

That would be enough

This has been issue 239 of *To Win Just Once*, published 20th November 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* and *Star Trader* to Mike by Friday 1st December 2023.

Orders for *LPBS*, Trophy Hunter entries and any other contributions to Pevans by Friday 8th December 2023.

(First planned 2024 deadlines: 5th/12th January)

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 – a four-player game starts in this issue and Gerald Udowiczenko is on the list for three more to join him. (Working map and rules provided).

Star Trader – start is in this issue and there's room for one more player. (Rules provided)

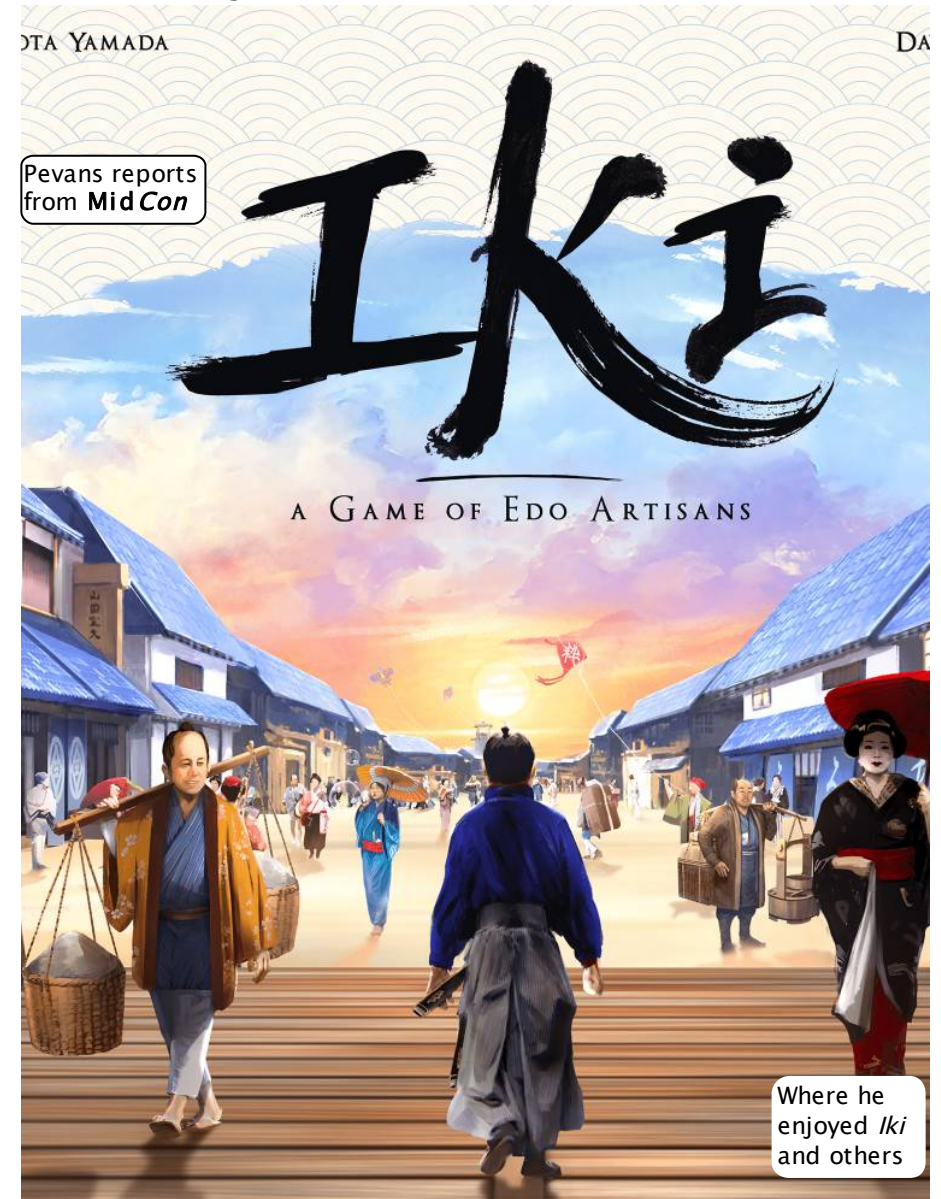
Credits

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

It may have been at short notice, but I got to **MidCon** this year – my first games event for four years! In fact, the 2019 **MidCon** was the last con I went to. My report from the con follows, with my first impressions of the new games I played.

Halloween has been and gone, but I was amused when I encountered this fellow on one of my walks.



After all the recent rain, I expected plenty of mud on my latest foray into Ickenham marshes. In fact there wasn't that much mud, though there were a few puddles to splash through. And the marshy fields have some unexpected visitors.



Where ducks may safely graze.

That watery bit winding out from under the trees is actually the path across the field.

RIP Boîte à Jeux

Boiteajeux.net has been my third favourite website for playing games online for quite a while. Initially the pastel shades of *Ginkgopolis* and the brain-melting of *Myrmes*, but mostly lots of *Agricola* (original edition) with Brad Martin and co. And, most recently, Bernd Eisenstein's *Palmyra* (not to be confused with Reiner Knizia's old game of the same name) which I'm unexpectedly good at.

But it's all gone now. The ageing software used for the website reached the end of its life and the (amateur) team aren't in a position to re-write the whole thing from scratch. I never got on with the white on black colour scheme but it's still a shame to lose this platform. Especially as BGA only has the revised edition of *Agricola*.

Seasonal beer

Beer Hawk is no more, so no 2023 version of the Beery Advent Calendar that I've had from them in recent years. However, I discovered that other people do them and the one from Virgin Wines had a good press. And here it is.



It's specifically craft beers, so I don't think any of them will be live (they all appear to be in cans, for a start). However, you can expect tasting notes...

Seasonal fare

Speaking of Christmas, Wenzel's (our local bakery chain) has yet to put any mince pies on the shelves. However, on a recent visit to Tesco's I picked up their *finest* Golden Mince Pies – “with Muscovado sugar and treacle butter pastry”. They're more brown than golden, but none the worse for that.

The pastry is not too thick and really tasty with the richness of the Muscovado (and Demerara) sugar and black treacle. The filling is very sweet, as expected, with a good hit of alcohol (Calvados, according to the ingredient list) and plenty of spice. Definitely better than any other supermarket mince pies I've had in recent years. I'll just have to compare them with Wenzel's offering this year...

Which? (www.which.co.uk) has just published its review of this year's Christmas food from supermarkets and they reckon the best mince pies are from Aldi, with Asda in second place. If Wenzel's don't have anything soon, I'll have to see if I can try these.

2023 UK Games 'Zine Poll results

Alex Richardson has published the results of this year's poll – drop him a line at alex (dot) bokmal (at) googlemail (dot) com for the full analysis. 50 people voted for 23 'zines and it's congratulations to Colin Bruce as his *Fury of the Northmen* (FuN) came out on top.

I'm very tempted to describe FuN as “small but perfectly formed” as it runs to just a few pages, but is always interesting. It's also only available on paper. And, as someone who's played in a few of his games, Colin is a meticulous GM. Contact Colin at furyofthenorthmen (at) btopenworld (dot) com if you're interested.

The venerable *Ode* from John Marsden (johnmarsden (underscore) ode (at) yahoo (dot) co (dot) uk) was second and Alex's own 'zine, *Obsidian*, placed third.

TWJO was bang in the middle at 12th. Thanks to the 8 people who voted for it – though that number does include Mike and me.

Spiderwatch

Number of large house spiders found dead in a bucket in the garden shed: 1. It's been quiet. Too quiet...

Online stats

The last issue (*TWJO* 238) was published on 14th October and the PDFs had been downloaded 94 times by the end of the month. October added 24 more downloads for *TWJO* 237 to make 138 in two months. And number 236 has been downloaded a total of 166 times since publication with October adding just 18 more.

Letters

Andrew Kendall responds to my notes on Bernard Cornwell's *Sharpe's Devil* in the last *TWJO*.

Pleased to see a mention of Thomas Lord Cochrane – fascinating tale – I have a couple of biographies of him, and there's so much more to the story (the financial scandal, I believe, was a put-up job, after he became an MP to complain about non-payment of prize money to the crews – as a bankrupt, he couldn't be an MP). If memory serves, he stole the Spanish flagship in Chile, and once deliberately got his small ship grappled by a big Spanish ship – inevitably he got away. Nelson apparently told him to act [first] and ask forgiveness later!

His house in Valparaiso (base of the Chilean Navy) is a museum.

After Chile, he moved on to help kick the Spanish from Peru, stopped off in Brazil on the way back and then went and helped the Greeks.

O'Brien's Aubrey appears to be at least partly based on him.

That's Patrick O'Brian's "Aubrey-Maturin" series of novels about a Royal Navy Captain (Jack Aubrey) and ship's surgeon (Stephen Maturin) in the Napoleonic Wars. The first of these is *Master and Commander*, also the title of the film (drawn from three of the novels) with Russell Crowe and Paul Bettany playing the main characters. That's my only exposure to these stories. (Though I did play Maturin in a role-playing game!)

Tim Macaire has been noticing the weather.

Not the best timing for the photos last issue, considering how many people experienced "Westerly, Severe Gale rising Storm; rough; heavy rain; moderate to poor" while looking at them. But the rainbows were welcome, I agree.

Rainbows are always welcome, I feel.

Just outside Derby

Pevans reports from MidCon 2023

I'm off to one of my favourite events. And my first con for four years! Since **MidCon** 2019 in fact - a lot of water under the bridge since then. I'm looking forward to seeing some familiar faces - and playing some interesting games.

This time I'm getting there by public transport. Starting with my favourite Chiltern Railways - they're not the fastest, but they are generally reliable and punctual. Plus the station's a whole 7 minutes' walk from home. This takes me to Birmingham. Time was I would then have walked a couple of hundred yards to the venue from Snow Hill station. But now it's transfer to another train for a ride to Derby. Back in 2019, it would then have been a 50-yard stroll to the hotel door! Now it's get a bus (or grab a cab) out to the village (?) of Mickleover (Wikipedia describes Mickleover as "a large suburban village ... 2 miles west of Derby city centre").

And as I check in I bump into two people I know. Apparently there's already a bunch of people in the bar. Mmm, bar...

