

That would be enough

This has been issue 242 of *To Win Just Once*, published 7th March 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 15th March 2024.

Orders for *LPBS*, Trophy Hunter entries and any other contributions to Pevans by 22nd March 2024.

(Next deadlines: 19th/26th April, 24th/31st May, 28th June/5th July)

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 – 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)

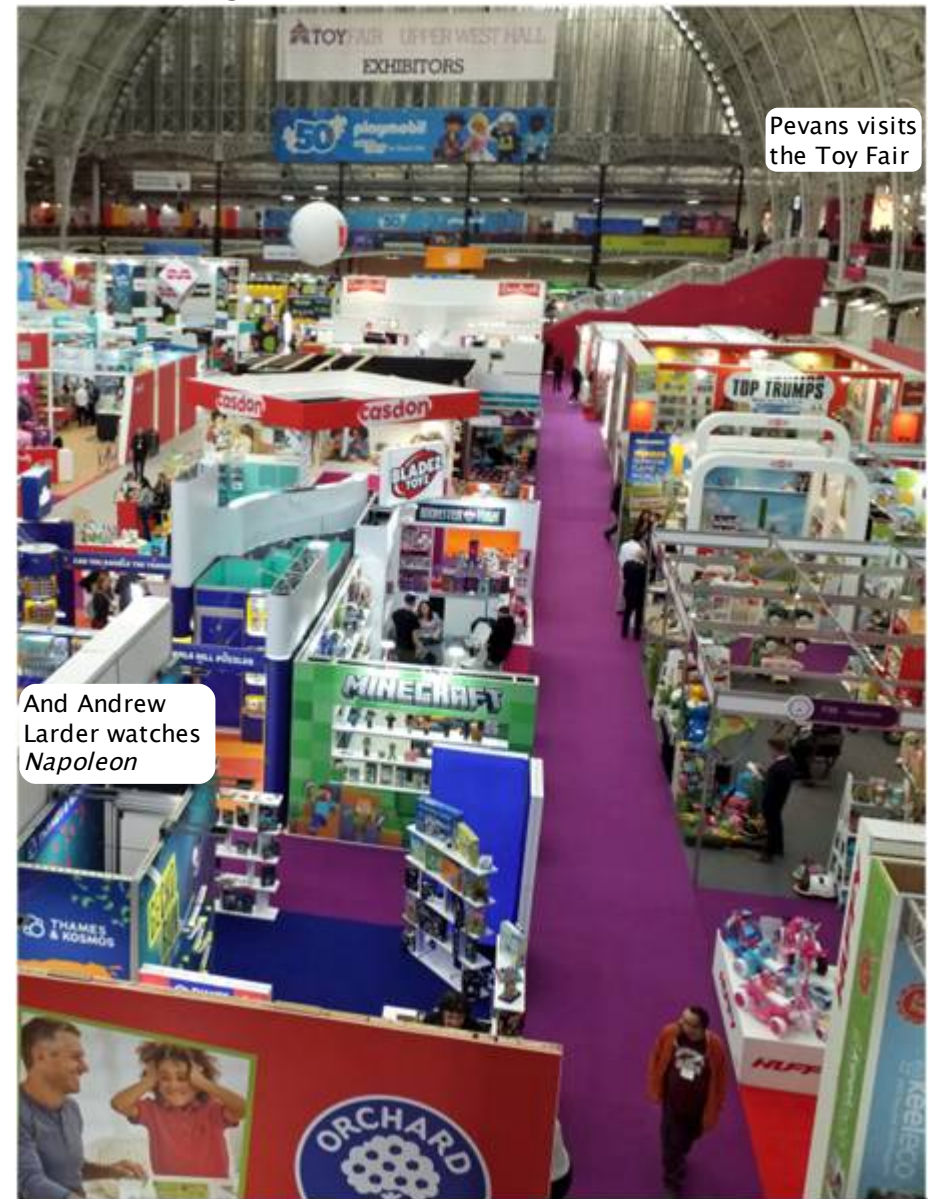
Credits

To Win Just Once issue 242 was written and edited by Pevans. The *LPBS* masthead (page 25) is by Lee Brimmicombe-Wood, as are the drawings on pages 28 and 29. The pictures on pages 27 and 32 are by Tim Wiseman, the one on page 31 by SKS and the illustration on page 33 is my mash-up of drawings by Nik Luker and Tim. Game and book artwork is courtesy of the publisher. Pevans took the photos, except where noted. and played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

The first signs of an approaching spring in our garden are the snowdrops that sprang up in several places. Mind you, other bits of the village (next door) already had a crop of daffodils in plenty of time for St David's Day.

I'd just completed the final layout of *TWJO* 241 and started printing it when I realised two things. 1: I'd failed to include Mr Larder's piece on the new *Napoleon* film. And 2: I hadn't written the traditional what-I-played-last-year round-up. D'oh! You'll find both in this issue. Definitely.

Talking of printing, just after the last issue went out, my almost-10-year-old Lexmark colour laser printer gave up the ghost. Signalled by printing pages that were completely blue and dumping piles of toner onto the paper tray. So this issue has, I hope, been printed on my nice new HP Laserjet Pro. It's certainly producing crisp black and white pages, but I'm not so sure about the standard of its colour printing. Will anybody notice?

Online stats

TWJO 241 was published on 29th January and the PDFs were downloaded 148 times through February. Jan and Feb saw 120 more downloads for issue 240, making 227 in (just over) two months. And *TWJO* 239 is now up to 241 downloads since publication.

Letters

Mike Pollard has his own Christmas report.

I enjoyed reading about your Xmas games. Our family has always played loads at that time, originally card games with the uncles, aunts and grandparents, then moving more to board games. I took some cardboard celebrityface masks to my sister's this year and, without looking first, we all put one on at the dinner table. The expressions are hilarious on top of a real moving body! To make it into a game, everyone had 10 guesses (yes/no) to identify themselves. We had Harry Hill, Greta Thunberg, Christopher Biggins, Lenin and a wonderful Elizabeth II in a headscarf looking right grumpy!

And Jonathan Palfrey was playing a game as well.

I'm glad you had some fun games over the Christmas period. My little family doesn't usually go in for games, but on New Year's Eve my wife and son agreed to three games of Chinese Chequers. My son was quietly peeved that I won all three of them; he clearly reckons he ought to be able to outthink the old man by now, and in fact he did win a couple of games the last time we tried it (in 2020).

I don't think I've ever played Chinese Chequers.

"By now the port had been broached..." Oh dear, I try not to buy port these days; it's relatively strong and moreish, so I tend to drink too much of it.

Yep. 😊

Played in '23

Pevans rounds up his year of games

For the last few years I've been recording the games I play (in real time, anyway) on BoardGameGeek. This means I can look back at what I played last year, see what was popular and spot the games I should be playing more often.

Given my regular games with Evert, it's no surprise that *Commands & Colors: Napoleonics* is top of the list with 32 plays – the same number as in 2022. If I expand this count to the whole of the *Commands & Colors* family, that goes up to 48 with *Memoir '44* (10), *Ancients* (4) and *Samurai Battles* (2). But no plays for *The Great War* – something I must remedy this year. And maybe *Battlelore*, *Medieval* and *Red Alert* as well...

Joint second (with 10 plays) on the list is *Hamsterrolle* – and that's all at Christmas! The other holiday period dexterity game, *Bamboleo*, racks up 6 plays for 6th place. See last issue for more about these two.

Fourth is my recently acquired *The Thing with the Ring*, an entertaining card game of trying not to get roped into a quest for the One Ring with those awful elves and dwarves. I seem not to have written about this in *TWJO*, so see page 11.

Next is *Obsession* (reviewed in *TWJO* 226), which I finally played with the *Upstairs, Downstairs* expansion just before Christmas. The extra servants certainly give players extra options – and more to think about. It also means nephew Tom (Howard) can play with his namesake family.

Power Grid is seventh (after *Bamboleo*) as it was played five times – need I say any more? It's a classic. The four sessions it took Tom and me to play a campaign in *Sleeping Gods* (see *TWJO* 238) bring it in at 8th equal. Alongside *C&C: Ancients*, *Tiletum* (*TWJO* 236) and *River Wild*. The last being a solitaire game from Button Shy that I'm still struggling to get to grips with.

There's a terrific group of games that I played three times in 2023: *Heckmeck am Bratwurmeck*, *Love Letter*, *Root*, *Scythe* and *Viticulture* (with the *Tuscany* expansion). I've recorded a total of 197 plays of 82 different games, including the minimum one play of *Tales of the Arabian Nights* that I look to get in each year. Hopefully, there'll be more this year as the Ruislip BGGs are still talking about it.

One game I did miss out on was *Firefly: the board game*. This is something else I'd really like to play at least once a year, so I'll make a point of doing so this year.

Now, that's the games I played in real time (most of the *C&C* games were on Vassal). I've played a lot more online in turn-based games. Luckily, I can gather some stats from Yucata (yucata.de/en) and BGA (BoardGameArena.com).

It turns out my most played game on Yucata last year was *Roll Through the Ages*, Matt Leacock's dice-rolling civilisation-development game. It's a game I can't take seriously as the luck element is huge. But I finished 12 games in 2023. I even won a couple. Tying in second place with 11 games finished are *Lemminge*, Sebastian Bleasdale's fun race game, *Pax Porfiriana*, still my favourite of Phil Eklund's *Pax* games (even if it's a tough game to win), and *Thurn & Taxis*, the Seyfarths' 2006 game about the first German postal service.

I played another three games 10 times each, putting them joint 5th: *Grand Austria Hotel*, which I only discovered a couple of years ago and find a clever challenge, Philippe Keyaerts' *Vinci*, a game I'm surprised to find I'm good at (it's the original of what became *Small World*, which may be more familiar) and *Yspahan*. This last I hadn't played for years, but was invited into a game by some old friends and discovered I really enjoyed it.



My latest *Thurn & Taxis* game on Yucata – it's close!

Underwater Cities comes eighth with 9 plays and ninth equal (7 plays) are: *Glen More*, *Rajas of the Ganges* and *Stone Age*.

Moving on to BGA, I have played a mammoth 212 games of *Memoir '44* on this platform. This is mainly because I signed up for several tournaments, which can mean I've got a dozen games on the go at once (I try to keep it down to 3-4). A long way behind this is *Obsession*, which I've played 34 times – mostly with the same opponents as my face-to-face games. *Viticulture* (though without the *Tuscany* expansion that I prefer) comes third with 24 plays.

