

That would be enough

This has been issue 137 of To Win Just Once, published 14th August 2013. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2013

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike Dommett by 30th Aug 2013.

Orders for *LPBS* and the *Bonking Game* and any other contributions to Pevans by Friday 6th September 2013.

(Next deadlines: 4th/11th Oct, 8th/15th Nov, 13th/20th Dec)

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Games played

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 Andrew Burgess is in for the next game – who else? Working map and rules provided.

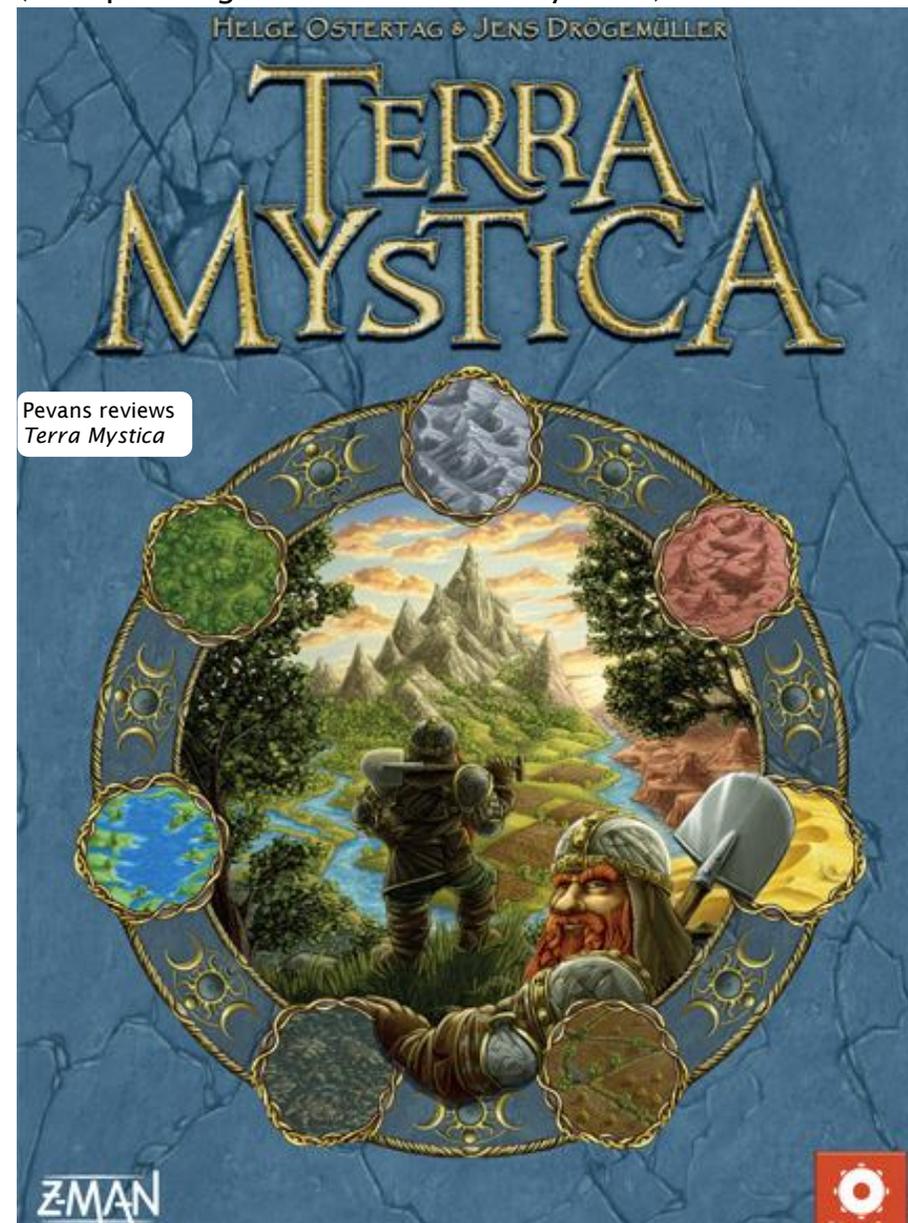
Star Trader Anyone for the next one? Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Pevans reviews
Terra Mystica

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Chatter

Here's a sign of how things have changed in recent years. Coming out of Mornington Crescent tube station (I win!) the other day, I saw a woman with a white stick protruding from her mouth. Ah, I thought, she's sucking a lolly. It was only when I smelt the smoke that I realised that the white stick was a cigarette! How bizarre is that? Over the last few years I've got so unaccustomed to seeing people smoke that this was not my first thought. Wow!

Did any of you see the recent documentary on cats on Horizon? It was fascinating stuff. And did you spot the games towards the end? One of the researchers was setting up to record her cat's different purrs for us. As she stooped to collect the moggie, a stack of four games was visible in the left hand side of the shot. On the top was *Articulate*. Okay, it's a game. However, the other legible title was *Tzolk'in*. Now, that's a gamer's game. The box in between was almost certainly *Agricola* and the one on the bottom looked very much like *Lords of Waterdeep*. I think there's a gamer in that house.

Spiel des Jahres

The German "Game of the Year" is possibly the most prestigious prize in the world of board games. It's certainly a big deal for German publishers – apart from anything else, it means a lot of extra sales.

The 2013 winner has just been announced: *Hanabi*. This is a little card game from Abacusspiele, designed by Antoine Bauza (probably best known for *7 Wonders*). I only heard of this game recently and haven't played it, but I'm taken with the idea that players have their cards facing **away** from them. I've also heard it described as a co-operative game, but it doesn't seem that way to me. Anyway, congratulations to M Bauza and Abacus – for us Anglophones, R&R Games is producing an English language version.

The Guilty Parties

Those of you who play any of the games in *TWJO* will know that I send out a list of players' contact details with each issue of the magazine. The question for players is whether it's time to replace it with something else: maybe just a list of e-mail addresses? Or set up mailing groups for the games? (Many *En Garde!* games work this way, with a group for in-character messages and another for out-of-character stuff.) Let me have your thoughts.

Only three more needed for a game of *Railway Rivals*

The Scotland game finishes this issue and Mike's ready to start a new one (possibly on the Texas map). All we need are some players: Andrew Burgess is first Let Mike or me know if you'd like to play.

(The heading is the cry of the lesser spotted David Watts and used to be heard frequently at games conventions as David drummed up players for his game.)

I don't Believe it!

