but I think that’s officially an operetta. I don’t really know the difference, but others who do may avoid it. Just how cultured are this lot? Cultivated?” I think the table answers that question.

“No High Court Judge ever used the phrase,” asserts Tim Macaire in reference to my use of “popular beat combo.” No, Tim, it was supposedly a barrister’s response to the judge’s question “Who are the Beatles?” But Wikipedia agrees that “neither the question nor the answer has ever been reliably attributed”.

Scores

Player	Turn 1	Turn 2	Total
Martin Abrahams	33	0	33
Alex Bardy	48	37	85
Chris Baylis	0	50	50
Colin Bruce	54	55	109
Charles Burrows	57	60	117
Mike Clibborn-Dyer	46	57	103
Mark Cowper	0	58	58
Terry Crook	0	26	26
Mike Dommett	48	44	92
Paul Evans	53	46	99
Anthony Gilbert	51	50	101
William Hay	0	57	57
Andrew Kendall	57	41	98
Andrew Larder	47	37	84
Nik Luker	0	40	40
Tim Macaire	57	46	103
Brad Martin	51	46	97
Nigel Monaghan	7	57	64
Graeme Morris	43	28	71

Player	Turn 1	Turn 2	Total
Mike Pollard	58	67	125
Chris Rudram	52	57	109
Richard Salmon	58	59	117
Pam Udowiczenko	31	30	61
Matthew Wale	30	30	60
John Webley	44	0	44

Mike Pollard takes an early lead there, but with scores this big each round there’s plenty of opportunity to overtake him.

What’s this about?

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 3 categories

Let’s try some science-related categories this time:

- 1 A Nobel laureate for a science
- 2 An element on the periodic table
- 3 A human bone
- 4 A unit of measurement
- 5 A biological process
- 6 A star

All beginning with the letter F, 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 4th November 2022.

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

Turn 3

BIEN'S INTERNATIONAL EXPRESS NETWORK built along the north coast, clashing with CANTERBURY RAILS, while IRISH RAILWAY ASSOCIATION connected into towns and branched west. RUBBER BANDIT RAILWAYS diverted and started building into the west. CANTERBURY RAILS built in the north, swapped points with BIEN and gained from AW GO ON's northern tracks. BALLINOKE ARMAGH STRABANE HAULAGE continued west.

Builds and Points

IRISH RAILWAY ASSOCIATION

(IRA), Anthony Gilbert – Green

Builds:

- a (M52) – Bangor (+3);
(G63) – Navan (+3 +2 bonus)
- b (Z18) – Y19 – W18 – Drumshambo – T19 (+3)
- c (T19) – Boyle – R19 – Q20 (+3, 1 to AGO)

Points: 36 +14 -1 = 49

RUBBER BANDIT RAILWAYS

(RBR), Mike Dyer – Black

Builds:

- a (I53) – F51
- b (F51) – Cookstown – F48 – E48 (+3);
(F51) – Dungarvan (+3);
(H59) – Carrickmacross (+3)
- c (E48) – D47

Points: 26 +9 = 35

BALLINOKE ARMAGH STRABANE HAULAGE (BASH),

Bob Blanchett – Red

Builds:

- a (N22) – M23 – Claremorris – K23 (+3)
- b (K23) – Ballinrobe – J21 – Castlebar – Westport (+9)
- c (S25) – R25 – R27

Points: 27 +12 = 39

CANTERBURY RAILS (CR), Rob

Pinkerton – Blue

Builds:

- a (Derry) – Y5 – X5 – X6
- b (X6) – Letterkenny;
(Derry) – A45 – Limavady – C45 – D44 (+3, 3 to BIEN)
- c (D44) – Portrush (+3, 3 to BIEN)

Points: 37 +6 -6 +8 +5 = 50

AW GO ON (AGO), Gerald

Udowiczenko – Orange

Builds:

- a (Strabane) – Y8 – Letterkenny (+3)
- b (Letterkenny) – X6 – X5 – Y5 – Y3 – Cardionagh (+3, 7 to CR)
- c (Y5) – Derry (1 to CR);
(Q20) – R19 – Boyle

Points: 34 +6 -8 = 32

BIEN'S INTERNATIONAL EXPRESS NETWORK (BIEN),

Christian Bien – Purple

Builds:

- a (Dundalk) – H60 – H62
- b (H62) – H63 – I64 – Drogheda;
(E44) – B45 (1 to CR)
- c (B45) – A45 – Derry (4 to CR);
(M50) – N49

Points: 29 +6 -5 = 30

GM Notes

Coleraine – E44 was purple and not blue. I doubt anyone was confused. (Corrected on this turn's map. Stupid Photoshop. P)

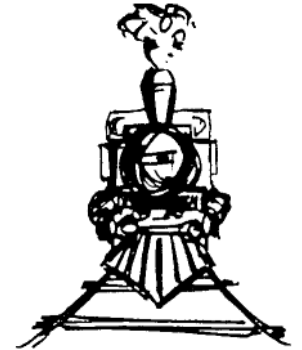
Order layouts: Your Name, CompanyName, Company Colour.

Loughs are not rivers: you cannot build through them. I adjusted orders for someone, but it won't happen again.

Town Names for preference please.

Die rolls for the next turn are: 5, 2, 4

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 28th October 2022**



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Way Station (*Star Trader* game 11)

Game End Statements

Przemysław Orwat – Petroleum and other Colonial Goods

Thank you, Gentlemen, for the gameplay and thank you, Mike, for running the game!

This time my lean manufacturer & trader strategy finally proved successful. However, frankly speaking, on turn 2, when I saw Jerry cleverly building his monstrous passenger fleet, I thought the game was already over and the winner was obvious. Nevertheless, I did not modify my strategy and tried at least to come second.

For me there were no breaking or unusual events during the game, except for the EV 6 colony on MH on turn 7 - since I knew this would happen, I could buy some Monopole factories there with guaranteed instant amortization and "pure profits" thereafter. I was almost ready to "sell all" on turn 12 but I wasn't 100% sure whether I would make 2,000 HT, so I was preparing carefully for turn 13 hoping Jerry would not liquidate his position on turn 12.

The Game is called Star Trader and, had TEGWIN had more opposition, he would probably have followed a different equally good course. Operating ships with C and D class crews with jumps that succeed on all but 11 and 12's saved TEGWIN 40-50 HTs on each ship, but would have meant many failed jumps and costs had he been jumping elsewhere. Other Players started to trade as they got used to the game, but never caught up, or really started. From remarks, it's still the trading that takes getting used to. I need to look at a way to demonstrate it without using half a book of words.