Room sorted out, it's down to the bar where there are a few more familiar faces. Drink, chat, a leisurely meal in the hotel restaurant and five of us started our games with *Friese's Landlord*. It's been a favourite of mine since its first version.

In the spirit of the game, a building was blown up in the first round with James the unlucky player who didn't have an Alibi card and went to jail. Squatters moved between developments, prompting more lucrative tenants to move on. The mad scientist set up his laboratory, only to be evicted before he'd created any monsters. And a Murder saw James the unlucky player who didn't have an Alibi. Again.



Paul (his buildings are top right in the photo) finished well ahead as the deck ran out, the rest of us scrabbling for second place in his wake. It was, as ever, great anarchic fun. And so to bed...

Day 1 - Friday

The hotel breakfast was nothing special, though the constantly-breaking-down coffee machines were entertaining or irritating depending on whether you were trying to get a coffee or just spectating. Then, at 9 o'clock, there was a queue for registration! At **MidCon!!** 20 minutes later, it had cleared completely.



Towards the end of *Century* with my stuff in the foreground.

After catching up with people I hadn't seen for four years (something that continued intermittently all day), I was invited to join a game of *Century: A New World* that was being set up by Dave and Alex. This was to fill in while they waited for some friends to arrive - who turned out to be old friends of mine!

I have played this *Century* game once, some years ago. I found it a step up on the base game (*Spice Road*), with a clever worker placement mechanism for taking

actions instead of just playing a card. Plus bonuses and extra ways of scoring points. After a very necessary refresher on the rules, we dived in. But I was floundering a bit to start with. And then continued floundering.

The thing about this series is that they're all about being efficient in getting the cubes that will buy victory point cards. While I tend to go for the simple/obvious, but inefficient actions. Anyway, I thought I was doing okay, only to find I was last once we'd scored up. Hey ho.

Time for a wander round to see what was happening. The 18xx room had several 18xx games going. No surprise there and a situation that would continue all weekend. Elsewhere there was a huge variety of games in play, including several different *Power Grids*.

Pondering which game to play next, Andy and Deborah invited me to join them. Of their interesting selection of games, we opted for *Iki*. It may have been published 8 years ago, but it was new to me. It's set in the city of Edo (Tokyo nowadays) in the 17th/18th century and the Japanese theme is nicely reflected in the artwork.

This is not so much worker placement as worker movement. After an initial bid for turn order/movement, players take cash or spend it hiring an artisan. Then they move their pawn, stopping in one of the city's quarters. In effect, this is a roundel, with players carrying out the action available in that quarter and/or the one provided by an artisan there (a roundel with variable actions). Using another player's artisan increases its experience, raising the player's income.



The game's ready to go – once we've added our fourth player.



My board during the game. I've met a couple of 'Celebrities' (the cards top right), one providing additional cash and the other a scoring opportunity. I have artisans of four colours tucked under my board. I've bought an expensive fish for points and a cheap one to use building the Pub. The tobacco pipe scores points, the pouch doubles them.

Actions let players buy or trade resources which score points or are needed for other actions. In particular, players stock up on rice as they need to feed their artisans at the end of each season (three rounds). The available Artisans and resources are also replaced at the end of the season.

After 12 rounds (all four seasons) there's a final turn (Happy New Year!) and you score up. However, there's one other thing to watch out for. In the latter three seasons, fire will break out in one of Edo's quarters (which I believe was a real problem in Edo at that time). Players thus need to build up their firefighting capabilities or run the risk of having their artisans burnt out.

Adding the *Akebono* expansion (the city's port with extra actions) didn't seem to increase the complexity and gave us more options. Having set up the game, we were joined by Brigitta to make a fourth.

While there are a lot of available actions to choose from, the game has some obvious things to do. Such as adding artisans to generate income and to score for the number of different types you have at the end. Getting cash to be able to hire those artisans. Buying a tobacco pouch for its points and a tobacco pipe to double them. Buying each season's fish – as Deborah did – to rack up the points. Building boats – as Brigitta did – to get paid when other players use them.

Including the rules explanation, our game took close to three hours. That's three completely absorbing and thoroughly enjoyable hours. The final turn saw me buy

the Pub (the only Building purchase of the game) that gave me points for a set of the same type of artisan – which I'd accumulated to score with a Celebrity card. This nice boost to my score saw me win the game, just one point ahead of Deborah. Brigitta's emphasis on the port didn't seem to pay off as she was last. And *Iki's* a game I will definitely play again if I get the opportunity.

Time for a really new game: some of the guys I met the previous evening were setting up *Apiary* and invited me to join them. A first published game from Connie Vogelmann, this is one of the 2023 releases from Stonemaier Games (www.stonemaiergames.com). So, as you'd expect, it's a well produced game. And, thankfully, not over the top.

Essentially, the game is bees in spaaace! That's highly intelligent bees exploring outer space, natch. ("Why not call it Space Bees?" was the sentiment round the table, but Stonemaier do seem to prefer one-word titles.) Anyway, each player gets their own board and will place tiles on the hexagonal spaces, some of which provide bonuses when they do so. Plus a generic storage space and pieces in their chosen colour – notably the four worker bees.

Since we have worker bees, we need somewhere to place them. The board is divided into various action spaces. What you do most turns is place a worker to take an action. However, the spaces only have room for one or two bees. When one is added, the others bump along and those that are pushed out go back to their owner. Returned bees increase in strength. Unless they're already at 4, when the player gets to place a token on the Hibernation area instead. This gets an immediate bonus and potentially points at the end of the game.



Here's my board at the start of *Apiary* with my workers standing to attention. In play they're placed on their side and start with a strength of 1.



Here's the *Apiary* board as we near the end of the game. Note the Hibernation Comb at the bottom is almost full and the yellow scoring cube at the top of the board is well ahead of the rest of us (bottom left).

Actions are taken at the strength of the worker placed there, of course, and are pretty straightforward. 'Explore' lets you move the mother ship (Queen?) and place a tile on an unexplored space or just pick up resources from where you end up. This seems to be an important way of collecting resources. Though I did okay despite exploring a lot less than everybody else. 'Grow' adds more workers or an extension to your mat. 'Research' gets you 'Seed' cards which can be played for an immediate bonus or 'planted' to score points. Since you can play as many of these as you like, they can give you quite a boost. 'Advance' is where you spend resources to buy tiles to go on your mat. These generate stuff or provide a bonus on a particular action. 'Convert' lets you swap resources, including trading basic ones for more valuable stuff (honey!). And then there's the 'Carve' action (no, I don't know why either) in the middle where you buy points-scoring tiles.

There's a lot to manage in this game. You need resources, you need tiles, you need to boost your workers to be able to take the strength-4 actions and claim spaces in the 'Hibernation comb'. I felt I was always short of resources (probably because I wasn't Exploring), but still remained competitive. This experience suggests there's

more than one strategy so it's a question of finding the best path through the game. Having stormed ahead during the game, it was no surprise that Simon (playing yellow in the photos) was the winner, but it was close between the rest of us. And I thoroughly enjoyed it. It took three thoroughly absorbing hours (excluding rules explanations and a break for food).



Round 4 of *Challengers!* and my opponent's just taken the flag. Time for me to discard my cards.

and regain the flag. Run out of cards and you lose that round. Removed cards are stacked by type and you also lose if you have too many different types.

Where it gets interesting is between rounds. You get the chance to draft new and different cards and discard some. Cards are drawn randomly, but you get to decide which you keep. What's more, lots of cards have special actions which come into play when they've been put to the side. And the abilities are cumulative, so having several cards that add 2 to the value of our cards (for example) is very useful.

Between rounds you move to another board and face a different opponent. In a four-player game, I played everybody else twice, once as first player, once as second. Players tot up their points for winning rounds and the top two face off in a final. In my game, I won all six rounds, only to lose the final to Andy. Well, he was an experienced player. I found *Challengers!* interesting, but I don't think it's a game I want to play all that often.

The evening wrapped up with a four-player game of *Rumis* – the original game with wooden pieces, not the plastic *Blokus 3D*. Players have the same set of wooden pieces in their colour and place them on the board, one at a time, within the

After we'd packed up, there was an hour or so before a tournament the others had booked in for. Discovering that a couple of us had never played the game in question, *Challengers!*, they insisted we give it a go. It's a series of 1:1 duels and starts off simply. Both players have a deck of cards, shuffle them and play from the top. After the first player's first card is on the mat, the other player then plays until their total matches or beats it to take the flag marker. The beaten card goes to one side and that player then draws to beat the other's top card



My yellow blocks seem to be doing okay, but it's not a winning position. And note the nifty little wooden turntable that Gareth had for this.

constraints of the particular board. Once nobody can place any more, they score for each square of their colour visible from the top – less a point for each unused piece.

Our first game was on a triangular base with each row having a maximum height one more than the previous, longer one. In effect, we were building a narrowing series of steps. It quickly became apparent that it is easy to find yourself blocked off – each piece you place must be adjacent to at least one square of your colour that's already on the board. And that the three-dimensional pieces are the hardest to get rid of. Andy won the game, but we'd enjoyed it enough to set up a second one.

This time the construction had a maximum height of four throughout. Learning from the first game, I got rid of my 3-D pieces early on. I was able to block the other players from a little part of the board, allowing me to fill in spaces later on. Though, conversely, I was blocked off from the rest of the board. Andy and I ended up with the same number of visible squares, but I'd used one more piece for a narrow win.

That's another good little game, though I think I'd want the wooden version.

And so to bed.

Day 2 – Saturday

Saturday morning's breakfast was enlivened (?) by the cantankerous coffee machines again. After browsing the Bring 'n' Buy (the only game I was vaguely interested in was under someone else's arm), I hooked up with old friends Jennie and Richard Munday and some other **MidCon** stalwarts. We eventually stopped chatting and decided to play a game. With six players, we opted for *Streetcar*. I wasn't familiar with this version, but have played (once upon a time) the original game, *Linie 1*.