I've already grumbled in these pages about the way the -ed has disappeared from "boxed set" when referring to DVDs (and other collections). What is a 'box set'? It can only be a collection of boxes!

However, it seems this is not the only place the syllable is vanishing from. We now have 'mash potato'. Mash as a word on its own I can cope with. It's part of the brewing process, for a start. But potato that's been mashed is **mashed** potato.

I assume it's lazy pronunciation that's the cause of this. People are writing down what they hear, rather than the correct words.

And the very latest I've come across is "gravlax" instead of gravadlax! Don't these people have spell-checkers? Ahem: my spell checker is comfortable with "gravlax", but reckons "gravadlax" is an error. Bloody Microsoft!

TWJO online

The PDF version of *To Win Just Once* 136 was downloaded 92 times in July. Issue 135 racked up 82 downloads, taking it to 195 downloads in two months. Number 134 has accumulated 165 downloads since publication.

When I first set up a PDF version of *To Win Just Once*, about 25% of my then subscribers preferred to stick to the paper version. This proportion has shrunk gradually over the years and is now about half that – even lower if you take into account the people who don't formally subscribe. Not that I shall be dropping the paper as I absolutely understand the appeal of something that drops through the letterbox on a regular basis.

The Mystical Land

Terra Mystica reviewed by Pevans

I came to *Terra Mystica* late. I missed it at Spiel '12, but noticed when several people mentioned it as one of their favourite games of last year. I somehow got the impression it was a card game, a notion that was rapidly dispelled when I saw the deep box the game comes in. Inside are a board, players' boards and lots of chunky wooden pieces and solid cardboard tiles. Plus the 20-page rulebook. Yes, *Terra Mystica* is a complex game, so bear with me as I try to explain what's going on.

The essential idea is that each player is a specific fantasy race (elves, dwarves, halflings et al), expanding and developing across the mystical land of the title. They score points for building towns and improving their faction's abilities over a set number of rounds. There are bonus points available each round and final bonuses, which can be significant. As usual, the player with the most points at the end wins the game.

Okay, back to the beginning now to build up a picture of how this is achieved. The board shows the territory the players contest, divided into a grid of hexagonal spaces. Each hexagon shows a type of terrain, dominated by a particular colour: yellow means desert, mountains are grey and so on. (I had a chilling flashback to *Kingdom Builder*, but managed to suppress the shuddering.) As this is a fantasy land, terrain of each type is widely dispersed. In particular, you won't find two spaces of the same type next to each other. Apart from the river spaces that divide the land into several sections.

Each player gets a colour, which indicates both their faction and the type of terrain they live in. There is a double-sided board for each colour, showing two different factions. While the essentials of all the factions are the same, each has particular advantages and costs. For example, one side of the grey board is the Dwarves, who have the bonus of being able to pay extra to skip a space when expanding their territory (they dig tunnels!). On the other side are the Engineers, who can build bridges across the rivers – and potentially score points for them. Both of them live in the mountains, but only one of them will take part in any game. Your faction will, of course, influence the way you play the game: if you are the Engineers, you want to build bridges!

The heart of gameplay is expanding territory and adding buildings. In general, players must expand into areas that are next to their existing buildings. However, they can only occupy spaces of their own terrain type. In order to expand, therefore, players must first transform an adjacent space to their type of terrain. This requires a number of 'spades', depending on how far away the base



Playing the mermaids at Swiggers

terrain is from the one they want. Each faction board has a handy diagram – a wheel, as shown on the cover – that shows the seven terrain types with the faction's home terrain at the top: each step is a spade.

Wielding a spade has a cost, though, which brings me to the several currencies in use in the game. One of these is cash, held as cardboard coins, another is workers – white cubes – and the third is priests, which are pawns in the player's colour. The cost of a spade is shown by a track on each faction board, with a token that starts on the highest cost – three workers, say. Players can develop this ability, making each spade cheaper, by spending some combination of coins, workers and priests (shown on their faction board) and moving their token. This also scores points, so it can be worth doing just for the points.

When a space is transformed, a disc showing the new terrain is placed on it. The player may immediately place a 'dwelling' (house-shaped wooden piece) on the space. As well as expanding a group of their buildings, this also increases the player's income. Players' unplayed dwellings are laid out in a row on their faction board and each empty space shows an additional worker income. At the end of the row is the cost of building each dwelling – in cash and workers.

Dwellings are only the basic buildings and the faction boards show how they can be upgraded. A dwelling is replaced by a 'trading post' (a church-shaped piece), which provides cash income (while returning the dwelling reduces the player's worker income). A trading post can be upgraded to a 'temple' (squat cylinder), which provides priest income, or to the player's one 'stronghold'. Playing your stronghold gives you a specific bonus – this is how the Engineers are able to score



The main board and (right) cult tracks plus all the other bits and pieces

points for their bridges, for example. A temple can also be upgraded, to the player's one 'sanctuary'. There is a cost to any upgrade, of course. This varies between factions and buildings and is shown on the faction boards.

In addition, each type of building has a power value. A player's group of at least four buildings with a high enough total power value becomes a town. On establishing a town, the player takes a bonus tile. This scores points immediately and provides some other bonus – workers, cash, a priest and so on. There is also a bonus for building a temple or sanctuary: a 'Favor' tile. There are a dozen different tiles, with limited numbers of each. Each Favor provides a reward (such as extra income or points) and increases the player's standing with one of the cults that are another aspect of the game.

A separate board has tracks for the four cults and players have a token on each – initially placed according to the faction they're playing. Players' standing in each cult brings them bonus points at the end of the game. This is not a huge number of points, in terms of overall score, but you can't afford to ignore this aspect of the game (speaking from experience!). As well as taking Favors to increase their standing in a cult, players can deploy a priest to do this. However, the priest doesn't come back and you have a limited number, so you have to give this some consideration. What's more, there are a limited number of spaces to place priests on each cult, so delaying too long may mean losing this opportunity.

I have not yet mentioned a fourth resource players have: power. In the top left corner of each faction board are three interlinked 'bowls of power' – purple coloured ovals. Players start with a dozen tokens in the three bowls. When they gain power, they move tokens from bowl 1 (the palest purple) to bowl 2. Once bowl 1 is empty, they start moving tokens from bowl 2 to 3 (the darkest). And tokens in bowl 3 can be spent.

