

That would be enough

This has been issue 241 of *To Win Just Once*, published 29th January 2024 It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2024

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by Friday 2nd February 2024.

Orders for *LPBS*, Trophy Hunter entries and any other contributions to Pevans by 16th February 2024.

(Next deadlines: 15th/22nd March, 19th/26th April)

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.engage.co.uk

Railway Rivals – Gerald Udowiczenko is on the list for a new four-player game: “Only three more needed for a game of *Railway Rivals!*”. (Working map and rules provided).

Star Trader – There’s room for one more player in the current game and the list is open for the next one. (Rules provided)

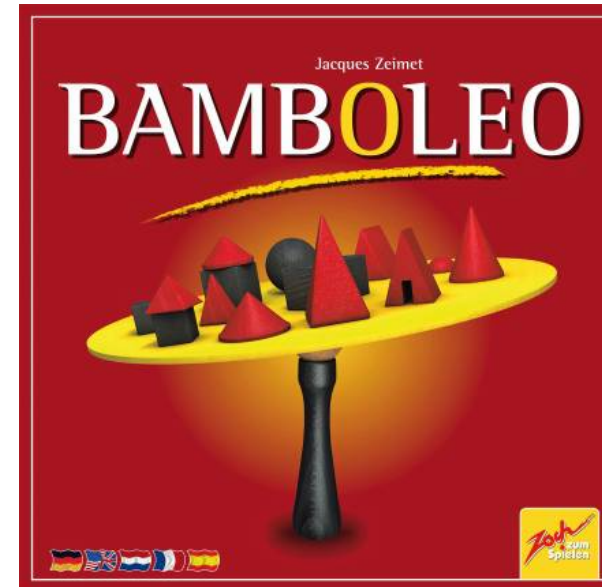
Credits

To Win Just Once issue 241 was written and edited by Pevans. The *LPBS* masthead (page) is by Lee Brimmicombe-Wood, as are the drawings on pages 18, 21, 22 and 23. The drawing on page 24 is by Tim Wiseman. Game and book artwork is courtesy of the publisher. Pevans took the photos and played with Photoshop.

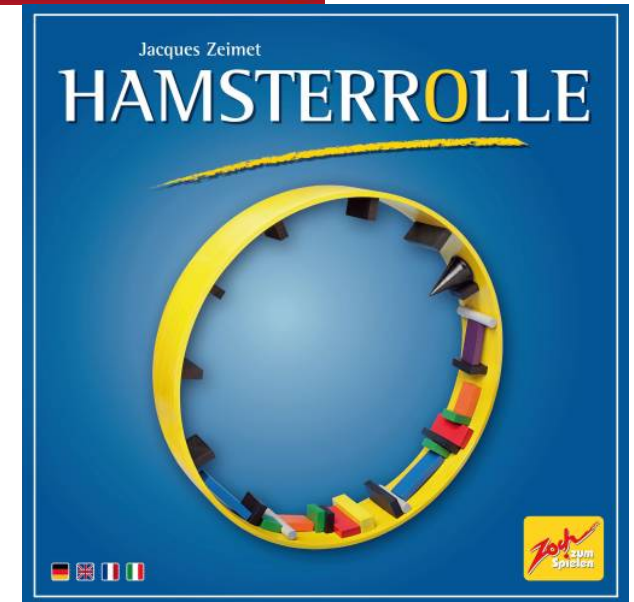
Printed and published by Margam Evans Limited
(A company registered in England and Wales, number 05152842,
Registered office: 180 Aylsham Drive, Uxbridge UB10 8UF)
Tel: 020 7183 6256, E-mail: TWJO@pevans.co.uk,
Web: www.pevans.co.uk/TWJO

To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



After
Christmas
dinner/s...



It's
dexterity
games!

Issue 241: Jan-Feb 2024
(LPBS 378: August 1675)

£1.60 (+ postage)
and online at www.pevans.co.uk/TWJO

Contents

Chatter	3
Christmas games	5
Or, what I played in the holiday	5
Letters	11
Games Events	12
Trophy Hunter	13
Turn 4	13
Troodos (<i>Railway Rivals</i> game 18 – RR2528CY)	16
Turn 2	16
The Wizard of Anharitte (<i>Star Trader</i> game 12)	17
Turn 2	17
Subscribing to <i>TWJO</i>	18
Star systems map.....	19
Les Petites Bêtes Soyeuses	20
August 1675 (378).....	20
Press.....	24
Points Arising.....	27
Announcements.....	28
Applications.....	29
Duels.....	30
New Characters.....	30
Tables	31
Other Appointments.....	31
Battle Results.....	31
Army Organisation and 1676's Summer Deployment.....	32
Brigade Positions.....	32
Frontier Regiments.....	32
Femmes Fatales.....	33
Regiments.....	33
The Greasy Pole	34
That would be enough	36
Deadlines.....	36
Waiting lists.....	36
Credits.....	36

Chatter

Tramping alongside the River (!) Pinn after the heavy rainfall early in January, my path was blocked.



Tree down! Walkers were able to work their way round the end (or clamber over). Note the length of my shadow – this is at noon.

A week later, I walked the same route and council workers had clearly been busy.



Tree gone! And so has the sun.

My latest Pooh Sticks was disappointing. Trying to introduce a bit more chance, I spun the sticks as I dropped them. A bit too vigorously, perhaps, as forked stick (which my money was on) landed on the bank.

Thus barkless stick had a clear run, scooting under the bridge and sailing nonchalantly round the corner.

Now, can I get my money back?

I've just noticed something. Sainsbury's used to sell Chicken Kiev's. But not any more. They're now "Chicken Kyiv's". As we've discovered in the last couple of years, "Kyiv" is the Ukrainian name of the city formerly known as "Kiev". The latter being Russian, of course. I can understand people preferring to use the Ukrainian word for their capital, but surely the dish is and always has been Chicken **Kiev**?

I wonder where they stand on Stroganoff?

Advent beers

The second half of the Virgin Wines Beer Advent Calendar was disappointing. I'm afraid. Much of it was again pale yellow hoppy beers, described as pale ales or Pils. There were a couple of porters for variety and a decent Belgian wheat beer.



And then there was Dark Arts Surreal Stout (6%) from Magic Rock Brewing (magicrockbrewing.com) in Huddersfield. This was a decent stout that also managed to be nicely bitter. After all the rather thin beers it was good and 'chewy'.

I also have to mention Cwtch (4.6%), a "Welsh Red Ale" from Tiny Rebel (www.tinyrebel.co.uk). This is partly because "cwtch" is one of the few Welsh words I know, partly because it was a proper brown beer (okay, there were hints of red) and partly because it was an enjoyable drink. Nicely balanced between hops and malt and dangerously more-ish.



Nothing outstanding there and I'm missing the sheer variety of Beer Hawk's Beery Advent Calendar of previous years.

Railway Rivals and Star Trader games

Mike was able to get the games completed after last issue went out. I posted both reports on the website for players and they're published in this issue. This means players have had plenty of notice of the next deadline for these games (so no excuse for being late with your orders!). We should be back on schedule from next issue.

Online stats

I published last issue (*TWJO* 240) on 21st December and the PDFs were downloaded 107 times by the end of the month (and year). The PDFs of issue 239 attracted 73 downloads in December to make 161 in 6 weeks or so. And *TWJO* 238 was downloaded 51 times through the month, taking it to 190 since publication.