Sirius Cyber – Charlie Sundt

Thanks so much for running that game. I never quite got my head around it (as evidenced by coming in last place), but I enjoyed the ride.

So long, and thanks for all the fish!

Thanks for playing. You were picking up more the more the game went on.

Costa Nostra Coffee Inc. – Mark Cowper

Well, another game ends just when I was getting going. Actually, that is not correct, as I was actually going nowhere. The more I play this game the more convinced I am that taking out loans is a bad move – servicing debt is crippling and I spent the whole time wondering how to pay it back – all to get a shiny Spear. Anyway, it looked nice as it hung about Mu Herculis terrorising the locals. *It was*

definitely earning cash, though I'd avoid a blanket exemption without payment in advance. Congratulations to PCG and Przemek on a clear win, though TNT would have pipped him if he'd known it was cash-up time, so take an "If only..." victory here, Jerry!

Mind you, to generate maximum value from his ships TEGWIN would have had to jump to low value systems and run the risk of defenceless ships being intercepted. The sudden surge of available passengers for those loading them if available might have tipped others off.

Debt needs to payback the interest on the loan at a minimum. It can be difficult and taking out a loan without a plan for the cash to give a return...

Thanks to Mike for running the game and answering my queries.

Amalgamated Interstellar Minerals – Paul Evans

As a change from my usual strategy of trading in goods that do not require space in Cargo pods, I thought I'd try specializing in Alloys and Isotopes this time. With a sideline in smuggling as/when the opportunity presented itself. However, my trading took too long to get off the ground and there were no smuggling opportunities that I could profit from. Sigh.

I think Jerry needs some competition for his space liners next time.

Thanks to all for another fun game and especially to Mike for GMing.

I agree. The opportunities were rarely the small volume valuable items, and TEGWIN took the one that did happen.

GM Notes

The Passenger option is very attractive if you are largely unopposed. TEGWIN was getting upwards of 200 HT's every turn profit, just using C and D class crews and shifting between the 4 high level systems. A competitor would need similar numbers of ships and outbid on initiative often enough to lower margins. Perhaps a mixed goods and passengers would then be more viable, using Phoenix hulls.

Shifting between high law level systems means the protection of high patrol levels a threat to interceptors, who would need top crews and a Battle Com pod in order to operate with success. But the lack of serious opposition allows the strategy a very good chance of winning.

I still think trading, buying cheap and selling dear whatever you can makes sense, but it can be distracting. Talking to other players and sharing information can also make a big difference, as can informal arrangements.

I thank all the players for taking part and hope you liked it and will consider another game.

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 June and July 1674 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 4th November 2022



May 1674 (363)

Summer is almost with us and Paris is making the most of the last month before the army marches off to deal with those pesky Dutchmen (and friends). First, though, there are some scores to settle. But not by Lascar Vivrebras. He's Bastian de LaGarde's first choice of duelling opponent this month, but he doesn't show up at the appointed place and time. That's not too surprising, given that the two are in the same regiment and Vivrebras is a mere private. LaGarde shrugs his shoulders, sheathes his rapier and, accompanied by his second, Hercule D'Engin, mooches along to his next meeting.

Cue the sabre-wielding Roger d'Horne arriving on time for his first duel of the month. The difference in size is very obvious as the two cross swords: the beefy Horne looms over the pintsize LaGarde. Horne anticipates an immediate lunge, but his parry is wasted as LaGarde just blocks. The small man successfully dodges the slash that Horne launches, but is pinked by the following lunge. He surrenders.

LaGarde then has to hang around as his next adversary, Claude de Nord, wants to take on d'Horne first. This is a much more even fight, Nord matching Horne's size and blade. He does have the greater skill, though, and has two seconds, Burger de Boeuf and Tarquin le Hatter. Horne opts to start with a lunge, hoping to catch his opponent off-guard, but just sees his blade deflected by Nord's slash. This is followed by some serious damage as Nord cuts. Horne hits back with a slash and the two men exchange lunges before Nord starts another furious slash. His slash is followed by a slash from Horne, but Nord's cut overwhelms Horne, who concedes.

Nord knows he's been in a fight, though, and it is a bloody, bandaged figure (plus two seconds) that squares up to LaGarde (with one second). This time Nord goes straight into a furious slash, but LaGarde's defensive tactics mean he blocks the slash and dodges the cut. What's more, he's able to hit back with a lunge while Nord is still recovering his balance. This blow is just enough to push Nord into surrendering. And he's now taken so much damage that he can decline his appointment with Chris Knight (not that Knight shows any intention of attending his duels).

Meanwhile, a bandaged Roger d'Horne has gone on to face Lascar Vivrebras. Vivrebras has Didier de Malherbe as his second and his rapier. His opponent may have a sabre, but looks like he'll keel over at any moment. Horne seems to realise this, too, and surrenders immediately in the face of Vivrebras's tentative parry.

This brings us to Les Anonyme of the 53rd Fusiliers, who is taking on Ben e'Volence of the Crown Prince Cuirassiers. Both men use their regimental weapon (rapier and sabre, respectively) and are attended by a single second. Hercule D'Engin, having a busy month already, supports Anonyme, while Phillippe F'Loppe backs up e'Volence. (Chris Knight should also be seconding e'Volence, but doesn't show up.) Anonyme has the advantages of being brawnier and more expert. Expecting an immediate attack, he parries, but e'Volence waits a beat before lunging. Bloodied by the lunge, Anonyme throws in the towel.

Zavier Ulric Turenne has several duels this month and decides to fight Zeold von Tu first. Turenne is both a small man and still injured from previous bouts, so even average-sized – and unharmed – Tu looks like an opponent too far. Turenne does have Gaz Moutarde and Louis Renault in support, but is matching his foil against a rapier. There's no messing about: both men lunge, both strike home and Turenne surrenders. He's too injured now to be able to meet his other opponents.