Across the bottom of the board is a row of special actions – gain priests, workers, cash, build a bridge, transform and build etc – with their cost in power. As their turn, players can use one of these, spending the appropriate amount of power. Each action can only be taken once per round, so the space is covered with a marker once the action has been taken. In addition, power can be traded for priests, workers or cash as part of an action. While this is very useful, it also increases the options to consider each turn: is it worth spending three power on the extra worker to take an action? Or spend 1 on a coin for a different action?

Let me see, what haven't I covered yet? Ah, ships. Each faction board has a track where a token shows how many river spaces that player can use to connect their buildings. This generally starts at zero (the Mermaid faction's special power is that they start with one). As with the spade track, this can be improved by paying the cost shown, which also scores some points.

So much for the parts of the game, now let me try to put it all together. A round begins with the players taking their income. Then, starting with the start player,



This time it's the board for the Witches (they can fly!) - the differences are subtle

players take an action. The options available to them are to transform a space and place a dwelling, upgrade a building, improve their spades or ships, put a priest on a cult or take one of the special actions. Play proceeds clockwise until everybody has had enough - usually because they've spent the resources they had - and passes. The first to pass gets the start player marker for next round.

As each player passes, they take one of the 'bonus cards' available and return the one they had this round. These narrow tiles provide extra income, points and/or an action for the round. Players take one at the start of the first round and then when they pass to finish a round. Note that the tiles held by other players are never available to take and this can influence when you pass. The cards not chosen at the end of a round are made more attractive with the addition of a coin.

The other thing that happens at the end of the round is that players get a bonus based on their standing in a particular cult. This is shown on the tiles laid out for each round at the start of the game. They show a bonus that's available during the round (for example, for building dwellings) as well as the one that takes effect at the end (a worker for every two points in the red cult, say). It's definitely a good move to look at these at the start of the game and plan for which ones you will try to take advantage of. As they're laid out at random, they can be convenient (say, points for building dwellings one round and points for trading posts later) or annoying (trading posts before dwellings).

As I've already mentioned, the game ends after a set number of rounds. Players score bonuses according to their relative positions in each cult and for the relative size of their largest contiguous group of buildings. They also convert their remaining resources into coins and get a point for every three coins. The bonuses

are significant - several bonuses can transform a losing position to a win - but the extras for resources don't usually make much difference.

Did I mention that *Terra Mystica* is a complex game? This is definitely one that you need to play before you really understand what's going on. I've played it a few times now and I'm still working on it. The differences between the factions are quite subtle, but make a substantial difference to how you approach the game. It might make sense to play the same faction for your first few games, as this will let you get to grips with the special requirements and rewards of this faction - but where's the fun in that?

There are a couple of tactical wrinkles that I haven't mentioned yet. First, when you build or upgrade a building that's adjacent to other players' buildings, they have the opportunity to gain some power points. The amount depends on the power values of their adjacent buildings and costs them one less victory point than they gain in power. This makes gaining a single power point a no-brainer. However, more than one point needs consideration. As you'll realise, power points are more valuable early in the game (and players start with a few victory points so they can pay for power), but victory points are more valuable towards the end.

Now this is clearly a disincentive to build next to another player's building. However, some buildings are cheaper to build when they're adjacent to another player's building. This makes it a trickier decision. The other factor is that building next to another player's building deprives them of a space they could have expanded into, which generally makes tactical sense. In fact, there's a whole tactical element to where you build, according to what's easiest for you to build on, what spaces are next to the new building and what it does to other players.

The second tactical wrinkle is that players can discard tokens from their level 2 power 'bowl' to move an equal number from there to level 3 - where they can be used. This sounds useful and it can be if you really need a few power points. It also reduces the number of tokens in your power bowls. The advantage of this is that you re-charge your power more quickly. The disadvantage is that you can't have as many power points at your disposal. From my experience, I'd say it's worth burning up a few tokens this way when you have to, but not too many - except on the last turn...

It's hard to talk about how to play *Terra Mystica* since so much depends on just what options are available each turn, what you have in play and what your strategy is. Not to mention which faction you are playing. However, I think I can draw a few generalisations. First off, you need to get buildings onto the board, to increase your income if nothing else. As I've already mentioned, there are lots of tactical considerations in choosing which spaces to transform and which buildings to upgrade.

One thing to consider is how quickly to build your stronghold. This provides a bonus for each faction and getting it into play sooner rather than later may give

you a significant edge. Building temples and your sanctuary gets you Favors and these also provide useful bonuses. The questions are which is most useful, how soon do you want to build them and what resources do you have available to do this. I usually find that I'm short of something: if I have enough cash, I need more workers; if I have workers, I need priests. Clearly you need to balance your income with your expenditure.

While you're playing, don't forget the bonuses available each round and the end of game bonuses. These last are particularly important. A large number of points goes to the player with the largest contiguous group of buildings, so this is well worth competing for. The points for positions in the cults are not as big, but there are four of them. Getting first place in more than your fair share of cults gives you an edge over your opponents.

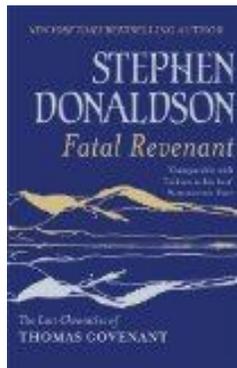
As you will have gathered, there is an awful lot to think about in *Terra Mystica*. You have a lot of options to weigh up and decisions to take. This makes it a challenging game to play and I do have a bit of a problem with the resulting analysis paralysis. While I enjoy the game and am happy to play it, it's not a game I want to play week in and week out – though this is probably what you need to do if you want to be good at it. I give it 7/10 on my highly subjective scale.

Terra Mystica was designed by Jens Drögemüller and Helge Ostertag and published by Feuerland Spiele (with the English language edition coming from Z-Man Games). It is a strategy board game for 2-5 players, aged 12+ and takes about 100 minutes to play (the games I've played have been at least 2 hours with 4 players). This review was first published in the *Gamers Alliance Report* for Summer 2013 (www.gamersalliance.com for members).

Reading Matter

And so to book 2 of Stephen Donaldson's most recent epic, "The Last Chronicles of Thomas Covenant". *Fatal Revenant* picks up the story from where book 1, *The Runes of the Earth*, left off – effectively these volumes are one huge novel. Now, how to summarise the 700 pages of book 1? Well, to start with, this tetralogy is the second sequel to the original "Chronicles of Thomas Covenant, the Unbeliever" (published back in 1977). (The Second Chronicles were published in 1978-1983.)

