

That would be enough

This has been issue 230 of *To Win Just Once*, published 3rd January 2023. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2023

Deadlines

Orders for *Railway Rivals* to Mike by Friday 13th January 2023.

Orders for *LPBS* and By Popular Demand plus any other contributions to Pevans by Friday 20th January 2023.

(Next deadlines: 17th/24th Feb, 24th/31st March, 28th April/5th May)

Waiting lists

En Garde! new players are always welcome in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: www.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)

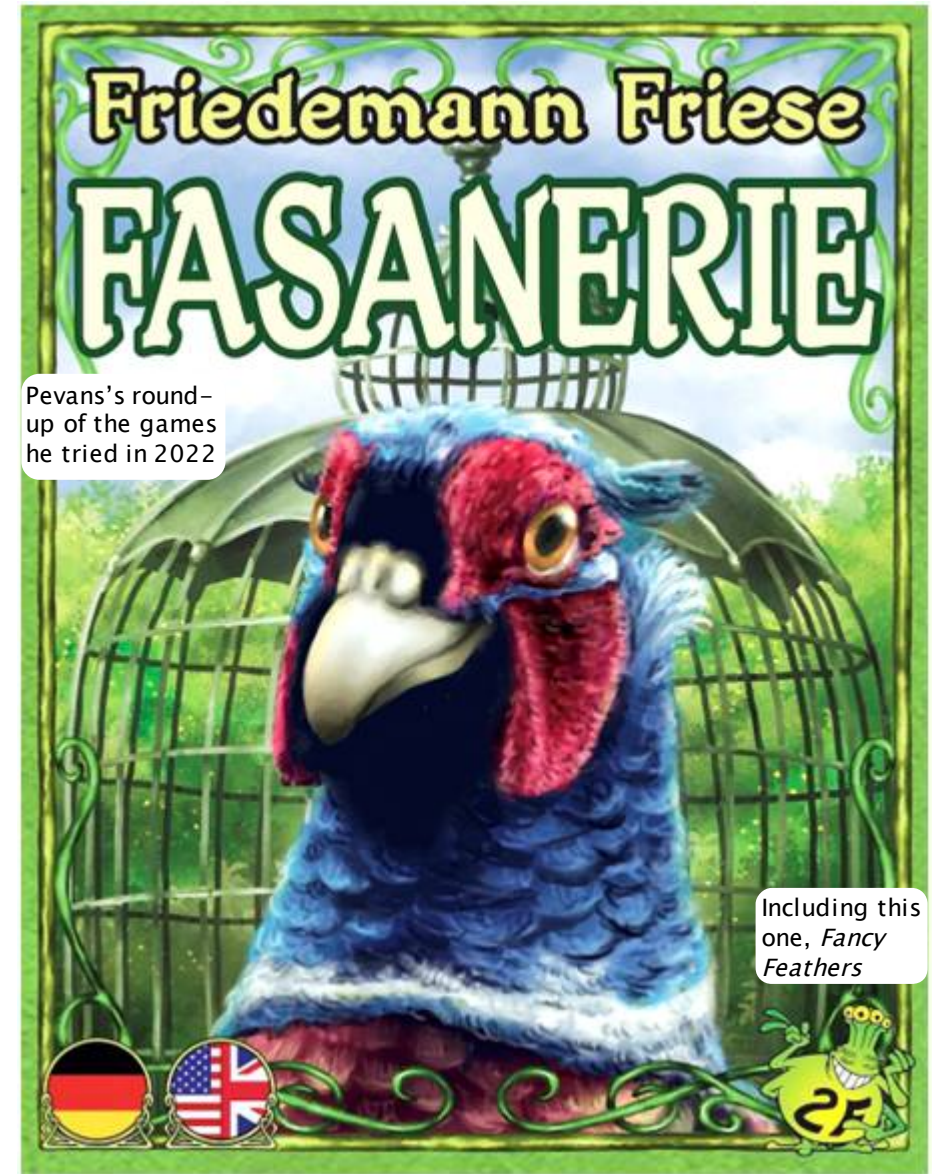
Credits

To Win Just Once issue 230 was written and edited by Pevans. The *LPBS* masthead (page 2120) is by Lee Brimmicombe-Wood, as are the drawings on pages 22 and 23. The illustration on page 24 is by Tim Wiseman. 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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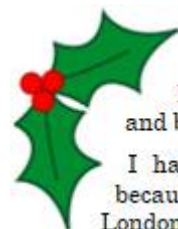
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Chatter



First off: a very merry Christmas to all my readers and best wishes for 2023.

I haven't mentioned mince pies this year. That's mainly because I've now settled on getting them from the local (to NW London) bakery chain, Wenzel's. Though I have to say they were a bit disappointing this year as the pastry has lost the flakiness I enjoyed. (As opposed to most others where the pastry turns into sand in your mouth.)

However, I did give Sainsbury's a go. That is, "Sainsbury's Taste the Difference Mince Pies with All Butter Pastry". And a dollop of brandy. They were okay.

I was also donated some of Waitrose's finest: "No.1 Brown Butter Mince Pies with Cognac", no less. I'm not sure what difference the brown butter makes, but note that this is cognac, not just any old brandy. As far as I was concerned, they were not noticeably different from Sainsbury's offering.

So, I remain devoted to Wenzel's "Mince Pies with Rum". Oh yes, serious liquor here, none of your brandy nonsense.

All these mince pies (not to mention the panettone) require some walking off. My walks have been entertaining of late. First, after the deluges of late November, when everything was muddy. Here's Ickenham Marsh living up to its name.



It makes for some delightful squishing and squelching when walking across – I've got the boots, I'm going to use them. The mud is actually quite sticky. That's because there's not much topsoil over the London clay underneath. A bit of tramping and you're churning up the yellow stuff.

Then, come the start of December, it all got rather chilly.



This photo's taken slightly to the right of the previous one, but you can see some of the same trees – though with less foliage now. I think the 'going' can now be described as 'hard'. Apart from the unevenness of the frozen mud, it was actually quite good to walk on.

More advent beer

I have progressed further with this year's Beery Advent Calendar, but the dates have caught up with me and I'm now running behind. Still, I should finish early in the New Year. Here are a few more highlights for you.

Beer Hunter from Mikkeller (Lochristi-Hijfte, Belgium), a Blueberry Kettle Sour (3.7% alcohol-by-volume). OMG, it's bright red! With pink foam on top. It smelled

of hops and fruit and tasted much the same and slightly sour. I didn't get anything that was specifically blueberry from it, though. An interesting novelty, but not something I'd drink again.



Ambrée Hivernale Ch'ti from Brasserie Castelain (Bénifontaine, France), a winter version of their standard Bière de Garde (6.4% abv). And amber it was, with a strong malt nose and taste. A fine sipping beer that I could certainly have drunk more of. It's pictured here with the Beery Christmas bottle opener.

Flat White Porter from Adnams (Southwold, Sussex), 5% abv. It was pretty flat (no pop when I opened the can), but definitely not white. It was certainly a Porter, though: dry with a nice coffee roast aftertaste – I guess the coffee is what they're getting at with the "Flat White" moniker.