Love Letter, mince pies and lebkuchen

Christmas games

Or, what I played in the holiday

I don't usually get to play many games over the Christmas to New Year period. The exception is Christmas dinner with sister-in-law Allison's family, where *Hamsterrolle* is obligatory for the male side, along with anything else I bring along.

Nor is my family much for games. But this year my sister Katy was in residence at our father's place and handling the catering (we brought dessert and cheese). Dad isn't one for games (apart from *Scrabble*, which complements his crossword puzzle addiction), but Katy quietly instructed me beforehand to "bring games!" So I packed up a few favourites that I thought would be accessible.

Over a leisurely dessert, we started the games with *Love Letter*, which Geraldine had played before. I thought it would be relatively easy to explain each card as we worked through the first hand. This kind of worked, though my father did need repeated explanations (well, he is 92!) as we went on.

He was also given to saying things like, "Is 5 a big number?" after playing a Priest and looking at Katy's hand. (So my turn was to play a Guard and ask, "Katy, are you a Prince?", as innocently as possible.)

Despite these interventions, it was a hard-fought game with Geraldine, Katy and me all on three tokens before I took the game-winning fourth.

We then cleared the table for *Hamsterrolle*. It's easy to teach, though people did need reminding that each piece



An easy play ... but not from that angle!

played must stretch a bit further around the hoop. This was, as always, hilarious, and played several times.

Geraldine and Dad were gamed out by this time, but I introduced Katy to *Lost Cities* over after-dinner drinks. Hic! It has been years since I played this and it's kind of been demoted from favourite two-player game to one of my favourite two-player games.

Katy took to it immediately, thrashing me on the first hand. I caught up quite a bit over the next two, but she still won by a handsome margin.



Boxing Day saw a second dinner, this time at Allison's, with the usual games session to follow. Compared to the day before, this game of *Hamsterrolle* was played by professionals! In turn, each of us stretching things just that little bit further...

Ringling the changes, I had brought along my elderly copy of *Fluxx*, to see how the others got on with it. Well enough that we played twice. The first game dragged on as nobody could quite manage to hit a winning condition before it was changed – we almost went right through the deck.

By contrast, the second game was over in 10 mins as I laid down a Goal with one of the required cards already in play and the other in my hand just waiting for my next turn. It's such a silly game.

By now the port had been breached and we moved back into familiar territory with *Heckmeck am*

Tom's egging on Neil

Bratwurmeck (aka *Pickomino*). I took the first worm, only to lose it again in short order. Tom built up a decent stack, but Neil and I whittled him back down. Neil took the last tile for a narrow win.

Our finale (it's getting late!) was *Pit*. It lacks a bit with only three players, but I think we were boisterous enough to make up. (There's usually an intervention to insist we close the door to keep the noise down even when it's already closed.)



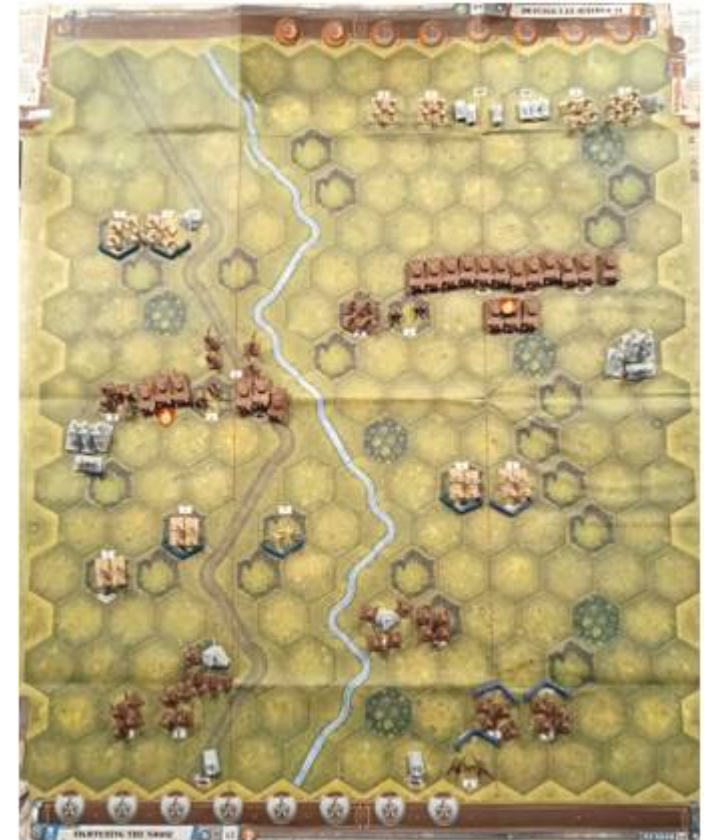
Yes, we've all gone bust a few times.

I managed to start the game with a negative score from the first two hands, while Tom surged ahead. Neil and I pegged him back, however, and I overtook him for the win at the last moment.

Mid-week Memoir

Nephew Tom was on holiday for the days between Christmas and the New Year, so we seized the opportunity for a *Memoir '44* session. We both prefer the Breakthrough version of the game (much deeper board, more strategy), so I fished out *The Battles of Khalkhin-Gol* expansion as this has two pre-printed Breakthrough scenarios.

It deals with the Russo-Japanese conflict in the Far East in the summer of 1939, just before World War Two started in earnest. The advantage of the pre-printed maps is that set-up is much quicker - you just need to put the pieces in their places.



We played the “Tightening the Noose” scenario first (shown on the previous page). This has a beleaguered Japanese force (yellow pieces) with Russians (brown) on both sides. There’s a Japanese force at the top of the map, hoping to relieve the surrounded troops, but the Japanese are still outnumbered. What’s more, the Russians have seven Command cards in hand, the Japanese player only gets four.

I played the Russians first and made heavy weather of the fight, despite my advantages, and Tom won 6:8. Here’s the final position. The Japanese infantry on the left has abandoned its defensive positions to crush the Russians (the piece lying down is the final victory medal for Tom). This is despite the Russian tanks having swept across the right side of the battlefield.



Switching sides, Tom’s Russians attacked across the board. They eliminated most of the surrounded infantry in short order and his armour crushed the relief force to win 4:8. Ouch! That’s an impressive 10:16 win overall.

These two had only taken an hour or so to play, so we flipped over the map to the other Breakthrough scenario, “Bain Tsagan Heights”, which is actually an earlier battle. Over the page are the starting positions from the Russian side.

The Russians are dug in on Remisova Hill in the centre (and thus start with a medal for holding this) and their armour is massed on the left to threaten Bain Tsagan Heights, also worth a medal for the last to occupy it. However, the grey units on the right are Japanese tankettes which have already outflanked Remisova hill. The streams are fordable, so those Russians bottom right can get at them.



There’s Russian cavalry on the board again, and the Russian forces have some Big Guns and armoured cars. The Japanese also have armoured cars and their infantry has a limited supply of Molotov cocktails to give them a chance against the tanks.

As I was sitting on the Japanese side of the board, I started with them this time. I quickly pushed the tankettes forward on my left and took out the Russian tanks across the stream while my right flank infantry occupied Bain Tsagan to get the medal for that: 2:1 to me. Tom’s response was a mass onslaught from his armour, but poor dice rolling meant he made little impact.