The earlier books recount the adventures of Thomas Covenant, a man from our world, who has been transported to a fantasy land (the Land) to oppose Lord Foul, the Despiser. Being a bolshy bugger, Covenant denies his destiny and even the Land itself, which made the first trilogy something special. The second trilogy ended with the defeat of Foul and the kind-of-death of Covenant. Thus the 'hero' of *The Runes of the Earth* is Linden Avery,



Covenant's companion in the Second Chronicles. She holds Covenant's white gold ring which, in the Land, gives access to "wild magic".

In *The Runes of the Earth*, Avery is precipitated back to the Land where she finds centuries have passed. The Land is suffering from both a magical malaise and the misguided (or are they? Nothing is ever black and white in Donaldson's worlds) actions of its human inhabitants. However, Avery's desperation to confront Lord Foul is because he has kidnapped her adopted son. The book sees her gather allies (some clearly trustworthy, some clearly not, some ambivalent) as she journeys across the Land. The book ends with Avery and her companions holed up in the fortress of Revelstone, towards whose shelter race riders pursued by the evil Demondim.

Fatal Revenant starts with the revelation that two of the riders are Thomas Covenant and Jeremiah, Avery's adopted son, released from the autism that afflicted him on Earth. Except they aren't, of course. Covenant is using the powers of his transformed state (he's become part of the structure that holds the universe together) to incarnate himself and a projection of Jeremiah – the original is in a dark dungeon being tortured by Lord Foul. Apparently.

Covenant has a plan to gain the power needed to defeat Foul. This involves the three of them travelling back thousands of years to the time of the Land's first great hero. At this point we meet some of the 'Insequent'. These are supernatural beings, though different from the various creatures that have already been embroiled in the plot. However, like the others, they have a stake in what happens to the Land. One of them takes an interest in the trio's visit to the past. This complicates things, but does not prevent Covenant's mission. However, it does lead to a confrontation between Covenant and Avery – and revelations.

Avery is returned to the current day by an ally amongst the Insequent and sets out on a quest of her own. She is resolved to retrieve a weapon from Andelain, the heart of the Land and "the land of the dead"! Avery asserts that she hopes this will enable her to defeat Foul. The reader is made very much aware that she has another purpose, but even we are not told what this is! Despite concerns about Avery's motives, her companions – and an escort – accompany her. As you'd expect – and they do as well – they meet opposition along the way. However, Avery gains new allies as well as enemies.

Fatal Revenant ends with Avery revealing her actual purpose, a complete surprise for the other characters. It certainly took me by surprise as well! The question is whether this will work out for good or ill. In this kind of literature, the assumption is that the good guys will win in the end. However, Donaldson's strength is that it's never completely clear who are the good guys. And we're only halfway through the story, so there are plenty of twists and turns to come.

I found *The Runes of the Earth* to be largely a nostalgia trip as the characters visited places – and encountered opponents – familiar from the earlier books.

This brought home just how much things had changed - or not - since the earlier stories. However, *Fatal Revenant* takes us to new places, both the distant past of the Land and different places within the Land. While some of this may appear to be a diversion, it all turns out to be very necessary for the plot. And Avery's actions at the end of the book really are game-changing and a brilliant development. I look forward to the third volume: *Against All Things Ending*.

Games Events

The rest of August is quiet, but there are some one-day events scheduled in September. The first of these is a Cambridge Board Games Day on 14th: contact Andy Merritt at andy.j.merritt@gmail.com for information.

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, usually upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (a few minutes' walk from London Bridge station). Board games and very occasional role-playing. No charges, all welcome. For more information, see www.pevans.co.uk/Swiggers.

Games Games Games Days: from noon(-ish) on the second Saturday of most months at the Allsop Arms (137 Gloucester Place, London NW1 5AL). The pub has an extensive menu as well as good beer and is convenient for Baker Street and Bond Street Tubes as well as Marylebone station. An excellent afternoon.

UK Games Expo: 30th May – 1st June 2014 at the Hilton Metropole at the NEC. This is a public event that showcases games of all sorts with traders, demos and participation games plus guests. For gamers there are lots of tournaments and open gaming on the Friday and on Saturday evenings. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 24th-27th October 2013, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.internationalespieltage.de.

MidCon: 8th-10th November 2013 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See www.midcon.org.uk.

For more extensive information on UK board games events, try the following.

The Labyrinth: <http://homepage.ntlworld.com/the-labyrinth/games/>

The Queen's Lane Advertiser: <http://www.boardgamers.org.uk/qla.php>

Credits

To Win Just Once issue 137 was written and edited by Pevans. The LPBS masthead (page 20) is by Lee Brimmicombe-Wood, as is the drawing on page 22. Game and book artwork is courtesy of the publisher. Except where noted, photographs were taken by Pevans, who also played with Photoshop.

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Kingsley Halt

Railway Rivals game 9 – Turn 12

Quite an even sharing of the points on the final races and Jonathan keeps his small lead. Gerald finds enough to get past Thomas, but the final spread is still quite small.

Race results

Race	From	To	Jacob	Wishie	NBR	PFB
45	9S	Motherwell	10H	Dunbar	10-3+4	20-4+3
46	8S	Paisley	10D	Banff		20-1
47	2S	Stranraer	4C	Greenock	20-3	+3
48	4H	Gretna	7D	Forfar	5+3	5+7
49	5H	Dumfries	7C	Stirling	5	5
50	3D	Forres	JC	Perth		20-7+5
51	3H	Carlisle	7S	Kilmarnock	10+6	+2
52	6C	Falkirk	9D	Ballater		20
Total			57	40	62	61

McJacobahn – Mark Cowper (Blue)

POINTS: 314 +57 = **371** = 2nd

Weeshie-Washie & Coldness Railway – Thomas Kok (Black)

POINTS: 289 +40 = **329** = 4th

North British Railway Company – Jonathan Palfrey (Green)

POINTS: 343 +62 = **405** = 1st

Premiership Football is Best – Gerald Udowiczenko (Red)

POINTS: 283 +61 = 344 = 3rd

Game End Statements

North British Railway: Jonathan Palfrey. 1st

This was a well-contested game and it was hard for me to predict who would win it. I grabbed the north-east with some extensions into the south. Thomas grabbed the north-west with slightly fewer extensions into the south. Gerald tried to grab the south-east but didn't really succeed in monopolizing it; however, he had extensions to the north and west. Mark was all over the south but didn't reach the north at all.