It's no surprise that Tarquin le Hatter does not show up for his duel with Pierre Cardigan. The now-traditional note he sends instead reads "Look, we told you last month no duels! Now clear off". The surprise is that Hatter is there for his fight with Terence Cuckpowder. Were Hatter not carrying old injuries, the two men would be evenly matched. However, Cuckpowder pits his sabre against Hatter's rapier and has some serious skill with his blade. Not to mention the bulging biceps. A still bleeding Xavier Ulric Turenne is Cuckpowder's second, while Xavier Money supports Hatter (there's no sign of Claude de Nord, Hatter's other nominated second). Hatter strikes first, his lunge drawing blood before Cuckpowder wallops him with a slash. Ouch! Hatter jumps out of the way to inspect the damage, but Cuckpowder follows up and smacks him



again. Hatter surrenders as he can see Cuckpowder winding up for a cut. "You pig! You're just like Cardigan. I'll have you arrested too!" is his parting shot.

Zavier Ulric Turenne should be Cuckpowder's next opponent, but he's hors de combat, as we know. Balzac Slapdash is looking to settle regimental matters with Burger de Boeuf. However, Lieutenant-Colonel Boeuf has just sent a man with an insulting note (see Press). As Slapdash's second duel should be with Turenne, he gets no fights this month.

The next regimental bash is Henri Tard (Grand Duke Max's) versus Rick Shaw (Archduke Leopold's). As this is a cavalry fight, sabres are used. Tard's problem is that, while he's an average size, he looks titchy against the man-mountain that is Shaw. To rub salt in the wound, so to speak, Shaw is also more skilled with a sword. Jacques Hatt and Phillipe F'Loppe, seconding Tard, don't hold out much hope. While Shaw's second, Justin Thyme, is positively nonchalant. Trying to catch out his adversary, Shaw lunges at the start of the duel. However, the canny Tard is ready for this and parries the blow. He doesn't bother with a riposte (which wouldn't have been more than a scratch with a sabre) and dances out of the way of Shaw's next attack, a slash. This gives him time to score first blood with a slash of his own before returning to the defensive. He blocks a slash and dodges another, but his luck finally runs out and Shaw whacks him with a solid cut. That's enough of that: Tard concedes the fight.

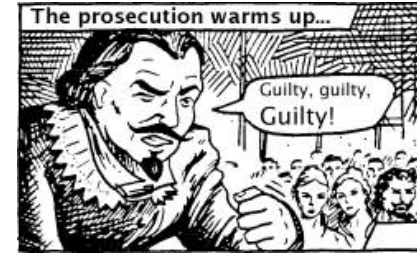
Shaw takes a drink and cleans his blade. He turns around, expecting to cross swords with Jacques Hatt next. But everybody's scarpered (well, apart from Thyme). A third member of the Grand Duke Max Dragoons is also due to fight Shaw: Louis Severin Descartes. As another little fellow, he offers to duel Shaw in a horse race. Or a game of Baccarat? Rock, Paper, Scissors? It's no surprise that he declines to fight.

Who's Judge?

The courtroom fills up with Parisians looking for a little entertainment in the long-awaited trial of Phillipe F'Loppe. The accused himself is there, of course, courteously escorted to the dock when he arrives. Where, though, is the Commissioner of Public Safety? Aha, Éclair de Lame is currently on active service with the Royal Foot Guards in the United Provinces. So, who has he nominated to stand in for him? Nobody seems to know, and the officials are scratching their heads when into the courtroom struts a colourful figure swathed in a slash that reads "Deputy Commissioner of Public Safety". Apprised of the situation, Tarquin le Hatter – for it is he – asserts his is the substitute for Lame ("Read my sash!").

However, there's a bigger problem for the officers of the court: where's the judge? Minister of State Beau Reese Jean Seine has not arrived and nobody knows where he is. The time appointed for the trial comes and goes; the crowd is getting restless; the accused demands to be tried or released. There's nothing for it, a less senior judge will have to hear the case.

Thus a flustered looking figure in hastily donned robes takes the seat of judgment. He takes in the accused in the dock and the unfamiliar figure at the prosecutor's table. "Who are you?" demands the judge. "I'm the deputy Commissioner of Public Safety," declares Hatter proudly, "And I am prosecuting this heinous case." The judge shoots a quizzical look at the officials who, to a man, shrug their shoulders and shake their heads. "Oh, very well, then," says His Lordship, "prosecute away."



"Your respective Graces," begins Tarquin le Hatter, "it gives me immense pleasure to stand here in Court today to deliver a most damning indictment against the prisoner. This wretch is on trial for embezzlement, but this barely scratches the surface of his litany of crimes against Crown and Country! His Grace, the Commissioner, is most fortunate to have me as his zealous and loyal Deputy – such traits, as I have mentioned before, surely standing me in good stead to assume the role of actual Commissioner in due course – for I shall be able to reveal to the Court far greater transgressions for which only the ultimate penalty should be forthcoming!

"Yes, 'tis witchcraft of which I speak..." cries Hatter. "Steeped to the hilt in it the rogue is... he was embezzling the money to fund a coven of the foul fiends with intent to bedevil the Government and beguile His Majesty! It was during the prior arrest of that hapless buffoon Claude du Nord that, while I was in the Bastille, I chanced upon a collection of documents compiled by the former, and late, Commissioners Sheikh Yadik al-Abowt and Maurice Fluff-Bunny. Sterling gentlemen I may add, credits to the role and sorely missed.

"These documents cast light upon a secretive movement of mystics that infests the very heart of Parisian society. Amongst the names and information detailed there were the initials 'PFL' and, alongside them, the title 'Grand Wizard! Now many may say that is scant proof but, as Deputy Commissioner of Public Safety, I would counter that such folk are probably in on it themselves and we should arrest all of them too... I have strong suspicions as to who they may be... a certain Pierre Cardigan comes to mind, Your Graces, he should be arrested immediately and isn't even worthy of a trial. He should be executed straight away and I can do that!

Hatter reins himself in with an effort. "Anyway, getting back to this villain here in the Dock today, the swine is guilty – it's as clear as water. His head must be taken off, death is the only answer to stop this menace and, being the loyal, devoted, sincere servant of the Public Safety Ministry that I am, allow me to undertake that duty today. Case closed, all raise three cheers for Count Seine and Baron de Lame... and don't forget about arresting Cardigan!"

The judge looks nonplussed at this tirade but gathers himself to ask if the accused has anything to say in his defence.

“As I have committed no crime, embezzlement, or anything else,” begins F’Loppe, “I will always proclaim my innocence and, with courtesy and respect to the court, my prosecutor, CPS Eclair de Lame, and Minister Beau Reese Jean Seine who will judge me, declare and repeat my innocence.