I continued to attack on my left, destroying the Russians at the back and then sweeping across Remisova hill, while Tom’s tanks and my infantry fought over the Heights on my right. That was a 10:4 win for my Japanese and I’m feeling better.

Swapping sides, Tom also pushed his tankettes forward to attack my right. I knocked out two of the three, losing the cavalry and an infantry in exchange. That’s 3:2 with the medal for Remisova hill.

The Russian armour had no better luck this time, taking a battering from the Japanese infantry advancing over Bain Tsagan Heights, while the Japanese tanks eliminated a Russian infantry on the hill. Suddenly it’s 3:6.

I flung the left flank cavalry in to support the tanks (no, really) and the armour’s luck changed. The tanks took out four Japanese infantry (the Big Guns got a fifth in the centre) and occupied the Heights in exchange for one tank and the cavalry. That’s 9:8 and things are looking up.

However, the Japanese armour swept onto Remisova Hill, eliminating the last Russian infantry there and hanging on to claim the medal for the hill. That’s a win



Note the Russian cavalry poised on the left while the Big Guns have zeroed in on a Japanese unit in the centre.

for Tom's Japanese 8:10 after a good fight. At a couple of hours playing time, this is clearly a meatier scenario. And the aggregate score is with me 18:14.

Tom may have won three out of four battles, but it's a draw, one-all, on the aggregate scores. Both scenarios provide some interesting challenges – not least making the best use of the various special units in play. The Russian cavalry, for instance, hardly got a look in. I'd happily play either again.

Happy New Year



Starting *Bamboleo* – it's not going to stay like this for long...

In a change from Geraldine's and my usual New Year's Eve routine (at home with a well-chilled bottle of champagne), we spent the evening with our friends, Alison and Gordon, and their daughter, Hollie (and a well-chilled etc). The requirement whenever we visit is that I bring games.

Dinner out of the way, first game out of the bag was *Bamboleo* – ringing the changes from *Hamsterrolle* (not least because nephew Tom had borrowed my copy). This proved to be a



Going, going...



Later: a brave play

huge hit. Once Alison worked out that she should take a piece from the lower side of the board.

2024 having arrived, the first game of the new year was... *6 nimmt!*, which was new to everybody else. This was another hit, especially as the 'expert' (do they mean me?) was well beaten. What can I say? It's a game of luck...

Letters

Jonathan Palfrey opens discussions on the *Doctor Who* Christmas specials.

I was rather disappointed with the three Doctor Who specials recently. The first one was a rehash of a 1980 comic strip, and it wasn't bad by 1980 standards; but the next two were both feeble stories, even though they were lavishly produced, with good sets and effects. As a celebration of the 60th anniversary of the show, I think they missed the mark. I wait with some scepticism to see what kind of stories the 15th Doctor will get.

I quite enjoyed them. Apart from the re-appearance of Catherine Tate – her gurning Donna put me off when she first arrived. She was more restrained this time round, but I have no affection for the character. Jonathan continues.

RTD should definitely have exterminated the 14th Doctor when introducing the 15th. I don't like the idea of Tennant still hanging around in the background, and with his own TARDIS. It vaguely diminishes the 15th Doctor if he's not the only one around. Fortunately, Tennant and Tate have their own active careers, so they're not likely to pop up regularly in Doctor Who—which makes it especially silly to duplicate the TARDIS. If the 14th Doctor is still there, and he has a TARDIS, he will use it. It would be out of character for him not to do so. If we don't see him using it, we can only assume that he's doing it offstage, unrecorded.

Good point. I'm suspicious that this was done for commercial reasons, given Tennant's popularity as the Doctor. Any time viewing numbers are flagging, the producers can pop in a guest appearance by Tennant.

What I'd quite like to see is a return of The Doctor's Daughter (aka Mrs Tennant) – though I don't think she had a TARDIS.

Games Events

TwinConRPG is an "RPG And Board Games Convention" in North London on 17th February. There's an "extensive" games library, organised role-playing games and a 90-minute freeform game – *Blood on the Clocktower* – which is being run several times through the day. Looks like a fun day – details at twinconrpg.com

SorCon 15 takes place from 23rd to 25th February at the Basildon Holiday Inn (in deepest Essex). It's essentially an open gaming event in a friendly atmosphere, has been running for several years and is organised by friends of mine. And I still haven't been! Find the details online at: www.sorcon.co.uk

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

Trophy Hunter

Turn 4

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

Colin Bruce takes the obvious shot, finishing off the Antelope bottom left without any competition.

There are pot-shots all over the place, several of them netting other Antelopes. Chris Rudram was fatalistic: "Well, let's see if there's a Gorilla at B10. 'Cos I seem to be good at finding them..." He finds one of the Antelopes instead, but has to share the points with Eddy Richards, so his score is still negative.

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.

Andy Kendall reckons he's "making a move in Trophy Hunter. Not a good move, but a move." His move is actually to wing an Elephant, taking his score into positive numbers.

Another Elephant wanders into Mark Cowper's sights. And a snake pops up right in front of Matthew Wale.

Bill Hay blows something away, but it turns out to be just a bush.

Graeme Morris is "Summoning up all my marksmanship skills (equivalent to those of a blind-folded, skinny 6-year-old shooting from the hip with a shed-built AK47 on automatic)." Unsurprisingly, his shots go wild.

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 $2\frac{1}{2}$.

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	D10, F18	0	10
Colin Bruce	A15	4	4.83
Charles Burrows	D10, B11	0	-3.17
Mark Cowper	Q2	5	5.83
Mike Dommett	F19	4	4
Anthony Gilbert	C11, C9	0	4
William Hay	D3, L14	0	3.33
Andrew Kendall	F1, G2	5	1
Andrew Larder	L2, M2	0	0
Nik Luker	J13	4	8
Tim Macaire	R8, S2	0	4
Brad Martin	S2, Q18	4	4.83
Graeme Morris	C5, C11	0	1.25
Rob Pinkerton	C2, R19	0	5
Mike Pollard	D13, C11	0	10.83
Eddy Richards	B10	2	2
Chris Rudram	B10	2	-3.5
Pam Udowiczenko	F11, L13	0	10
Matthew Wale	B2	5	6.25
John Watson	R18, C4	0	1.25
Graeme Wilson	M13, S18	0	1.25
Paul Wilson	B14, D9	0	5

Send your shots to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or TWJO@pevans.co.uk by 16th February 2024.

Troodos (Railway Rivals game 18 - RR2528CY)**Turn 2**

MEDITRAINEAN builds west along the south coast, while CANTERBURY RAILWAYS goes west along the central valley. ALL GREEK TO ME heads the other way to the east coast. INLAND IRONHORSE INTERNATIONAL continues south and west.