I'm a bit surprised that Mark did so well, but he did have good coverage of the south and a monopoly in some areas. I'm also a bit surprised that Thomas didn't do better, but I suppose the north-west is relatively sparsely populated, so he had to build more track and got fewer races out of it.

I still don't know whether I'll win this game, but I remain quite hopeful...

From a personal point of view, I must confess that I've set foot in Scotland only once (for a conference at Stirling University in 1980), and my knowledge of Scottish geography is virtually nil, so for every race I had to hunt all over the map to locate each city. By the end, I was starting to remember where some of them are...

Weeshie-Washie and Coldness Railway: Thomas Kok, 4th

Not terrible for a first time railway builder I thought. But then again, so many missed opportunities! Ah well. Thanks for running the game the way you did Mike, you were brilliant. And Mark, Jonathan, Gerald, thank you all for your kind emails, it has been a joy. :-)

Premier Football is Best: Gerald Udowiczenko, 3rd

As always many thanks to Mike for reffing the game and many thanks for putting up with my timekeeping.

I though I had a chance as I was starting from Edinburgh and wouldn't be fighting others for routes but things didn't really go my way (I'm sure there's a song title there?). Especially when I got royally stuffed by NBRC as I approached Perth and the McJacobahn "invasion" into the East Coast didn't help. This meant that I didn't build into towns first and pick up those all important points, which come the end of the game, will probably be the difference between me and second place, probably the best I can realistically hope for.

I was hoping that having a "central" presence would help and, while it did give me a number of joint runs, I think in hindsight maybe going for a coastal run would have been better. With one turn left, there only being 60 points between first and last, this has been one of the closest game for a while. Well done to all players!

As to Mike's comments about no one using the "leapfrog rules", I think this was because none of us really knew how to use them. I would welcome a few suggestions on how maybe we could have used them in this game, for future games (but saying that we probably won't see those rules for a long time now).

As to those "special dice", many thanks, Mike, for not using them for me this game, long may that continue.

McJacobahn: Mark Cowper, 4th

This was an interesting game after Latvia. I chose to go south and not compete with THURB or WISHEE-WASHIE in the North. I think this was a mistake as many of the races were North-South and I either had no coverage, or had to joint run. I also wasted points getting to Edinburgh. One set of races I could only enter one race out of eight on offer and THURB stormed past on the rails. Solo runs were few and far between for my stations. We never used any Leapfrogs; I should

have done this early in hindsight. Aberdeen looked like a good one to link to. Congratulations to THURB on another good win.

GM Comments

Thomas could have finished higher and will probably regret not building to Skye, but otherwise did very well for a first outing. I was very surprised to see no leapfrogs built. For an example, if I were Gerald, I would have built 'Perth – G63' leapfrog (costing nothing) and then 'G63-H63-H68'. Mark is right, I think, in that they needed to be built early on. Perhaps Gerald was distracted by the invasion of the SE? Jonathan did tie up the NE and Thomas the NW, but there were more towns in the NE, so Jonathan did better. I find many years of reading Nigel Tranter's Scottish history novels always helped me to locate the towns, together with cycling along the west highland coast and an enjoyment of malt whisky.

The Bonking Game

Turn 10

Martin Jennings has a little debate with himself: "Hmmm, Tim Macaire or Paul Wilson? Both had 0/0 last turn ... now, which one bonked me for the third time in a row? Ah yes, bonk Paul Wilson." Martin has support, too. Andrew Burgess invents a catchphrase, "I don't believe it! Paul Wilson has still got a double zero, so in honour of his namesake, Victor Meldrew, he gets my vote." Matt Shepherd pitches in, as well, bonking Paul Wilson "cos his name was the only one I can remember still being on the list and I don't have time to check."

Paul gets straight back at Martin. He "continues the grudge and bonks Martin Jennings." Paul is joined by Nik Luker, who bonks Martin "cos he was the first to mess up my 0/0 record last time." Brad Martin has Martin as his target, too: "I'll see if I can jettison Jennings." Like the alliteration. That's three bonks each for Martin and Paul and both go out.

Al Tabor takes aim at "Brad Martin – could be Martin Brad." Graeme Morris concurs, bonking Brad "for looking down on me (from the cell above in the table)." With one self-bonk in his past, Brad is out, too.

Tim Macaire opts to bonk Colin Bruce "for insulting mongooses by comparing them to pointy-haired bosses." (It's some sort of *Dilbert* reference – I'd just ignore it.) Colin has Mark Cowper in his sights "because he never promised ME any doughnuts!" And Mark bonks Tim Macaire "for bribing Pevans and going from 0-3 to 0-0 in a month." That's a nice little circle.

Andrew Kendall targets Andrew Burgess: "Too many Andrews he says? Well, OK then, take that!" Bill Hay muses: "consistency is the hobgoblin of little minds they say. So with only 1+1 HD, Mike Dommett shouldn't survive this bonk." Not

sure what the reasoning is there, but Mike survives happily. His target is Bill “for not picking on Russell.” Well, as a general principle I would agree. Sadly, there is no Russell in this game...

Chris Baylis is already out of the game, but that doesn’t stop him trying to stay involved. “It seems that I am down to my last leg and so like any hero I shall go down bonking for Britain in a manner true to the end and Bonk Mr W Hay, taking him with me as I head for the happy bonking grounds. Remember the words of [someone famous]: It is better to have bonked and lost than never to have bonked at all.”

This turn’s scores

Player	Self	Total
Colin Bruce	1	2
Andrew Burgess	1	2
Mark Cowper	1	2
Mike Dommett	0	1
William Hay	1	2
Martin Jennings	1	4
Andrew Kendall	0	0
Nik Luker	0	0
Tim Macaire	0	1

Player	Self	Total
Brad Martin	1	3
Graeme Morris	1	1
Matthew Shepherd	1	1
Alan Tabor	1	1
Paul Wilson	0	3

Self is the number of self-bonks (to date); Total is the number of bonks this turn.

What’s this about?

The name of this game goes back to more innocent times and the game has also appeared under other titles. Each turn, each player bonks (= nominates) another recipient of this magazine who’s still in the game. Those who are bonked enough times in a turn are out and can’t bonk anyone else. Last man standing wins.

The game is open to anyone who receives *To Win Just Once*. Players just have to send me the name of another *TWJO* recipient (from the list above) and give a reason (it doesn’t have to be significant). Players who don’t bonk someone else bonk themselves (and self-bonks are cumulative from turn to turn). The nominations needed for ejection will reduce as the number of players goes down.