“I ask for evidence of alleged crimes; paperwork that backs up the slur on my character and witnesses who are associated with the accuser, Tarquin le Hatter. I have listened to the lies and accusations and made notes of the details and I am confident in my innocence.” He gives Hatter a hard stare. “All factual and known information not only counters the allegations but proves my honesty as a gentleman and supporter of the King, citizen of Paris, Law and Order, the Military infrastructure and my love for the Dragoon Guards.

“I have no defence for a crime that I have neither committed, thought of committing or heard tell of others committing. It crosses my mind that Tarquin le Hatter may have a personal grudge against me, one that should be investigated for a true view of the allegations against me. I’m happy to provide financial accounts since arriving in Paris, borrowing from the money lenders, even leaving Paris owing them because of a miscommunication, to repaying all debt when arriving back from commanding the Dragoon Guards at the front.

“I feel so strongly against my accuser, his lies and the charges brought against me that I refrained from seeking character witnesses among my colleagues, peers, and supporters, not wanting to have their good names associated with a waste of the courts time and money. Therefore, I will trust in my innocence and the Minister Beau Reese Jean Seine’s wisdom and acumen of seeing through Le Hatter’s personal vendetta against me and the made-up tattle he created.”

Despite F’Loppe’s assertion, his Aide, Claude de Nord, is in court to testify. “Lords, Ladies and Gentlemen, I have come here, as God as my witness, to try and help Justice be served. As you recall, I was unfairly arrested by Tarquin Le Hatter as an accessory to M. F’Loppe. All I can say is that have never seen him act unlawfully. Despite this, I was cruelly found guilty by association and this is not true justice. Mealy-mouthed accusers skulking about in the shadows, pointing fingers rather than solid facts being presented to the courts is not justice. Let his accounts be examined and the truth extracted from them. Long Live The King!”

The judge confers briefly with officials, then bangs his gavel. “Given that no evidence of any substance has been presented, I can only make one ruling: case dismissed!”



Musical regiments

Newly arrived in Paris, François-Xavier Flamand applies to join the Princess Louisa Light Dragoons and is welcomed by its Colonel, Balzac Slapdash. His borrowings allow him to buy the rank of Captain and the requisite horse.

Another newcomer to the city is Vinne d’Pooh and he offers his services to the Royal Marines. Colonel Henri DuShite’s instructions mean immediate acceptance to the ranks and Pooh needs no funding to buy himself a Captaincy. The horse is very necessary as no sooner has he been kitted out with uniform and equipment than he’s on the road north to join his new regiment in action.

Captain Alexandre Capone of the 13th Fusiliers resigns his commission and applies to the commander of Archduke Leopold’s Cuirassiers, Rick Shaw, for admittance. He gets no answer. This leaves the cash Petit-Garson Riche has given him unspent.

Burger de Boeuf is Lieutenant-Colonel of the Gascons. But no longer: he resigns to apply to the King’s Musketeers. Sadly, he does not meet the minimum requirements for this august regiment.

In Government circles, Bastian de LaGarde’s application to be Minister of War is rejected as there is an incumbent. Called Bastian de LaGarde. LaGarde remains Minister of War for the rest of the month. And Minister of State Beau Reese Jean Seine leaves the Chancellor of Exchequer vacant again.

There’s a similar result for Roger d’Horne. All the appointments he’s applied to are already filled. Though not by him.

Resigning his position as Adjutant of First Army, Ben e’Volence volunteers his regiment, the Crown Prince Cuirassiers, for a month of active service. Think of it as getting in some practice for the imminent campaign. Picardy Musketeer Captain Didier de Malherbe seems to want some practice, too, and takes himself off to a Frontier regiment. As does the mysterious ‘X2’.

Field Marshal Leonard de Hofstadt decides to inspect the readiness for campaign of our Frontier regiments. By taking command of a battalion of the Royal North Highlanders for the month. He would like it known that he is “absolutely not scarpering before those pesky shylocks get me!” Particularly as he has paid them.

May balls

May starts with a Ball, of course: hosted by Xavier Money (and Kathy Pacific) in Bothwell’s. The only problem is that senior Parisians have been invited to join the Minister of State, Beau Reese Jean Seine, in the Fleur de Lys. Ah well.

The Minister’s invitation is, in fact, to members of his regiment, the Royal Foot Guards, their friends, the King’s Musketeers, and Ministers in the government. Having failed to gain admittance to the King’s Musketeers, Burger de Boeuf

doesn't meet any of these criteria and languishes in the club's foyer. He has company there as Petit-Garson Riche expected to be admitted by Jean Jeanie.

Beau and Madelaine de Proust are still able to welcome a good number of guests. First, alphabetically, is KM Major Claude de Nord, relishing a substantial gift from Petit-Garson Riche. RFG Major Camille de Polignac and Angelina di Griz say a brief hello and head for the gaming tables. RFG Captain Charles Trenet brings Leia Orgasma. RFG Subaltern Felipe Savant escorts Pet Ulande. RFG Captain Lou Scannon accompanies Bess Ottede. Having just purchased advancement from Private to Subaltern in the RFG, Lascar Vivrebras is next. RFG Captain Pierre a'Noyer brings Sue Briquet. KM Lt-Colonel Tarquin le Hatter has Ella Fant on his arm. RFG Subaltern Zeold von Tu is on his own.

Rolling the dice, Camille is unhappy when he sees the house's first roll and cuts that bet (losing just half his 600-crown stake). He wins the next bet, but cuts the third before losing and winning to end his session with no change in his wealth. He does gain some kudos for his efforts.

Pierre Cardigan and Edna Bucquette are in the Fleur, as usual, and this time are hosts to Alexandre Capone and Marie Antoinette. However, Pierre is the Colonel of the Cardinal's Guard and his uniform attracts the wrath of the Musketeers attending Beau's bash. Claude and Tarquin rock up to exchange challenges.

Les Anonyme completes the list of members starting May in the Fleur. In his case, it's to have a quiet drink with Carole Singeurs.