Then it's *Ark Nova* (again, mostly with the Ruislip crew), *Through the Ages* (I do love a civilisation game and this works so much better with the computer handling the housekeeping) and *Homesteaders* (which I re-discovered through its online implementation in 2022) on 11 plays. I played *Tapestry* 8 times (and didn't do well



This is what *Memoir '44* looks like on BGA – the “Dug in at Sidi Omar” scenario

at this – fun to play, but I don’t score enough points!), *Agricola* (second edition, though) 6, *Puerto Rico* 6 and *Alhambra* and *Keyflower* 4 times each.

All in all, that’s an awful lot of games over the year. And an interesting mix of new and old.

Toy Fair 2024

Pevans goes to Olympia

It’s been a few years since I hit the London Toy Fair and I was looking forward to it. So, just before the last *TWJO* came out, I hopped on the Tube and made my way to the Olympia exhibition halls.

The fair takes up most of the space, both upstairs and downstairs. There isn’t that much for hobby gamers, but I do enjoy looking round and seeing what the mass market sees as games. Even then, it’s a trade fair for the toy industry and games are only a small part of this.



I took a photo of the entrance and got two comedians as well!

As usual, I started in the ‘Greenhouse’ – a section of small stands for new businesses. This is where you’ll often find game ‘inventors’ with their pride and joy. However, the first thing I found was Aletto Games (www.aletogames.co.uk), a recently established UK distributor. Their mainstay is the Grandpa Beck’s range of family games from the US, along with Funko Games, Tiny Ninjas and, their best-seller last year, *Doomlings*.



Of more interest to hobby gamers, Aletto also distributes Fowers Games – *Paperback* (with the 10th anniversary edition due this year), *Burgle Bros* and so on. The latest here is *Run*, designed by Moritz Dressler, a two-player game of cat-and-mouse where one player (‘the Runner’) uses hidden movement (with a limited supply of tiles) to elude the other (‘Dispatch’). Or not. I do like Tim Fowers’ *Fugitive* and this looks to be another in the same vein. On top of this, Aletto handles Amigo’s card games – *6 nimmt!*, *Bohnanza*, *No Thanks!* et al.



Alley Cat Games (www.alleycatgames.com) was also in the Greenhouse with what is now a substantial catalogue of games (I remember when *Lab Wars* – their first game – was just a prototype!). I was particularly pleased to see their 20th anniversary edition of Reiner Knizia’s *Amun-Re*. Okay, they’ve blinged it up a bit, but it’s a good game and I’m glad to see it back in print. Coming up this year will be *Ada’s Dream*, about building the first general-purpose computer, Babbage’s Analytical Engine. Yes, that’s Ada

Lovelace in the title.

Alley Cat also have a growing series of escape room-style games called *Unfold* (designed by Alexander Peshkov and Ekaterina Pluzhnikova). What makes these different is that each is a little package that gradually unfolds as you solve the puzzles, presenting the next conundrum and even physical components. I particularly like that these provide hints for the impatient (that’s me!). There are two in the series so far, plus a short introductory game (I only needed two hints!).



Unfold – picture from Alley Cat Games

Rachel Lowe Games & Puzzles (rachellowe.co.uk) was also in the greenhouse with the 20th anniversary edition of *Destination: Portsmouth*, her original game (as rejected on BBC TV series *Dragons' Den*). The company mostly produces licensed games and puzzles such as *Call the Midwife*, *Jumanji* and, coming this year, *The Repair Shop* – another BBC TV show. Still going strong after an inauspicious start.

I spotted one other game in the Greenhouse area: *Farplace – the game*. It was designed by Gareth Edwards, CEO of the Farplace animal rescue charity (www.farplace.org.uk), which publishes the game. It's a family game where players race to collect sets of cards that will let them rescue animals and get them rehomed. Interestingly, players have asymmetric abilities, which puts it a cut above the typical promotional game. It was funded on Kickstarter last year and is available from the website.

Trotting round the main halls, I took a look at the more mainstream publishers. These are mostly about family games, party (or drinking) games, trivia games and licensed products. University Games is a good example. I spotted *Horrible Histories* games here, but they also do murder mystery games and are the current publisher of *Subbuteo*. Cheatwell Games is another – and who could resist a game called *Inter-Galactic Plumber*?



Distributor Thames and Kosmos (www.thamesandkosmos.co.uk) is the UK distributor of Kosmos titles, of course, but also handles Devir Games (devirgames.com). This means games like *The White Castle*, *Salton Sea*, *3-Ring Circus* as well as Kosmos's *EXIT* series.

I was particularly taken with *Nunatak* in which players build up a step pyramid on coloured transparent blocks.

Also Coming up this year is a new edition of Reiner Knizia's *Ingenious*.



I thought I'd taken a photo of *Nunatak*, but this image from Thames & Kosmos will have to do.

Gibsons (gibsonsgames.co.uk) is a venerable British game publisher, of course, and their big release last year was the new edition of *Kingmaker*. To go alongside their editions of *Civilization*, *Hare and Tortoise* and so on.

Just across from Gibsons was Big Potato (bigpotato.co.uk) – though without a big potato on display this year. What they did have was a big display of their bonkers games in brightly-coloured boxes.

Moving into the National Hall, I finally located major UK distributor Esdevium Games which trades as Asmodee UK (www.asmodee.co.uk) since it became part of the Asmodee family. And alongside them was Coiledspring, another UK distributor that's part of Asmodee nowadays (coiledspring.co.uk). Asmodee UK's major business is CCGs – *Magic: the Gathering*, *Pokemon*, *Yu-Gi-Oh* and so on – as well as being Hasbro's distributor to the hobby. Coiledspring is more family-orientated, being the UK distributor for US publisher of fine family games, Gamewright, for a start. I was intrigued to see *Pass the Bomb!* on their stand – this was originally published by Gibsons.



Time to go upstairs and stroll round the galleries of both halls. Here I found Gen42 (www.gen42.com), best known for *Hive*, designed by main man John Yianni. New to me was *Tatsu*, a two-player game where each player controls dragons of three different colours. Players move their pieces according to dice rolls, using their different abilities to eliminate the other player's dragons. The aim is to remove all dragons of one colour from your opponent. It's Backgammon-like, I was told, which intrigued me.



Strolling round to the opposite side of the gallery, I found Hachette Boardgames UK (hachetteboardgames.co.uk), the UK arm of the games subsidiary of the well-known French book publisher. In particular, they are the UK distributor for Oink's terrific range of little games. That is, games in small boxes, the games themselves can be challenging. New from Oink are dexterity game *Rafter 5*, and real-time game *DroPolter*.

Hachette also distribute Gigamic's abstract games where the latest is *Katamino Tower*, a 3D puzzle where the pieces fit together into a cylinder.

them, so the Ring came my way... I finally won on my fourth attempt. But still on the 'Easy' setting.

A few weeks later and I took the game to the Ruislip BGGs group, where it provided the light relief after *Tigris & Euphrates*. It's an easy game to teach as you just need to give everybody the set-up and then explain each type of card as it appears.

Jim was first to pick up a Shadow card and grabbed the Ring, having spotted the possibility of winning as the new Thing. And he picked up several more Shadows. The Dwarves dragged Steph to the Party, a singing Elf took Tom. Then Tom drew a Goblin that he relocated to my Pit. Which gave me 6 Goblin icons and ended the game. As the only Robbit in its pit with Magic, that's a win for me!



Things with and without the Ring - but definitely with beer!

Even solitaire, I found the game amusing and it was great fun multi-player. As a solitaire game, I suspect winning depends on getting the right cards at the right time, while multi-player is entertaining chaos with a bit of 'take that'.

The Thing with the Ring is a card game for 1-6 players, aged 14+, and takes around 30 minutes to play. It was designed by Gary and Paul Scott and published by Midlam Miniatures (and the second edition game can be bought from their website: www.midlamminiatures.co.uk). It gets 8/10 on my highly subjective scale.

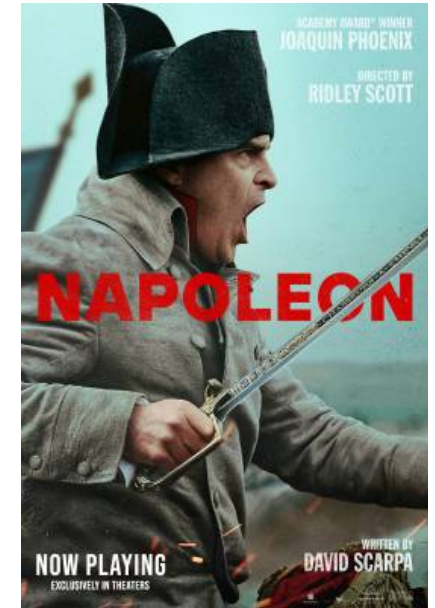
Napoleon the Movie

As seen by Andrew Larder

"History is a set of lies that people have agreed upon," Napoleon said. "Even when I am gone, I shall remain in people's minds the star of their rights, my name will be the war cry of their efforts, the motto of their hopes."

The last time I went to the cinema with Mr Fazackarley it was to see *Conan the Barbarian* (1982). Back in June, Jason was jumping up and down like an excited French poodle entering the groomers at the thought of Ridley Scott's biographical movie of Napoleon. Scott is without a doubt a great film maker but on this occasion he has fallen short. I confess to knowing little about the real Napoleon, except he was: small in stature, had a phobia of cats and had a small manhood. (All myths, I have since found out.)

The first half was entertaining, battles exciting and well shot. Occasionally I would glance across at Jason to see him shaking his head or scoffing wine gums. Mostly scoffing wine gums. Jason had complained that due to excessive swelling of certain areas of his body he was unable to wear his Napoleon uniform. I have seen him clothed in one, so I do not doubt he owns such an outfit.



The movie poster (from the website)

Whilst Napoleon's rise was meteoric and shown as such on the screen, I found Josephine's story equally fascinating. Joaquin Phoenix is an excellent actor and, if he had not opened his mouth, a believable Napoleon. I found his voice irritating, along with the constant captions telling us where we were and what year it was. The whole narrative was quite jarring. Phoenix attempts stoic but ends up just looking bored.

The plot or events raced along at breakneck speed but the introduction of Josephine slowed things down. Was this a true and accurate portrayal of Napoleon's relationship with Josephine? Regardless, Vanessa Kirby is the best thing about this film, turning in a superb performance. I would have liked to have seen more. Scenes without her, even later battle scenes, lack some fizz. Waterloo was a bit of a damp squib.