(If you read *TWJO* and I’ve left you out of the list, drop a line to TWJO@pevans.co.uk and I’ll add you in next time. If you don’t want to be included, just wait and you’ll be out next turn.)

**Send your bonk to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by 6th September 2013**

**The Light that Failed
Star Trader game 6 – Turn 10**

“We got him!” The triumphant cry from the gunnery op rang round the Leviathan Bridge.

“Calm down,” the Captain said, but a smile was playing round his lips. “Number One?”

“Yes?”

“Better let the Ambassador know it’s safe to come out.”

“Yes, Sir...” His voice died.

Drifting past the porthole was the most definitely deceased Ambassador.

The major event of this Quarter was HOLYOKE ARBITRAGE’s attack on the ASSOCIATION OF INTERSTELLAR ANARCHISTS’ Military Hull. No Reputation could be lost in attacking and HOLYOKE lifted the Southampton in Tau Ceti System Space and opened up with Missiles. The AIA responded with conventional gunnery, attempting and failing to board their large assailant, whilst doing severe damage to the pods until a missile strike led to a massive series of explosions and the complete destruction of the AIA ship. Amongst HOLYOKE ARBITRAGE’S casualties was their remaining complement of Cargo and Passenger pods and part of their Light Weapons outfit. The ASSOCIATION OF INTERSTELLAR ANARCHISTS has definitely had its plans crimped!

HOLYOKE ARBITRAGE increased their Political Connections.

GATES-LEARJET increased their Political Connections as well and bought a second Monopole Factory at Mu Herculis.

QUASAR ENTERPRISES bought Warehouses at Epsilon Eridani and Tau Ceti and continued to fill these and others with Factory production.

ARCHANGEL LINES loaded Passengers for Beta Hydri and Mu Herculis and, possibly buoyed by the news of the battle at Tau Ceti, laid down a new Corco Zeta hull, Batistuta, at the Tau Ceti Shipyards.

MONOGRAM INDUSTRIES loaded Passengers for Gamma Leporis and bought 3 Spice Factories at Sigma Draconis. Alongside ARCHANGEL’s new hull they laid down the London, a Clarinet Hull equipped with a mixed batch of pods, and a top grade A crew.

GAMLEPCO, fresh from using their Market Manager positions to stifle competition, paid off their Bank Loan and are at last in the black.

At Gamma Leporis, GAMLEPCO used their Market Manager position to buy 11 Alloys for 1 HT each, and a further 5 on Contracts, while GATES-LEARJET sold 2 Alloys on Contract.

GATES-LEARJET sold 6 Alloys for 5 HTs apiece at Epsilon Eridani. MONOGRAM bought 10 Isotopes for 7 HTs each and took a Dealership and QUASAR sold 2 for 5 HTs. BELISAR POLITICAL sold 12 Monopoles for 15 HTs each, gaining a Dealership,

and QUASAR also got a Dealership, selling 13 Spice for 12 HTs each and undercutting the AIA bid of 15 to sell.

Tau Ceti saw QUASAR sell 6 Alloys for 7 HTs each and BELISAR buy 5 Isotopes on Contract. GATES-LEARJET couldn't sell at 1 HT.

GAMLEPCO sold 4 Alloys for 12 HTs each at Mu Herculis. GATES-LEARJET sold 6 Isotopes at 11 HTs apiece, using their Market Manager position and ensuring HOLYOKE ARBITRAGE and MONOGRAM INDUSTRIES were both unable to sell. BELISAR POLITICAL sold 5 on Contracts. HOLYOKE bought 1 Monopole for 11 HTs and the AIA 1 for 8 HTs as the price stayed steady.

GATES-LEARJET bought 6 Isotopes for 2 HTs each at Sigma Draconis and HOLYOKE bought 5 Spice on Contract. Sell Orders at 10 were too high for GATES-LEARJET and MONOGRAM and the ASSOCIATION OF INTERSTELLAR ANARCHISTS didn't have the funds to buy anything by now.

Finally, at Beta Hydri HOLYOKE ARBITRAGE sold 9 Monopoles for 11 HTs each and gained a Dealership.

Press

Freedom for Sigma Draconis! Death to all capitalist imperialists, especially those in ships named after German Generals!

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash	Rep'n	Player
A Archangel Lines	6 0 3	0	6th	579	40	Howard Bishop
B Monogram Industries	10 0 4	0	7th	175	38	Andrew Burgess
C Quasar Enterprises	10 0 6	0	5th	467	36	Mark Cowper
D Belisar Political	10 0 9	0+4	2nd	762	40	Mike Dyer
E GamLepCo	6 0 5	0	8th	127	30	Martin Jennings
F Holyoke Arbitrage	10 8 3	20	1st	76	40	Przemek Orwat
G Gates-Learjet	10 4 3	0	3rd	203	33	Bob Parkins
H Association of Interstellar Anarchists	3 6 9	0	4th	3	N/A	Paul Evans