Desert Flame from Siren Craft Brew (Finchampstead, Berkshire), a red IPA (4.2% abv). It was a reddish brown in the glass (let's call it russet, 18xx players) with a substantial head. There was a good smell of hops, but the taste was nicely balanced with lots of malt – I'm tempted to call it 'chewy'. Good stuff.

If you're interested in finding out more about these beers, Beer Hawk publishes information about each beer and brewery day by day. You'll find this online at www.beery-christmas.com

'Zine Poll 2022

Alex Richardson has published the “no-frills” results. And the top three are:

- 1 ODE
- 2 Fury of the Northmen
- 3 Variable Pig

Congratulations to John Marsden of Ode on another fine win.

To Win Just Once was 18th (of 26), which is not surprising as we're a bit different from most of the other contenders. If you'd like to see the full results, drop Alex a line at alex (dot) bokmal (at) googlemail (dot) com – and take a look at his 'zine, Obsidian, while you're at it.

Online stats

TWJO 229 was published on 26th November and the PDFs were downloaded 135 times by the end of the month. Issue 228 attracted 92 more downloads in November, taking it to 256 in two months. TWJO 227 picked up a further 26 downloads to make 330 since publication.

Letters

Jonathan Palfrey responds to my reading matter.

I'm a bit surprised that you reacted so badly to Stranger in a Strange Land.

So am I, given that I really enjoyed re-reading *The Moon is a Harsh Mistress* a few months ago. Jonathan continues.

I reread it myself in March this year, after a long time away from it, and on the whole it seemed better than I expected. Although my expectations weren't high, because I've mostly gone off Heinlein, whom I used to read when I was young. His works haven't lasted well, in general.

Jonathan then takes me to task for suggesting last issue that Jubal Harshaw did not care about the deaths of the police sent to detain Mike. He quotes the paragraphs where Jubal worries about this, so I must admit I got that wrong. I have to say that, by the time I'd waded through the rest of the book, I retained the impression that these early deaths were just dismissed.

Mind you, Jubal's justification for dismissing any further action is because these aren't ordinary police, but the “SS” and have done lots of very bad things in the past. I did wonder when reading the book why any Earth government would call its security forces the SS, but I guess Heinlein is making it clear that they're the bad guys. Oh, Jonathan has a postscript.

P.S. I'm rather surprised that you'd never heard of The Mouse That Roared. I don't really know how well known it is among the general public, but I think

both the film and the book have been fairly popular over the years. I probably saw the film first, in the 1960s I guess.

I'm aware of the film, but have never watched it, and didn't realise it was based on a book. The idea of a small country declaring war on the USA so that it can get support – like the Marshall Plan – when it's defeated sounds amusing.

Starters for '22

The new games Pevans has tried this year

I have been trying new games this year. It's just that I seem to be making a habit of playing them only once or twice – not enough for a proper review. Let me run through what I've tried out and give my initial impressions.



After hearing good things about it, I picked up a copy of *Under Falling Skies* (designed by Tomáš Uhlíř and published by Czech Games Edition) a few months ago. This is a solitaire game where you are defending Earth (or at least, in the starting game, Roswell) against attacking aliens. The alien mother ship gradually moves down the board towards your base, launching attack ships. You lose if the mother ship gets too low or the attacks inflict too much damage.

the attacks inflict too much damage.

To win, you have to get your research marker to the top of its track (presumably you then have the computer virus for Jeff Goldblum and Will Smith to upload into the mother ship and bring down its defences...). Research is one of the actions available to you, along with shooting down the attacking ships or generating energy to power everything else. Balancing this seems to be key.

Your actions are powered by dice which you assign to the available actions on the board, one die per column. The more pips on the die, the more powerful the action. And the faster any aliens in that column move towards your base. That's the other thing you have to balance. The game certainly looks the part with colourful cardboard components and little plastic alien ships. (But no cigars to celebrate a victory.)



After an initial play-through to get to grips with the rules, my first proper game was an easy victory. Ah, these aliens aren't so big! Mind you, that was on the easy setting. While I keep meaning to give the game another go, on a harder setting, I don't seem to have managed it five months later. As an added temptation, there is a campaign game, the components of which make up most of what's in the box!

An interesting comparison is with Friedemann Friese's solitaire game of shooting down invading aliens, *Fire!*, which I reviewed in *TWJO* 206. I would say that *Fire!* has simpler rules, but is the cleverer game. However, *Under Falling Skies* has bags of atmosphere and should be more fun to play. I really must give it another go!



Talking of Friedemann Friese, I've also tried out his game of racing mopeds (I kid you not!), *Full Throttle!* (*Frisiert!* in German), playing it both two-player and three-player. To be clear, the players are not racing the mopeds – leave that to the young daredevils – but betting on the outcome of the race (reminding me of *Niki Lauda's Formel 1* and its successors). Three laps round the circuit (there are two to choose from) to determine first, second and third in the race.

Each round a number of cards are drawn. The brightly-coloured, wooden moped pieces move for each card of their colour drawn: 1, 2 or 3 spaces, according to the number on the card. They can pass through, but not stop on an occupied space. Then players each draft a card from those drawn. This is a bet on that moped. Since you will cycle through the cards in a game, each card kept as a bet is also a slight handicap on that moped. Here's a game in progress – the coloured discs in the centre show which lap each moped is on.



At the end of the race you score points according to the moped's finishing position for each card of its colour you have. It's clever, entertaining and plays quickly.



When I went on holiday in September, I took a pile of games along with the intention of playing some (and having plenty of choice). However, what with all the Guinness to drink and relatives to catch up with, I ended up playing just one: *Rome & Roll*. Designed by Nick Shaw and David Turczi (and published by PSC), this is a roll-and-write game of rebuilding Rome after the great fire of 64 CE (under

Nero) – and expanding the empire.

I've been sitting on this game since it was published in 2020, so it was overdue an appearance on the table. The idea is that you roll the dice and use the symbols to do stuff. The things you do involve drawing buildings and roads on the central board of Rome while marking your resources and progress along various tracks on your personal board. All of these are worth points at the end of the game.

The solitaire option pits the player against 'Seneca', "a virtual opponent who is meddling in your plans." That is, Seneca gets in your way rather than actively



The end of my solitaire game with my orange beating Seneca's blue

developing stuff itself. The mechanisms are straightforward and Seneca's meddling proved to be more of a nuisance than a serious problem. Yes, I strolled to victory – though that was, of course, on the easy setting. I'm intrigued to see how it works with real opponents as it's certainly a lot more complicated than the other roll and write games I've played.



The big arrival this autumn was Nick Case's *Pilgrim* – a game I just had to back after enjoying his Noggin the Nog game, *Tales of the Northlands*, so much. This has a hexagonal central board and I was initially confused by the idea of dividing this into quadrants. But I suppose it's not much different from dividing a circle into four. Across this board, players will construct pilgrimage routes from the city at the centre to the sites on the edges.

But this is only one of the many things you get to do. There are buildings to buy, novices to train, monks to deploy and much more. The central mechanism is a kind of Mancala movement of pawns through the eight action tiles placed round the board. (Yep, six-sided board, divided into four, with eight tiles around it.) The power of the action you take will depend on how many pawns you have on it – and whether you have a majority.