Scott said about his film, "it's a character study with violence, with action, with everything you got." But there's nothing much about Napoleon's childhood or the reasons he did some of the things he did.

As a glossy epic, it is a technical triumph, but the tipping point for me was the coronation. Beautiful lighting, opulent set, sumptuous costumes, but it just reminded me of a perfume commercial, not adept storytelling: *Despot pour homme*.

For the uninitiated, seek out “Napoleon: The Man and the Myths”, a podcast by Andrew Roberts on BBC Sounds. Six 15-minute radio programmes that give a much more balanced view, based on real documents and Napoleon’s letters. Ah, I hear you say, but this was a movie and should be allowed poetic licence. That is correct, but I think this was a missed opportunity. Scott could have easily made a ten-part TV Series rather than a stunted movie.

Jason adds: “Well, I have to hold my hands up and say that, overall, it’s a disappointing film. However, upon reflection, how, seriously, could any film seek to give justice to the life of the man in under 3 hours?!”

Quite frankly that was always going to be impossible. I had hope but, ultimately, it wasn’t to be. So, overall, about a 5/10 from me, by all means go and watch it but do so without any great expectations.

Reading Matter

If you’re a science fiction fan like me, you should be subscribing to Dave Langford’s *Ansible* – if you aren’t, see news.ansible.uk for details. His latest (March 2024) issue reports the deaths of two respected British SF authors: Christopher Priest and Brian Stableford. Sad news, but I’m struck again by the relative longevity of SF writers.



I realised that I hadn’t read anything from Claire North for a while, despite there being several of her books waiting for me. So I dived into *84K* as the oldest of these. The setting is a near future dystopic England. Essentially, the Government has outsourced everything. And I mean everything. The companies providing these services have merged and bought each other until there is only The Company. The Company effectively runs the country and is only interested in doing things that make a profit. And, cosily, the Prime Minister and CEO of The Company are best friends – from (public?) school and (Oxford) university.

The very first page (which is also the whole of chapter 1) sets the scene. Neila finds an injured man, “the man known as Theo”, on the canal towpath and calls an ambulance. When it hasn’t arrived after 30 minutes, she calls again and is given the complaints line number. On her third attempt, the response is “... for an extra £4.99 a month you can upgrade to instant recovery...” and she’s cut off when she admits she’s not insured. So she drags him into her narrowboat and cares for him as best she can.

The man called Theo Miller is our ‘hero’ and the book follows his story, both before and after that meeting. The text is disjointed, skipping between different times in Theo’s life – often in the middle of a paragraph. I can cope with this kind of thing – though I occasionally had to back-track to be sure. It’s a clever way of shedding

light on why and what our man is doing. Or not. And the older story eventually reaches the events that leave him how we first meet him. While the bit leading on from this reaches a conclusion.

What I did find a bit of a shock was the way North was playing around with typography. There are paragraphs without punctuation and repeated words, so that they read rather incoherently. I think the idea is to reflect a character’s thought process. And then there are

odd bits of
indentation

for no apparent reason.

I found this off-putting to begin with, disrupting the flow of the text. But I got used to it.

The “man sometimes called Theo Miller” works in the Criminal Audit Office, auditing crimes. That is, he assesses the effects of a crime in monetary terms. If the perpetrator can pay the resulting indemnity, there’s no further penalty. He keeps his head down and gets on with his quiet, almost comfortable life.

Until someone from his past shows up (time for our first flashbacks) and Theo’s life is completely disrupted. He becomes increasingly driven by unanswered questions and sets off through this desolate vision of England on a kind of quest. Which sees him tangle with The Company, the government and the whole fabric of this society. When you unravel the story, the end is not necessarily bad, but it has a huge cost.

While I didn’t find *84K* as compelling as North’s earlier novels – it doesn’t have the fantastic weirdness of *Touch* or *The First Fifteen Lives of Harry August* – it’s still a good read. And I was delighted that North got narrowboat terminology right (it’s **not** a barge!). Until she had Neila put her hand on the rudder. You can do this, but it involves sticking your hand into the water at the back of the boat, worryingly close to the propeller. I assume North meant tiller.

The only question that remains is: why is it called *84K*?

Games Events

The big event in March is Airecon, held at the Harrogate Convention Centre in Yorkshire from 14th-17th. I’ve never managed to get along, but it gets glowing reports from attendees and I note that a lot of publishers attend. There are plenty of tournaments and organised events plus a games library to go with the open gaming. Full details on the website: www.airecon.co.uk

My old gaming buddy Martin Abrahams will be co-hosting a games day on Sat March 23rd at Liston Hall, Marlow to raise funds for Prostate Cancer UK in association with HandyCon. “We did this for the first time last year and raised

around £2000 which was wonderful,” notes Martin. You’ll find a link on the HandyCon website: www.handycon.co.uk

23rd March is also the date of the latest Raiders of the Game Cupboard games day at the Waterside Community Centre in Burton-upon-Trent. It’s described as “an event for people like us who just want to take a day off real life and have fun.” What more could you want? Details at: www.raidersofthegamecupboard.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

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.

Trophy Hunter

Turn 5

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

Alex Bardy and Mike Dommatt carefully find where the Antelope (bottom left) isn’t. Charles Burrows finishes off the Antelope centre left. Anthony Gilbert finds another one.

Asks Graeme Morris, “Elephant, what elephant?” He still hits one, as does Alex Bardy: “That’ll teach Jumbo to gnaw on my acacia trees.” **Acacia** trees?!

“Let’s see what I can miss this time,” says Pam. The answer is open space as she hits a different Elephant.

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.

The known Elephants take a battering, but they're all still standing.

Mike Pollard retains his lead, but Mark Cowper is hard on his heels, with Alex Bardy a sliver behind.

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	F20, G19	0	10
Colin Bruce	P2, R2	1.25	6.08
Charles Burrows	B9	2	-1.17
Mark Cowper	Q1, Q3	5	10.83
Mike Dommett	G19, F20	0	4
Anthony Gilbert	H9, I9	4	8
William Hay	J8, H11	0	3.33
Andrew Kendall	F2	5	6
Andrew Larder	T12, T13	0	0
Nik Luker			8
Tim Macaire	Q19, G19	0	4
Brad Martin	Q19, Q1	0	4.83
Graeme Morris	P2, R2	1.25	2.5
Rob Pinkerton	I7, J19	0	5
Mike Pollard	R2	1.25	12.08
Eddy Richards	C10, B9	2	4
Chris Rudram	J7, J8	0	-3.5
Pam Udowiczenko	G3	2.5	12.5
Matthew Wale	G3	2.5	8.75
John Watson	R2	1.25	2.5
Graeme Wilson	P2, Q19	0	1.25
Paul Wilson	H2, J14	0	5

Send your shots to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or
TWJO@pevans.co.uk by 22nd March 2024.

Troodos (Railway Rivals game 18 - RR2528CY)

Turn 3

MEDITRAINEAN built north through the mountains into the central valley and ran into ALL GREEK TO ME. CANTERBURY RAILWAYS continued to join up towns in the west, while building towards the north-eastern corner of Cyprus. ALL GREEK TO ME built into the mountains and is heading towards Troodos, with a branch to the south east where it met MEDITRAINEAN. INLAND IRONHORSE INTERNATIONAL reached the west end and built across the ridge to the south.

MediTrainean (MT), Anthony

Gilbert – Red

Starts: Larnaca

Builds:

a)(I23) – J22 – Lefkara; (+6)

(J23) – K23

b)(K23) – L23 – M23

c)(M23) – Dhali; (+3)

(Episkopi) – G11

Points: 41 +9 +3 = 53

Canterbury Railways (CR), Rob

Pinkerton – Blue

Starts: Famagusta

Builds:

a)(F55) – E55

b)(E55) – E54 – Morphou;

(E55) – B53 – Evrykhou

c)(Trikomo) – I70 – I71 – J71 – J72

Points: 47

All Greek To Me (AGTM), Mike Dyer

– Black

Starts: Kyrenia

Builds:

a)(A59) – A58 – M17

b)(M17) – M16 – Paleokhoro (+6)

c)(D61) – C62 – B61 – Dhali – N22 (+3,
3 to MT)

Points: 20 +9 -3 = 26

Inland Ironhorse International

(II), Chris Rudram – Green

Starts: Lapithos

Builds:

a)(E47) – B45

b)(B45) – Polis; (+6)

(M11) – L11

c) L11 – Platres – J10 (+6)