MediTrainean (MT), Anthony

Gilbert – Red
Starts: Larnaca

Builds:

- a (Larnaca) – A68 – Athna (+3);
(F18) – F17
b (F17) – F15 – Limassol – E14 (+6)
c (E14) – Episkopi (+6)

Points: 26 +15 = 41

Canterbury Railways (CR), Rob

Pinkerton – Blue
Starts: Famagusta

Builds:

- a (Famagusta) – D70 – Athna (+3);
(Kythrea) – F62
b (F62) – F61 – Nicosia – E59
c (E59) – E56 – F55

Points: 38 +3 +6 = 47

All Greek To Me (AGTM), Mike Dyer

– Black
Starts: Kyrenia

Builds:

- a (Nicosia) – D61 – D65
b (D65) – D66 – C67 – C69
c (C69) – C70 – D70 – Famagusta;
(C70) – B69 (6 to CR)

Points: 26 -6 = 20

Inland Ironhorse International

(III), Chris Rudram – Green

Starts: Lapithos

Builds:

- a (Lapithos) – Kyrenia;
(B50) – Pedhoulas (+6)
b (Pedhoulas) – M11;
(Lefka) – D50
c (D50) – D49 – E49 – E47

Points: 38 +6 = 44

GM Notes

Order layouts: Your Name, Company Name, Company Colour

Building rolls for next turn: **3, 6, 4**

**Orders to Mike Dommert, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommert@yahoo.co.uk
by 2nd February 2024**

The Wizard of Anharitte (Star Trader game 12)**Turn 2**

Trading was again limited this Quarter as ROCKET TRADERS bought 9 Isotopes for 4 HTs each at Tau Ceti and were rewarded with a Dealership. TREKBOER, having bought Monopoles last turn, profited by selling 13 of them at Beta Hydri for 17 HTs each and also gained a Dealership. Other Corporations received goods from their factories.

ROCKET TRADERS loaded Passengers for Mu Herculis, and bought two Spice Factories at Sigma Draconis as the price fell there. Reputation received a solid boost as well. Its three new ships were launched too at Tau Ceti.

Whatever it was had happened the previous Quarter at Mu Herculis at COSTA NOSTRA COFFEE INC, berths had not been sorted out because a shattering explosion saw the Piccolo Hull in pieces across its berth and neighbouring docksides. An investigation found CNCI were to blame and their Reputation obviously took a battering.

MADNESS & MAYHEM also suffered damage at Mu Herculis in a separate explosion and ended up with a ship with no cargo pods. Their New Corco Iota Hull was rolled out with top class crew and three each of Cargo and Light Weapon pods.

SOLAR SPICE & LIQUORS launched their three new ships, and gained a very substantial Reputation boost at the News.

TREKBOER increased their Political Connections, bought a Warehouse at Beta Hydri, and yet their Reputation only received a minimal boost as speculation was rampant about its involvement in the explosions at Mu Herculis.

Corporation Table

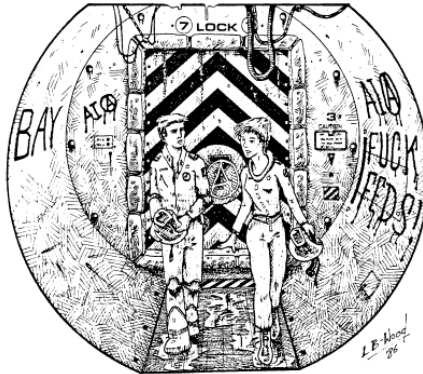
Corporation letter and name	Connections			Init'v Turn		Cash Rep	Player
	Bus/Crim/Pol	Bid	order				
A Costa Nostra Coffee	7	0	0	0	5th	5 12	Mark Cowper
B Madness & Mayhem	4	5	0	0	3rd	352 24	Anthony Gilbert
C Solar Spice & Liquors	1	3	4	0	1st	67 30	Paul Evans
D TrekBoer	2	7	2	0	2nd	336 27	Mike Dyer
E Rocket Traders	2	0	8	3	3rd	41 31	Przemek Orwat
N under Initiative Bid means No move received, F indicates the Corp was floated							

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
- Turn 6 **P7**

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



GM Notes

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 2nd February 2024

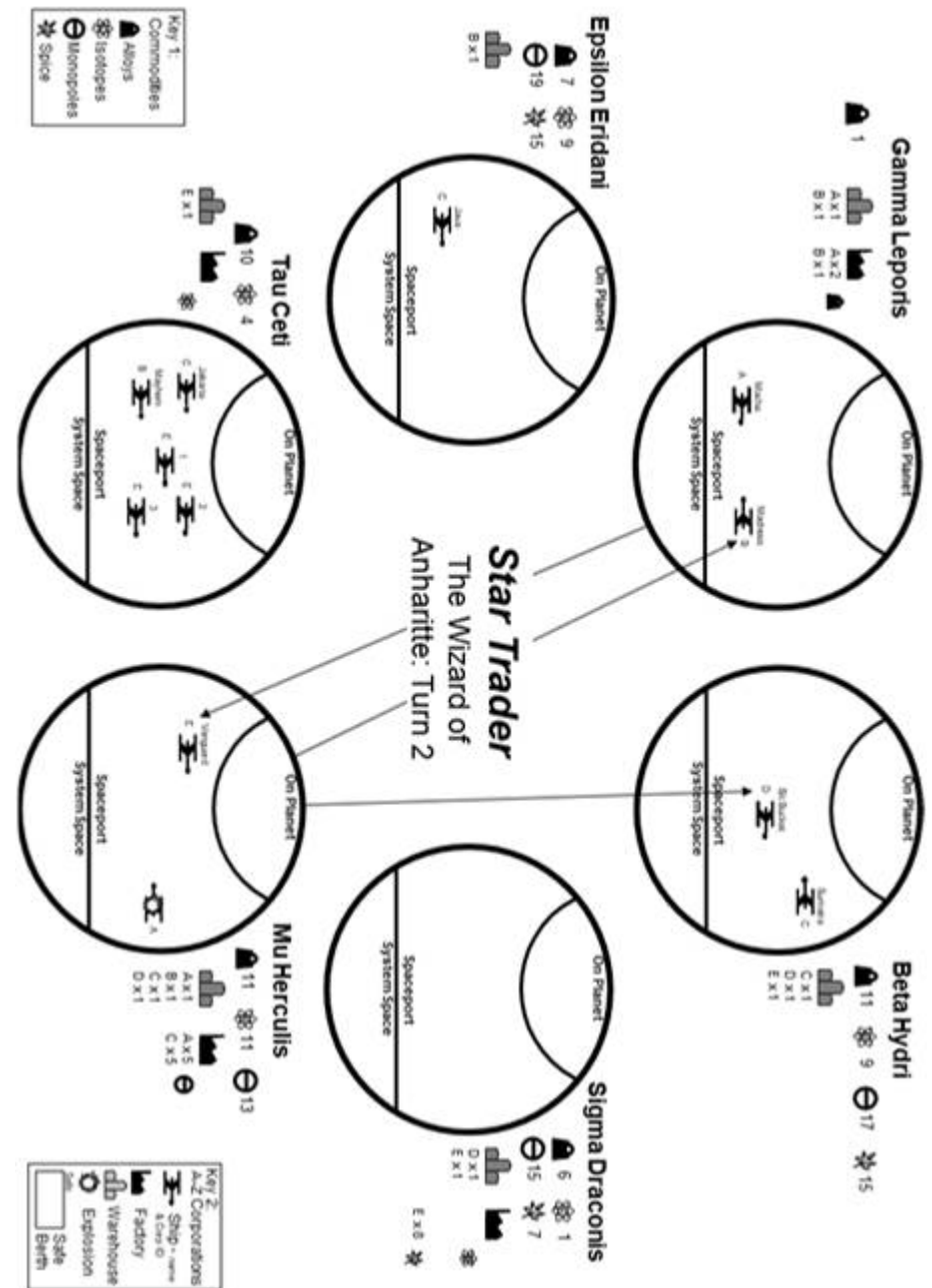
Subscribing to TWJO

TWJO is published on paper and online at www.pevans.co.uk/TWJO (as a free PDF). If you want to play in any (or all) of the games in TWJO, you have two options. You can subscribe to the paper edition, which includes playing in the games. Or you can take the PDF edition and pay the “games only” subscription.