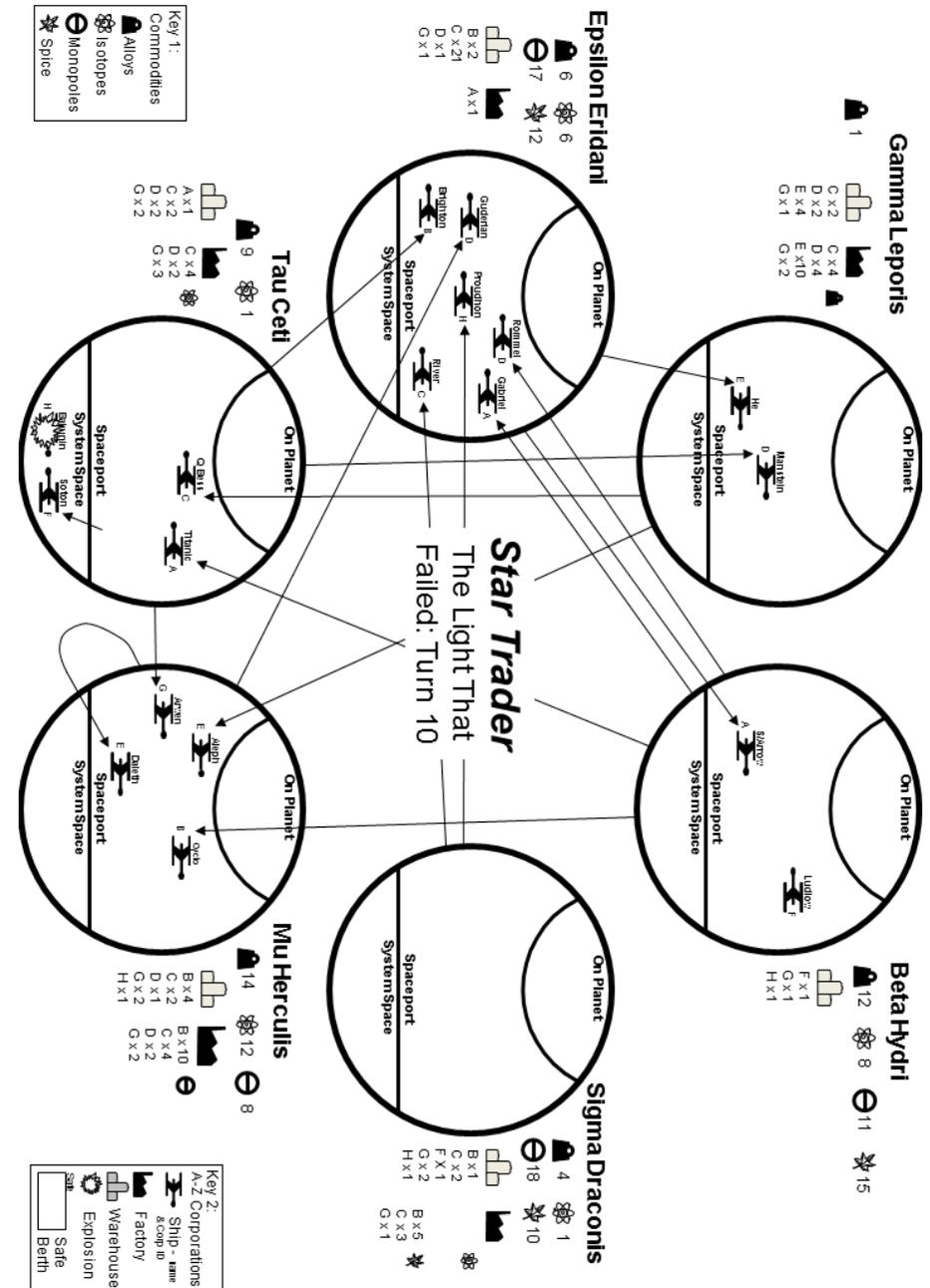
N under Initiative Bid means No move received, F indicates the Corp was floated

News

There was one new News chits this turn. Current chits are (new in bold):
 Turn 11 C3
 Turn 12 P4, **B6**
 Turn 13 P9

(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.)

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 30th August 2013



Les Petites Bêtes Soyeuses 265

Being a postal 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 the back page). You will also need a copy of the published rules to *En Garde!* (see www.engage.co.uk).

Orders for April 1666 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 6th September 2013



March 1666

There's the air of spring about Paris as the new season starts, but it's still pretty chilly in the early mornings. Those Parisians slipping out to attend to calls of honour are well wrapped up. There are fewer of them than expected, though. For a start, neither Ali Vouzon nor Tomas le Matelot turns up to their duel. Vouzon's excuse is that he overslept. There's no sign of Donald O'Grady when he's due to meet Arsène Est. Then Dick D'Asterdly doesn't show for his meeting with Armand Slice.

Fusilier Slice is stamping his feet to keep warm when Cuirassier Eglise de Sant-Suplice shows up for their duel. The odds look to be heavily stacked against Sant-Suplice. He is slightly built, bandaged in several places, has no seconds and his skill is not up to Slice's. In contrast, Slice is solidly built and uninjured. He is supported by Pierre le Sang and Tourtière Mangetout. And he is using his regimental sabre against Sant-Suplice's equally regimental rapier.

Slice can't see any point in subtlety. He starts with a slash and follows with a furious slash. Sant-Suplice's defensive moves almost pay off. He blocks and dodges, looking to keep out of the way if Slice's opening is a furious slash. The blocks work, stopping Slice's initial slash. However, Sant-Suplice's little jump just means he's recovering his balance as Slice's second slash strikes home. From his prone position, Sant-Suplice offers his surrender, which is accepted.

Quasi Le Bossu is voted cause in his challenges to Sheikh Yadik Al-Abowt and Pierre Bezukhov II. However, there's no sign of the Sheikh until he arrives as

Bezukhov's second. Le Bossu demands that Al-Abowt fights him, but the CPS refuses to take the risk of depriving the courts of their next defendant. It doesn't do his reputation in society any good, of course.

So Le Bossu looms over Cardinal's man Bezukhov, waving his sabre. Bezukhov is no less than average build, but he looks a small man against Le Bossu. However, he has a sabre as well, and the two are evenly matched in expertise. Bezukhov tries to surprise his adversary by lunging, the blunt tip of the sabre just bruising Le Bossu. Le Bossu has the same idea and the end of his sword raises a bigger bruise. Bezukhov's attack was just the first part of a furious lunge. He smacks Le Bossu with a cut and the big man notices this.

In turn, Le Bossu gets Bezukhov with a slash. As he recovers his ground, the Cardinal's man checks how bad his wound is. Happy to continue, he straightens up, just as Le Bossu's blade whistles towards him in the cut that is the second part of his furious slash. There is complete silence as Bezukhov's head hits the ground. Mainly because his body is still standing. By the time his torso has crumpled into a heap, the white-faced Al-Abowt is aboard his carriage. Another moment and the horses are whipped into motion, heading back in to Paris. No doubt there will be fresh charges against Le Bossu. Assuming, of course, Minister of State Ind re-appoints Al-Abowt as Commissioner of Public Safety.

The new Commissioner

This is the big news of the month: the appointment of a new Commissioner. Gustav Ind has three applicants to choose from: the incumbent, fellow Cardinal's Guardsman Baron Sheikh Yadik Al-Abowt; Baron Connor McKnight, currently Second Army's Quartermaster-General; and Sir Quasi Le Bossu, commander of First Division. It's a good bet that two of those men will immediately put the other's name on an arrest warrant. Perhaps the Minister will prefer the neutral option. No, he re-appoints Al-Abowt, who is further rewarded with Marquisate.

The position of Minister of War is also up for grabs. Field Marshal Pierre Cardigan has put his name forward for this post – in place of his current Ministerial post, without Portfolio. He backs this up by calling in a favour with the King. However, it's not quite enough and he is turned down.