As Richard succinctly explained, it's a game of two halves. To begin with, players take turns to lay square tiles on the board, building up a network of tram lines across the board. Crucially, tiles can be upgraded, providing existing track is preserved. This gives the chance of adding the connection you want when someone else has laid something unhelpful. The aim is to have a route that connects the two terminuses/termini of your line, diagonally across the board. Along the way, you must call at two (in a six-player game) specific tram stops. Inevitably, this complicates the route you need: it's never a straight line.

The second half starts once you reckon you've got a route. You stop laying tiles and instead move your neat streetcar piece from one terminus along your route. The number of tiles you move over is always one more than the previous player. But you must stop at any tram stop you come to, usually meaning a shorter move than you want. And the winner is the first to reach their other terminus.



You can see the cogs whirring as Richard considers his next play...

I was first to start moving my streetcar, with everybody else following almost immediately. Richard got home one move ahead of me to claim the win. Gary, unfortunately, had had to give up after realising he'd connected the wrong tram stops and his car was stuck in a loop! How we all laughed. I suspect a modern equivalent of this game would play more quickly, but it is great fun as you try to puzzle out how to bend the tram lines to get to where you want. I advise lateral thinking.

After one departure, we were five to try *SCOUT*, something I've been wanting to play for a while. It's a card game from the Oink stable, often described as a "ladder" game. I understand that now as you must play a set of cards from your hand that's more valuable than the previous play. That is, a pair of '4's to beat a pair of '2's or a '9' to beat a '6'.



Photographing *Scout* is tricky as cards are played and taken away almost immediately. But here the 7-8-9 easily beats the solitary 4.

The key thing is that you must play cards that are adjacent in your hand and cannot move the cards around in your hand. As mitigation, all cards are double-ended, with different numbers at each end. When you first look at your hand, you can choose which way up to play it, but cannot then change it again.

When you do beat the previous play, you take those cards as points at the end of the hand. If you can't beat it, you 'scout' (draft) a card from that set, awarding the owning player a bonus point. This also reduces the value of that play, making it easier for the next player to beat it. The hand ends when somebody has played their last card and points are captured cards plus bonuses minus cards left in hand. Negative scores are common!

Scout is a delightfully simple yet challenging game with some clever tactical options once you understand how it works. It was great to play with a bunch of

gamers all furrowing their brows in concentration! Jennie and Richrd tied for this one, formally shaking hands over the result.

Reduced to four, we decided it was time for a heavier game: *Power Grid!* Borrowing a set with lots of expansion boards, we opted for Italy. Unsurprisingly, choosing four regions to play resulted in a long narrow playing area from the busy north to the open (and expensive) spaces in the south. After my recent experiences with the game, I was careful not to connect too many towns and to accumulate a decent war chest for an end-game blitz.



Neither Venice nor Sicily is popular, it seems. And Jennie (yellow) is trying to keep us in the North.

In the end, it didn't quite work – I needed one more round to finish off my position. Andy took his chance to cross the finishing line, even though he couldn't power all these cities. Carefully calculated, he powered the same number as Richard, but beat him comfortably on the tie-break (most cash). Another cracking game.

Time for dinner: an excursion with more old friends, Lee and Mark, and another Richard, Mr Clyne. Our venue was the Binary Bar and Restaurant (binarybarandrestaurant.co.uk) in Mickleover village, a 10-minute walk away. The food was good and the cocktails (Espresso Martinis all round!) were 2-for-1. Hic! Recommended to anyone attending *MidCon* next year. (Though I can't promise the same deal on cocktails.)

Having decided to make up a team for the quiz, we were actually early into the room – where our quizmaster, the inimitable David Norman, was setting up. So we played a little card game while we were waiting: *GAP*. There are five suits of cards, each numbered 1-9, and several are dealt into the middle. In turn, players play a card from their hand, taking card/s of the same (or adjacent) number from the centre with it.

Cards taken go in front of you, organised by suit. At the end of the hand, your score is the cards in your longest suit/s minus the cards in your shortest suit/s. Simple, eh? Certainly at the start of the hand, there's not too much to think about. But it gets increasingly tricky as you gather cards and want to avoid certain suits and take others.

GAP was just the right filler to take us to the start of the quiz – a hasty totting up showed Mark had won. And then it was time for round 1 of the quiz: fill in the form with your team name to score 20 points. Easy!



David's got the quiz off to a fine art these days with a different format for each round and some tricky questions (books of the Old Testament with a T in their title, anyone?). With Mark and Richard making most of the running, we took an early lead and were still half a point ahead with one round to go. Where we scored 4 points less than our nearest rivals to lose by 3½. Coming second is what I traditionally do in quizzes.

And so to bed.

Day 3 – Sunday

Sunday was the allotted time to play *Commands & Colors: Napoleonics* with Mark on his blinged-up set. The plan was for an eight-player “La Grande Battles” game, but we didn't have enough takers. So we settled for an “EPIC” game (smaller than LGB games, but still bigger than a standard game).



EPIC Bussaco – the Allies are in defensive positions along the hills at the top, but outnumbered by the French who gain a victory banner for each hill hex.

Newbie Alex joined me as my subordinate on the Allied side, while Mark's other half, Marianne, took the same role for the French. Mark had set up the Bussaco scenario from the Peninsular War, with the Allies (British and Portuguese troops under Wellington) occupying the ridge of hills on one side and the superior numbers of the French arrayed opposite. Over the page is the set-up (from CommandsAndColors.net).

The Allies withstood initial attacks from the French on one flank and then the other. However, battered units had to retire from the front line and the French eventually cleared the Allied right flank. Attacking on their left didn't help the Allies much as the French took the hills on the right to win by 13 to 5.

Once we'd cleared the game away, there wasn't much left of the con. Many had already left and the rest were packing up. As I was stopping overnight (it's much more pleasant travelling refreshed on Monday than Sunday evening after a hard day's gaming), I hung around saying goodbyes and chatting to the others who were still there.

Chatting over a pleasant dinner in the hotel with several committee members (and others), I learned that **MidCon** was close to its 250 capacity each day. And that many of the people who came along on Saturday to find out what was going on were back again on Sunday. The con's finances are in good health, which bodes well for its future.

From my wanderings around over the three days, I reckon the game of the con was *Power Grid*. I saw several games in play every day. There was also plenty of *Ark Nova* in evidence – several with the new *Marine Worlds* expansion. And Mars was repeatedly terraformed – I'm sometimes amazed we're not all living there yet.

After a few years where much of my games-playing has been online, it was amusing to see physical copies of some of the games I've only played virtually: *Underwater Cities* and *Grand Austria Hotel*, for example. Of the latest games, I spotted *Darwin's Journey* (given a big thumbs-up by the players), *Evacuation* (ditto), *Horseless Carriage*, the new *Kingmaker*, *Kutná Hora*, *Nucleum*, *Voidfall* (in its absolutely huge box) and the good-looking *White Castle*.



Not at capacity yet, but filling up on Sunday morning – this is only one of the rooms.

To wrap up my reports, I must mention the beer. T'committee makes a point of getting in some real ale – something hotels don't normally stock – usually in the form of polypins racked up behind the bar. This year's brews came from the Dancing Duck Brewery in Derby (www.dancingduckbrewery.com).

I tried the 22 (4.3% alcohol-by-volume) first. This is described as a best bitter. It was a coppery brown with a good balance of initial maltiness and then hops. I found it a pleasant drink, but preferred the next I tried.

Which was Ay Up (3.9% abv). This is billed as a “pale session ale”. It was certainly paler – more yellow than brown – and smelled more of hops. It was hoppy and dry to taste and went down a treat.

I was planning to go on to the Dark Drake (oatmeal stout at 4.5%) later, but it ran out (Saturday lunchtime!) before I had worked up to it. I even bought the last pint out of the box – for someone else!

After this, it was Dancing Duck's bottled beers, notably Nice Weather (4.1%): “A copper coloured fruity session ale”. I didn't get much fruit from it, but it was certainly a coppery colour and had noticeably more malt than the Ay Up. More beer next year, committee!

It was an uneventful train journey home (that's the way I like them) on Monday. But I was already suffering with my take-away from the con – a cold. Always a risk when you spend three days in close proximity to 200+ other people and at least it wasn't anything more serious. And a week later it's pretty much cleared up.

I expect next year's **MidCon** (the 45th) to be the first weekend in November at the Derby Mickleover Hotel. Keep an eye on the website for more information: midcon.org.uk

Reading matter

What Abigail Did That Summer is a novella in Ben Aaronovitch's “Rivers of London” series. As the title tells us, it's about the adventures of precocious teenager Abigail while the novels' main hero, Peter Grant, is out of London in *Foxglove Summer* (see *TWJO* 235). Peter features despite his absence as Abigail often refers to him and what he's taught her about magic and magical beings. Peter's boss, Nightingale, and base, the Folly, make appearances as well – plus, of course, the obligatory cameo by one of the rivers (Fleet in this case).



The plot is kind of signalled by the early reference to the Pied Piper, but it isn't that simple. And Abigail is an ideal investigator as the affected are youngsters of her age – some of whom she knows. We learn a lot about Abigail's circumstances from the story, as well as just how capable she is. And we meet the talking foxes of

Hampstead Heath. They seem to be organised along military lines and I'm intrigued how they fit into the magical London.

It's an interesting change to have the story led by a teenager, rather than a Metropolitan police officer (Peter). Thus there's a lot Abigail doesn't know (but readers can infer from other books in the series) but her understanding is pretty acute. And she's also determined and resourceful. I look forward to seeing what role she (and the foxes?) play in the later books.

Games Events

The run up to Christmas is generally a barren period for board games events.

However, there is Dragonmeet on 2nd December at the Hammersmith Novotel in London. It bills itself as a "Tabletop Gaming Convention", but its roots are role-playing games. "Expect new and old games to play, industry panels, book signings, an art show, bring & buy, cosplay events, lots of new traders and big demos, tournaments..." covering miniatures, role-playing and board games. For details and bookings see the website: www.dragonmeet.co.uk

The following box concentrates on events I used to attend.