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

	UK	Other Europe	Rest of World	Games only
10-issue (1 year) subscription	£27.00	£36.00	£43.00	£5.00

To subscribe, send your name, address and payment to *To Win Just Once*, 180 Aylsham Drive, Uxbridge UB10 8UF, UK or TWJO@pevans.co.uk. You can pay by bank transfer (contact me for the account details), by UK cheque (payable to Margam Evans Ltd) or by PayPal to Games@pevans.co.uk. Or subscribe online at www.pevans.co.uk/TWJO, where you can pay by credit card or PayPal account.



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 12). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

Orders for September 1675 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by 16th February 2024



August 1675 (378)

As the French armies continue to battle, fresh recruits arrive in Paris to join regiments of renown. Grenville d'Arkrite, for example, joins Grand Duke Max's Dragoons, courtesy of the regiment's commander, Louis Severin Descartes. Arkrite's recent loan lets him buy the rank of Subaltern before marching towards the action. Descartes hands some cash not to his new recruit, but to Captain Elroi le Flingue. This is to accompany his appointment as Adjutant of the GDMD.

Monsieur Thierry Boule becomes Trooper Thierry Boule of the Crown Prince Cuirassiers thanks to CO Ben e'Volence, who finances this purchase. Boule is quick to saddle his new horse and set off for the Low Countries. While he's at it, e'Volence appoints Beau Nidle as the regiment's Adjutant.

It's Justin Thyme's command, the Queen's Own Carabiniers, for Yve Stanbul. A hefty gift from his new boss allows Stanbul to become a Captain before joining his regiment in action.

Jon Dichateme doesn't bother joining a regiment. He takes his loan and volunteers for a Frontier regiment. Lt-General Bernard de Lur-Saluces goes one better, taking command of a battalion of the Royal North Highland Border regiment.

Others are more interested in removing officers from regiments. However, Tiny Thierry Toothpick's influence is not enough to persuade the Colonel of the 13th Fusiliers to resign – as requested by 13F Lieutenant-Colonel Ari Beaux.

Justin Thyme successfully calls in a favour to remove the junior Major in his regiment, which also leaves the QOC without an Adjutant. With support from Terence Cuckpowder, Thyme pressures the senior Major to quit as well. Then the



two get rid of the QOC's Lt-Colonel, leaving the regiment without any senior officers (apart from Thyme) and the Horse Guards Brigade without a Brigade Major.

Maastricht or Trier?

Defending recent French advances, First Army is divided between supporting the besieged garrisons in Maastricht and in Trier. The Army is again commanded in an acting capacity by Jacques Hatt (commander of the Cavalry Division), who is pleased to earn promotion to General. Even if it is a brevet rank for the next year. He is confirmed as commander of the First Army – even if it is just for the march back to

Paris. There is a Mention in Despatches for him, (“He looks pleased”).

Thus Balzac Slapdash, the Dragoon Brigadier, is acting Cavalry Division CO once more. This earns him a Mention in Despatches (“He looks thrilled”) and promotion (he's now a full Brigadier-General). He collects over five hundred crowns in loot.

Ben e'Volence leads the Crown Prince Cuirassiers, but continues as acting commander of the Heavy Brigade. There are two Mentions for him (“No promotion here – but he is a Count”), which bring him the title of Count. He adds almost a thousand crowns to his wealth. Preferring to remain Minister of War, he declines the chance to become Brigadier of the Heavies properly.

Within the Heavy Brigade, the Crown Prince Cuirassiers make no impression on the Imperial infantry dug in around Maastricht. Major Stephane Etrange, Captain Beau Nidle and Trooper Thierry Boule survive.

Grand Duke Max leader Louis Severin Descartes is acting Dragoon Brigadier, but gets no reward despite his personal bravery in taking on an enemy horseman.

Lieutenant-Colonel Alvin Charles is thus in charge of the GDMD and gets a Mention in Despatches (“Not a bad job”) as the regiment holds its own against the Imperial cavalry. He acquires close to five hundred crowns selling captured horses, which helps him send funds back to Paris to pay off his debts. Captain Botte



Le Chimiste is brevetted to Major and quickly buys the horses he needs for his new rank. Captain Elroi le Flingue has a close encounter with a musketball that lodges in his saddle. An inch higher would have been very uncomfortable. As it is, he receives a MiD ("That was close!"). But there's nothing for Captain Pierre Pressure. Unlike Subaltern Grenville d'Arkrite, who survives his baptism of fire to join the Captains (albeit in a brevet role).



The Frontier regiments put in some solid defence work. Private Jon Dichateme is assigned to Frontier regiment 1 and quickly learns to duck faster after a musketball takes off his cap.

Germans go home!

Second Army is facing down the Imperial forces in the Rhineland. Army commander Rick Shaw gains promotion, making his rank of General permanent. This is worth a Mention in Despatches ("He's a General for ever").

Second Division sets up the siege of an Imperial fortress, but it seems to be well-supplied. Lieutenant-Colonel Armand Alsace, commanding the 53rd Fusiliers survives handily in his nice, solid bunker. Lt-Col Ari Beaux, second in command of the 13th, is less lucky, despite having sharpened his entrenching tool. A shell lands in the mud right in front of him. Before he can cut the fuse (newly sharpened tool, remember), it detonates. RIP.

The Fourth Arquebusiers clearly haven't dug their trenches deep enough as a sortie by the besieged Imperial troops drives them out of their positions. Lt-Col Jean d'Aubergine is fast enough to stay ahead of the pursuing enemy. The 27th Musketeers hold their line, allowing Third Foot Brigadier Thomas de la Lune to add 500 crowns' worth of loot to his capital.

As there's no sign of the siege having any effect, First Division assaults the fortress. Unfortunately for the Picardy Musketeers, the part they charge is covered by a battery of guns. A hail of grapeshot stops the Musketeers in their tracks, Colonel Ramond Repose de la Tombe paying the price for leading from the front. RIP.

Now the artillery has fired, the Royal Marines drive the defenders back and storm over the walls. Colonel Henri DuShite is brevetted to Brigadier-General. Again – his previous brevet promotion expired last month. He takes the opportunity to do a little looting. That's almost fifteen hundred crowns' worth of goodies.

Seeing this success, First Foot Brigade Major Vinne d'Pooh scrambles over the ramparts to get in on the action. It just needs one enemy musketeer to still be firing and choose Pooh as his target. RIP.

In the Guards, the King's Musketeers fail to make much headway, so stand back and make the defenders keep their heads down with volleys of musketry. This is enough to get CO Claude Nord and Lt-Colonel Frank X Change Mentioned in the Despatches ("Fine shooting – they almost hit one there").

The covering fire is all the Cardinal's Guard need and they charge into the fortress. There's a MiD ("look at him charge!") for their commander, newly purchased Colonel Zeold von Tu, who is brevetted to Brigadier-General.