Despite the competition, Xavier's Ball attracts a good number of guests, all greeted by their host and hostess. Balzac Slapdash heads the guest list and is accompanied by Alison Wunderlandt. Gaz Moutarde brings Anne Tique – one of the rare occasions when the two are seen together outside Anne's place. In keeping with the Ball's theme of spring flowers, Henri Tard presents two tulips grown from bulbs he brought back from the low countries last winter. Jacques Hatt brings Cath de Thousands. Justin Thyme, wearing a daffodil at his breast, brings Guinevere d'Arthur, whose new party dress is embroidered with daffodils. This brings her a magnum of champagne from their host. Louis Renault escorts Di Lemmere. Her outfit features purple wisteria and white cherry blossom. Severin Descartes arrives with Sheila Kiwi, having just borrowed a bit of cash in order to invest heavily in Arms. Rick Shaw and Maggie Nifisent complete the list. Camellias are their theme: a flower for Rick and a pink dress with a camellia pattern for Maggie. Their arrival causes a kerfuffle as Rick



commands Archduke Leo's, while Henri, Jacques and Louis SD are all members of that regiment's enemies, Grand Duke Max's. Challenges are exchanged. Robustly. Then some furniture has to be replaced.

Small balls

Hunter's is not without members and two of them start the month in the club: Neville Moore, accompanied by Vera Cruz, and new member Maurice Pauvre. Phillipe F'Loppe celebrates his acquittal by visiting the Horse Guards club with Freda de Ath. In Blue Gables are Hugh Challavas-Vichy, escorting Ingrid la Suède, and Hercule D'Engin. Thomas de la Lune and Violet Bott hit the Frog and Peach, leaving just Red Phillips devoid of visitors.

That doesn't last as François-Xavier Flamand brings his conquest, Thomasina Tancenjin, to try his new club, Red Phillips, in week two. Hugh and Ingrid continue in the Blue Gables, where Henri Tard and Anna are also to be found now that Henri is a member. And the regulars settle in at the Fleur: Les Anonyme and Carole, new member Camille de Polignac and Angelina rolling the dice, Pierre Cardigan and Edna and Terence Cuckpowder and Lucy Fur. Camille has better luck this week as he wins his first two bets, loses one, wins another and cuts the last. This adds up to a healthy profit and acclaim. Lurking in the club's entrance is Burger de Boeuf. He's come to Toady to someone, if he could just remember their name... It's Monsieur L, he's sure. And his first name begins with a T. The staff's scepticism leaves him out in the cold.

The rest of the clubs are empty, except for Bothwell's where Tarquin le Hatter is celebrating in anticipation of Pierre Cardigan being arrested. Tarquin is joined by a few socialites. First up are Balzac Slapdash and Alison. Claude de Nord arrives on his own. Charles Trenet and Leia are next, Charles hoping to find out just who this 'Pierre Cardigan' person is and what he's done. ("I really ought to pay more attention to the gossip columns," he confides.) Justin Thyme escorts Guinevere. Di accompanies Louis Renault. Louis Renault. Petit-Garson Riche has Emma Roides on his arm. And Xavier Money accompanies Kathy. Despite no news of an arrest, the party is one of good-natured bonhomie. The trouble is elsewhere in the club.

Having just joined Bothwell's, Jacques Hatt brings Cath to host Jacques' regimental buddy in the Grand Duke Max Dragoons, Louis Severin Descartes, who's brough Sheila with him. However, Rick Shaw is also visiting the club (Maggie on his arm) and he's still the CO of the Archduke Leopold Cuirassiers. The exchange of challenges is just as ... boisterous ... as last week.

Lou Scannon has brought Bess to Bothwell's for a quiet drink, but they have to put up with the background of a noisy Dragoons versus Cuirassier confrontation.

Week three sees Pierre Cardigan and Edna in their accustomed place in the Fleur. Les, Carole, Camille and Angelina are all back, too. However, this time they are Toadying to the Minister of War (for this month), Bastian de LaGarde – his "bon

voyage” party. It’s not quite the turn-out Bastian was hoping for. And Camille doesn’t so much Toady as say a brief hello and hit the tables. If his luck was in last week, it’s deserted him this. He cuts on seeing the house’s first two rolls and loses the next bet. He wins his fourth wager, only to lose the fifth. This is a big loss – bigger than the amount he won the week before – and doesn’t go down so well. Jean Jeanie appears in the Fleur for the first time this month, with Jacky Tinne.

Bothwell’s is occupied by a small group of members: Charles Trenet with Leia, planning what to take into action next month and wondering whether Leia can be smuggled into camp; Lou Scannon with Bess; Tarquin le Hatter with Ella; and Xavier Money with Kathy. Louis Renault is holding the fort in Hunter’s, with Di for company. Phillipe F’Loppe and Freda return to the Horse Guards club. Henri Tard and Anna have Blue Gables to themselves.

No balls

The final week is much the same. Bastian hosts Les, Carole, Camille and Angelina in the Fleur. Camille’s luck has definitely turned. He loses his first bet, but wins the next one. A cut and another loss mean that he’s beginning to run out of ready money, so he doesn’t bother with a fifth wager. “A gentleman should not go broke in front of people.” Jean Jeanie can’t get in this week as he’s arrived as somebody’s guest, rather than a member. “It’s, you know, the guy from G... Boris de G. Or J. Or is it Brian? Barry?”

The team in Bothwell’s – Charles and Leia, Lou and Bess, Tarquin and Ella and Xavier Money and Kathy – is augmented by the arrival of Justin Thyme and Guinevere. Charles has thrown in the towel and left the packing to his manservant while he gets in a last week’s carousing with Leia. (Or ‘Bob’ as she is in the RFG.)

Claude de Nord finds himself alone at Hunter’s. Just like he was alone at the Bawdyhouse last week. Well, alone apart from a stiff drink, that is.

Henri Tard and Anna roll up at Blue Gables to find Hercule D’Engin ensconced in a booth.

Let me see, who could be spending the whole month in a gym? Yes, it’s Jacques de Gain, who practises his rapier technique assiduously for another month. He’s also developing some pretty big biceps. Not quite matching up to Gain in their dedication to their rapiers, several Parisians are in their local/regimental gym for three weeks of May. Beau Reese Jean Seine, for one. Neville Moore, for a second. Pierre a’Noyer is a third. And Thomas de la Lune makes four. Then there are those just as devoted, but prefer a sabre: Alexandre Capone and Terence Cuckpowder.

Balzac Slapdash fits in a couple of sessions with his rapier. As does Felipe Savant. And Hugh Challavas-Vichy. Plus Jean Jeanie. Maurice Pauvre too – though he still gets mugged in the red light district in between this. His money had gone on wine and women, though. Practising twice with their sabres are: François-Xavier Flamand, Jacques Hatt, Louis Severin Descartes, Phillipe F’Loppe, Petit-Garson

Riche and Rick Shaw. Several others get in a week’s workout at some point. Such as Hercule D’Engin, belatedly practising his rapier after suffering the attentions of the footpads on his visit to a bawdyhouse the week before. He’d spent his cash, so had nothing for them.