Swiggers: games club that meets on 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 these days. For more info, see www.pevans.co.uk/Swiggers or the BGG Guild at boardgamegeek.com/guild/1672

UK Games Expo: 31st May - 2nd June 2024 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. 3rd-6th October 2024, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.spiel-messe.com/en

MidCon: early November 2024 at the Derby Mickleover Hotel in Mickleover (two miles from Derby city centre). **MidCon** is a friendly board games convention, now in a comfortable modern hotel. It's largely open gaming, but the new website allows games to be scheduled in advance – useful if you want lots of players for something. There's also a Bring 'n' Buy and a quiz on Saturday night. See midcon.org.uk

The Wizard of Anharitte (*Star Trader* game 12)

Turn 1

Trading was limited this Quarter, with TREKBOER buying 15 Monopoles at Mu Herculis, beating MADNESS & MAYHEM's bid of 14, while MADNESS did manage to buy 10 Alloys for 3 HTs at Gamma Leporis, cutting out ROCKET TRADERS bid of 2.

ROCKET TRADERS took out the maximum loan it could of 632 HTs over 4 Quarters, and proceeded to spend over two thirds of it, increasing Business Connections and Reputation, buying 6 Spice Factories at Sigma Draconis, with a Warehouse for storage, and swapping the Light Weapon pod on Vanguard for a Cargo pod. The maximum spend went on two Phoenix Hulls, both with Augmented Jump, Passenger and 5 Cargo pods. And a Corco Gamma Hull with Augmented Jump, Passenger and a single Cargo pod. All laid down at Tau Ceti, and all with A class crew.

COSTA NOSTRA COFFEE INC saw a small explosion at the Pick's berth, but ignored this, upgrading the Piccolo's Crew and buying 5 Monopole Factories at Mu Herculis and 2 Alloy Factories at Gamma Leporis.

MADNESS & MAYHEM gained a business Connection as reward for their trading, and took out a 300 HT Loan over 4 Quarters, spending this on laying down a Corco Iota Hull at the busy Tau Ceti Shipyards, increasing business Connections, and storing the Passenger pod while a Light Weapons pod was added as replacement.

SOLAR SPICE & LIQUORS sold their ship, and took out a 300 HTs loan. Unlike other Corporations, it spread its ship building, a Piccolo at Epsilon Eridani and a 4 Passenger pod Corco Zeta at Beta Hydri, and just the single Piccolo at Tau Ceti. Five Monopole Factories at Mu Herculis were added. And an increase in Reputation and Political Connections.

TREKBOER, apart from its successful trade, made a sabotage attempt on CNCI at Mu Herculis, with no effect, Corporations might be nervous on hearing it has also hired agent Dwarf. Crews were upgraded to A class, and Political Connections were increased.

News

There is one new News chit. The current list (new chits in **bold**) is:

Turn 3 **C3**

Turn 4 **P5, B4**

Turn 5 **C5**

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

Corporation Table

| Corporation letter and name | Connections Bus/Crim/Pol | Init'v Bid | Turn order | Cash | Rep | Player |
|-----------------------------|--------------------------|------------|------------|------|-----|-----------------|
| A Costa Nostra Coffee | 7 0 0 | 0 | 2 | 5 | 20 | Mark Cowper |
| B Madness & Mayhem | 4 5 0 | 0 | 3 | 454 | 24 | Anthony Gilbert |
| C Solar Spice & Liquors | 1 3 4 | 0 | 4 | 81 | 25 | Paul Evans |
| D TrekBoer | 1 7 1 | 0 | 5 | 225 | 23 | Mike Dyer |
| E Rocket Traders | 1 0 8 | 3 | 1 | 211 | 25 | Przemek Orwat |

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

GM Notes

Questions, ask me, Clever ideas, run them past me first.

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
 or by e-mail to mike_dommett@yahoo.co.uk
 by Friday 1st December 2023



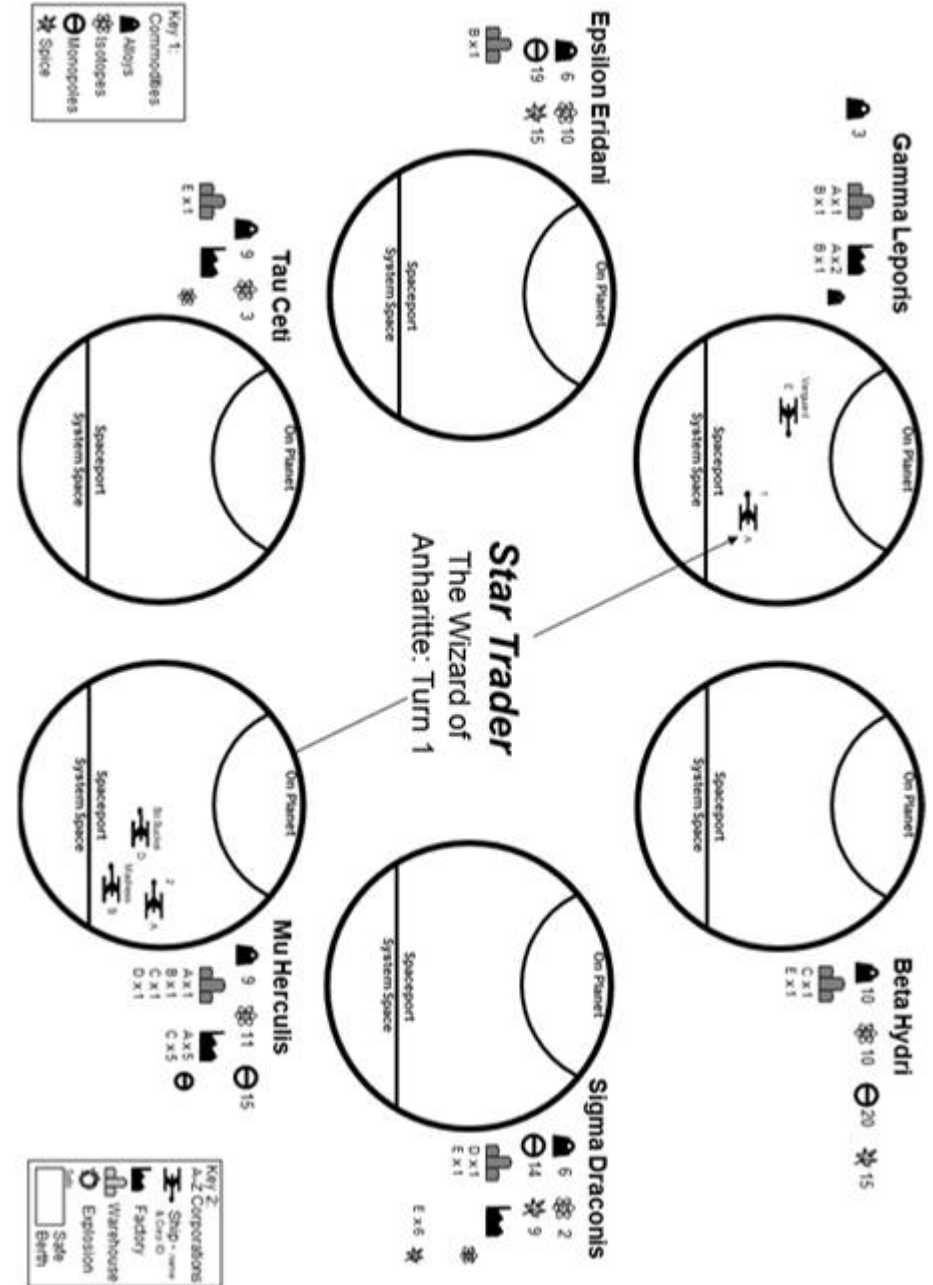
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The table on the right shows the costs for the paper edition, including postage, and the games only subscription.

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Trophy Hunter

Turn 2

This turn's shots

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

Mr Pollard admits “Sure got lucky with the lion, didn't I!” Before going on to get another piece of it – he and Alex Bardy finish it off. Tim Macaire brings down the monkey that was being stalked by the lion.

Charles Burrows, on the other hand is all “Not a great start!” At least it doesn't get any worse.

Eddy Richards feels he needs a handicap: “I will shoot with my eyes shut.” With predictable results.

Key

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

Other symbols

| | | |
|--|---|-------------|
| | X | Missed shot |
| UPPER CASE = this turn, lower case = last turn, Strikeout = dead animal | | |

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

Animals only touch (if at all) at corners and only Snakes will go next to a Bush.

What's this all about?

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

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

The first hit on each animal scores points in proportion to its size. For example, a Lion is three squares and worth 15 points, so the first hit scores 15/3 = 5 points. If several players hit the same square at the same time, they share the points; if several players hit different squares of the same animal at the same time, they get the points for the square they hit.

Chris Rudram tries to “avoid the Gorillas” this time and wings an Elephant – along with Bill Hay. While Andrew Kendall is just glad not to be last.

Pam Udowiczenko finds another lion to share the early lead with Mike P.

And Graeme Morris reveals the justification for his latest shot: “No Carole, the ‘L’ on the grid stands for lizard ... a nasty slimy lizard ... no, NOT ‘lion’ ... surely you know I wouldn't try to hurt a pudgy tat?”

Graeme Wilson proves he's innocuous by shooting up a bush.

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

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

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

Scores

| Player | Shots | This turn | Total |
|-----------------|----------|-----------|-------|
| Alex Bardy | G15, H17 | 5 | 5 |
| Colin Bruce | I15, G15 | 0 | 0 |
| Charles Burrows | C17, I15 | 0 | -4 |
| Mark Cowper | C15, P6 | 0 | 0 |
| Mike Dommett | C17, B7 | 0 | 0 |
| Anthony Gilbert | | | 0 |
| William Hay | P10 | 2.5 | 2.5 |
| Andrew Kendall | K9, A2 | 0 | 0 |
| Andrew Larder | | | 0 |
| Nik Luker | M10, N11 | 0 | 0 |
| Tim Macaire | H13 | 4 | 4 |
| Brad Martin | H14, G15 | 0 | 0 |
| Graeme Morris | G15, I15 | 0 | 0 |
| Mike Pollard | I15, H16 | 5 | 10 |
| Eddy Richards | P16, Q14 | 0 | 0 |
| Alex Richardson | | | 0 |
| Chris Rudram | P10 | 2.5 | -1.5 |
| Pam Udowiczenko | O5 | 5 | 10 |
| Matthew Wale | G15, H14 | 0 | 0 |
| John Watson | F15, G15 | 0 | 0 |
| Graeme Wilson | F10, G15 | 0 | 0 |
| Paul Wilson | F8, I14 | 0 | 0 |

Send your shots to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or TWJO@pevans.co.uk by 8th December 2023.