Then in come the Royal Foot Guards, scenting another opportunity for plunder. Commander Beau Reese Jean Seine ("Good nose on him") is thoroughly Mentioned and pockets fifteen hundred crowns from the spoils. Lt-Col Camille de Polignac is right behind him and thus out of view of the Despatch writers, but gets the same amount for himself. There's over 1,500 for Major Martin de Garnache, the regimental Adjutant. But his fellow Major, Hector William Boone, doesn't get much above five hundred crowns for his plunder. He does collect a Mention in Despatches, though ("Not a plunder-hound"). And keeps the moneylenders happy by repaying his loans. Captain Neville Moore is in the "over fifteen hundred" bracket and is Mentioned into the bargain. Captain Felipe Savant has the same result. While Captain Tiny Thierry Toothpick pips them all, gathering closer to two thousand crowns of booty as well as going into the Despatches ("I think it's him, I can't quite see behind the big bag of swag"). Some of it goes back to Paris in advance to make sure the moneylenders are kept sweet.



For Guards Brigadier Greg de Bécqueur, this is a fine end to a fruitful campaign: his loot is valued at just under fifteen hundred crowns and his name goes into the Despatches ("Still Brigadier"). Louis Renault, commanding First Division, is pleased that his haul reaches the 1,500 mark. A (brevet) promotion to General comes his way, which is worth a MiD ("Another General").

Not to be outdone, the Royal North Highlanders get in on the action. Lt-General Bernard de Lur-Saluces has volunteered to lead a battalion and is rewarded with over fifteen hundred crowns' worth of loot. And a regimental kilt. That's worth two Mentions in Despatches ("Very fitting" "Very fetching").

The Horse Guards are knocking about, making sure there are no extra troops coming to lift the siege. Brigadier Terence Cuckpowder scoops up some goodies that come to 800 crowns. This is worth a footnote in the Despatches.

Leading the Dragoon Guards is a thankless task for brevet Lt-Col Michael Chevalier-Cavalier. No, nothing for him.

The Queen's Own Carabiniers, on the other hand, tangle with some enemy cavalry. This gives them the chance to seize some loot. Oh, and send them packing, of course. Justin Thyme adds nearly 500 crowns to his wealth and is Mentioned ("Sent them packing all right"). Captain Yve Stanbul collects a couple of hundred crowns worth, but Captain Come Asiouar isn't fast enough to grab anything.

Waiting for September

Not everybody has joined the armies, so there is some action in Paris. Gaz Moutarde, for example, spends an exciting (?) month in the arms of his beloved.

For Pierre Cardigan and Zavier Ulrich Turenne, excitement is in the Fleur de Lys with their ladies: Justine Caisse with Pierre and Laura de Land with Zavier.

Jean Jeanie and Jacky Tinne manage a couple of weeks in the Fleur, before Jean heads to a gym to practise his rapier swishing.

There are visitors to Red Philips as well. The man known only as 'X7' is a new member and looks round for three weeks – a trip to a Bawdyhouse occupies his other week. While he's away, Thibault Pinot-Noir drops in to show his new club to his new lady friend, Angelina di Griz. He takes the opportunity to try his luck on the club's gaming tables. Staking 50 crowns a time, he keeps losing. He wins a couple of bets, but loses the rest and has to stop after placing nine. His courting may have been successful, but he has a duel with Camille de Polignac to come. Thibault is another man swishing his rapier for the second half of August.



This just leaves Jacques de Gain. Guess where he is? Yes, in the gym with his rapier all month. ❖

Press

Announcements

His Majesty's premier regiment is seeking officers and men. Apply RFG HQ.

† Beau Reese Jean Seine,
Officer Commanding

**** 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.

† Viscount Thyme

Colonel, I hereby apply for the position as Regimental Adjutant of the QOC.
† Cpt Asiouar (CA)

Applicants sought for the post of Chancellor. Apply to the Minister of State.

† Count Beau Reese Jean Seine

**** Aide Required ****

I am looking for a competent aide. Please contact me with your credentials

† (Brevet) Bdr-General Viscount Thyme

Social

Bringing the boys home!
To celebrate the victorious return of the GDMD and remember the fallen of this mighty crusade of ours, I hereby invite all soldiers of the GDMD and all other officers of SL 6 and above into my club in week 2.

As we all want to be civilised and well-mannered, the hooligans of the ALC are, as always, excluded.

Ladies welcome, all drinks will be on me. For those with an adventurous palate some Dutch cheeses, pancakes and smoked sausages will be provided, prepared by our very own POW chef who wasted his talents being drafted into a Dutch Fusilier regiment.

I hope to see you in numbers.

† Sir Louis Severin Descartes,
Br Brigadier General GDMD

All officers and men of the 3rd Foot Brigade are welcome to dine with me at my club in week 3. Drinks on me.

† TdLL

Soldiers of the Cavalry Division:
As we prepare for the final month of the summer campaign, I wish to let you know of a small matter that will be relevant in September.

Any soldier serving in any capacity associated with the Cavalry Division in August will be welcome to a reception at Bothwell's which I will host in the second week of September.

Yours,

† Lt. General Sir Jacques Hatt

You are cordially invited to a splendid soirée hosted by Viscount Brevet Brigadier Ben e'Volence, Minister of War, set to take place at the exquisite Fleur during the third week of September 1675. This grand event welcomes the esteemed Gentlemen of Paris (no Minimum SL), encompassing even the members of the woeful 53rd Fusiliers (whose attendance shall be graciously tolerated in recognition of their service at the front). Accompanying ladies are most welcome. A sumptuous array of refreshments will be provided to delight your senses. Join us for an evening of unparalleled elegance and social delight.

Congratulations to all the brave men of the Second Army; exceedingly well done, chaps. Party at my club when we return to Paris.

All are welcome, and their ladies, to raise a glass with me during September week 2, to celebrate our victory at Salzbach; the drinks are on me.

† Baron Louis Renault

All gentlemen of Paris who have campaigned this Summer are invited to my club as guests in the third week of September to raise a glass to the fallen and those who have come home covered in glory! Lady companions also most welcome.

† Capt. Neville Moore, RFG.

The Minister of State invites all members of the RFG, Ministers of the Crown and returning soldiers to a party at his club to discuss the summer campaign. Drinks will be provided for guests and their lady companions.

† Beau Reese Jean Seine

Military Missives

Cher Monsieur,
Having the honour to take over command of the GDMD this month, I would be honoured to accept you as a new recruit.

Someone of your standing and military abilities would make an excellent Regimental Adjutant, if you might be interested.

I would be happy to throw in a horse from the regimental stables.

God with you,

† Louis Severin Descartes
LtColonel GDMD

Honoured Colonel

I am deeply grateful for you having me in your thoughts for this noble position and would be more than happy to accept such should it be possible.

I shall of course have to obtain some additional funds from the gentlemen to do justice to your noble regiment.

Your obedient servant,

† Grenville d'Arkrite

Personal

Gentlemen, is your Mistress *disappointed* in your performance?

Worry no more, Botte Le Chimiste can help with the latest pills from an apothecary on the Via Arga in Milan. Only 10Cr a bottle.

Hurry! Supplies are limited.

Dear Field Marshal De Gain

I trust you are well. This DOMINION plot goes to the very heart of our Government – I cannot trust names to paper. If I survive this, I will seek an early audience with you one-to-one to discuss what I have discovered.

Tread carefully,

† Lt Colonel Chevalier-Cavalier,
Dragoon Guards

Poetry Corner

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

Xavier, Jean-Claude, Pierre and Lou,
They may all be just names to you,
With Phillipe, Eclair, Ray, Maurice,
They died for France, now rest in
peace.