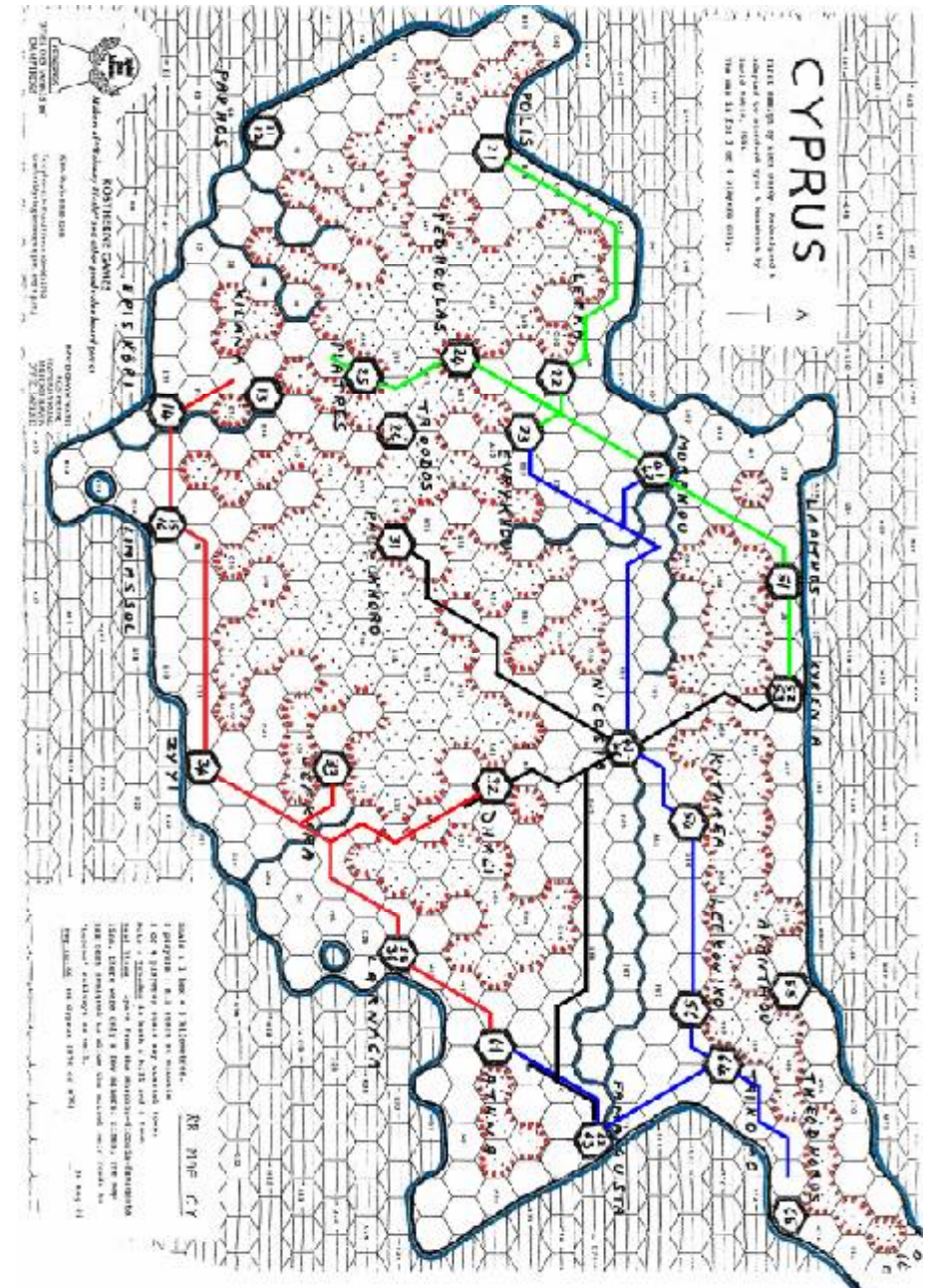
Points: 44 +12 = 56

GM Notes

Order layouts: Your Name, Company Name, Company Colour

Building rolls for next turn: 3, 5, 4

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by 15th March 2024**



The Wizard of Anharitte (Star Trader game 12)

Turn 2

Trading started at Gamma Leporis s as ROCKET TRADERS bought 10 Alloys for 4 HTs each and gained a Dealership. MADNESS & MAYHEM were still able to buy 4 units at 2HTs apiece.

ROCKET TRADERS bought 1 Isotope at Tau Ceti for 4 HTs as the price fell.

Mu Herculis saw ROCKET TRADERS selling 8 Isotopes for 8 HTs each, but no other reward, as they wanted to empty the Vanguard. MADNESS & MAYHEM bought 6 Monopoles for 14 HTs apiece and gained a Dealership, while COSTA NOSTRA COFFEE were selling Monopoles: 5 at a price of 10 HTs.

SOLAR SPICE & LIQUORS were buying 8 Spice for 8 HTs each and took a Dealership at Sigma Draconis. ROCKET TRADERS bought 11 Isotopes for 3 HTs apiece and gained a Dealer's position in this commodity.

Finally, COSTA NOSTRA COFFEE sold 2 Alloys at 11 HTs each at Beta Hydri.

Having heard news of the illegal hulls on planet at Epsilon Eridani (OP 21), TREKBOER purchased a Dagger Hull, equipping it with Augmented Jump and Battle Com Pods and C class crew. Business Connections were raised, after a 250 HT loan was taken out for 4 Quarters.

ROCKET TRADERS sold the Vanguard at Mu Herculis, where it raised 80% of its asset value, and loaded Passengers for the three busiest routes.

COSTA NOSTRA COFFEE INC were quiet, presumably coming to terms with their ship loss last quarter.

MADNESS & MAYHEM replaced their damaged cargo pod and bought a Warehouse at Sigma Draconis.

SOLAR SPICE & LIQUORS loaded passengers for Epsilon Eridani.

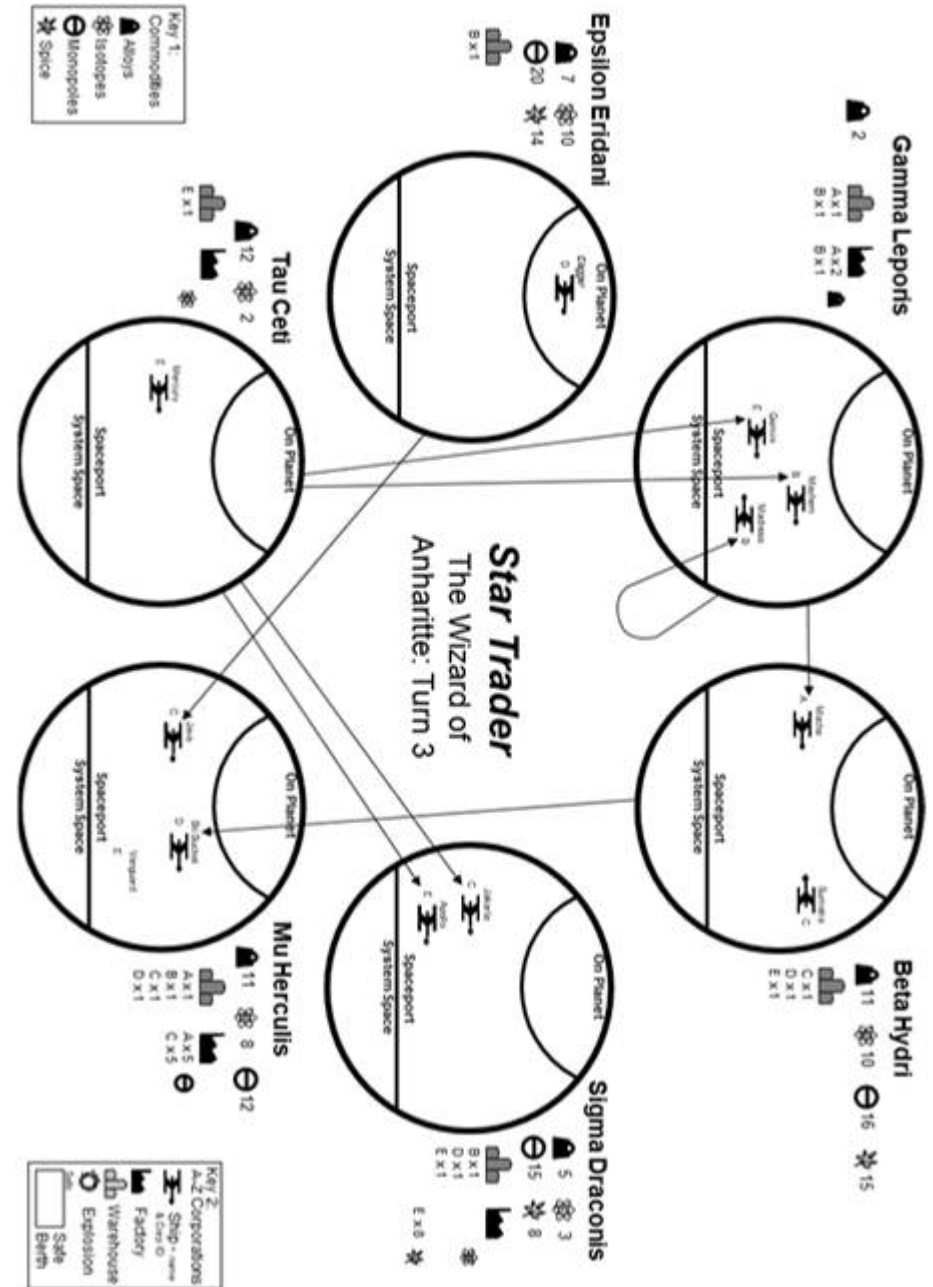
News

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

Turn 4 P5, B4

Turn 6 P7, **B6**

(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			Init'v Turn		Cash Rep	Player
	Bus/Crim/Pol	Bid	order				
A Costa Nostra Coffee	7	0	0	0	5th	72 18	Mark Cowper
B Madness & Mayhem	4	5	0	8	1st	218 24	Anthony Gilbert
C Solar Spice & Liquors	2	3	4	0	4th	44 32	Paul Evans
D TrekBoer	2	7	2	8	3rd	234 29	Mike Dyer
E Rocket Traders	4	0	8	5	2nd	202 35	Przemek Orwat

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

GM Notes

I have been asked about combat.

Firstly, you can only have combat in System Space. Someone needs to order a ship to system space and order it to attack incoming ships. If you're not attacking everyone or a specific ship you must SAY SO.

Any incoming ship to that system after someone has moved there has to see if it is intercepted. The ship's interception rating plus a die roll are compared. If the incoming player is higher, he evades and lands in the Space Port. IF it isn't then he may have ordered to attempt an emergency hyperjump. {10.8} If that fails the ship is CAPTURED (or destroyed, attacker's choice). If he hasn't ordered an Emergency Hyperjump then combat starts.

IF a player moves into System Space deliberately to join a ship already there it's worth saying if you intend to attack the existing ship there or not.

For combat, players need to have ordered if they wish to use missiles or combat strength. "Missiles if available, then combat" is acceptable. NO orders mean you DON'T FIGHT. Combat is conducted on table {10.7}. The fighting value plus a die is compared to the target ship's protection rating and resulting damage inflicted. IF you're said how you want to take damage it's followed, else it's down to me. If missiles are used there's a chance of blowing up the target.

Intercepting and attacking ships can lead to Reputation loss.

Any further questions please let me know.

Remember, no orders, you take it on the chin.

**Orders to Mike Dommert, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommert@yahoo.co.uk
by 15th March 2024**

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

**Orders for October 1675 to Pevans at
180 Aylsham Drive, UXBRIDGE
UB10 8UF, UK or
lpbsorders@pevans.co.uk
by 22nd March 2024**



September 1675 (379)

As the troops flood back into Paris, there is much rejoicing – especially among the bars, restaurants and Bawdyhouses. There's just one duel to enliven the return: Lieutenant-Colonel Camille de Polignac wants to "have a word" with Monsieur Thibault Pinot-Noir over the latter's wooing of Mlle Angelina di Griz while Polignac was serving his King. But Pinot-Noir doesn't show up, which does his social standing no good whatsoever.