After his duels, Xavier Ulric Turenne is all but invisible this month. That’s

because his courting succeeds to begin with and he spends the next two weeks with his new belle. As Zeold von Tu discovers when he turns up on the lady’s doorstep with a bunch of flowers. Oops! Spending time with his lady is what Gaz Moutarde is good at – at least Anne got one trip out this month. Roger d’Horne’s is not successful when he goes courting this month. And neither is Lascar Vivrebras, despite offering the object of his affections a “nice umbrella to protect from the nasty spring rain”.

Mopping up

After last month’s success in Franche-Comté, there just some token resistance to mop up before the full army can take the field against the Dutch and their allies next month. The Crown Prince Cuirassiers arrive to bolster the troops already there and the heavy horsemen prove very useful in chasing off the scattered Spanish forces. Brigadier-General Ben e’Volence, commanding the CPCs, sees his bravery lead to his name being Mentioned in Despatches (“That’s a very bright breastplate”). He takes well over a thousand crowns worth of loot for himself.

There may only be one battalion of the King’s Musketeers in action, but some fine shooting sees them deal with a larger Spanish detachment in short order. Regimental commander, Bdr-Gen Greg de Bécqueur, is just as brave as his cavalry counterpart and is Mentioned twice (“That’s good shooting”, “And not as hard on the eyes”). He plunders 500 crowns worth of goodies.

The Royal Marines are getting used to being ashore – got their land legs, perhaps. They, too, find some enemy troops to get stuck into and rout them. Colonel Henri DuShite gets his name into the Despatches for his leadership (“A fine leader”) and picks up rather less than 400 crowns worth of booty. On the other hand, he does become a Marquis. New Captain Vinne d’Pooh is excited to be in action and his enthusiastic bravery sees him gain a Mention in Despatches (“Bouncing like a bunny”). His fellow Captain, Jean-Paul Marsaud, finds this eagerness too much and turns away. He’s thus quite unaware of the pike that takes him in the back. RIP. Subaltern Jean-Claude Etienne is finding a soldier’s life “boring”. “Although the occasional Spanish pike is a bit exciting,” he adds. He is brevetted a Captain, briefly Mentioned (“He’s been brevetted to Captain”) and picks up just over 300

crowns worth of loot. This allows him to buy the horse his new rank requires with change left over.

The job of the Frontier regiments is holding ground in the United Provinces against the Dutch, Spanish and Imperial soldiers. 'X2' has succeeded in joining the army to forget who he is, so his new goal is "death or glory". As a Private in the second Frontier regiment, it's the former. RIP. Second battalion of the Royal Foot Guards is attached to this regiment and Major Eclair de Lame, Captain Dureau Celbonet and Captain Martin de Garnache all survive handily.

Field Marshal Leonard de Hofstadt is inspecting the frontier troops from the position of a battalion commander of the Royal North Highland Border regiment. This brings him Mentions in Despatches ("The Field Marshal? Here?") and a couple of hundred crowns worth of booty. Oh, and a report on the fitness of the frontier regiments for the campaign. ❖

Press

Announcements

**** Join the QOC ****

Gentleman of Paris, if you are new to the city or are looking for a new Regiment, then you can do no better than join the Queen's Own Carabiniers.

Please contact me for more details – some financial help is available.

† Baron Thyme

**** Aide Required ****

As I have recently been promoted to Bdr-General, I am looking for a competent aide.

Please contact me with your credentials.

† (Brevet) Bdr-General Baron Thyme

Military Missives

Col DuShite,
I am applying to join the RM as Captain.

† Vinne d'Pooh

Hi Vinne,

You are most welcome to apply and will of course support you, although the use of horses as a capt on ships and boats is questionable. However, if you have the funding then please apply. Please note we are already at the front so please ensure your weapons and armour is fully ready.

Best luck to you,

† Baron DuShite

Social

The next Young Gentleman of Paris (YGOP) is a solemn affair – we have been invited to attend the funeral of Marin le Roy de Gomberville, French writer, in Week 3. After which it is back to my club for some readings of his better-known works, Palexandre (5 vols. 1632-1637), in which our hero wanders through the world in search of the island home of the princess Alcidiane. I enjoyed it immensely as a young boy.

Then we can get bladdered in his memory. Mistresses welcome and I will cover all costs – unlike other parties, this is for all gentlemen regardless of their social standing but, as I say every time, members of Dragoon Guards are banned as they can never be considered as Gentlemen. I am pleased to announce that Claude de Nord is our new party organiser, so he has a budget of 500 crowns to keep us entertained over the next few months and I have appointed Al Capone keeper of the YGOP Bucket, which we fill with slops and pour over the head of any Dragoon Guards who try to Gatecrash. I will give him 250 crowns from funds for polish, cloths and finding us the best liquor on the market, etc.

† Chairman Petit Garson-Riche

Personal

Dear Hatter,

Trying to block my career advancement was foolish. Stay out of my business.

† Captain Capone, ALC

Did you hear about the RFG members who do not know the difference between a Merchant, a General and a General Merchant?

Votre Majesté,

No Frenchman or true hero such as myself will ever take any 'notice' of the Dutch. Is there such a thing? As for Les Anglais Perfides, what can one expect? Friends today, foes tomorrow. They might as well be Spaniards!

† Bastian LaGarde,
Humble Servant of Le Roi

Dear Viscount Cuckpowder,
Thank you for the gift. I hope to be in a position to return the favour some day.

† Captain Capone, ALC

One wonders if M. Vivrebras will regret not standing down to senior officers in his own regiment when he asks to be excused a week's duty.

Poetry Corner

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

Going into a duel I feel fine,
Picturing myself as a porcupine,
Then in the duel I'm a defensive
pillow,
Fighting like an armadillo,
After the duel I have wound that's
gushin'

I now felt more like a pin cushion

† Henri Tard

Dear Mr Balzac, we didn't meet again:
I hope that it's cold, and you're stood
out in the rain.

Surely you must realise, you're being
quite silly,

I'm not turning up, you flaccid old
willy!

Stop issuing challenges, you hateful
old codger,

You'll just get stood up, left holding
your todger!

† BdB

Cardigan, you most loathsome cad,
Thou rank amongst the truly bad:
A bully of real great degree
But there's no way you'll ever duel me.