There's a solitaire option, where you take on a programmed opponent, the Ab-bott (Ab-bot, surely? But it's mostly spelled Ab-bott.). I gave this a try, but am not



The conclusion of my solitaire *Pilgrim*: I'm blue and the Ab-bott is yellow

convinced that I was correctly applying the Ab-bot's priorities to its choice of actions. Despite this, it comprehensively beat me. Another game I must try again – once I've re-read the rules in light of my first game.

One of Friedemann Friese's 2022 games is a little card game, *Fasanerie* – *Fancy Feathers* in English. It's a set-collecting game featuring lots of different varieties of pheasant – though you only use six each time. The tricky bit is that each variety scores in different ways. Some are just worth points. Or negative points. Some are worth points for each pair and negative points for each singleton. Some are worth points as long as you have enough of them... And so on.

A copy of the game supports just two players. However, you can add more players with additional copies of the game – so that you have more cards for each pheasant variety, I assume. A few random cards are discarded from the deck, then a path of cards laid out. Players can move as far as they like along the path, which may well extend further as a result.

The player in last place takes the next turn. However, if they're alone on a card, they must pick up that card and the others to the start of the path. Hence you don't necessarily have that much control of what cards you'll pick up. Unless you're careful about how far forward you move. Cue some cautious play. The game ends once the deck's run out and both players have moved off the path.



Fancy Feathers in play – Green's about to take two cards, but red will get the next one

Nephew Tom and I have given it a go, after an initial training game. Tom struggled to get his head round the tactics, but I only won by a few points. It's clever, doesn't take long to play and doesn't need much room (we were playing on a two-person pub table). And, once you've mastered the starting set of pheasant types, you can mix and match with the others.

Another recent arrival is *Tiletum*, the latest from the design duo of Simone Luciani and Daniele Tascini, which appeared out of the blue courtesy of the publisher, Board & Dice





Tiletum: there's a roundel, a map, several tracks, personal boards...

(boardanddice.com). There is a solitaire option, so I thought I should give it a go. Phew! On top of a really complex game there is a complicated 'AI' opponent. I struggled through a game of sorts, but all I can say at the end of it is that I now have a better understanding of how the various bits fit together. Next thing is to re-read the rules. Thoroughly. And give it another go. Then I maybe up to teaching it to the Ruislip crowd I play with, as I think it will go down well with them.

Reading matter

The second volume of Aaronovitch's "Rivers of London" series, *Moon over Soho*, proved to be as entertaining as its predecessor. To recap, our hero, Peter Grant, is a probationary constable in the Metropolitan Police. And the Met's trainee wizard. In a department that's now two strong. The first book saw him discovering magic while solving a series of brutal murders and resolving a contretemps between Mother Thames and Father Thames (and their various offspring).



This story takes us into Soho and, in particular, jazz clubs. We also learn more about Peter's family which, it turns out, has a connection to London's jazz scene. Peter spots that there have been a disproportionate number of deaths amongst jazz musicians, though none of them is suspicious in itself. His initial investigations

detect magic and lead him on quite a trail. (His sex life picks up, too. But, really, fictional detectives should be wary of anyone who claims to be attracted to them...)

A series of gruesome murders means a second investigation. But, defying my expectations, the two cases don't merge. Instead we have the set-up for a quest that looks like it could continue for a while. Perhaps we've met Peter's Moriarty. In which case, his Watson is his colleague and friend, Lesley, who was horribly injured in *Rivers of London* and is busy recuperating in the background of this book. However, a surprise development at the end suggests she may well be a more important part of future volumes.

Overall, this feels a slighter story than the first book – though this may be because I'm now familiar with the setting and background. Several of the Thames offspring/tributaries feature in this book, reminding us of what the series is called, but in minor roles compared to the first book. And Peter continues to apply science to his study of magic. Thus, he conducts experiments to find the boundaries of his new powers and how they work. I enjoyed this and look forward to the next.

Games Events

The following box concentrates on events I usually attend.

Swiggers: games club that meets most 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: November 2023 at the Mickleover Court Hotel in Mickleover (near Derby). **MidCon** is a friendly board games convention, but has been in a new venue since 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 4 results and scores

Name	Aqueduct	Road	British town		
Martin Abrahams	Aqua Julia	6	Via Gallia	1	Iboracum 1
Alex Bardy	Pont du Gard	15	Gt London Road	1	Glevum 16
Chris Baylis	Gadara Aqueduct	1	Icknield Street	7	Glevum 16
Colin Bruce	Aqua Julia	6	Icknield Street	7	Isca 3
Charles Burrows	Pont du Gard	15	Icknield Street	7	Glevum 16
Mike Clibborn-Dyer	Aqua Julia	6	Via Gemina	8	Glevum 16
Mark Cowper	Pont du Gard	15	Via Gemina	8	Glevum 16
Terry Crook	Aqua Julia	6	Via Julia Augusta	3	Glevum 16
Mike Dommett	Pont du Gard	15	Via Gemina	8	Glevum 16
Paul Evans	Pont du Gard	15	Via Gemina	8	Glevum 16
Anthony Gilbert	Pont du Gard	15	Via Julia Augusta	3	Glevum 16
William Hay	Aqua Julia	6	Via Gemina	8	Glevum 16
Andrew Kendall	Pont du Gard	15	Watling Street	2	Aquae Sulis 1
Nik Luker	Aqueduct of Hadrian	1	Icknield Street	7	Gobannium 1
Tim Macaire	Pont du Gard	15	Icknield Street	7	Glevum 16
Brad Martin	Pont du Gard	15	Via Gemina	8	Isca 3
Nigel Monaghan	Pont du Gard	15	Via Julia Augusta	3	Isca 3
Graeme Morris	Pont du Gard	15	Icknield Street	7	Glevum 16
Mike Pollard	Pont du Gard	15	Icknield Street	7	Glevum 16
Chris Rudram	Aqua Julia	6	Via Hadriana	1	Glevum 16
Richard Salmon	Pont du Gard	15	Via Gemina	8	Glevum 16
Pam Udowiczenko	Pont du Gard	15	Via Gemina	8	Glevum 16
Matthew Wale	Pont du Gard	15	Watling Street	2	Eboracum 1