Let me in!

With the regiments back in Paris, new recruits flock to their barracks to sign up (after all, it'll be another nine months before they're back in action ... maybe). Lt-Colonel Jean d'Aubergine commands the 4th Arquebusiers, but is not interested in the applicants. Not even Jon Dichateme. This rather spoils the offer of Aide to Brigadier-General that Dichateme has received from two Brigadier-Generals.

Likewise, the disappearing Thibault Pinot-Noir is turned down by Royal Marines CO Henri DuShite when he turns up at HQ. Maybe DuShite's heard about him. Pinot-Noir will have to find something else to do with the "price of a horse" he's been donated by Louis Renault.

Fresh face Percival Puffington does better and is accepted by the Picardy Musketeers. Mind you, he's just a private. Despite all that financing he's received from Bernard de Lur-Saluces and Terence Cuckpowder. Someone has friends in high(ish) places.

Michael Chevalier-Cavalier may only be a brevet Lt-Col, but he's still in charge of the Dragoon Guards and he signs up Jean-Paul LeMon. LeMon has a hankering to be a Major, but both positions are filled (one is Chevalier-Cavalier's reserve rank). He ends up just a Captain.

The Cardinal's Guard does have a vacancy for a Major and CO Zeold von Tu not only recruits Louis Joseph Reignaux to fill it, but lends him the cash to purchase the rank (not to mention a horse or three). This doesn't stop Major Reignaux hitting up the moneylenders for an even bigger loan.

Crown Prince Cuirassiers' commander Ben e'Volence makes room in his regiment for some new faces, calling in favours to ensure the resignations of both the junior Major and the Lt-Colonel – as requested by senior Major Stephane Etrange. Etrange adds his influence to removing the Lt-Col, but then doesn't buy the rank. No-one wants to join the CPCs either.

Captain Come Asiouar would like to be a Major in the Queen's Own Carabiniers. He just doesn't have the social standing for this.

As it's September, the new military structure needs to be filled with capable officers. Or just someone who holds the right rank. However, the first news is that Minister of State Beau Reese Jean Seine has finally appointed a Chancellor of the Exchequer. He turns down Terence Cuckpowder's application to appoint Baron Rick Shaw to this long-vacant job. His Majesty is pleased to bestow a Marquisate on Shaw and give him his first job: counting the large chest of cash that Count Ben e'Volence has just provided to the Exchequer. With almost no prompting and a bit of a loan.

Veteran General Jacques de Gain – he of the phenomenally large sword arm – gets the job of commanding the Field Army for the next year. Gain signs up Louis Severin Descartes as the army's Quartermaster-General. He would like Henri DuShite to be Adjutant, but DuShite doesn't hold the correct rank, so this post remains empty. As does the position of Gain's Aide.

As Minister of War, Ben e'Volence would like to make Rick Shaw Inspector-General of Cavalry, but Shaw is not a Lt-Gen and both Inspectors-General positions remain vacant. Thus leaving the bureaucracy to decide who gets to be a Brigadier.

Among the Lieutenant-Generals, Terence Cuckpowder gets to be City Military Governor, beating out Xavier Ulric Turenne. This extends his brevet rank for a year and puts the leadership of the King's and Cardinal's Escorts in his gift. He just appoints nobodies.

Greg de Bécqueur uses his influence to make absolutely sure he is appointed commander of First Division (extending his brevet) – Louis Renault doesn't get a look-in. He loses out on command of Second Division as this goes to Xavier Ulric Turenne. However, this is the end of the competition and Renault takes over as

commander of the Cavalry Division. Now he has a decision to make about his Aide (see Press). Unfortunately, Monsieur Pinot-Noir does not hold the rank of Captain, so Yve Stanbul is the only man for the job.

Zeold von Tu is the one candidate for Guards Brigadier and uses his influence to improve his chances. Then Martin de Garnache throws in some favours he's gathered (via his mistress) to make sure Tu gets the job.

Command of First Foot Brigade goes to Henri DuShite, but Thomas de la Lune is turned down when he tries to return as Brigadier of Third foot.

The commonplace Field Marshal makes Camille de Polignac his Aide – Frank X Change isn't even considered.

Martin de Garnache finds a General to take him on as Aide – though the General in question is without a command for the next campaign. This means Garnache is not available to be Brigade Major of the Guards as new Brigadier Zeold von Tu would like. Maybe he'll change his mind...

Brigade Major of the Heavy Brigade goes to Stephan Etrange. And Botte Le Chimiste is selected at random from all the Majors in the Dragoon Brigade to take on the same role here.

The Crown Prince decides Neville Moore will make a fine Aide.

Tiny Thierry Toothpick gets the job of Aide to the Lt-General commanding the Frontier Division. This means he can't accept the offer of Regimental Adjutant from Royal Foot Guards CO Beau Reese Jean Seine.

Having failed to boost himself to the rank of Major, Come Asiouar is still eligible to be Regimental Adjutant of the Queen's Own Carabiniers, but the regiment's commander, Justin Thyme, doesn't want him. Instead, the junior Captain gets the job by default.

Beau Nidle gets to be Regimental Adjutant of the Crown Prince Cuirassiers, courtesy of Ben e'Volence.

And Louis Severin Descartes makes Elroi le Flingue Adjutant in the Grand Duke Max Dragoons.

Brigadier-General Balzac Slapdash is under the misapprehension that he still commands Princess Louisa's Light Dragoons. Alas, his connection with the regiment was severed when he was made a full Bdr-Gen. Thus, when he volunteers "his command" to return to action, it's just the man himself who sets off to join the Frontier regiments.



Party, party, party... and relax

There's a clear pattern to social life in Paris this month. Week 1: party! With Beau Reese Jean Seine. Week 2: party! With Louis (Renault or Severin Descartes). Week 3: party! With Ben e'Volence. Week 4: chill. That's after quite a few have got a bit richer from their investments and even more have repaid the moneylenders what's owed them (Thomas de la Lune apologises for his late repayment: "I would have come earlier, but I was at the front, looking for funds" – then he borrows a bit more). It was a successful campaign from that point of view.

Let's start with Beau's bash. As you'd expect when it's being held by the Minister of State, the party is held in the Fleur de Lys. Beau is feeling flush with the payout from his investments and happy to finance most of Paris's drinking habits. Chris Pacquette is with our host to welcome their guests. Those on the list comprise Government Ministers, members of the Royal Foot Guards and anyone who saw active service during the summer campaign. Top of the alphabet is Alvin Charles. Then comes Bernard de Lur-Saluces. Ben e'Volence is next, accompanied by Lotte Bottle and ostentatiously not drinking. ("Have to save the pennies after the Exchequer took me cash," he growls. Which is odd when Beau is paying.) Botte Le Chimiste follows. Then Beau Nidle. Claude de Nord brings Madelaine de Proust with him. Camille de Polignac has no companion (see the start of this report). Agnes Sorel is on the arm of Frank X Change. Greg de Bécqueur escorts Bette Noire. Hector William Boone is unaccompanied. Jacques Hatt has Cath de Thousands on his arm. Guinevere d'Arthur accompanies Justin Thyme.

Then Michael Chevalier-Cavalier arrives. He's commander of the Dragoon Guards and one of the oldest regimental rivalries in Paris is between the DGs and the Queen's Own Carabiniers. Oh look, the QOC commander, Justin Thyme, is already here! Michael and Justin exchange challenges and a few choice insults. The



commotion gets everyone's attention and a big smile lights up Claude de Nord's face. Pulling out a dog-eared parchment, he marches up to Michael and hands it to him: "You're nicked!" Michael looks bemused. "Did you forget I'm Commissioner of Public Safety?" asks Claude, sweetly. The protesting Chevalier-Cavalier is hauled off to the Bastille.

Meanwhile, guests are still arriving. Martin de Garnache brings Fifi. Neville Moore escorts Vera Cruz. Therese Le Vert accompanies Rick Shaw. Morgane Le Fay is on Terence Cuckpowder's arm. "Tiny" Thierry Toothpick has Sue Briquet with him. And then there's (a peaky-looking) Les Anonyme and Zavier Ulric Turenne. Was either at the front last season? Nope. Is either in the RFG? That's a

no. And are they Ministers? Not any more! Oh dear, they're not on the list and spend a week kicking their heels outside the club. Still, Les has brought along a bottle or two of the strong stuff to keep up their spirits.



What else is going on at the start of September? Well, the party is not the only thing happening in the Fleur. Henri DuShite has joined the club and is there to take a look round. Jean Jeanie, accompanied by Jacky Tinne, pops in as well. And Pierre Cardigan is with Justine Caisse. Thomas de la Lune has taken Katy Did to Hunter's, starting to spend his rescheduled loans. Thomasina Tancenjin gets to visit the Frog & Peach with Stephane Etrange. And Armand Alsace and Hugo Furst try out Red Phillips – their first club.

Gaz Moutarde and Zeold von Tu are at home with their respective ladies, sparking a duel for Zeold when Jean d'Aubergine and a large bunch of flowers turn up. Louis Joseph Reignaux and Louis Severin Descartes both strike out when they go courting, but not so Yve Stanbul.

Grenville d'Arkrite is trying out a bawdyhouse, as is Jean-Paul LeMon. The latter makes the mistake of still having cash about his person on leaving and is roughed up by the local footpads. After that, he has no cash on him. Octo Lucretius Souris makes it three visitors to the red light district.

In the more salubrious surroundings of regimental and private gyms we find Come Asiouar, practising with his regimental sabre, Elroi le Flingue, another cavalryman and also on sabre, infantryman Felipe Savant with his rapier, Paris's most famous rapier-wielder General Jacques de Gain doing just that and Lt-Gen Louis Renault with his rapier.

Privates Percival Puffington and Thierry Boule are being kept busy polishing their kit in their respective barracks. Jon Dichateme is still hanging around the Fourth Arquebusiers' HQ while Thibault Pinot-Noir is watching the Royal Marines square-bashing at their barracks.

Three hosts

In the second week of September the main action shifts to Bothwell's and the competing parties of Louis, Louis and Jacques. However, there's still something going on at the Fleur. Greg de Bécqueur and Bette are the hosts for a select group of senior socialites. Comprising Les Anonyme, Camille de Polignac, the non-drinking Henri DuShite and Zavier Ulric Turenne. Les insist that everybody should be drinking, brushing off other's concerns that he's looking rather sallow (if not actually yellow). The last is joined by Laura de Land, but the others are unaccompanied. Other members in the Fleur are Ben e'Volence and Lotte (not

drinking to “save the pennies...”), Pierre Cardigan and Justine and Rick Shaw (who’s only just joined the club) with Therèse.