Troodos (*Railway Rivals* game 18 - RR2528CY)

Turn 1

MEDITRAINEAN builds southwest out of Larnaca, while CANTERBURY RAILWAYS heads North and then west connecting towns at the bottom of the mountains. ALL GREEK TO ME heads south over the mountains into Nicosia and then continues southwest. INLAND IRONHORSE INTERNATIONAL heads southwest and across the central plain.

MediTrainean (MT), Anthony Gilbert – Red

Starts: Larnaca

Builds:

a (Larnaca) – L25 – J24 – J23

b (J2c) – I23

c (I2c) – Zyyi – F18 (+6)

Points: 20 +6 = 26

Canterbury Railways (CR), Rob Pinkerton – Blue

Starts: Famagusta

Builds:

a (Famagusta) – F70

b (F70) – Trikomo – G69 (+6)

c (G69) – Lefkoniko – Kythrea (+12)

Points: 20 +18 = 38

All Greek To Me (AGTM), Mike Dyer – Black

Starts: Kyrenia

Builds:

a (Kyrenia) – I60 – H59

b (H59) – G60

c (G60) – Nicosia – A59 (+6)

Points: 20 +6 = 26

Inland Ironhorse International (II), Chris Rudram – Green

Starts: Lapithos

Builds:

a (Lapithos) – G54

b (G54) – Morphou (+6)

c (Morphou) – C52 – Lefka; (+6)

C52 – Evrykhov; (+6)

C52 – B51

Points: 20 + 18 = 38

GM Notes

Order layouts: Your Name, Company Name, Company Colour

Building rolls for turn 2: 5, 4, 4

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by 1st December 2023

Les Petites Bêtes Soyeuses

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

New players are always welcome. If you'd like to play, you'll need to subscribe to *TWJO* (see page 22). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

**Orders for June-July 1675 to Pevans
at 180 Aylsham Drive, UXBRIDGE
UB10 8UF, UK or
lpbsorders@pevans.co.uk
by 8th December 2023**



May 1675 (375)

It's the last month before the campaign season – one last chance for the soldiers to enjoy themselves in Paris before they march off to war. But first there are affairs of honour to settle. Ray de Sofdelosdarc has quite a few of these to deal with. He opts to start with an enemy, Antoine d'Eques. Eques offers to defer their meeting in favour of Sofdelosdarc's other opponents, but Sofdelosdarc insists they should fight first. Eques is the sligher of the two, but has both a sabre – to match against Sofdelosdarc's rapier – and more skill. Sofdelosdarc proves himself to be a canny duellist: he blocks a slash and dodges a cut before drawing blood with a lunge. He blocks another slash, but his lack of skill finally catches up and Eques hits home with a cut. Sofdelosdarc surrenders.

He's not too badly injured, though, and chooses to meet Vinne d'Pooh next. As if facing a sabre wasn't bad enough for Sofdelosdarc, Pooh uses a cutlass (well, he is in the Marines). He has more expertise, too, but is quite a small fellow. Bizarrely, Sofdelosdarc essays a parry. He is promptly knocked down by a simple slash. He is quick to concede the fight before the heavy blade can do any more damage.

Meanwhile, Thomas de la Lune starts his own sequence of duels by meeting Louis Renault. Lune is the heftier of the two, but is carrying old injuries. Both men wield rapiers, but Lune has greater proficiency. Zavier Ulric Turenne is on hand to second Renault, but there's no sign of Maurice Pauvre, his other second. Expecting a lunge, Renault parries, but Lune hits him with a slash. Both men lunge, inflicting hits, and Renault surrenders.

Lune re-hydrates and squares up to Come Asiouar, another rapier fighter, but one without Lune's skills. Both men have old injuries, but Lune has the size advantage

as well. Asiouar goes for a parry, but Lune hits him with a slash and Asiouar surrenders. This approach is working well for Lune.

Renault and Turenne re-appear, now as seconds to Maurice Pauvre, who has materialised now it's his fight. It's once more rapier versus rapier with Lune the more skilled. However, Pauvre is fresh, while Lune is carrying injuries and beginning to look tired. For a third time, Lune's slash outwits his opponent to draw first blood from his parrying adversary. Both men lunge and then cut and it's finally Lune's turn to concede.

Injured as he now is, Lune declines to meet Ray de Sofdelosdarc, who likewise declines the duel. Sofdelosdarc cannot meet Pauvre either. And Lune refuses his meetings with Ramond Repose de la Tombe and Tiny Thierry Toothpick – not that Toothpick was going to turn up. Toothpick doesn't meet Vinne d'Pooh either, claiming his military duties are keeping him too busy.

Regimental changes

Toothpick's military duties comprise resigning the Colonelcy of the 69th Arquebusiers to join the King's Musketeers as a lowly Subaltern. KM Colonel Claude de Nord is happy to welcome him into the regiment. Nord signs up Frank X Change – formerly a Major in the Crown Prince Cuirassiers – for the KMs as well. Change purchases a Captaincy.

Having lost a Major, Ben e'Volence, as commander of the CPCs, gains a Subaltern in the form of Beau Nidle, a new arrival in Paris. A substantial gift from e'Volence eases Nidle's introduction to the regiment and Parisian society.

Similarly, Colonel Justin Thyme of the Queen's Own Carabiniers gives a hefty sum to Come Asiouar (who's a Major in the Picardy Musketeers). Asiouar is grateful, since he can't borrow as much as he'd like from the moneylenders (his credit's not *that* good), and quits the PMs to join Thyme's command. Asiouar buys a Captaincy. What neither of them seems to be expecting is that their Brigadier, Terence Cuckpowder, now volunteers the rest of the Brigade (ie them) to join the Dragoon Guards in action.

Using his family connection (see Press), Jean d'Aubergine applies to CO Thomas de la Lune for admittance to the 4th Arquebusiers and is welcomed with open arms. With a top-up from the moneylenders, Aubergine buys his way to the rank of Major and second in command of the regiment (since the senior Major is serving with the Brigade).

Another fresh face, Pierre Luckless, seems to be living up to his name when Armand Alsace refuses his application to the 53rd Fusiliers. The new commander of the 69th Arquebusiers is more amenable and signs him up. Luckless spends his borrowings to become a Subaltern in the 69th.

Lieutenant-General Rick Shaw takes advantage of his position as Adjutant-General to appoint himself commander of Second Division instead. This gives him a juicy command for the campaign season.

Faced with the prospect of a last month in Paris before the campaign starts, 13F Major Antoine d'Eques volunteers himself for duty with a Frontier regiment.

Lt-General Bernard de Lur-Saluces goes one better by signing up for a month with the Royal North Highlanders.

Having bought his way to Major, Zeold von Tu mobilises his new command – the first battalion of the Cardinal's Guard – and leads them into action.

And, after the bailiffs visit and he can't repay his loans (with interest), Pierre a'Noyer is off to a Frontier regiment.

The big party

May's social life kicks off with a big party in the Fleur de Lys for "the Royal Foot Guards, King's Musketeers and Ministers of the Crown". It is hosted, of course, by the commander of the RFG and Minister of State, Beau Reese Jean Seine. Accompanied, as always at these affairs, by Chris Pacquette.

The guests begin with Les Anonyme and Carole Singeurs. Ben e'Volence and Lotte Bottle are next. Claude de Nord brings Madelaine de Proust, while Camille de Polignac is unaccompanied. Felipe Savant escorts Pet Ulante. Hector William Boone is on his own, as is Louis Renault (though he does have a personal invitation that includes a +1). Lou Scannon has Bess Ottede on his arm. Martin de Garnache – the latest Arms investor – accompanies Fifi. Vera Cruz is with Neville Moore. Sue Briquet wears flat shoes and is still taller than her escort, Tiny Thierry Toothpick. Zavier Ulric Turenne and Laura de Lande are last on the list.

Several other people are in the Fleur at the same time. Greg de Bécqueur brings Bette Noire. Jean Jeanie is there with Jacky Tinne. And Pierre Cardigan and Justine Caisse occupy their usual table.



Bothwell's is home to Rick Shaw and Therèse Le Vert on one side and Xavier Money and Kathy Pacific on the other.

Things get a bit rowdy in Hunter's. Thomas de la Lune hosts a reception for his regiment, the 4th Arquebusiers, and friends, accompanied by Katy Did. His new colleague, Jean d'Aubergine joins them. And so does Vinne d'Pooh. However, Maurice Pauvre of the Picardy Musketeers is also a member

of the club and chooses to visit as well. This causes a robust exchange of challenges between him and the two members of the 4A.

Frank X Change takes Agnes Sorel to Blue Gables. Stephane Etrange and Thomasina Tancenjin are in the Frog & Peach. And Red Phillips is graced with Ray de Sofdelosdarc and Lois de Lô.

Week 2 is quiet by comparison. Frank X Change and Agnes are in Blue Gables again. Thomas de la Lune and Katy return to Hunter's. Xavier Money and Kathy go back to Bothwell's where some other members visit. Having spent last week with his mistress, Gaz Moutarde goes alone. Lou Scannon, on the other hand, brings Bess with him.

Ben e'Volence and Lotte have a get-together for Ben's regimental colleagues, Beau Nidle and Stephane Etrange, in the Fleur. Pierre Cardigan and Justine welcome Zavier Ulric Turenne and Laura as their guests. Claude de Nord is there with Madelaine, Camille de Polignac brings Angelina di Griz this week. And Greg de Bécqueur is back with Bette.

A wedding?

Louis Renault has invited cavalrymen to join him "and Miss Did" at Bothwell's after the third week's memorial service for the fallen men of Grand Duke Max's Dragoons. As they arrive, the guests discover that Maggie Nifisent is their hostess – that was some fast work by Louis the week before. Claude de Nord leads the visitors, accompanied by Madelaine, and lays a wreath at the church. Ray de Sofdelosdarc brings Lois and insists on congratulating "bride and groom". Hmm, someone's got wrong end of that stick, methinks. Rick Shaw escorts Therèse. Tiny Thierry Toothpick reaches up to hold Sue's arm. Kathy is with Xavier Money.