Name	Writer	Province	Building/structure	Total
Martin Abrahams	I Claudius	1 Gallia	13 Hadrian's wall	15 37
Alex Bardy	Julius Caesar	5 Germania	1 Hadrian's wall	15 53
Chris Baylis	Julius Caesar	5 Hispania	5 Hadrian's wall	15 49
Colin Bruce	Horace	11 Hispania	5 Hadrian's wall	15 47
Charles Burrows	Horace	11 Hispania	5 Hadrian's wall	15 69
Mike Clibborn-Dyer	Julius Caesar	5 Gallia	13 Hadrian's wall	15 63
Mark Cowper	Horace	11 Gallia	13 Hadrian's wall	15 78
Terry Crook	Horace	11 Gallia	13 Horreum	2 51
Mike Dommett	Juvenal	3 Hispania	5 Hadrian's wall	15 62
Paul Evans	Horace	11 Gallia	13 Hadrian's wall	15 78
Anthony Gilbert	Horace	11 Gallia	13 Horreum	2 60
William Hay	Juvenal	3 Gallia	13 Isurium Brigantum	1 47
Andrew Kendall	Livy	1 Gallia	13 Colosseum	1 33
Nik Luker	Horace	11 Galatia	1 Hadrian's wall	15 36
Tim Macaire	Horace	11 Hellas	1 Hadrian's wall	15 65
Brad Martin	Julius Caesar	5 Gallia	13 Hadrian's wall	15 59
Nigel Monaghan	Julius Caesar	5 Gallia	13 Hadrian's wall	15 54
Graeme Morris	Juvenal	3 Gallia	13 Hadrian's wall	15 69
Mike Pollard	Horace	11 Gallia	13 Hadrian's wall	15 77
Chris Rudram	Horace	11 Hispania	5 Insula	2 41
Richard Salmon	Grattius	1 Gallia	13 Insula	2 55
Pam Udowiczenko	Horace	11 Gallia Belgica	1 Temple of Hadrian	1 52
Matthew Wale	Virgil	1 Britannia	1 Pantheon	1 21

As usual, it's the different answers that are most interesting. I leave identifying the Roman town names to the reader, but note that there were two Iscas.

Mike Pollard gives a reference for Horace: "fast pacy thriller, a cracking read – TLS." While Tim Macaire wants us to know he's Q Horatius Flaccus.

I looked up "Horreum" to discover it's a public warehouse or granary. While "Isurium Brigantum" was a fort and town in N Yorkshire.

And Pam: really! Using words like B*****m, even if it is in Latin.

Scores

Player	Turn 1	Turn 2	Turn 3	Turn 4	Total
Martin Abrahams	33			37	70
Alex Bardy	48	37	68	53	206
Chris Baylis		50	38	49	137
Bob Blanchett			43		43
Colin Bruce	54	55	77	47	233
Charles Burrows	57	60	84	69	270
Mike Clibborn-Dyer	46	57	61	63	227
Mark Cowper		58	78	78	214
Terry Crook		26	45	51	122
Mike Dommett	48	44	70	62	224
Paul Evans	53	46	67	78	244
Anthony Gilbert	51	50	77	60	238
William Hay		57	59	47	163
Andrew Kendall	57	41	80	33	211
Andrew Larder	47	37			84
Nik Luker		40	73	36	149
Tim Macaire	57	46	90	65	258
Brad Martin	51	46	73	59	229
Nigel Monaghan	7	57	58	54	176
Graeme Morris	43	28	90	69	230
Mike Pollard	58	67	77	77	279
Chris Rudram	52	57	75	41	225
Richard Salmon	58	59	64	55	236
Pam Udowiczenko	31	30	55	52	168
Matthew Wale	30	30	63	21	144
John Webley	44				44

And top scorer this round is... me! Oh, and Mark Cowper. And almost Mike Pollard. I feel much better. © Mike lengthens his lead to an insignificant 9 points.

What's this about?

I have cribbed these rules from the *Variable Pig* website. You can find the originals (with lots of variants) at: 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 5 categories

Let me have:

- 1 A leader of the Labour party
- 2 A leader of the Conservative party
- 3 A leader of the Liberal/Lib Dem party
- 4 An Act of Parliament
- 5 A Chancellor of the Exchequer who was never Prime Minister
- 6 An American President

All beginning with the letter L 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 20th January 2023.

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

Turn 5

Almost everyone wants to build between Athlone and Longford, it seems. BIENS INTERNATIONAL EXPRESS NETWORK built over hills towards Dublin. CANTERBURY RAILS built parallel in opposite directions to BALLINOKE ARMAGH STRABANE HAULAGE, while IRISH RAILWAY ASSOCIATION also built into Dublin. RUBBER BANDIT RAILWAYS threaded into the north while AW GO ON's timing was a little off.

Builds and Points

IRISH RAILWAY ASSOCIATION

(IRA), Anthony Gilbert – Green

Builds:

- a (F64) – F67 – G68 (1 to BASH)
- b (G68) – H67 – J68 – Dublin; (M21) – L21

c (L21) – Claremorris – L24

Points: 50 -1 +2 = **51**

RUBBER BANDIT RAILWAYS

(RBR), Mike Dyer – Black

Builds:

- a (G59) – E58 – C59 (1 to IRA)
- b (C59) – B59 – A59 – A57 – Z16 (1 to IRA, 1 to CR)
- c (Z16) – Z15 – Enniskillen

Points: 35 -3 = **32**

BALLINOKE ARMAGH STRABANE HAULAGE

(BASH), Bob Blanchett – Red

Builds:

- a (Athlone) – V24 – W24 – Longford
- b (Athboy) – E63 – C62 – Oldcastle
- c (Athenry) – M29 – L28 – Galway (+6)

Points: 44 +6 +7 = **57**

CANTERBURY RAILS (CR), Rob

Pinkerton – Blue

Builds:

- a (Longford) – W24 – V24 – V25 – Athlone
- b (Oldcastle) – C62 – E63 – Athboy
- c (Letterkenny) – V6 – V4

Points: 53 +6 = **59**

AW GO ON (AGO), Gerald

Udowiczenko – Orange

Builds:

- a (Longford) – Z24 – Z25
- b (Z25) – Mullingar; (M16) – Ballina; (V23) – V25 (4 to CR, 4 to BASH)
- c (V25) – Athlone (1 to CR, 1 to BASH); (Mullingar) – A67 – Z27

Points: 41 +4 -10 = **35**

BIENS INTERNATIONAL EXPRESS NETWORK (BIEN),

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- b (I65) – I67 (1 to BASH); (B64) – A64
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Points 35 -5 = **30**

GM Notes

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

Town Names for preference please.

Die rolls for the next turn are: **3, 4, 6**

This is the last building round.

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by Friday 13th January 2023**

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Being a correspondence game of *En Garde!* run by Pevans since April 1986 and now published as part of *To Win Just Once*.

New players are always welcome. If you'd like to play, you'll need to subscribe to *TWJO* (see page 19). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

Orders for September 1674 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 20th January 2023



August 1674 (365)

As we reach the height of summer the armies see a few new recruits for the final month of the campaign. Rudolph D'Remarques offers his services to the Picardy Musketeers, but commander Hugh Challavas-Vichy turns him down. D'Remarques trots down the road and applies to the 13th Fusiliers, only to be rejected again. The 53rd Fusiliers is his next option, but Les Anonyme, the CO, is not interested. So, it's the 27th Musketeers, despite wondering why he's been rejected so many times, that finally accept D'Remarques. His borrowings allow D'Remarques to buy a Captaincy (and a horse) before setting off to join his regiment in action.

The Colonel of the Grand Duke Max's Dragoons, Henri Tard, is happy to have Tristand Sault join the regiment. A hefty loan from Louis Severin Descartes – who is still able to pay off his own debts as well – means Sault can finance the rank of Major and the requisite horses. Then he, too, is off to war.

Alexandre Capone calls in his mistress's favour to make sure the commander Archduke Leopold Cuirassiers accepts his application. He fancies being a Major, but can't actually afford this, so has to settle for the rank of Captain. And he joins the other recruits on the way to the Low Countries.