And so to Bothwell’s. The largest group is Toadying to Louis Severin Descartes, who has invited his regiment, Grand Duke Max’s Dragoons, and others to join him in his new club. As Louis tells us, “the GDMD have stumbled across a true gem in the form of Erik van Goudameer, a Dutch Master Chef who had been drafted into a Dutch Fusilier Regiment and had the wits about him to surrender to the GDMD at the first opportunity. Van Goudameer will make this evening special with a wide variety of Dutch cheeses, sausages and other specialties and, at the end of the night when all the guests are happy and drunk, he will find the back door of Bothwell’s unlocked and no guards outside in the street.”

Alvin Charles of the GDMD leads the guests. Botte Le Chimiste is next and also in the regiment. Claude de Nord brings Madelaine. GDMD Captain Elroi le Flingue has Violet on his arm. GDMD Captain Grenville d’Arkrite has no-one on his. Hector William Boone is single, too. After his failure last week Louis Joseph Reignaux is also on his own, but quickly attracts the attentions of Claude as they’re in enemy regiments. That will be another duel. Neville Moore and Vera are last. And, while the Chef makes his escape, the GDMD are honing their new regimental recruitment song. But will anyone remember the lyrics the next day? (See Press.)

The other Louis, Baron Renault, extended an invitation to all who served in Second Army and doesn’t get quite as many Toadies. Maggie Nifisent is with him to greet, first, Armand Alsace. Jean d’Aubergine is next. Thomas de la Lune arrives flaunting Louis’s ex-mistress Katy on his arm. “Tiny” Thierry Toothpick brings Sue. And Yve Stanbul shows off last week’s conquest, Sheila Kiwi.

Jacques Hatt has asked those who were part of the Cavalry Division last month to join him and Cath. The only man to take up his invitation is Beau Nidle. Well, not quite the only one: Justin Thyme rolls up as well, but his unit, the QOCs, wasn’t part of the Cavalry Division in the summer – not even in the same Army! Things are a bit disrupted as Beau, who serves in the Crown Prince Cuirassiers, spots a member of the 53rd Fusiliers at the Renault party: Armand. Challenges are exchanged with prejudice.

Downmarket a bit, Jean-Paul LeMon takes in all that the Blue Gables can offer now he’s joined the club. Stephane Etrange and Thomasina are in the Frog & Peach again. And Hugo Furst returns to Red Phillips.

Gaz Moutarde remains with his mistress while Frank X Change gets his feet under the table of a certain young lady. The bawdyhouses see visits from Bernard de Lur-Saluces, Jon Dichateme and Thierry Boule. However, Jon is only there for a drink.

Various gyms are occupied by Beau Reese Jean Seine (with his regimental rapier), Come Asiouar (cavalryman’s sabre), Felipe Savant (with Beau and rapier), Jacques de Gain (rapier), Jean Jeanie (rapier), Martin de Garnache (rapier alongside Beau

and Felipe), Terence Cuckpowder (sabre), Thibault Pinot-Noir (cutlass – he expected to be a Marine, after all) and Zeold von Tu (the infantry’s rapier).

This leaves Percival Puffington, who’s completing his regimental duties, Octo Lucretius Souris, who’s out and about taking in the sights and sounds of the city, and Michael Chevalier-Cavalier, who’s locked up in the Bastille.

All together now

The biggest event of the month is the “evening of unparalleled elegance and social delight” hosted by Ben e’Volence (and Lotte) at the Fleur in week three. Or is it more brawling and boozing? Probably not the latter, since Ben is still keen on “saving the pennies now the Exchequer’s taken me cash”. We shall see. Top of the guest list is Armand Alsace, of course. He is of “the woeful 53rd Fusiliers” – as his host described them – and thus starts proceedings with an exchange of challenges. The next arrival, Alvin Charles, is thankfully neutral in this dispute. Les Anonyme rolls up, three sheets to the wind, and takes over as waiter, drunkenly plying all and sundry with drinks. Whether they want them or not. (The glasses still get emptied, regardless.) Followed by Botte Le Chimiste. Beau Nidle is a colleague of Ben’s and is thus sent to pick a fight with Armand as well. Claude de Nord brings Madelaine. Camille de Polignac is alone again. Felipe Savant arrives with Pet Ulante on his arm. Frank X Change reveals that it’s Frances Forrin that he courted last week by bringing her along to meet his regimental colleague, Claude.



Next arrival is Grenville d’Arkrite. Then it’s Greg de Bécqueur and Bette. The party even persuades Gaz Moutarde to come along (though not to carouse), bringing Anne Tique with him for a rare day out. Henri DuShite rolls up next. Hugo Furst appears on his own, trying to look like someone who’s seen active service with his muddy boots and unkempt appearance. Hector William Boone, who did, looks smart. Guinevere is again the companion of Justin Thyme. And Jacky of Jean Jeanie. The entrance of Louis Joseph Reignaux causes a stir as the two King’s Musketeers present, Claude and Frank, shove their way through the throng to challenge this upstart from the Cardinal’s Guard.

Louis Renault joins the party with Maggie. Louis Severin Descartes remains unaccompanied. Jailbird Michael Chevalier-Cavalier finds Justin is there and they renew their enmity. Octo Lucretius Souris is actually quite glad he doesn’t have any of these rivalries to worry about, but he’s learning a lot about Parisian society. Rick Shaw escorts Therèse past the squabbling. Thierry Boule is the second of Ben’s colleagues to turn up and he is directed to have words with Claude as well.

Terence Cuckpowder has Morgane on his arm. Thibault Pinot-Noir escorts Angelina (aka Camille's ex). "Tiny" Thierry Toothpick brings Sue. No sooner has Yve Stanbul come through the door with Sheila than he joins Justin in swapping insults with Michael. Zavier Ulric-Turenne and Laura sat away from the disputes.

The only other people in the Fleur this week are Pierre Cardigan and Justine. There is someone outside, though: Stephane Etrange turns up expecting to Toady to Beau Reese Jean Seine. Oops! Bothwell's is the preserve of Martin de Garnache and Fifi. Hunter's sees a bit more entertaining. Neville Moore and Vera have the unaccompanied Zeold von Tu as their guest. Thomas de la Lune is holding his usual open house with Katy, hoping to start a fight. This time someone does turn up: Jean d'Aubergine. But no fights this week. Jean-Paul LeMon has Blue Gables to himself and the Frog & Peach is where to find Come Asiouar.

Jon Dichateme succeeds at this courting lark – much to the chagrin of Zeold von Tu, who must be regretting he went to Hunter's on his own. Still, he gets a duel in which to express his feelings. Only Percival Puffington hits the bawdyhouses and he definitely has a good time.

Practising away are: Bernard de Lur-Saluces, who's chucking daggers about; Beau Reese Jean Seine swishing his rapier; Elroi le Flingue hacking away with his sabre; Jacques de Gain and his rapier of course; and Jacques Hatt setting to with his sabre.



Relaxation

The last week of September sees socialites all over the place. But chiefly in the gyms. It's quite a roll-call: Beau Nidle (sabre), Beau Reese Jean Seine (rapier), Come Asiouar (sabre), Elroi le Flingue (sabre), Felipe Savant (rapier), Grenville d'Arkrite (sabre), Greg de Bécqueur (sabre), Jacques de Gain (rapier),

Jacques Hatt (sabre), Justin Thyme (sabre), Jean Jeanie (rapier), Louis Josph Reignaux (rapier), Martin de Garnache (rapier), Neville Moore (rapier), Percival Puffington (rapier), Rick Shaw (sabre), Stephane Etrange (sabre), Terence Cuckpowder (sabre), Thomas de la Lune (rapier), Thibault Pinot-Noir (cutlass) and Zeold von Tu (rapier).

Jon Dichateme, Octo Lucretius Souris and "Tiny" Thierry Toothpick are all at a loose end and just knocking about Paris. Not so Thierry Boule, who has to finish off his regimental duties. And it turns out "Tiny" is up to something: recruiting persons of equally small stature whom he outfits in orange uniforms as "The Tangerine Team".

Enjoying the bawdyhouses are Armand Alsace, Alvin Charles, Botte Le Chimiste, Henri DuShite (but just for a drink, mind), Hugo Furst, Hector William Boone,

Jean d'Aubergine and Michael Chevalier-Cavalier. Armand, Alvin and Hugo all attract the attentions of muggers, but have carefully spent all their cash. Mind you, some of those footpads are rather short, uniformed in orange and accost their victims with cries of "Oi, Lofty" and "what's the weather like up there" before roughing them up...

Two men are seeking female company in a more reputable way – taking advantage of just how many have left their mistress at home. However, Louis Severin Descartes finds that his intended is not in. It's success for Camille de Polignac though – I put it down to the "gold-plated roses", what girl could resist? Though there is the little matter of the duel he'll have to have with Count Cuckpowder.

There's a bit of a contretemps in Blue Gables. Jean-Paul LeMon is quietly imbibing for the third week in a row when who should turn up but new member Yve Stanbul (and Sheila), who's a member of his enemy regiment! Unpleasantness ensues and a duel will be needed to settle the matter.

It's peaceful in Hunter's. But then, only Frank X Change and Frances are there, sampling the delights of his new club. Bothwell's has Gaz Moutarde – on his own this week – plus Louis Renault and Maggie.



Zavier Ulric Turenne and Laura get in a last week of Toadying, guests of Bernard de Lur-Saluces at the Fleur. Also in this club are Les Anonyme, Ben e'Volence with Lotte ("saving the pennies..."), Claude de Nord with Madelaine and, of course, Pierre Cardigan with Justine. Les staggers in looking very much the worse for wear and insisting that he just needs a little pick-me-up. Two magnums of champagne later he's comatose on the floor. A doctor is called and leeches applied ("Just pop a couple under your tongue and let them dissolve..."), but the Baron breathes his last (his liver has had enough) as the other members (except Ben and Lotte) raise a glass to him. ("It's what he would have wanted.")

Just one

Further north in the Netherlands, the Frontier regiments are keeping the Spanish in their place by attacking their positions. Brigadier-General Balzac Slapdash lends his expertise to Frontier regiment 3 and gets a brief Mention in Despatches ("What's he doing here?"). ❖

Press

Announcements

**** Join the QOC ****

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

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

† Marquis Thyme

Join France's best regiment. Apply to RFG HQ.