2 For justice protects that valiant Deputy,
The bold Commissioner of Public Safety,
Brave Tarquin, he does not fight with steel
Those that warrants can bring to heel.

3 So, screw your titles, prestige and rank,
Like you they're all a load of w**k.
For come the hour of judgement nigh
I shall triumph and you will die!
‡ Tarquin le Hatter

Points Arising

Next deadline is 4th November

Yes, that's right: neither the CPS (EdL) nor the MoS (BRJS) gave instructions for this month's trial. As usual when a player character isn't there, an NPC steps up. So I rolled the dice for PFL's trial and, unsurprisingly (given it's an 11/12ths chance), he was acquitted.

Thanks to Phil, Andrew and, of course, Jason for their contributions to the trial report.

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

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

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

As some 90% of characters will be on active service for the next three months, **I will run June and July back to back. Please send two sets of orders for this deadline.** Orders for July may be conditional on what happens in June – if there is a major impact on any character in June, I will give the affected player a brief opportunity to modify their July orders. Replacements for anyone who dies in June will start in August and any duels caused in June will be held over until at least August.

Farewell

This turn we say goodbye to Rik Stewart (DdM) who's finding Real Life getting in the way. Sorry to see you go, Rik, and you're very welcome to re-join us any time.

Absent friends

I heard from everybody this turn, which is excellent. However, Real Life issues mean GdM (Geraint Morgan), CK and ML (the Wilson bros) were floated for this turn, as requested.

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 Archduke Leopold Cuirassiers to resign

Tarquin le Hatter applies for Commr. of Public Safety

Duels

Results of May's duels

Bastian de LaGarde (with HDE, gains 1 Exp) beat his friend Claude de Nord (with TIH & BdB).

Lascar Vivrebras didn't turn up to fight Bastian de LaGarde and lost SPs.

Roger d'Horne (gains 1 Exp) beat Bastian de LaGarde (with HDE).

Claude de Nord declined to meet Lascar Vivrebras as he was under half Endurance.

Claude de Nord (with TIH & BdB, gains 1 Exp) beat Roger d'Horne.

Lascar Vivrebras (no Expertise) beat Roger d'Horne (under half Endurance, losing 4 extra SPs).

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

Felipe Savant (gains 1 Exp) beat Zavier Ulric Turenne (with GM & LR).

Tarquin le Hatter didn't turn up to fight Pierre Cardigan and lost SPs.

Zeold von Tu (gains 1 Exp) beat Zavier Ulric Turenne (with GM & LR).

Terence Cuckpowder (with ZUT, gains 1 Exp) beat Tarquin le Hatter (with XM).

Burger de Boeuf didn't turn up to fight Balzac Slapdash and lost SPs.

Zavier Ulric Turenne declined to meet Terence Cuckpowder as he was under half Endurance.

Zavier Ulric Turenne declined to meet Balzac Slapdash as he was under half Endurance.

Rick Shaw (with JiT, gains 1 Exp) beat his enemy Henri Tard (with JH & PFL).

Jacques Hatt didn't turn up to fight Rick Shaw and lost SPs.

Louis Severin Descartes didn't turn up to fight Rick Shaw and lost SPs.

Mustafa Lekk was 'floated' for his duel with Xavier Ulric Turenne.

Grudges to settle next month

Dureau Celbonet (Foil, 3 rests) has cause with Rick Shaw (Sabre, Seconds JiT, adv.) for pinching Maggie.

Eclair de Lame (Rapier, Seconds CdP, 5 rests) has cause with Terence Cuckpowder (Sabre, Seconds ZUT, adv.) for pinching Ella.

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

Chris Knight (Sabre, Seconds ML, adv.) and Henri Tard (Sabre, Seconds JH & PFL, 1 rests) have mutual cause for being in enemy regiments.

Chris Knight (Sabre, Seconds ML) and Jacques Hatt (Sabre, Seconds HT & LSD, adv.) have mutual cause for being in enemy regiments.

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

Claude de Nord (Sabre, Seconds TH & BdB, 5 rests) and Pierre Cardigan (Sabre, Seconds BRJS, adv.) have mutual cause for being in enemy regiments.

Henri Tard (Sabre, Seconds JH & PFL, 3 rests) and Rick Shaw (Sabre, Seconds JiT, adv.) have mutual cause for being in enemy regiments.

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

Louis Severin Descartes (Sabre, Seconds JH & HT, 4 rests) and Rick Shaw (Sabre, Seconds JiT, adv.) have mutual cause for being in enemy regiments.

Pierre Cardigan (Sabre, Seconds BRJS, adv.) and Tarquin le Hatter (Rapier, Seconds XM & CdN, 5 rests) have mutual cause for being in enemy regiments.

Zavier Ulric Turenne (Foil, Seconds GM & LR) has cause with Zeold von Tu (Rapier, adv.) as he tried to court Laura.

Phillipe F'Loppe (Sabre, Seconds BeV & HT, adv.) challenges Tarquin le Hatter (Rapier, Seconds XM & CdN, 1 rests).

"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

Phillipe F'Loppe challenges Tarquin le Hatter for satisfaction.

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

Anthony Gilbert gets the Bastard son of a wealthy Gentleman: Init SL 3; Cash 450; MA 6; EC 6 (X1).

Mark Nightingale gets the Second son of a well-to-do Knight: Init SL 6; Cash 250; MA 4; EC 2 (X2).