† FXC

Points Arising

Next deadline is 16th February

First off, best wishes to Pam Udowiczenko (YS), who's undergoing chemotherapy at the moment.

And apologies to Joel Halpern as Jacques Hatt was qualified to be promoted in July, so I made him a full Lt-General for the start of August.

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.

Welcome

Rejoining us in time for the August turn is Gerry Sutcliff. Welcome back, Gerry, and enjoy your new character.

Farewell

This turn we are losing two players – Pauli Kidd and Jim Waters – who've decided not to take up their new characters. Sorry to see you go, Pauli and Jim, but you're welcome to return at any time.

Absent friends

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

Anon Les Anonyme (Bruno Giordan) has NMR'd. Total now 1

LR Louis Renault (Roy Bleasdale) has NMR'd. Total now 1

PP Pierre Pressure (Ray Vahey) has NMR'd. Total now 1

X1 (Peter Farrell) has been floated at his request

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.

Ben e'Volence asks NPC Lt.Colonel of Crown Prince Cuirassiers to resign

Ben e'Volence asks NPC Major 2 of Crown Prince Cuirassiers to resign

Beau Nidle applies for Regiment Adjutant of CPC

Come Asiouar applies for Regiment Adjutant of QOC

Camille de Polignac applies for Division Adjutant of First Division

Camille de Polignac applies for Aide to Field Marshal

Elroi le Flingue applies for Regiment Adjutant of GDMD

Frank X Change applies for Aide to Field Marshal

Greg de Bécqueur applies for Province Mil. Governor

Greg de Bécqueur applies for Division Commander of First, Second, Cavalry and Frontier Divisions

Henri DuShite applies for Army Adjutant of Field Army

Henri DuShite applies for Brigadier of 1st, 2nd and 3rd Foot Brigades

Jon Dichateme applies for Aide to Brigadier-General

Jacques de Gain applies for Army Commander of Field Army

Jacques Hatt applies for Army Commander of Field Army

Louis Severin Descartes applies for Brigadier of Dragoon Brigade

Louis Severin Descartes applies for Quarter Master Gen. of Field Army

Martin de Garnache applies for Brigade Major of Guards Brigade

Martin de Garnache applies for Aide to General

Neville Moore applies for Regiment Adjutant of RFG

Neville Moore applies for Aide to Lt. General

Neville Moore applies for Aide to Crown Prince

Rick Shaw applies for Commander of First and Second Divisions

Rick Shaw applies for City Military Governor

Rick Shaw applies for Inspector General Cavalry

Rick Shaw applies for Adjutant General

Rick Shaw applies for Army Commander of Field Army

Stephane Etrange applies for Brigade Major of Heavy Brigade

Stephane Etrange applies for Aide to General

Terence Cuckpowder applies for Brigadier of Horse Guards Brigade

Terence Cuckpowder applies for Province Mil. Governor

Terence Cuckpowder applies for Commander of First, Second, Cavalry and Frontier Divisions

Terence Cuckpowder applies for City Military Governor

Terence Cuckpowder applies for Chancellor of Exchequer

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

Thibault Pinot-Noir applies for Aide to Lt. General

Tiny Thierry Toothpick applies for Regiment Adjutant of RFG

Tiny Thierry Toothpick applies for Aide to Lt. General

Tiny Thierry Toothpick applies for Captain, King's Escort

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

Zeold von Tu applies for Brigadier of Guards Brigade

Zeold von Tu applies for Commnr. of Public Safety

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.

Chancellor of the Exchequer: TC

Commissioner of Public Safety: ZvT

Field Army commander: JdG, JH, RS

Adjutant-General: RS

Inspector-General of Cavalry: RS

City Military Governor: RS, TC, ZUT

Division commander: GdB (all), TC (all), ZUT (Second, Frontier)

Provincial Military Governor: GdB, TC, ZUT

Field Army QMG: LSD

Brigadier: HDS (1st Foot, 2nd Foot, 3rd Foot), LSD (Dragoon), TC (Horse Guards), TdIL (Third Foot)

Field Army Adjutant: HDS

Aide to Field Marshal: CdP, FXC

Division Adjutant: CdP (First), RS (First, Second)

Aide to General: MdG, SE

Aide to Lt-General: NM, TPN, TTT

Brigade Major: MdG (Guards), SE
(Heavy), ZvT (Guards)Regimental Adjutant: BN (CPC), CA
(QOC), EIF (GDMD), NM (RFG),
TTT (RFG)

Aide to Crown Prince: NM

Aide to Brigadier-General: JD

Captain of the King's Escort: TTT

Duels

Results of July's duels

There were none.

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

Grudges to settle next month

Camille de Polignac (Rapier, Seconds BdLS, adv.) has cause with Thibault Pinot-Noir (Foil, 1 rests) for pinching Angelina.

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

Gerry Sutcliff gets the Second son of a small Merchant: Init SL 3; Cash 25; MA 4; EC 5 (Grenville d'Arkrite – GdA).

Graeme Morris gets the Orphaned First son of a wealthy Merchant: Init SL 4; Cash 1775; MA 5; EC 2 (X2).

Terry Crook gets the First son of a very wealthy Knight: Init SL 7; Cash 825; MA 4; EC 2 (X3).

Olaf Schmidt gets the Bastard son of an Impoverished Gentleman: Init SL 3; Cash 36; MA 5; EC 5 (X4).

Tables

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 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

First Army: 1

- Cavalry Division: 1
- Heavy Brigade: 2
 - Archduke Leopold Cuirassiers: 3
 - Crown Prince Cuirassiers: 3
- Dragoon Brigade: 4
 - Grand Duke Max's Dragoons: 3
 - Princess Louisa Lt Dragoons: 6
- Frontier Division: 2
 - Frontier regiment 1: 3
 - Frontier regiment 2: 4
 - Frontier regiment 3: 4
 - Frontier regiment 4: 1

Second Army: 3

- First Division: 4
 - Guards Brigade: 3
 - Royal Foot Guards: 1
 - Cardinal's Guard: 2
 - King's Musketeers: 3
 - 1st Foot Brigade: 4
 - Royal Marines: 1
 - Picardy Musketeers: 4
 - RNHB regiment: 3
- Second Division: 5
 - 2nd Foot Brigade: 4
 - 13th Fusiliers: 2
 - 53rd Fusiliers: 1
 - 3rd Foot Brigade: 5
 - 27th Musketeers: 3
 - 4th Arquebusiers: 6
 - 4th Foot Brigade: 4
 - 69th Arquebusiers: 5
 - The Gascon Regiment: 3
 - Horse Guards Brigade: 5
 - Dragoon Guards: 3
 - Queen's Own Carabiniers: 1

Army Organisation and 1676's Summer Deployment

Field Army (Siege)	--/--/--
First Division (Siege)	--/--/--
Guards Brigade (Siege) - RFG CG KM	
1st Foot Brigade (Siege) - RM PM	
Second Division (Siege)	--/--/--
2nd Foot Brigade (Siege) - 13F 53F	
3rd Foot Brigade (Siege) - 27M 4A	
Cavalry Division (Siege)	--/--/--
Horse Guards Brigade (Siege) - DG QOC	
Heavy Brigade (Siege) - ALC CPC	
Frontier Division (Siege)	--/--/--
Frontier Regiments (Siege)	
Dragoon Brigade (Siege) - 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	F4	(Assault for Sept-Nov) RNHB
Colonel	N1	N5	N2	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	
7	Chris Pacquette	19		
61	Bette Noire	19	I/W	
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		J
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
48	Fifi	14	B/W	
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	
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	
23	Agnes Sorel	11	I/W	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	TPN
6	Viv Ayschus	9		
59	May Banquot 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	
5	Belle Epoque	6	B/I	
24	Violet Bott	6	I/W	
25	Lois de Lô	5	B	