† Beau Reese Jean Seine

REWARD

100 gold coin award leading to the arrest of the deranged and treacherous agitator Michael Chevalier Cavalier who has consistently undermined the crown with spurious fantastical conspiracy theories.

**** Aide Required ****

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

† (Brevet) Bdr-General Marquis Thyme

Social

Join Beau Reese Jean Seine at the Fleur in the first week of October. Ministers, soldiers and their ladies welcome.

Drinks Provided.

† Beau Reese Jean Seine

In honour of all our fallen friends and comrades from our summer campaign I will hold a memorial dinner during week 2. All gentlemen and their ladies are invited to join Maggie Nifisent and me to raise a glass to all heroic sons of France who did not return.

(All refreshments paid for by host.)

† Baron Louis Renault

Personal

Louis stared at the two letters on the desk in front of him. On the face of it, they both seemed capable applicants. He retrieved a gold coin from his purse and flipped it into the air, tails. So Captain Thibault, fate has chosen you as my new aide.

To the esteemed commanding officers of His Majesty's glorious and recently returned armed forces.

My dear sirs,

Having recently arrived in Paris (following a slight misunderstanding [which need not be elaborated upon] at my erstwhile abode, The Orphanage of the Holy Siblings), I find myself a little adrift insofar as, while in possession of sufficient funds to purchase a position in a prestigious regiment, I am lacking in contacts thereto or in letters of introduction. I should be most grateful for any communication offering the chance of enlistment to a role in which I might be of service.

Most humbly yours,

† Huge Furst

Monsieur Dichateme,

Having seen your application for Aide to Brigadier-General, I would be interested to hire you in such position. But unfortunately you don't have the military rank to be qualified, as you didn't even join a regiment yet.

I can take you on in the GDMD but only as a Private. Do you want to ask the 4A or 53F to join as a Subaltern? Of course the PLLD are also a good option (Dragoons!) but that'll take a month, as there is no one to talk to right now.

Let me know your plans and how I can help. I can also keep the position free for the moment.

† Louis Severin Descartes
Br Brigadier General GDMD

In the dimness of candlelight, Jean D'Aubergine poured a mass of coins from the unlaced boot in which he had stashed them into an unruly pile on the rotting, wobbly table of his grimy garrotte apartment ("Scrupulously clean!" the landlord had beamed). He had literally tripped over the treasure in a set of saddlebags draped over the rear half of an unfortunate station pony, laying in the bloody ditch where Jean had taken shelter from shelling at Salzbach. The coins were of a specie unknown to him, but, clearly, they were gold.

He then began puzzling over the moral status of his windfall, adopting that puzzled, serious look that had caused his brothers to conclude, not unrightly, that given that Jean didn't think so ably, he oughtn't to do it so much. "These cannot be said to belong to the animal," he mumbled "as it is not a person, really, with an immortal

soul, and its head's off in any case. Nor can we say they belong to those unfortunate footmen of the Empire, whose back pay is owed them, as they too are mostly dead, and those living, though Christians, are the enemies of our King and Cardinal and so, of God. Thus," he concluded with clinical determination, "though we cannot say these coins are mine, *lex scripta*, we must in any case conclude that they are currently... *res communis*, and without responsible heavenly purpose. And surely Scripture says something on that matter... somewhere". With that, he began to count the coins slowly and aloud, as was his habit, and to lay his plans for better lodgings.

GDMD recruitment song

Young man! There's a place you can be.

I said, young man! When you're short on GC,

You can serve there and I'm sure you can find

Many ways to have a good time!

It's fun to serve with the GDMD!

It's fun to serve with the GDMD!

You can get a good horse,

Ride out without remorse,

Come home rich, or die for a good cause...

If anyone remembers the rest of the lyrics, or the silly dance that went with it, please inform Regimental Command.

† Louis Severin Descartes
Br Brigadier General GDMD

Lord Percy Percy says, as fashion is tending towards the flamboyant, Beau Nidle is very fashionable.

To: Sir Claude de Nord

Commissioner of Public Safety
I can confirm to you that, as Deputy Commissioner for Public Safety, my loyalty is total. So much so that I have personally recruited my own team to help clean up Paris, at my own personal expense!!

Yes, with the Tangerine Team now up and running, our people can rest assured that all of the villains and wrongdoers will soon become a thing of the past and peace and harmony will be the order of the day. However, we're not quite there yet and I have grave concerns regarding one specific individual... a certain Count Pierre Cardigan! I'm not sure if you're aware, but this rogue has a history steeped in ill-doing and sedition – indeed he is personally responsible for the demise of one of your predecessors, Marquis Sheikh Yadiq Al-Abowt, who he murdered in cold blood many years ago and has never been brought to justice for his crimes. I beg you to allow me and my Tangerines to go and arrest the rogue and bring him back to the Bastille for interrogation and confession. You don't even have to bother yourself with doing it personally, I can do all that and all you need do is write up an arrest warrant and the leave everything else to me, your most loyal underling – and, no... no jokes about underling in that way... people should stop being heightist all the time... we less tall folk have feelings you know, we're people too!

† Deputy Commissioner of Public Safety
Captain Tiny Thierry Toothpick

“Welcome to Paris.” Octo Lucretius Souris, nodding to the Monsieur who has just agreed to take his horse in exchange for a handful of money which Octo is now carefully putting in his money pouch. The poor animal has barely survived the journey, nearly succumbing to old age, the weather or the stress of breathing during the trip. “There probably are poorer people trying to make a start here, but I doubt them being many...” Luckily the troops of the King's army arrived just a day before him, so there would be a lot of coming and going, a good amount of partying and general hubbub. Lots of opportunity to get the lay of the circles of society, who to look after and out for. “Salut, beautiful, you seem like one, who could use some diversion...” The pause at the end left room for many illicit but exciting things. “Ah well, high society can wait. Let's take the journey's edge off and concentrate on getting into Paris the proper way,” Octo mused. “Certainly, Mademoiselle. But I reek of old horse and dusty roads”. “Ah, don't you worry, dear. The water is hot, the soap smooth and caressing, just step this way here...” And a new round of the eternal game begins.

Mad Tom says...

We who made it back in one piece are ready for some peace.
Not too much though!!

† TdLL

Talk about feeling out of place!

My rather unexpected expulsion from the orphanage, coach ticket in hand, has deposited me in a city packed with “the great unwashed and roughed-up-

at-the-edges”, i.e. hordes of newly-returned, noisy war 'heroes' all eager to get down to it with their mistresses as often and as soon as possible, whilst still carousing at all hours at parties that have “serving officers only” (or the like) notices pinned prominently on the door! A little humility (as befits my name) may be the key, and I have determined to adopt a softly-softly approach until the general testosterone level subsides. After all, by next month it will be a little clearer whose bed sheets are being less ruffled than others. Plus, it'll give me the chance to knock out a few letters of application (in my best-est handwriting, of course).

Poetry Corner

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

Aide to Brigadiers

New in command, don't be afraid,
Leave that to your quivering aide.
Wondering who'll tell you what to do?
Army, Division, then there's you.
Under you, the Regiments:
Summon the Colonels from their tents.
Situation looking dire?
Put them in the line of fire.
Worry not if it gets gory,
For them it's death, for you it's glory.
Stay at the back and you'll be fine,
Drink to the dead with a fine wine.
Need someone with a listening ear?
That's why your Brigade Major is here.

† HT

Points Arising

Next deadline is 22nd March

For the avoidance of doubt, ahem, that was Bruno Giordan retiring Les Anonyme to take up a new character for next month.

Thanks to Chris Schotmann for the embellishments to LSD's party.

Absent friends

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

PP Pierre Pressure (Ray Vahey) has NMR'd. Total now 2 and is sent to a Frontier regiment

X7 (Nik Luker) has NMR'd. Total now 1

Welcome

Tony Taylor joined us in time for this turn. Welcome to LPBS, Tony, and have fun.

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.

None

Trials

Michael Chevalier-Cavalier will be on trial at the start of September (after duels have been fought, but before anything else happens). CPS Claude de Nord will prosecute on charges of treason. Minister of State Beau Reese Jean Seine will sit in judgement.

Players are welcome to 'attend' the trial by submitting press and other antics for their character. If you actually want to influence the outcome, you'll need to talk to the Minister of State.

Should the defendant be found guilty, any character may use influence (or a bribe, we're not proud) on the King to commute the sentence.

Duels

Results of September's duels

Thibault Pinot-Noir didn't turn up to fight Camille de Polignac and lost SPs.

Grudges to settle next month

Zeold von Tu (Rapier, Seconds CA, adv.) has cause with Jean d'Aubergine (Rapier, Seconds TdLL) as he tried to court Belle.

Come Asiouar (Sabre, Seconds ZvT, adv.) has cause with Yve Stanbul (Sabre, 2 rests) for pinching Sheila.

Justin Thyme (Sabre, Seconds ZUT & RS, adv.) and Michael Chevalier-Cavalier (Sabre, 2 rests) have mutual cause for being in enemy regiments.

Armand Alsace (Rapier) and Beau Nidle (Sabre, Seconds SE, adv.) have mutual cause for enemy regiments.

Claude de Nord (Sabre, Seconds TTT, adv.) and Louis Joseph Reignaux (Rapier, 3 rests) have mutual cause for being in enemy regiments.

Zeold von Tu (Rapier, Seconds CA) has cause with Jon Dichateme (Foil) for pinching Belle.

Armand Alsace (Rapier, 2 rests) and Ben e'Volence (Sabre, adv.) have mutual cause for enemy regiments.

Armand Alsace (Rapier, adv.) and Thierry Boule (Sabre) have mutual cause for being in enemy regiments.

Frank X Change (Rapier, Seconds CdN & LSD, adv.) and Louis Joseph Reignaux (Rapier, 1 rests) have mutual cause for enemy regiments.

Michael Chevalier-Cavalier (Sabre, adv.) and Yve Stanbul (Sabre) have mutual cause for enemy regiments.

Terence Cuckpowder (Sabre, Seconds ZUT, adv.) has cause with Camille de

Polignac (Rapier, Seconds BdLS, 5 rests) for pinching Morgane.

Jean-Paul LeMon (Sabre) and Yve Stanbul (Sabre, adv.) have mutual cause for being in enemy regiments.