Tables

Army Organisation and 1674's Summer Deployment

First Army (Defence)	JJ/N/__/N
Guards Brigade (Defence) - RFG CG KM	
Second Army (Assault)	JdG/LSD/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)	ZUT/N/HT
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	SLSPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
LdH	Viscount Leonard de Hofstadt	26 F	OK	Fld Marshal/Min w/o Port		7		Flr	5	Neil Packer
BRJS	Count Beau Reese Jean Seine	24 46	Comfy	Colonel RFG/State Min.		11	Madeline	Flr	4	Bill Hay
PC	Count Pierre Cardigan	24 43	Withy	Colonel CG		10	Edna	Flr	5	Matt Shepherd
JJ	Count Jean Jeanie	23 69	Fthy	B.General/1st Army Commdr		32	Jacky	Flr	3	Andrew Kendall
JdG	Count Jacques de Gain	23 66	Fthy	General/2nd Army Commdr		24		Flr	6	Ben Brown
BdLG	Earl Bastian de LaGarde	23 59	Rich	Lt.Colonel RFG/War Minister		5		Flr	1	Jerry Spencer
BdLS	Count Bernard de Lur-Saluces	22 67	Fthy	Lt-General/Prov. Mil. Gov		16		Flr	3	Rob Pinkerton
CK	Count Chris Knight	21 54	Rich	Major ALC/Hvy Brigade Maj.		14		Flr	2	Paul Wilson
TC	Viscount Terence Cuckpowder	21 32	Comfy	Bdr-General		6	Lucy	Flr	6	Mike Dommett
BeV	Baron Ben e'Volence	20 F	Withy	B.Bdr-General CPC		6		Flr	3	Ash Casey
GdB	Earl Greg de Bécqueur	20 F	Withy	B.Bdr-General KM/Justice Min.		10		Flr	5	Anthony Gilbert
Anon	Sir Les Anonyme	19 36	Poor	Colonel 53F/3rd Army Adjutnt		3	Carole	Flr	4	Bruno Giordan
CdP	Sir Camille de Polignac	19+62	OK	Major RFG/Gds Brigade Maj.		4	Angelina	Flr	4	James McReynolds
XM	Baron Xavier Money	17+54	Withy	Bdr-General/Min w/o Port		7	Kathy	Both	3	Pam Udowiczenko
LS	Lou Scannon	16 35	Rich	Captain RFG/LtGen's Aide (BdLS)		4	Bess	Both	2	John Cooke
HDS	Marquis Henri DuShite	16 F	Rich	Colonel RM		12		Both	4	Dave Marsden
TH	Tarquin le Hatter	15 39	Comfy	Lt.Colonel KM/FMshl's Aide		2	Ella	Both	5	Jason Fazackarley
GM	Sir Gaz Moutarde	15 32	Withy	Bdr-General		4	Anne	Both	2	Mike Clibborn-Dyer
EdL	Baron Eclair de Lame	15 F	Rich	Major RFG/CPS		10		Both	3	Peter Farrell
RS	Sir Rick Shaw	15+56	Comfy	B.Bdr-General ALC/Hvy Brigadier		2	Maggie	Both	6	Charles Burrows
NM	Sir Neville Moore	14 29	Withy	Captain RFG/REG Regt. Adjnt.		1	Vera	Hunt	2	Cameron Wood
PFL	Sir Philippe F'Loppe	14 28	OK	B.Bdr-General DG		3	Freda	HGds	4	Phil Urquhart
DC	Dureau Celbonet	14 F	Withy	Captain RFG		5		Both	3	Paul Murphy
CT	Charles Trenet	13 37	Withy	Captain RFG		1	Leia	Both	3	Graeme Morris
JIT	Baron Justin Thyme	13 34	Withy	B.Bdr-General QOC		9	Guinevere	Both	2	Gerald Udowiczenko
ZUT	Zavier Ulric Turenne	13 31	Comfy	B.Lt-General/Fntr Div Commandr		4		Both	1	Bob Blanchett
PGR	Sir Petit-Garson Riche	12 26	Comfy	Major QOC/HGds Brigade Maj.		1	Emma	HGds	2	Mark Cowper
LR	Sir Louis Renault	12 24	Comfy	B.Bdr-General PM		2	Di	Hunt	4	Roy Bleasdale

ID	Name	SLSPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
PaN	Pierre a'Noyer	12 23	OK	Captain RFG		3	Sue	Hunt	3	Tym Norris
JH	Sir Jacques Hatt	12 17	Comfy	B.Bdr-General GDM		4	Cath	Both	3	Joel Halpern
MdG	Martin de Garnache	12 F	OK	Captain RFG/BdGen's Aide (BRJS)		3		Both	4	Bill Howell
CdN	Claude de Nord	11+42	Comfy	Major KM/BdGen's Aide (PFL)		3		Hunt	4	Andrew Larder
BS	Balzac Slapdash	10 28	Comfy	Colonel PLLD		9	Alison	Hunt	5	Matthew Wale
ZVT	Zeold von Tu	10 26	Poor	Subaltern RFG		5		Hunt	3	Tim Macaire
FS	Felipe Savant	9 26	Poor	Subaltern RFG		5	Pet	BG	4	Brick Amundsen
ML	Mustafa Lekki	9 20	OK	B.Bdr-General 27M/3 F Brigadier		6		F&P	2	Graeme Wilson
HDE	Hercule D'Engin	9 13	Comfy	Lt.Colonel 53F		4		BG	2	Jerry Sutcliffe
MP	Maurice Pauvre	9 12	Poor	Major PM		2		Hunt	4	James Waters
HCV	Hugh Challivas-Vichy	9 12	OK	Lt.Colonel PM		2	Ingrid	BG	5	Nik Luker
LV	Lascar Vibrebras	8 23	Comfy	Subaltern RFG		4		BG	4	Olaf Schmidt
RdH	Roger d'Horne	8 9	Comfy	Lt.Colonel QOC		1		HGds	4	Steven Malecek
HT	Henri Tard	8+ 35	OK	Lt.Colonel GDM/D/Fntr Div Adjutant	7	Anna		BG	3	Nigel Monaghan
LSD	Louis Severin Descartes	8+ 29	Poor	Major GDM/D/Gen's Aide (2nd		2	Sheila	BG	1	Chris Schotmann
AC	Alexandre Capone	7+ 21	OK	Captain 4A		3	Marie	F&P	5	Ray Vahey
TdL	Thomas de la Lune	6 8	Poor	Captain 4A		3	Violet	F&P	5	Peter Card
DdM	Didier de Malherbe	5 RIP								Rik Stewart
GdM	Gilles de Mercy	5 0	Poor			1		2	Geraint Morgan	
BdB	Burger de Boeuf	4- 0	OK			4		3	Rob Bartlett	
JPM	Jean-Paul Marsaud	4 RIP								Anthony Gilbert
VdP	Vinne d'Pooh	4 F	Poor	Captain RM		4		2	Terry Crook	
FXF	François-Xavier Flamand	3 11	Poor	Captain PLLD		2	Thomasina	RP3	Robert Strudwick	
JCE	Jean-Claude Etienne	3 F	Comfy	B.Captain RM		5		RP	4	Tim Rattray
XZ		2 RIP								Mark Nightingale

An F under SPs means that the character was at the Front, RIP that he died. Ret that he retired. + against SL means it went up this month, - means it went down.

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Flthy = 25000+ Last seen is the lady the character was last seen with in public.

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