Phillipe F'Loppe leads the Dragoon Guards and welcomes Claude Oppere to the regiment. Oppere's borrowings give him the funds to become a Major in the regiment before hitting the road.

The cavalry attacks

This month the cavalry in Third Army get in on the action as the advancing Allied armies under William of Orange move towards the main French forces. The two sides meet at Seneffe with the French taking the offensive. The Cavalry Division engages the main Dutch cavalry force with mixed results. In the Horse Guards Brigade, the Dragoon Guards hold their own. Colonel Phillipe F'Loppe (his brevet Brigadier-General rank having expired) gathers a little loot (just over 200 crowns). His latest recruit, Major Claude Oppere, is promoted to Lieutenant-Colonel.

It's the Queen's Own Carabiniers who smash the enemy horsemen. Their commander, Brigadier-General Justin Thyme, is Mentioned in Despatches ("That's a smash") and picks up over 500 crowns worth of booty ("That's a grab") for his second Mention. There's a MiD for Lt-Colonel Roger d'Horne as well – just not as effusive – and he plunders something under 500 crowns for himself. ("Less smashing – and less grabby")



The Horse Guards Brigade Major, Petit-Garson Riche, makes sure his name goes into the Despatches.

Heavy Brigade sees Archduke Leopold's Cuirassiers held back by their opposite numbers. Well, the regiment is only commanded by a Captain. The other Captain, Alexandre Capone, holds his own without any reward.

The Crown Prince Cuirassiers do the business for the Brigade, demolishing the Imperial troopers they confront. CO Ben e'Volence survives a sabre blow to the chest – that's what the cuirass is for, after all – and receives a Mention in Despatches ("That must have hurt") and just over 200 crowns worth of loot.

Lt-General Rick Shaw commands the Heavy Brigade and seizes the best part of 500 crowns worth of booty.

The Dragoon Brigade is not involved in this action as it's guarding the flanks of the French position. Brigadier Jacques Hatt still manages to find a few hundred crowns worth of loot.

Grand Duke Max's Dragoons have a quiet month, so there's no reward for the regiment's new Major, Tristand Sault.

However, Princess Louisa's Light Dragoons, on the other flank, take on an advancing force of Brandenburgers and create havoc against the unprepared infantry. Balzac Slapdash, commanding the regiment, is Mentioned in Despatches, bringing him a Knighthood. He amasses plunder worth just over 200 crowns. Major François-Xavier Flamand does slightly better with the pillaging, but nothing else.

So does the infantry

The main fighting of the battle is Second Army's assault on the centre of the Allied army, in strong defensive positions at Sayt. First Division can make no real headway, both First and Second Foot Brigades being held back by the Dutch battalions' intense musket fire.

In First Foot, the Royal Marines return fire with fire. Their commander, Henri DuShite, is Mentioned in Despatches ("Good shooting") and collects well over a thousand crowns worth of loot. Major Vinne d'Pooh takes some personal risks to pick up the same amount of plunder. Captain Jean-Claude Etienne gains a Mention ("A fine shot") and is brevetted to Major. Booty worth a round thousand crowns means he can easily afford a couple more horses. And a grateful monarch further rewards him with a pat on the back.

Lieutenant-Colonel Hugh Challavas-Vichy leads the Picardy Musketeers, but is one of the many to fall to the enemy's muskets. RIP. Suffering just a flesh wound (though it was close to being fatal), Major Maurice Pauvre is promptly promoted to fill the gap. There is a Mention in Despatches for him ("Flesh wound? Looks pretty bloody to me") and the best part of two thousand crowns worth of 'liberated' goodies. He earns the moneylenders' appreciation by sending a chunk of this back to Paris to pay off his debts.

First Foot Brigadier Louis Renault receives a brevet promotion to Lt-Gen, 3,000 crowns worth of loot and a MiD ("Let's see him carry that lot").



Second Foot has a worse time than First, taking heavy casualties. These include Lt-Colonel Hercule D'Engin, acting commander of the 53rd Fusiliers, who falls to the fusillade from the Dutchmen. RIP. However, Brigadier Les Anonyme does gain promotion to his full rank of Brigadier-General.

Second Division does no better than first, both Third and Fourth Foot Brigades suffering significant losses. Now Colonel of the 4th Arquebusiers, Thomas de la Lune is acting Brigadier of Third Foot and is brevetted to Bdr-Gen, allowing him to end the campaign as Brigadier. His own regiment does well in the fighting, but the 27th Musketeers are crushed by the volume of fire, with new Captain Rudolph D'Remarques amongst the fallen. RIP.

As always, the Royal North Highland Border regiment is successful, capturing several enemy guns. However, without support, they must fall back when the Imperial and Dutch cavalry descend on them. Field Marshal Leonard de Hofstadt commands one battalion of the regiment and comes away with over 1,500 crowns worth of loot and a Mention in Despatches ("He won't be Field Marshal much longer"). Lt-Gen Bernard de Lur-Saluces leads another battalion and takes home well over a thousand crowns worth and a MiD of his own ("Still here").

Frontier Division commander Lt-Gen Zavier Ulric Turenne pulls rank to grab close to two thousand crowns worth of booty for himself. A Mention in Despatches (“That’s a lot”) brings him a Knighthood. His Adjutant, Colonel Henri Tard, is brevetted to Bdr-General and pockets well over a thousand crowns worth.

General Jacques de Gain, commanding Second Army, receives two Mentions in Despatches (“Here comes his baton”) and picks up just over a thousand crowns worth of loot. His Aide, GDMD Lt-Col Louis Severin Descartes, dashes hither and thither across the battlefield carrying orders and picking up goodies that come his way. That’s well over fifteen hundred crowns worth of goodies. He’s also taking delivery of his preparations for the General’s triumphant return to Paris and promotion to Field Marshal: an oversize French flag, cases of champagne, Chinese fireworks and a tailor to upgrade the General’s dress uniform to the latest fashion.

But not the Guards

This leaves First Army, which is largely away from the fighting, defending captured fortresses. This doesn’t stop the Royal Foot Guards getting in some action. Their leader, Bdr-Gen Beau Reese Jean Seine, is again acting Brigadier, so Lt-Col Bastian de LaGarde commands the regiment in his swansong. Seine must make do with a little booty – a hundred crowns or so. His Brigade Major, Camille de Polignac, is promoted into the hole left by LaGarde’s retirement and loots some five hundred crowns worth. A Mention in Despatches (“Busy boy”) brings him elevation to Baron.



In the RFG, Captain Charles Trenet wins the lottery to be promoted to Major in place of Polignac. Captain Felipe Savant is Mentioned (“not Major”) instead. Captain Martin de Garnache collects just a hundred crowns worth of loot, while Captain Lou Scannon’s personal bravery brings him a little bit more than that. Subaltern Zeold von Tu gets both the Mention (“Brave lad”) and the loot. For Major Eclair de Lame, Captain Neville Moore, and Subaltern Pierre a’Noyer (another man who repays his loans) there is nothing.

The King’s Musketeers beat off an attack by some Spanish troops, bringing CO Greg de Bécqueur a Mention in Despatches (“He’s disgraced, you know”) and leaving behind 500 crowns worth of equipment for him to snaffle. Lt-Col Tarquin le Hatter is found in his tent – writing applications and pleading letters and working out how to re-schedule his debts – after the fighting is over and is reprimanded. And there’s a Mention for Major Claude de Nord.