"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

Tony Taylor gets the Second son of a Merchant: Init SL 3; Cash 150; MA 4; EC 5 (PPuf).

Bruno Giordan gets the Second son of an Impoverished Count: Init SL 11; Cash 40; MA 6; EC 3 (X1).

Ray Vahey gets the Second son of a small Merchant: Init SL 3; Cash 25; MA 3; EC 5 (X2).

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince NM	to Field Marshal CdP
Provincial Military Governors: N/N/N/N/N	
City Military Governor TC	Adjutant-General N
Inspectors-General: of Cavalry __	of Infantry __
Commissioner of Public Safety CdN (until end December 1675)	
Chancellor of the Exchequer RS (until end August 1676)	
Minister of Justice __	
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

Army Organisation and 1676's Summer Deployment

Field Army (Siege)	JdG/N/__/LSD
First Division (Siege)	GdB/__/N1
Guards Brigade (Siege) - RFG CG KM	
1st Foot Brigade (Siege) - RM PM	
Second Division (Siege)	ZUT/N/N5
2nd Foot Brigade (Siege) - 13F 53F	
3rd Foot Brigade (Siege) - 27M 4A	
Cavalry Division (Siege)	LR/YS/N2
Horse Guards Brigade (Siege) - DG QOC	
Heavy Brigade (Siege) - ALC CPC	
Frontier Division (Siege)	N1/TTT/N3
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	ZvT/BeV/__
Horse Guards Brigade	N4/N/N1
Heavy Brigade	N6/N/SE
Dragoon Brigade	N4/N/BLC
First Foot Brigade	HDS/N/N1
Second Foot Brigade	N3/N/N6
Third Foot Brigade	N3/N/N4
Fourth Foot Brigade	N2/N/__

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

Frontier Regiments

				(Assault for Sept-Nov)	
Colonel	F1 N6	F2 N5	F3 N1	F4 N6	RNHB N6
Attached			BS		
Also at the Front					

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

Battle Results

Frontier regiment 1: 3
 Frontier regiment 2: 4
 Frontier regiment 3: 4
 Frontier regiment 4: 3
 RNHB regiment: 4

Femmes Fatales

No	Name	SL	Attr	Lover
66	Morgane Le Fay	24	B	TC
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	
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	JiT
10	Frances Forrin	14	B	FXC
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		JH
8	Lotte Bottle	12	B	BeV
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		NM
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	TTT
4	Anne Tique	11	W	GM
23	Agnes Sorel	11	I/W	FXC
40	Sheila Kiwi	11		YS
63	Carole Singeurs	11		
20	Emma Roides	10	I	
38	Pet Ulante	10	W	FS
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	SE
5	Belle Epoque	6	B/I	
24	Violet Bott	6	I/W	EIF
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		RFG	CG	KM	DG	OOC	ALC	CPC	RM	GDMD	PLD	53F	27M	4A	69A	Gscn
Col	BRJS	ZVT+	CdN	FXC	MCC	JIT	N3	BeV	HDS+	LSD	N6	N1	AA	N7	JdA	N5
LCol	CdP	N6	N4	N4	N6	N1+	N3	SE+	BLC+	AlCh	N1+	N5	N6+	N3	N6	N4+
Maj 1	MdG	N6	N4	N4	N5	N4	N5	N3	N2	EIF*	N5	N2	N3	N5	N5	N2
Maj 2	HwB	N6	N4	N4	N5	N4	N5	BN*	N2	GdA	N6	N4	N1	N4	N3	N3
Capt 1	NM	N4	N4	N4	N5	N4	N5	N1	N2	N4	N2*	N4	N3	N5	N6	N4
Capt 2	FS	N5	N2	N2	N6	YS	N4	N1	N6*	N4	N4	N1	N1	N5	N5	N5
Capt 3	TTT	N3	N3*	N3*	N6*	N3*	N3*	N3	N4*	N4*	N4	N6*	N6*	N3*	N3*	N3*
Capt 4	N2	N2*	N3*	N3*	N6*	N3*	N3*	N3	N4*	N4*	N4	N6*	N6*	N3*	N3*	N3*
Capt 5					JPLM											N5*
Capt 6																N5*

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	38	Comfy	B.Bdr-General	CPC/War Minister	11	Lotte	Flr	3	Ash Casey
BRJS	Count Beau Reese Jean Seine	24	58	Flthy	B.Bdr-General	RFG/State Min.	13	Chris	Flr	4	Bill Hay
JdG	Count Jacques de Gain	24	35	Flthy	General/Fld Army	Commndr	24			6	Ben Brown
PC	Count Pierre Cardigan	24	34	Withy			10	Justine	Flr	6	Matt Shepherd
GdB	Count Greg de Bécqueur	24	+90	Rich	B.Lt-General/1st Div	Commandr	13	Bette	Flr	5	Anthony Gilbert
JJ	Count Jean Jeanie	23	61	Flthy	General		32	Jacky	Flr	4	Andrew Kendall
BdLS	Count Bernard de Lur-Saluces	22	64	Flthy	Lt-General		19		Flr	3	Rob Pinkerton
TC	Count Terence Cuckpowder	22	+86	Withy	B.Lt-General/City Mil.	Gov	7	Morgane	Flr	6	Mike Dommett
CdP	Marquis Camille de Polignac	22	+67	Comfy	Lt.Colonel RFG/FMshl's Aide		4		Flr	4	James McReynolds
Anon	Baron Les Anonyme	20	RIP								Bruno Giordan
ZUT	Baron Xavier Ulric Turenne	19	+44	Comfy	Lt-General/2nd Div	Commandr	4	Laura	Flr	1	Bob Blanchett
HDS	Earl Henri DuShite	19	+80	Rich	B.Bdr-General	RM/1 F Brigadier	15		Flr	4	Dave Marsden
RS	Marquis Rick Shaw	19	+67	Withy	General/Chancellor		2	Therèse	Flr	6	Charles Burrows
JiT	Viscount Justin Thyme	18	+73	Rich	B.Bdr-General	QOC	16	Guinevere	Both	2	Gerald Udowiczzenko
LR	Baron Louis Renault	17	+54	Rich	Lt-General/Cav Div	Commandr	3	Maggie	Both	4	Roy Bleasdale
CdN	Sir Claude de Nord	16	+55	Withy	B.Bdr-General	KM/CPS	3	Madelaine	Flr	4	Andrew Larder
GM	Sir Gaz Moutarde	15	37	Withy	Bdr-General		4	Anne	Both	2	Mike Clibborn-Dyer
NM	Sir Neville Moore	15	+45	Withy	Captain RFG/C.Prnce Aide		1	Vera	Hunt	2	Cameron Wood
JH	Sir Jacques Hatt	14	+43	Comfy	B.General		4	Cath	Both	3	Joel Halpern
MidG	Martin de Garnache	13	36	Withy	Major RFG/Gen's Aide		3	Fifi	Both	4	Bill Howell
LSD	Sir Louis Severin Descartes	13	+58	Rich	B.Bdr-General	GDMD/Fld Army QMG4	7		Both	1	Chris Schotmann
ZvT	Sir Zeold von Tu	13	+57	Withy	B.Bdr-General	CC/Gds Brigadier	7		Both	3	Tim Macaire
BS	Marquis Balzac Slapdash	12	F	Withy	Bdr-General		19		Hunt	5	Matthew Wale
AiCh	Baron Alvin Charles	12	+63	Comfy	Lt.Colonel GDMD		11		F&P	2	Graeme Wilson
FS	Baron Felipe Savant	12	+48	Comfy	Captain RFG		5	Pet	BG	4	Brick Amundsen
HWB	Hector William Boone	12	+46	Comfy	Major RFG		5		Hunt	5	Paul Wilson
TdL	Thomas de la Lune	11	29	OK	Bdr-General		4	Katy	Hunt	5	Peter Card
LJR	Louis Joseph Reignaux	11	25	Poor	Major CG		4		Hunt	4	Peter Farrell

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
FXC	Frank X Change	10	+66	Comfy	Lt.Colonel	KM	6	Frances	Hunt	4	Nigel Monaghan
TTT	Tiny Thierry Toothpick	9	+62	Comfy	Captain RFG/LtGen's Aide	(Fntr	5	Sue	BG	1	Jason Fazackarley
YS	Yve Stanbul	9	+38	OK	Captain QOC/LtGen's Aide	(Cav	5	Sheila	BG	4	Pam Udowiczzenko
MCC	Michael Chevalier-Cavalier	8	+38	OK	B.Lt.Colonel	DG	4			4	Mark Cowper
SE	Stephane Etrange	8	+24	OK	Major CPC/hvy	Brigade Maj.	3	Thomasina	F&P	4	Neil Packer
JPLM	Jean-Paul LeMon	7	12	Poor	Captain DG		4		BG	2	Terry Crook
CA	Come Asiouar	7	+27	OK	Captain QOC		3		F&P	4	Jacob Andersson
BN	Beau Nidle	6	+56	OK	Captain CPC/CPC Regt.	Adjnt.	2		F&P	3	Paul Murphy
BLC	Botte Le Chimiste	5	+57	Poor	Major GDMD/Drgn	Brigade Maj.	2		RP	4	Tym Norris
JdA	Jean d'Aubergine	5	+30	OK	Lt.Colonel	4A	3		RP	3	Paul Robbins
TPN	Thibault Pinot-Noir	5	+25	OK			5	Angelina	RP	3	Tim Rattray
HF	Hugo Furst	5	+24	Comfy			5		RP	2	Graeme Morris
PP	Pierre Pressure	4	RIP								Ray Vahey
AA	Armand Alsace	4	+38	OK	Lt.Colonel	53F	8		RP	4	Sebastian Emde
GdA	Grenville d'Arkrrite	4	+32	Poor	Captain GDMD		4			5	Gerry Sutcliffe
EIF	Elroi le Flingue	4	+30	OK	Captain GDMD/GDMD Regt.	Adjnt.	6	Violet	RP	4	Daniel Racke
TB	Thierry Boule	4	+24	OK	Private CPC		4		RP	6	John Cooke
OLS	Octo Lucretius Souris	4	+20	Poor			5		RP	5	Olaf Schmidt
X7		3	-0	Poor			2		RP	2	Nik Luker
PPuf	Percival Puffington	3	4	Comfy	Private	PM	4		RP	5	Tony Taylor
JD	Jon Dichateme	2	8	Poor			6		RP	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+