Other members in Bothwell's are Gaz Moutarde, still without company, and Martin de Garnache and Fifi. Katy Did can be found in Hunter's with her new beau, a man who values her, Thomas de la Lune. Frank X Change and Agnes are in Blue Gables again. The Frog & Peach is where to find Stephane Etrange and Thomasina. And Red Phillips has two visitors: Jean d'Aubergine, checking out his new club's facilities, and Vinne d'Pooh.

Pierre Cardigan and Justine host Zavier Ulric Turenne and Laura in the Fleur again. Which is also the place to find Ben e'Volence and Lotte, Camille de Polignac and Angelina, Greg de Bécqueur and Bette and Jean Jeanie and Jackie. Lou Scannon and Bess are in exalted company as Lou Toadies to the Crown Prince.

It's Maurice Pauvre's turn to hold a party in Hunter's at the end of the month. His guests are just Tiny Thierry Toothpick – accompanied by Sue, of course – and Vinne d'Pooh. Maurice is particularly keen to avoid any more duels. Unfortunately, his regimental enemy, Thomas de la Lune, is also a member and is in attendance this week (with Katy). The two renew their challenges. However, Thomas's

presence also prompts Thierry to call him out for having the temerity to show up when he's not noble.



The Frog & Peach has Stephane Etrange and Thomasina visiting. Frank X Change and Agnes hit Blue Gables. Louis Renault and Maggie, Lou Scannon and Bess and Xavier Money and Kathy occupy Bothwell's. Their entertainment is provided by Neville Moore demanding entrance. He's turned up a week late for Louis's memorial do.

And, in the Fleur, it's Zavier Ulric Turenne's turn to accept a Toady. He and Laura are joined by the unaccompanied Gaz Moutarde. Ben e'Volence and Lotte are there again. As are Claude de Nord and Madelaine. Plus Camille de Polignac and Angelina. And Greg de Bécqueur and Bette. Not to mention Pierre Cardigan and Justine in their usual spot.

With Beau's bash attracting quite a crowd, the gyms are all but empty at the start of May. The exception being, of course, Jacques de Gain working out with his rapier – which he keeps up through the month. They fill up quickly the following week and remain busy for the rest of the month.

Practising rapier for three weeks are Les Anonyme, Beau Reese Jean Seine himself and Felipe Savant alongside his CO. It's two weeks with their rapiers for Hector William Boone, Jean Jeanie, Martin de Garnache, Neville Moore and Ray de Sofdelosdarc. Rick Shaw is the only man to prefer a sabre.

There are mixed fortunes for Ramond Repose de la Tombe this month. He succeeds in his courting to begin with. Hoping that his new conquest can improve his chess skills, he offers to take her to his club. Only then does he recall that he's not actually a member of any club. He manages a week with his rapier, but then, having acquired a mistress earlier, he's at a loose end.

Various characters make journeys to the red-light district and partake in female company at a bawdyhouse. Except Pierre Luckless, who's just there for a drink.

Seeing off the opposition

Bolstered by reinforcements, the French troops in the Low Countries aim to hang on in the face of their allied enemies until the army arrives in force next month. Thus, the 53rd Fusiliers reinforce a Frontier regiment in the fortifications around Maastricht. The extra guns see off an Imperial attack, earning (brevet) Lieutenant-Colonel Armand Alsace promotion to his full rank. He picks up almost 500 crowns worth of booty into the bargain.

Under Henri DuShite, the Royal Marines repeat their manoeuvre of last month, sneaking into enemy territory in small boats to ~~loot~~ disrupt their supplies. Brigadier-General DuShite collects 500 crowns worth of 'disruption', while there's 600 crowns worth for Major Jean-Claude Etienne. There are two Mentions in Despatches for DuShite as well ("He's done it again!").

The Dragoon Brigade seems to have got its act together this month, routing attacking Spanish Fusiliers. The battered Grand Duke Max Dragoons are fierce in their victory. CO Louis Severin Descartes is Mentioned in Despatches ("He's fierce"), collects some 400 crowns worth of loot and is Knighted for turning things around. Lt-Colonel Alvin Charles is Mentioned in more detail ("He's very fierce") and plunders just over 200 crowns worth for himself. (Brevet) Captain Elroi le Flingue gains his full rank to accompany a couple of hundred crowns worth of booty. But the regiment's success has casualties. Captain Marche D'Eon is thrown when his horse balks. Unfortunately, he lands on the enemy's bayonets. RIP.

Princess Louisa Light Dragoons' commander Balzac Slapdash earns a brief Mention in Despatches ("Yep") as he garners loot worth close to a thousand crowns. And Brigadier Jacques Hatt dips into the takings to the tune of 150 crowns worth.

The Dragoon Guards are boosted by the arrival of the rest of the Brigade. Phillip F'Loppe, their commander, leads his men to engage the Dutch cavalry again, forcing them to withdraw. For this he gets a Mention in Despatches ("Looking better"). Major Michael Chevalier-Cavalier concentrates on picking up equipment dropped by the Dutchmen – 300 crowns worth in the end.

Colonel Justin Thyme orders the Queen's Own Carabiniers in pursuit of the Dutch cavalry and scatters them. His looting earns him nearly a thousand crowns and the title of Viscount. Captain Come Asiouar earns two Mentions in Despatches ("What? He can't be promoted?!").



Horse Guards Brigadier Terence Cuckpowder regards his men fondly as he is brevetted to Lieutenant-General as a result of this success.

Things are not so rosy amongst the Frontier regiments which continue to get a pounding from the Allies' siege guns. RFG Captain Pierre a'Noyer is serving with Frontier regiment 1. He ducks as a cannonball sails over him, popping up again to sneer at the enemy. Unfortunately, the cannonball ricochets off a rock and smacks him in the back of the head. RIP.

Both ALC Colonel Alexandre Capone and 13F Major Antoine d'Eques are with Frontier regiment 3. They lead a sally against the Dutch siege positions and suffer the fate of officers who lead from the front. RIP. Still, it's an ill wind... Zeold von Tu's battalion of the Cardinal's Guard take up the attack with more success and Tu is promoted to Lt-Colonel. He collects over 300 crowns worth of loot.

Lt-General Bernard de Lur-Saluces enjoys his time with the RNHB and picks up the best part of five hundred crowns worth of booty. ❖

Press

Announcements

The Picardy Musketeers are looking for fine young men, especially those with the qualities that would make them good Officers. Financial assistance available to those Officers that need it. We are off to the Front next Month!

Apologies to the Dragoon Guards: I meant to send the whole Brigade. I am coming to join you in recompense.
† Cuckpowder

Our loyal regiment lacks fresh fine young soldiers. Join the 53rd Fusiliers!
† A. Alsace, acting Regimental Commander

Aide required for Brigadier General Xavier Money. Must be prepared to fight.

** 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.

† Earl Thyme

I am looking for an assistant. Tedious Tiny Thierry Toothpick is growing tiresome. Why can't we all just get along?

Despatches from the Front

Father Jean-Pierre,
I see with great relief that you will be praying for the souls of the brave men who died under my command in the GDMD.

Their ultimate sacrifice is never to be forgotten and their loss weighs on my soul.

I am sure after the service you will join my good friend and namesake Sir Louis in his club for a drink.

May I ask then – once this event is over – that you may join the GDMD as a regimental chaplain for the rest of this campaign?

It seems we may need just a bit of divine intervention out here, to bring the boys back alive!

Please include the living of the GDMD in your prayers!

† Louis Severin Descartes
Br. Brigadier General GDMD

Social

To the soldiery of Paris:

As the Summer Campaign season looms, we must sharpen our tactical wits as well as our rapiers and sabres. All are invited to join myself and the lovely Ms. Cruz (who will be pouring refreshments) at my club to discuss military matters over wine and cheese. Topics will include “making sure your men know the pointy end,” “ducking with panache,” and “a review of hand signals for tactical engagements such as breaching a doorway, approaching an enemy guard-post, or plundering an enemy warehouse.”

Yours in service to the King,
† Neville Moore

Personal

Lord Percy Percy says, as fashion is tending towards the tawdry, Tint Theirry Toothpick is just so fashionable, dearies.

Jean d'Aubergine was lost. It had been 25 years since his uncle, and namesake, had led him as a child through the streets of Paris, and now he had turned down another wrong lane. His feet hurt. Was it that the boots were new or instead that he'd put them on the wrong feet?

He remembered his uncle Jean's final instructions, before his untimely choking death at a recent dinner event: “seek out Colonel Thomas de la Lune. I once sent him a case of the House Aubergine Bordeaux, and he owes me at least that. And take my

Hook Gun; the Arquebusiers are a respectable regiment, though I know you can't tell one end of that weapon from the other. And if you do find yourself at the front, don't be brave, don't be stupid, and don't turn tail.” Sadly, the lad could not follow even these orders, as he turned round from the blind alley into which he'd wandered off the Rue de St Honoré and so, having ignobly spun round, he meandered off to find some moneylenders who might fleece him most efficiently. It was getting late, after all.

Brevet Lieutenant General Louis Renault would like to thank all those who offered their support as appointment as First Army Divisional Commander. May God give us his blessing and make us victorious against France's enemies this summer.

Leaked to the Press by Persons unknown

For Your Eyes Only

Dear Field Marshall De Gain,
I do not know who to trust. My cousin Kit and his friend Petit (Garcon-Riche) have already lost their lives in seeking this information, but they always spoke most kindly of you as a True Hero of France, with one of the best military brains that France has ever seen.

I have recovered the effects of my late cousin. There are some notes that I have forwarded to you, but to summarise:

1. The DOMINION are a Cartel of wicked people who wish to overthrow Le Roi and establish a Presidency

under someone whose codename is “Trompe-l’oeil”.

2. My cousin was convinced that the letters in DOMINION are code names for the Conspirators – in total there are 8 of these miscreants using codenames beginning with D, I, I, M, N, N, O and O.