General Jean Jeanie, commanding First Army, receives a MiD and gets in on the looting to the tune of almost 500 crowns.

And definitely not Paris

The heat in Paris makes for a quiet August, the only potential kerfuffle caused when Terence Cuckpowder goes courting. This is after he’s taken his current squeeze, Lucy Fur, on an outing to the Fleur de Lys. However, the object of his advances is not at home, so nothing comes of it. Terrence spends the rest of the month practising sabre.

Pierre Cardigan spends the month in the Fleur with Edna Bucquette, as is his wont. Xavier Money is there, too, accompanied by Kathy Pacific for most of the month. However, the final week is Xavier’s picnic, so he leaves Kathy at home and awaits his guests. There are none. That’s an awful lot of punch Xavier has to get through. Not to mention all those little pie things...

New arrival Hector William Boone borrows heavily and then joins Hunter’s club. He spends three weeks trying out the club’s facilities with his guest, the other new arrival (and latest customer of the moneylenders), Alvin Charles. Both men retire to the Bawdyhouses to complete their month. The footpads think Hector looks easy pickings, but find that he’s been canny enough to spend all his cash. ❖

Press

Announcements

From Colonel Greg de Bécqueur, Commanding Officer, King’s Musketeers:

3rd Battalion will be returning to the front in September. Take a brief opportunity to reward yourselves for a job well done in the summer campaign, then report to barracks. Some of us still have wars to win ... and disgrace to survive.

** 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, and some financial help is available.

† Marquis 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 Marquis Thyme

Social

To: Officers & Men of the 1st Division
As your acting commander I wish you good fortune in the coming assault against the paella munchers.
I will hold a party during September Week 2 to celebrate our safe return and raise a glass to those who fell.
All invited including your ladies and the drinks are on me.

All officers in the First Army this season are invited to my club in Week 2 of September to celebrate and commemorate appropriately. Of course, your ladies are also welcome.

† Count Jean Jeanie, First Army
Commander

Personal

Lord Percy Percy says, as fashion is tending towards the absent, Monsieur Capone appears to be very fashionable.

To: Those in High Places

I formally offer my services to the next Field Marshal of France to act as his Aide.

I formally offer my services (Knighthood or Colonel appointment permitting) as Commissioner for Public Safety.

I formally offer my services as Divisional Adjutant for the Guards Brigade.

See, what a jolly and benevolent fellow I am, keen to serve King and Country, keen to serve those in positions of prominence. Go ahead, pick good old Tarquin and you won't be disappointed.

† Lt. Colonel Tarquin le Hatter
King's Musketeers
Deputy Commissioner of Public
Safety

Tarquin La Hatter: Big mouth, no action.

Perhaps he is too scared to fight?

To: Phillippe F'Loppe

I refuse to address you as 'Sir' since your nowt but a rogue and a fraudster who clearly bunged that inept stand-in for Count Seine a few crowns to declare you not guilty when you obviously are. It's a disgrace I say and, as soon as I've secured the full Commissioner's role, I shall be coming for you, F'Loppe... Mark my words!

In the meantime, challenge away as much as you like as I've no intention of meeting you except when it is to serve (another) arrest warrant upon your worthless carcass.

† Lt Col Tarquin le Hatter
King's Musketeers
Deputy Commissioner of Public
Safety

Poetry Corner

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

Okay, it's autumn, I can see
We don't need a Minister for War
presently,

But what about other vacant posts?
I suspect we need Justice the most,
And if these issues concern me,
Do they trouble His Majesty?

2 What can we do? Is it too late?
Can we avoid this dreadful state?

I have very little doubt
We need someone to sort this out.
Please can Beau Reese Jean Seine
Appoint some Ministers again?

† Henri Tard

Points Arising

Next deadline is 20th January

Next turn is the start of a new season. **All characters start the month in Paris and all duels must be fought.**

The new Military Appointments and empty Government Appointments will be filled at the start of September – by NPCs where they are not taken by player characters – see the Announcements and Applications below. Remember that some appointments let the holder appoint other/s – giving each to a qualifying player character or an NPC or leaving it vacant. So, if you have applied for an appointment – or hold a rank – that allows you to make other appointments, don't forget to do so (or NPCs will get the jobs).

Note that the military appointments shown on the Greasy Pole (and character sheets) **have expired**. They are shown as a reminder that the incumbent gets +1 on his chance of being appointed if he has re-applied for the same position.

Next month is September and any returns on investments will be paid out. Any shortfalls must be made good or the investment will be lost.

Absent friends

I didn't receive orders from the following (No Move Received) and they suffered the consequences:

CdN Claude de Nord (Andrew Larder)
has NMR'd. Total now 1
EdL Eclair de Lame (Peter Farrell)
has NMR'd. Total now 1
JCE Jean-Claude Etienne (Tim
Ratray) has NMR'd. Total now 1

GM (Mike Clibborn-Dyer) was floated at his request.

Farewell

Rob Bartlett has decided to leave the game. Sorry to see you go, Rob, and you're welcome to re-join us any time.

Welcome

Joining us from Australia just in time for the September turn is Pauli Kidd, whose experience with *En Garde!* goes back to the original brown booklet (just like mine!). Welcome to the game, Pauli.

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 applies for Regiment Adjutant of ALC

Alexandre Capone applies for Aide to Lt. General and to Crown Prince

Les Anonyme applies for Minister without Portfllo

Ben e'Volence applies for Brigadier of Heavy Brigade

Ben e'Volence applies for Commnr. of Public Safety

Ben e'Volence applies for Chancellor of Exchequer

Ben e'Volence applies for Minister without Portfllo, Minister of Justice and Minister of War

Charles Trenet applies for Aide to Lt. General and to Crown Prince

Charles Trenet applies for Captain, King's Escort

Greg de Bécqueur applies for Brigadier of Guards Brigade

Henri Tard applies for Brigade Major of Horse Guards Brigade

Jacques Hatt applies for Brigadier of Guards, Horse Guards, Heavy, Dragoon, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades

Justin Thyme asks NPC Aide to Brigadier-General (JiT) to resign

Leonard de Hofstadt applies for Army Commander of First and Second Armies

Leonard de Hofstadt applies for Minister without Portfllo

Louis Renault applies for Brigadier of 1st Foot, 2nd Foot and of 3rd Foot Brigades

Lou Scannon applies for Aide to Lt. General and to Crown Prince

Louis Severin Descartes applies for Division Adjutant of First, Second, Cavalry and Frontier Divisions

Louis Severin Descartes applies for Aide to Field Marshal

Laszar Vivrebras applies for Ensign, King's Escort

Martin de Garnache applies for Regiment Adjutant of RFG

Martin de Garnache applies for Captain, King's Escort

Martin de Garnache applies for Aide to Crown Prince

Neville Moore applies for Regiment Adjutant of RFG

Pierre a'Noyer applies for Regiment Adjutant of RFG

Pierre a'Noyer applies for Captain, King's Escort

Pierre a'Noyer applies for Aide to Crown Prince

Petit-Garson Riche applies for Brigade Major of Horse Guards, Heavy and Dragoon Brigades