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	GDMD	PLD	53F	27M	4A	69A	Gscn
LCol	BRJS	ZVT	CdN	MCC	JIT	N3	BeV	HDS	LSD	N6	BS	AA	N7	JdA	
Maj 1	CdP	N6	N4	N6	MCC+N1	N3	N3	N3	AlCh	N1	N1	N5	N5	N6	
Maj 2	MdG	N6	N4	N6	N6	N3	N3	N2	BLC	N1	N2	N3	N4	N4	
Capt 1	NM	N4	N4	N5	N4	N5	N3	N2	EIF	N5	N6	N3	N5	N5	N2
Capt 2	FS	N5	N3	N6	CA	N5	BN	N2	PP	N2	N4	N1	N3	N3	N3
Capt 3	TTT	N3	N2	N4	YS	N4	N1	N3	BLC+	N6	N2	N1	N5	N3	N5
Capt 4	N2	N2	N3	N6	N3	N1	N4	N3	CdA	N4	N4	N6	N5	N3	N3
Capt 5															
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	Count Ben e'Volence	25	F	Withy	B.Bdr-General CPC/War Minister	11		Flr	3	Ash Casey
PG	Count Pierre Cardigan	24	34	Withy		10	Justine	Flr	6	Matt Shepherd
JdC	Count Jacques de Gain	24	33	Flthy	Fld Marshal	24			6	Ben Brown
BRJS	Count Beau Reese Jean Seine	24	F	Flthy	B.Bdr-General RFG/State Min.	13		Flr	4	Bill Hay
JJ	Count Jean Jeanie	23	60	Flthy	General	32	Jacky	Flr	4	Andrew Kendall
GdB	Count Greg de Bécqueur	23	F	Rich	B.Lt-General/Gds Brigadier	13		Flr	5	Anthony Gilbert
BdLS	Count Bernard de Lur-Saluces	22	F	Flthy	Lt-General	19		Flr	3	Rob Pinkerton
TC	Count Terence Cuckpowder	21	F	Withy	B.Lt-General/HGds Brigadier	7		Flr	6	Mike Dommett
CdP	Marquis Camille de Polignac	21	F	Withy	Lt.Colonel RFG/Justice Min.	4		Flr	4	James McReynolds
Anon	Baron Les Anonyme	20	42	Poor	Bdr-General/Min w/o Port	3		Flr	5	Bruno Giordan
ZUT	Baron Xavier Ulric Turenne	19	45	Comfy	Lt-General/Min w/o Port	4	Laura	Flr	1	Bob Blanchett
HDS	Earl Henri DuShite	18	F	Rich	B.Bdr-General RM	15		Both	4	Dave Marsden
RS	Baron Rick Shaw	18	F	Withy	General/2nd Army Commdr	2		Both	6	Charles Burrows
JiT	Viscount Justin Thyme	17	F	Rich	B.Bdr-General QOC	16		Both	2	Gerald Udowiczzenko
LR	Baron Louis Renault	16	F	Rich	B.General/1st Div Commandr	3		Both	4	Roy Bleasdale
GM	Sir Gaz Moutarde	15	31	Withy	Bdr-General	4		Both	2	Mike Clibborn-Dyer
CdN	Sir Claude de Nord	15	F	Withy	B.Bdr-General KM/CPS	3		Flr	4	Andrew Larder
NM	Sir Neville Moore	14	F	Withy	Captain RFG/LtGen's Aide	1		Hunt	2	Cameron Wood
MdG	Martin de Garnache	13	F	Withy	Major RFG/RFG Regt. Adjit.	3		Both	4	Bill Howell
JH	Sir Jacques Hatt	13	F	Comfy	B.General/1st Army Commdr	4		Both	3	Joel Halpern
BS	Marquis Balzac Slapdash	12	F	Withy	B.Bdr-Gen PLLD/Drgn Brigadier	19		Hunt	5	Matthew Wale
ZvT	Sir Zeold von Tu	12	F	Withy	B.Bdr-General CC/Ensn.C's Esc	7		Both	3	Tim Macaire
LSD	Sir Louis Severin Descartes	12	F	Comfy	B.Bdr-General GDMD/FMshl's Aide	4		Hunt	1	Chris Schotmann
X1		11	0	Poor		4			4	Peter Farrell
FS	Baron Felipe Savant	11	F	Comfy	Captain RFG	5		BG	4	Brick Amundsen
TdLl	Thomas de la Lune	11	F	OK	Bdr-General/3 F Brigadier	4		Hunt	5	Peter Card
HWB	Hector William Boone	11	F	Comfy	Major RFG	5		Hunt	5	Paul Wilson
AiCh	Baron Alvin Charles	11	F	Comfy	Lt.Colonel GDMD	11		F&P	2	Graeme Wilson

ID	Name	SL SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
AB	Sir Ari Beaux	10	RIP							Graeme Morris
FXC	Frank X Change	9	F	Comfy	Lt.Colonel KM	6		BG	4	Nigel Monaghan
VdP	Vinne d'Pooh	9	RIP							Terry Crook
TTT	Tiny Thierry Toothpick	8	F	Comfy	Captain RFG	5		BG	1	Jason Fazackarley
YS	Yve Stambul	8	F	OK	Captain QOC	5			4	Pam Udowiczzenko
MCC	Michael Chevalier-Cavalier	7	F	OK	B.Lt.Colonel DG	4		F&P	4	Mark Cowper
SE	Stephane Etrange	7	F	Comfy	Major CPC	3		F&P	4	Neil Packer
CA	Come Asiouar	6	F	OK	Captain QOC	3		F&P	4	Jacob Andersson
BN	Beau Nidle	5	F	OK	Captain CPC/CPC Regt. Adjit.	2		RP	3	Paul Murphy
RRT	Ramond Repose de la Tombe	5	RIP							Olaf Schmidt
TPN	Thibault Pinot-Noir	4	9	Poor		5	Angelina	RP	3	Tim Rattray
X7		4	6	Poor		2		RP	2	Nik Luker
PP	Pierre Pressure	4	F	Poor	Captain GDMD	3			1	Ray Vahey
X3		4	RIP							Pauli Kidd
BLC	Botte Le Chimiste	4	F	Poor	B.Major GDMD	2			4	Tym Norris
JdA	Jean d'Aubergine	4	F	OK	Lt.Colonel 4A	3		RP	3	Paul Robbins
TB	Thierry Boule	3	F	OK	Private CPC	4			6	John Cooke
X5		3	RIP							James Waters
AA	Armand Alsace	3	F	OK	Lt.Colonel 53F	8			4	Sebastian Emde
EIF	Elroi le Flingue	3	F	OK	Captain GDMD/GDMD Regt. Adjit.	6			4	Daniel Racke
GdA	Grenville d'Arkrite	3	F	Poor	B.Captain GDMD	4			5	Gerry Sutcliffe
JD	Jon Dichateme	2	F	Poor		6			1	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+