3. One, known only under the codename “Norseman” (the last N in the sequence), has a leading role in Society – Kit suspected this is none other than our illustrious CPS Du Nord, as the man has no pedigree or breeding but has quietly risen to the top of the King’s Musketeers whose job is to guard the Royal family. “Norseman, Du Nord” – coincidence? – maybe. I think he should be watched closely.

4. I will try and track down Kit’s informant to get more information, but this may prove difficult.

Yours,

† Michael Chevalier-Cavalier

Poetry Corner

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

Shall I compare thee to time at the Front?

The gentle source of my curious desire;
’Tis not from the sun for a shelter I hunt,

Though ’tis hot I do not avoid its fire.

Should I not return, I know you will cope.

You’ve given me strength, a will to survive,

Thanks to you, I know not to rely upon hope.

I’ll return to you, in one piece and alive.

More death than life here, yet I live for you,

Always miles away when to me you write.

Transported from all this hullabaloo
’Tis for France and for your love that I fight.

† FXC

Oh, Katy Did,

What did you do?

Did you not love me like I loved you?

Did not our hearts once entwine?

Did not we live on champagne and wine?

Did not we hold each other tight?

Did not we dance all through the night?

Did not you think of what might be?

Why did you embark on the path of lunacy?

Katy, dear, do you soundly sleep?

While at dawn, my honour I must keep.

Should I find steel now fills my heart,

Remember me as from this life I do depart.

Points Arising

Next deadline is 8th December

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 80% 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.

Absent friends

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

EdL Eclair de Lame (Peter Farrell)

has NMR’d. Total now 1

PFL Phillipe F’Loppe (Phil Urquhart)

has NMR’d. Total now 1

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

All characters may use Influence (and/or a bribe) for or against these actions.

Frank X Change asks NPC Major 1 of King's Musketeers to resign

Frank X Change asks NPC Major 2 of King's Musketeers to resign

Thomas de la Lune asks NPC Brigadier of 3rd Foot Brigade to resign

Thomas de la Lune applies for Brigadier of 3rd Foot Brigade

Zavier Ulric Turenne asks NPC Aide to Lt. General (ZUT) to resign

Duels

Results of May's duels

Thomas de la Lune (gains 1 Exp) beat Louis Renault (with ZUT).

Antoine d'Eques (gains 1 Exp) beat his enemy Ray de Sofdelosdarc.

Thomas de la Lune (gains 1 Exp) beat his enemy Come Asiouar.

Ray de Sofdelosdarc declined to meet Maurice Pauvre as he was under half Endurance.

Maurice Pauvre (with LR & ZUT, gains 1 Exp) beat his enemy Thomas de la Lune.

Ray de Sofdelosdarc declined to meet Thomas de la Lune as he was under half Endurance.

Vinne d'Pooh (gains 1 Exp) beat Ray de Sofdelosdarc.

Thomas de la Lune declined to meet Ramond Repose de la Tombe as he was under half Endurance.

Thomas de la Lune declined to meet Tiny Thierry Toothpick as he was under half Endurance.

Tiny Thierry Toothpick didn't turn up to fight Vinne d'Pooh and lost SPs.

Grudges to settle next month

Balzac Slapdash (Rapier, adv.) has cause with Pierre a'Noyer (Rapier, 5 rests) for pinching Alison.

Ray de Sofdelosdarc (Rapier, 3 rests) has cause with Alexandre Capone (Sabre, adv.) as he's not Noble but higher SL.

Louis Severin Descartes (Sabre, Seconds JH & EIF) has cause with Come Asiouar (Sabre, Seconds ZvT & MP, adv.) for pinching Sheila.

Jean d'Aubergine (Rapier, 4 rests) and Maurice Pauvre (Rapier, Seconds LR & ZUT, adv.) have mutual cause for being in enemy regiments.

Maurice Pauvre (Rapier, Seconds LR & ZUT, 4 rests) and Thomas de la Lune (Rapier, Seconds JdA, adv.) have mutual cause for being in enemy regiments.

Tiny Thierry Toothpick (Dagger, Seconds CdN, 5 rests) has cause with Thomas de la Lune (Rapier, Seconds

JdA, adv.) as he's not Noble but higher SL.

"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

Ray Vahey gets the Second son of an Impoverished Gentleman: Init SL 4; Cash 40; MA 3; EC 1 (X1).

Graeme Morris gets the Second son of a very wealthy Knight: Init SL 6; Cash 750; MA 6; EC 4 (X2).

Pauli Kidd gets the Second son of an Impoverished Gentleman: Init SL 4; Cash 40; MA 2; EC 3 (X3).

Tym Norris gets the First son of a Merchant: Init SL 4; Cash 165; MA 2; EC 4 (X4).

Tables

Other Appointments

| | |
|---|----------------------|
| King's Escort: Ensign N | Captain __ |
| Cardinal's Escort: Ensign ZvT | Captain N |
| Aides: to Crown Prince LS | to Field Marshal LSD |
| Provincial Military Governors: N/N/N/N/N | |
| City Military Governor N | Adjutant-General __ |
| Inspectors-General: of Cavalry N | of Infantry N |
| Commissioner of Public Safety CdN (until end December 1675) | |
| Chancellor of the Exchequer __ | |
| Minister of Justice CdP (until end September 1675) | |
| Minister of War BeV (until end February 1676) | |
| Minister of State BRJS (until end January 1676) | |

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

Battle Results

| | |
|--------------------------------|------------------------|
| Horse Guards Brigade: 4 | 53rd Fusiliers: 2 |
| Dragoon Guards: 2 | Frontier regiment 1: 4 |
| Queen's Own Carabiniers: 1 | Frontier regiment 2: 4 |
| Dragoon Brigade: 2 | Frontier regiment 3: 2 |
| Grand Duke Max's Dragoons: 2 | Frontier regiment 4: 5 |
| Princess Louisa Lt Dragoons: 1 | RNHB regiment: 2 |
| Royal Marines: 1 | |

Army Organisation and 1675's Summer Deployment

| | |
|---|---------------|
| First Army (Defence) | __/_/___/N2/N |
| Cavalry Division (Defence) | N4/N/N2 |
| Heavy Brigade (Defence) - ALC CPC | |
| Dragoon Brigade (Defence) - GDMD PLLD | |
| Frontier Division (Defence) | N1/N/N3 |
| Frontier Regiments (Defence) | |
| Second Army (Siege) | __/_/___/N4/N |
| First Division (Assault) | LR/N/N4 |
| Guards Brigade (Assault) - RFG CG KM | |
| 1st Foot Brigade (Assault) - RM PM | |
| RNHB Regiment (Assault) | |
| Second Division (Siege) | RS/N/N2 |
| 2nd Foot Brigade (Siege) - 13F 53F | |
| 3rd Foot Brigade (Siege) - 27M 4A | |
| 4th Foot Brigade (Siege) - 69A Gscn | |
| Horse Guards Brigade (Field Ops) - DG QOC | |

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

Brigade Positions

| | | |
|----------------------|-----------|--|
| Guards Brigade | GdB/N/EdL | Current CO/Aide/Brigade Major of each Brigade; entries are ID for player characters, "N" (+ MA if needed) for NPC, __ for vacant |
| Horse Guards Brigade | TC/N/N5 | |
| Heavy Brigade | N2/N/N1 | |
| Dragoon Brigade | JH/FLV/N6 | |
| First Foot Brigade | N4/N/VdP | |
| Second Foot Brigade | N5/N/___ | |
| Third Foot Brigade | N3/N/N5 | |
| Fourth Foot Brigade | N4/N/N5 | |

Frontier Regiments

| | | | | | |
|-------------------|----------------------------|----|----|----|------|
| | (On Campaign for June-Aug) | | | | |
| Colonel | F1 | F2 | F3 | F4 | RNHB |
| | N2 | N5 | N6 | N6 | N6 |
| Attached | | | | | |
| Also at the Front | | | | | |

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

Femmes Fatales

| No | Name | SL | Attr | Lover |
|----|---------------------|----|------|-------|
| 66 | Morgane Le Fay | 24 | B | |
| 67 | Justine Caisse | 22 | I | PC |
| 65 | Therèse Le Vert | 21 | B/W | RS |
| 7 | Chris Pacquette | 19 | | BRJS |
| 61 | Bette Noire | 19 | I/W | GdB |
| 64 | Edna Bucquette | 18 | W | |
| 3 | Kathy Pacific | 17 | B | XM |
| 54 | Madelaine de Proust | 17 | | CdN |
| 35 | Katy Did | 16 | I | TdIL |
| 42 | Maggie Nifisent | 16 | B | LR |
| 55 | Jacky Tinne | 16 | | JJ |
| 52 | Guinevere d'Arthur | 15 | B/W | |
| 10 | Frances Forrin | 14 | B | |
| 48 | Fifi | 14 | B/W | MdG |
| 62 | Alison Wunderlandt | 14 | | |
| 11 | Laura de Land | 13 | | ZUT |
| 26 | Ella Fant | 13 | B | |
| 27 | Lucy Fur | 13 | B | |
| 45 | Cath de Thousands | 13 | | |
| 8 | Lotte Bottle | 12 | B | BeV |
| 17 | Henrietta Carrotte | 12 | I/W | |
| 28 | Vera Cruz | 12 | | NM |
| 31 | Bess Ottede | 12 | I/W | LS |
| 1 | Sue Briquet | 11 | B | TTT |
| 4 | Anne Tique | 11 | W | |
| 23 | Agnes Sorel | 11 | I/W | FXC |
| 40 | Sheila Kiwi | 11 | | |
| 63 | Carole Singeurs | 11 | | Anon |
| 20 | Emma Roides | 10 | I | |
| 38 | Pet Ulante | 10 | W | FS |
| 43 | Di Lemmere | 10 | I | |
| 53 | Angelina de Griz | 10 | B | CdP |
| 6 | Viv Ayschus | 9 | | |
| 59 | May Banquet l'Idée | 9 | | |
| 19 | Jenny Russe | 8 | W | |
| 32 | Sal Munella | 8 | W | |
| 47 | Eve Ningalle | 8 | I/W | |
| 34 | Freda de Ath | 7 | W | |
| 39 | Thomasina Tancenjin | 7 | I | SE |
| 5 | Belle Epoque | 6 | B/I | |
| 24 | Violet Bott | 6 | I/W | |
| 25 | Lois de Lô | 5 | B | RdS |