Rick Shaw applies for Brigadier of Heavy Brigade

Rick Shaw applies for Division Commander of First and Cavalry Divisions

Rick Shaw applies for City Military Governor

Rick Shaw applies for Inspector General Cavalry

Rick Shaw applies for Adjutant General

Terence Cuckpowder applies for Brigadier of Guards, Horse Guards, Heavy and Dragoon Brigades

Terence Cuckpowder applies for Commnr. of Public Safety

Terence Cuckpowder applies for Minister of Justice and Minister of War

Tarquin le Hatter applies for Brigade Major of Guards Brigade

Tarquin le Hatter applies for Aide to Field Marshal

Tarquin le Hatter applies for Commnr. of Public Safety

Tristand Sault applies for Brigade Major of Dragoon Brigade

Tristand Sault applies for Aide to General

Zavier Ulric Turenne applies for Province Mil. Governor

Zavier Ulric Turenne applies for Division Commander of Second and Frontier Divisions

Zavier Ulric Turenne applies for City Military Governor

Zavier Ulric Turenne applies for Minister without Portfllo

Zeold von Tu applies for Ensign, King's Escort

Zeold von Tu applies for Aide to Brigadier-General

Applications

Here are the applications again, this time in the order in which they will be resolved, with the characters who are applying for each post.

Minister of War: BeV, TC

Minister of Justice: BeV, TC

Minister without Portfolio: Anon, BeV, LdH, ZUT

Chancellor of the Exchequer: BeV

Commissioner of Public Safety: BeV, TC, TIH

Army commander: LdH (both)

Adjutant-General: RS

Inspector-General of Cavalry: RS

Division commander: RS (First, Cavalry), ZUT (Second, Frontier)

City Military Governor: RS, ZUT

Provincial Military Governor: ZUT

Brigadier: BeV (Heavy), GdB (Guards), JH (all), LR (1st, 2nd, 3rd Foot), RS (Heavy), TC (Guards, Horse Guards, Heavy, Dragoon)

Aide to Field Marshal: LSD, TIH

Division Adjutant: LSD (all)

Aide to General: TS

Brigade Major: HT (Horse Guards), PGR (Horse Guards, Heavy, Dragoon), TIH (Guards), TS (Dragoon)

Aide to Crown Prince: AC, CT, LS, MdG, PaN

Captain of the King's Escort: CT, MdG, PaN

Aide to Lt-General: AC, CT, LS

Regimental Adjutant: AC (ALC), MdG (RFG), NM (RFG), PaN (RFG)

Aide to Brigadier-General: ZvT

Ensign, King's Escort: LV, ZvT

Duels

Results of August's duels

There were none.

Grudges to settle next month

Tarquin le Hatter (Rapier, Seconds XM & CdN) has cause with Alexandre Capone (Sabre, Seconds PC & RS, adv.) for pinching Ella.

"adv." shows who (if anyone) has the advantage of higher Expertise: his first duelling sequence need only contain six actions.

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

New Characters

Pauli Kidd started with the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 3; EC 4 (RDR Rudolph D'Remarques).

Nik Luker gets the Second son of an Impoverished Knight: Init SL 6; Cash 40; MA 1; EC 4 (X1).

Gerry Sutcliff gets the First son of a well-to-do Gentleman: Init SL 5; Cash 275; MA 5; EC 3 (X2).

This time Pauli Kidd gets the Second son of a Peasant: Init SL 2; Cash 10; MA 3; EC 2 (X3).

Tables

Army Organisation and 1675's Summer Deployment

First Army (Defence)	--/--/--
Guards Brigade (Defence) - RFG CG KM	
Second Army (Assault)	--/--/--
First Division (Assault)	--/--/--
1st Foot Brigade (Assault) - RM PM	
2nd Foot Brigade (Assault) - 13F 53F	
Second Division (Assault)	--/--/--
3rd Foot Brigade (Assault) - 27M 4A	
4th Foot Brigade (Assault) - 69A Gscn	
Frontier Division (Assault)	--/--/--
Frontier Regiments (Assault)	
Third Army (Field Ops)	--/--/--
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

Brigade Positions

Guards Brigade	--/--/--
Horse Guards Brigade	--/--/--
Heavy Brigade	--/--/--
Dragoon Brigade	--/--/--
First Foot Brigade	--/--/--
Second Foot Brigade	--/--/--
Third Foot Brigade	--/--/--
Fourth Foot Brigade	--/--/--

Current CO/Aide/Brigade Major of each Brigade; entries are ID for player characters, "N" (+ MA if needed) for NPC, __ for vacant

Frontier Regiments

	F1	F2	F3	(Defence for Sept-Nov)	
	N3	N6	N2	F4	RNHB
Colonel				N3	N8
Attached					
Also at the Front					

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

Battle Results

First Army: 2	Frontier Division: 3
Guards Brigade: 2	Frontier regiment 1: 1
Royal Foot Guards: 3	Frontier regiment 2: 3
Cardinal's Guard: 4	Frontier regiment 3: 3
King's Musketeers: 2	Frontier regiment 4: 3
	RNHB regiment: 1
Second Army: 3	Third Army: 2
First Division: 2	Cavalry Division: 3
1st Foot Brigade: 2	Horse Guards Brigade: 1
Royal Marines: 3	Dragoon Guards: 3
Picardy Musketeers: 3	Queen's Own Carabiniers: 2
2nd Foot Brigade: 5	Heavy Brigade: 3
13th Fusiliers: 4	Archduke Leopold Cuirassiers: 3
53rd Fusiliers: 3	Crown Prince Cuirassiers: 1
Second Division: 4	Dragoon Brigade: 4
3rd Foot Brigade: 4	Grand Duke Max's Dragoons: 3
27th Musketeers: 5	Princess Louisa Lt Dragoons: 1
4th Arquebusiers: 2	
4th Foot Brigade: 2	
69th Arquebusiers: 4	
The Gascon Regiment: 1	

Other Appointments

King's Escort: Ensign __	Captain __
Cardinal's Escort: Ensign __	Captain __
Aides: to Crown Prince __	to Field Marshal __
Provincial Military Governors: __/__/__/__/__	
City Military Governor __	Adjutant-General __
Inspectors-General: of Cavalry __	of Infantry __
Commissioner of Public Safety __	
Chancellor of the Exchequer __	
Minister of Justice __	
Minister of War __	
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

Femmes Fatales

No	Name	SL	Attr	Lover
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	XM
54	Madelaine de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	TC
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idée	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Lô	5	B	