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

Regiments

| | | | | | | | | | | | | | | | | |
|--------|------|-----|-----|--------|-----|-----|-----|------|--------|-----|------|-----|-----|------|-----|------|
| Col | RFG | CG | KM | DG | OOC | ALC | CPC | RM | CDMDPM | 13F | PLLD | 53F | 27M | 4A | 69A | Gscn |
| CoI | BRJS | N6 | CdN | PFL | JIT | PC | BeV | HDS | LSD | MP | N5 | AA | N7 | TdIL | | |
| LCol | CdP | ZVT | N1 | MCC | N5+ | N1 | N1 | VdP+ | ALCh | RRT | N6 | N5 | N6+ | N5 | N5+ | N5 |
| Maj 1 | EdL+ | | N1 | MCC | N5+ | N1 | N1 | JCE | N3 | N3 | N6 | N6 | N1 | N1 | N6 | N3 |
| Maj 2 | MdG* | | N4* | MCC+N4 | N1 | N3 | N3 | N2 | N4* | N4 | N4 | N5 | N3 | N3 | N4 | N2 |
| Capt 1 | NM | N3 | N4 | N2 | N3 | N3* | N5 | N6 | N6 | N6 | N6 | N5 | N3 | N4 | N3 | N4 |
| Capt 2 | LS | N5 | N4 | N3 | N3* | N3* | N5 | N6 | N6 | N6 | N6 | N5 | N3 | N4 | N3 | N4 |
| Capt 3 | FS | N6 | N5 | N6 | N1* | N3 | N3 | N3 | N3 | N3 | N4 | N4 | N3* | N4 | N3 | N4 |
| Capt 4 | HWB | N5 | N6 | N6 | CA | N1* | N3 | N3 | N5 | N5 | N4 | N4 | N3* | N5* | N5* | N4* |
| Capt 5 | | | FXC | | | | SE | | | | | | RdS | | | |
| Capt 6 | | | | | | | | | | | | | | | | |

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

The Greasy Pole

| ID | Name | SL | SPs | Cash | Rank | Regiment/Appointment | MA | Last seen | Club | EC | Player |
|------|------------------------------|-------|-------|----------------------|--------------------------|----------------------|----|-----------|------|----|---------------------|
| BeV | Viscount Ben e'Volence | 25 | 63 | Withy | B.Bdr-General | CPC/War Minister | 9 | Lotte | Flr | 3 | Ash Casey |
| BRJS | Count Beau Reese Jean Seine | 24 | 48 | Flthy | B.Bdr-General | RFG/State Min. | 12 | Chris | Flr | 4 | Bill Hay |
| PC | Count Pierre Cardigan | 24 | 41 | Withy | Lt.Colonel | ALC | 10 | Justine | Flr | 6 | Matt Shepherd |
| JdG | Count Jacques de Gain | 24 | 39 | Flthy | Fld Marshal | | 24 | | | 6 | Ben Brown |
| JJ | Count Jean Jeanie | 23 | 60 | Flthy | General | | 32 | Jacky | Flr | 3 | Andrew Kendall |
| GdB | Viscount Greg de Bécqueur | 23 | 56 | Rich | Bdr-General/Cds | Brigadier | 11 | Bette | Flr | 5 | Anthony Gilbert |
| BdLS | Count Bernard de Lur-Saluces | 22 | F | Flthy | Lt-General | | 18 | | Flr | 3 | Rob Pinkerton |
| CdP | Marquis Camille de Polignac | 21 | 51 | Poor | Lt.Colonel | RFG/Justice Min. | 4 | Angelina | Flr | 4 | James McReynolds |
| TC | Viscount Terence Cuckpowder | 21 | F | Comfy | B.Lt-General/HGds | Brigadier | 6 | | Flr | 6 | Mike Dormmett |
| Anon | Baron Les Anonyme | 20 | 47 | Poor | Bdr-General/Min w/o Port | | 3 | Carole | Flr | 5 | Bruno Giordan |
| ZUT | Baron Zavier Ulric Turenne | 19 | 54 | Comfy | Lt-General/Min w/o Port | | 4 | Laura | Flr | 1 | Bob Blanchett |
| EdL | Baron Eclair de Lame | 18 | 41 | Rich | Major | RFG/Gds Brigade Maj. | 12 | | Both | 3 | Peter Farrell |
| RS | Baron Rick Shaw | 18 | 41 | Comfy | B.Lt-General/2nd Div | Commandr | 2 | Therèse | Both | 6 | Charles Burrows |
| HDS | Marquis Henri DuShite | 18 | F | Rich | B.Bdr-General | RM | 13 | | Both | 4 | Dave Marsden |
| LS | Lou Scannon | 17 | 45 | Rich | Captain | RFG/C.Prnce Aide | 4 | Bess | Both | 2 | John Cooke |
| XM | Baron Xavier Money | 17 | 25 | Withy | Bdr-General | | 7 | Kathy | Both | 3 | Pam Udowiczzenko |
| JiT | Viscount Justin Thyme | 17 | F | Rich | Colonel | QOC | 13 | | Both | 2 | Gerald Udowiczzenko |
| LR | Sir Louis Renault | 16+48 | Withy | B.Lt-General/1st Div | Commandr | | 2 | Maggie | Both | 4 | Roy Bleasdale |
| CdN | Sir Claude de Nord | 15 | 44 | Comfy | Colonel | KM/CPS | 3 | Madelaine | Flr | 4 | Andrew Larder |
| GM | Sir Gaz Moutarde | 15 | 36 | Withy | Bdr-General | | 4 | | Both | 2 | Mike Clibborn-Dyer |
| NM | Sir Neville Moore | 14 | 36 | Comfy | Captain | RFG/LtGen's Aide | 1 | Vera | Hunt | 2 | Cameron Wood |
| PFL | Sir Philippe F'Loippe | 14 | F | Comfy | B.Bdr-General | DG | 5 | | HGds | 4 | Phil Urquhart |
| MdG | Martin de Garnache | 13 | 34 | OK | Major | RFG/RFG Regt. Adjit. | 3 | Fifi | Both | 4 | Bill Howell |
| PaN | Pierre a'Noyer | 13 | RIP | | | | | | | | Tym Norris |
| JH | Sir Jacques Hatt | 13 | F | Comfy | B.Lt-General/Drgn | Brigadier | 4 | | Both | 3 | Joel Halpern |
| ZvT | Zeold von Tu | 12 | F | OK | Lt.Colonel | CG/Ensn.C's Esc | 5 | | Both | 3 | Tim Maccaire |
| LSD | Sir Louis Severin Descartes | 12 | F | Withy | B.Bdr-General | GDMD/FMshl's Aide | 3 | | Hunt | 1 | Chris Schotmann |

| ID | Name | SL | SPs | Cash | Rank | Regiment/Appointment | MA | Last seen | Club | EC | Player |
|------|----------------------------|------|-------|-----------|---------------|----------------------|----|-----------|------|----------------|-------------------|
| TdLL | Thomas de la Lune | 11 | 33 | OK | B.Bdr-General | 4A | 3 | Katy | Hunt | 5 | Peter Card |
| FS | Sir Felipe Savant | 11 | 27 | Poor | Captain | RFG | 5 | Pet | BG | 4 | Brick Amundsen |
| HWB | Hector William Boone | 11 | 25 | Comfy | Captain | RFG | 5 | | Hunt | 5 | Paul Wilson |
| AdE | Sir Antoine d'Eques | 11 | RIP | | | | | | | | Graeme Morris |
| BS | Baron Balzac Slapdash | 11 | F | Withy | B.Bdr-General | PLLD | 16 | | Hunt | 5 | Matthew Wale |
| MP | Maurice Pauvre | 10 | 24 | Comfy | Colonel | PM | 3 | | Hunt | 4 | James Waters |
| AC | Alexandre Capone | 10 | RIP | | | | | | | | Ray Vahey |
| AiCh | Sir Alvin Charles | 10 | F | Comfy | Lt.Colonel | GDMD | 9 | | F&P | 2 | Graeme Wilson |
| VdP | Vinne d'Pooh | 9 | 25 | Comfy | Major | RM/1 F Brigade Maj. | 4 | | RP | 2 | Terry Crook |
| FXC | Frank X Change | 9+30 | Comfy | Captain | KM | | 4 | Agnes | BG | 4 | Nigel Monaghan |
| TTT | Tiny Thierry Toothpick | 8+37 | Poor | Subaltern | KM | | 5 | Sue | BG | 1 | Jason Fazackarley |
| MCC | Michael Chevalier-Cavalier | 7 | F | OK | B.Major | DG | 4 | | 4 | Mark Cowper | |
| SE | Stephane Strange | 7+29 | OK | Captain | CPC | | 3 | Thomasina | F&P | 4 | Neil Packer |
| JCE | Jean-Claude Etienne | 6 | F | Comfy | Major | RM | 7 | | F&P | 4 | Tim Rattray |
| CA | Come Asiouar | 6 | F | Poor | Captain | QOC | 3 | | F&P | 4 | Jacob Andersson |
| RdS | Ray de Sofdelosdarc | 5 | 13 | OK | Captain | 27M | 2 | Lois | RP | 4 | Nik Luker |
| RRT | Ramond Repose de la Tombe | 5 | 9 | Poor | Lt.Colonel | PM | 7 | | 1 | Olaf Schmidt | |
| BN | Beau Nidle | 5+26 | OK | Subaltern | CPC | | 2 | | RP | 3 | Paul Murphy |
| MDE | Marche D'Eon | 4 | RIP | | | | | | | | Pauli Kidd |
| JdA | Jean d'Aubergine | 4+15 | Poor | Major | 4A | | 1 | | RP | 3 | Paul Robbins |
| AA | Armand Alsace | 3 | F | OK | Lt.Colonel | 53F | 6 | | 4 | Sebastian Emde | |
| EIF | EiROI le Flingue | 3 | F | Poor | Captain | GDMD | 6 | | 4 | Daniel Racke | |
| PL | Pierre Luckless | 1- | 0 | Poor | Subaltern | 69A | 6 | | 5 | Steven Malecek | |

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+