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

Regiments

Col	RFG	CG	KM	DG	OOC	ALC	CPC	RM	GDMDPM	13F	PLLD	53F	27M	4A	69A	Gscn
LCol	BRJS	N4	GdB	PFL	JIT	RDH	BeV	HDS	HT	N5	BS	N5	N7	TdIL		N5
Col	CdP	N7	TH	CO	PGR	AC	N1	VDP	LSD	N6	N6	N3	N3	N5	N5	N5
Maj 1	EdL	N7	CdN		N5	N3	N1	JCE+	TS	N6	N6	N3	N1	N5	N5	N3
Maj 2	CT	N1	N1		N5	N3	N1			N6	N6	N3	N3	N5	N5	N3
Capt 1	NM	N3	N4		N5	N3	N1			N6	N6	N3	N3	N5	N5	N3
Capt 2	LS	N5	N2		N5	N3	N1			N6	N6	N3	N3	N5	N5	N3
Capt 3	MdG	N2	N3		N5	N3	N1			N6	N6	N3	N3	N5	N5	N3
Capt 4	PaN	N5	N4		N5	N3	N1			N6	N6	N3	N3	N5	N5	N3
Capt 5	FS				N5	N3	N1			N6	N6	N3	N3	N5	N5	N3
Capt 6					N5	N3	N1			N6	N6	N3	N3	N5	N5	N3

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

The Greasy Pole

ID	Name	SL SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
LdH	Viscount Leonard de Hofstadt	26	F	Withy	Fld Marshal/Min w/o Port	7		Flr	5	Neil Packer
PC	Count Pierre Cardigan	24	34	Withy		10	Edna	Flr	5	Matt Shepherd
BRJS	Count Beau Reese Jean Seine	24	F	Withy	B.Bdr-General RFG/State Min.	12		Flr	4	Bill Hay
JJ	Count Jean Jeanie	23	F	Flthy	General/1st Army Commandr	32		Flr	3	Andrew Kendall
BdLG	Earl Bastian de LaGarde	23	Ret							Jerry Spencer
JdG	Count Jacques de Gain	23	F	Flthy	Fld Marshal/2nd Army Commandr	24		Flr	6	Ben Brown
BdLS	Count Bernard de Lur-Saluces	22	F	Flthy	Lt-General/Prov. Mil. Gov	18		Flr	3	Rob Pinkerton
TC	Viscount Terence Cuckpowder	21	30	Comfy	Bdr-General	6	Lucy	Flr	6	Mike Dommert
BeV	Marquis Ben e'Volence	20	F	Withy	B.Bdr-General CPC	9		Flr	3	Ash Casey
GdB	Earl Greg de Bécqeur	20	F	Rich	B.Bdr-General KM/Gds Brigadier	11		Flr	5	Arno Gilbert
Anon	Sir Les Anonyme	19	F	OK	Bdr-General/2 F Brigadier	3		Flr	4	Bruno Giordan
CdP	Baron Camille de Pognac	19	F	Comfy	Lt.Colonel RFG/Gds Brigade Maj.	4		Flr	4	James McReynolds
XM	Baron Xavier Money	17	46	Withy	Bdr-General/Min w/o Port	7	Kathy	Flr	3	Pam Udowiczenko
HDS	Marquis Henri DuShite	16	F	Rich	B.Bdr-General RM	13		Both	4	Dave Marsden
LS	Lou Scannon	16	F	Rich	Captain RFG	4		Both	2	John Cooke
GM	Sir Gaz Moutarde	15	31	Withy	Bdr-General	4		Both	2	Mike Clibborn-Dyer
EdL	Baron Eclair de Lame	15	F	Rich	Major RFG	12		Both	3	Peter Farrell
TIH	Tarquin le Hatter	15	F	Comfy	Lt.Colonel KM/FMshl's Aide	2		Both	5	Jason Fazackarley
RS	Baron Rick Shaw	15	F	Withy	B.Lt-General/Hvy Brigadier	2		Both	6	Charles Burrows
NM	Sir Neville Moore	14	F	Withy	Captain RFG/REG Regt. Adjnt.	1		Hunt	2	Cameron Wood
PFL	Sir Philippe F'Loppe	14	F	Comfy	Colonel DG	4		HGds	4	Phil Urquhart
ZUT	Sir Xavier Ulric Turenne	13	F	Withy	Lt-General/Fntr Div Commandr	4		Both	1	Bob Blanchett
CT	Sir Charles Trenet	13	F	Rich	Major RFG	1		Both	3	Graeme Morris
JIT	Marquis Justin Thyme	13	F	Withy	B.Bdr-General QOC	11		Both	2	Gerald Udowiczenko
PGR	Sir Petit-Garson Riche	12	F	Comfy	Major QOC/HGds Brigade Maj.	1		HGds	2	Mark Cowper
PaN	Pierre a'Noyer	12	F	Poor	Captain RFG	3		Hunt	3	Tym Norris
MdG	Martin de Garnache	12	F	Comfy	Captain RFG/BdGen's Aide	3				4 Bill Howell
JH	Sir Jacques Hatt	12	F	Comfy	Bdr-General/Drgn Brigadier	4		Both	3	Joel Halpern
LR	Sir Louis Renault	12	F	Rich	B.Lt-General/1 F Brigadier	2		Hunt	4	Roy Bleasdale

ID	Name	SL SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
CdN	Claude de Nord	11	F	Comfy	Major KM/BdGen's Aide	3		Hunt	4	Andrew Larder
HWB	Hector William Boone	10	10	Comfy		5		Hunt	5	Paul Wilson
CO	Claude Oppere	10	F	Poor	Lt.Colonel DG	3				6 Paul Murphy
BS	Sir Balzac Slapdash	10	F	Comfy	B.Bdr-General PLLD	12		Hunt	5	Matthew Wale
FS	Sir Felipe Savant	10	F	OK	Captain RFG	5		BG	4	Brick Amundsen
ZVT	Zeold von Tu	10	F	OK	Subaltern RFG	5		Hunt	3	Tim Macaire
AC	Alexandre Capone	9	F	Poor	Captain ALC	3		BG	5	Ray Vahey
MP	Maurice Pauvre	9	F	Comfy	Lt.Colonel PM	3		Hunt	4	James Waters
HCV	Hugh Challavas-Vichy	9	RIP							Nik Luker
HDE	Hercule D'Engin	9	RIP							Gerry Sutcliff
LV	Lascar Vivrebras	8	F	Comfy	Subaltern RFG	4		BG	4	Olaf Schmidt
RdH	Roger d'Horne	8	F	Comfy	Lt.Colonel QOC	1		HGds	4	Steven Malecek
LSD	Louis Severin Descartes	8	F	Comfy	Lt.Colonel GDM/Gen's Aide	2		BG	1	Chris Schotmann
HT	Henri Tard	8	F	Comfy	B.Bdr-General GDM/Fntr Div Adjnt	7		BG	3	Nigel Monaghan
AICH	Alvin Charles	7+	23	OK		4		F&P	2	Graeme Wilson
TdLL	Thomas de la Lune	6	F	OK	B.Bdr-General 4A/3 F Brigadier	3		F&P	5	Peter Card
TS	Tristand Sault	6	F	Poor	Major GDM	4				2 Mark Nightingale
VdP	Vinne d'Pooh	4	F	Comfy	Major RM	4				2 Terry Crook
BdB	Burger de Boeuf	3	Ret							Rob Bartlett
X3		3	Ret							Geraint Morgan
JCE	Jean-Claude Etienne	3	F	Comfy	B.Major RM	7		RP	4	Tim Rattray
FXF	François-Xavier Flamand	3	F	Poor	B.Major PLLD	2		RP	3	Robert Strudwick
RDR	Rudolph D'Remarques	3	RIP							Pauli Kidd

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+