Meanwhile Donald O'Grady wants to get rid of the Frontier Division commander. He has some influence to use – enough that it's unlikely the man will stay on – and this has the desired effect. As Adjutant-General, O'Grady has the post within his gift and decides to let it lie vacant for the time being.

A newcomer to Paris, Terence Cuckpowder, applies to Eric de Miabeille to join the Queen's Own Carabiniers. Colonel Miabeille signs him up without hesitation and Cuckpowder buys his way to Major, having borrowed heavily and received funds from Uther Xavier-Beauregard. This is Brigadier Xavier-Beauregard's only action this month. Strange.

Armand de Luce and Tourtière Mangetout decide that staying in Paris would not be healthy: both volunteer for service with the Frontier regiments. So, too, does another man in search of death or glory, known only as 'X2'.

Talking witch hunts

His Majesty's summons takes the Minister of State, Gustav Ind, the Minister of Justice, Gar de Lieu, and Minister (without Portfolio) Devlin Carnate to the Louvre at the start of March. Concerned by the recent witchcraft trials, the King has been reading James VI's *Daemonologie* and wants to make sure that the hunt for witches is carried out properly. Minister Ind assures His Majesty that the new CPS has been charged with rooting out any suggestion of witchcraft. "...and by witches, I mean those people who might float on a ducking stool or who fail to burn at the stake." The King approves of this evidence-based approach and looks forward to further executions. Of the guilty.

The main impact of the Ministers being closeted with the King is that Gustav is not around to host his event for the first two weeks of the month. This catches out several senior members of society: Euria Humble, Egon Mad 2 (in the first week), Jacques Shitacks and Sheikh Yadik Al-Abowt. Plus Arsène Est in the second week. Each week the four men



gather outside the Fleur de Lys, looking enviously at Pierre le Sang and Quasi Le Bossu who are inside at Pierre Cardigan's party. These three all bring their lady friends: Fifi is with Pierre C, Guinevere d'Arthur accompanies Quasi and Pierre le S escorts Kathy Pacific. Pierre Cardigan has something of a proprietorial air now that he's invested in a bond in the club – though he had to borrow to do so.

Gustav pitches up at the Fleur in week 3, bringing Helen Highwater with him. He now has competition from Sheikh Yadik Al-Abowt's bash, though. Arsène, Euria and Jacques have persevered and are there to Toady to him. Arsène is finally able to show off his conquest of the first week, Lois de Low. The amusing thing about this is that he was only able to court Lois as she stomped off home when her then beau, Devlin Carnate, couldn't get in to the Fleur in week 1! To rub salt into the wound, Devlin is also in the Fleur; unaccompanied, of course.

Pierre Cardigan and Fifi are in the Fleur again and are joined once more by Pierre le Sang, Kathy, Quasi and Guinevere. Quasi is in the Fleur again in effigy form as the Sheikh holds his bonfire party (aka "the Trial Burning of Quasi Le Bossu"). The unexpected death of Pierre Bezukhov II gives the gathering a more sombre air than planned. More planned, but equally sombre is the iron cage containing a mannequin in the uniform of a Lieutenant-General with a placard reading "Witch and Traitor" around its neck. Katy Did is on Sheikh Yadik's arm

as he welcomes his guests and presents each with a "Friend of the Realm" medallion. First (alphabetically) is Ali Vouzon, who turns up on his own after getting nowhere with his courting. Given who his host is, Ali decides drinking would not be a good idea. Donald O'Grady brings Jacky Tinne. Dexter Sinistre escorts Ava Crisp. Egon Mad 2 is on his own, as is new boy Terence Cuckpowder. As a man of noble birth, Terence is incensed to discover that Arsène (Toadying to Gustav) is considered his social superior without being noble. He calls him out.

The Sheikh's guests leave the club for the climax of the party, travelling by coach to the La Bastille – the mannequin dragged behind the CPS's black coach and accompanied by a capering band of "witch smellers". Here the mannequin is ceremonially burned. Sheikh Yadik tells his guests "So shall those who dare threaten His Majesty's Ministers be reduced to ashes."

It's Euria Humble's turn to host some guests at the Fleur in the final week. As one of the club's new bondholders, he welcomes Connor McKnight and Rick O'Shea. Edna is hostess. This is good news for Connor, who's having a terrible month. It starts with the appearance of several heavies at his door. Apparently, his loans are due for repayment. Ransacking his apartments, Connor is able to find enough crowns to pay off the boys, though the penalty interest means he has a very flat purse when he goes out to hit the town. His destination is Bothwell's, where he is stopped and taken to one side. Getting in to the club depends on him paying his dues. Alas, Connor does not have enough cash on his person. His membership lapses and he is ushered out. Toadying to Euria is the first time he's got into a club all month. Not only that, he also lost his mistress as he wasn't able to support her in the manner she expects!

Gustav and Helen continue to hold court in the Fleur in week 4. Their guests this week are Jacques Shitacks and Madelaine again, along with Sheikh Yadik and Katy. They have a good view of club staff making room for the statue that Gar de Lieu is having delivered at the start of next month.

Pierre Cardigan opens up his gathering for the last week and finds considerably more guests joining him and Fifi. Pierre le Sang, Kathy, Quasi and Guinevere are there again. The additional guests start with Etienne Brule, who is accompanied by Frances Forrin. Frele d'Acier escorts Freda de Ath. Gaz Moutarde is on his own (he spent some time with his mistress at the beginning of the month and clearly doesn't feel he needs to take her out anywhere). Jacques As brings Thomasina Tancenjin. Monty Carlo has Charlotte de Gaulle on his arm. And Was Nae Me is last (alphabetically) and has no escort. Yes, he's another man whose attempted courting was unsuccessful.

Minor Saints and other parties

While all this is going on at the Fleur, Paris's other clubs also have some visitors – and the odd event. The odd event is Monty Carlo's meeting of the Minor Saints' Society at Hunter's in week 2. This month they are celebrating St Frances of

Rome and the news that the plague seems to have loosed its grip on London (St Frances herself lost two children to the plague). “They” start with Monty and Charlotte. Arnaud Surfinmaise and Betty Kant head the guest list. Armand Slice brings Mary Huana. Bill de Zmerchant has no female company. Sebastian Nuisance accompanies his conquest of the previous week, Ada Andabettoir. Last in is Terence Cuckpowder, who is introducing himself to Parisian society. Unfortunately, he quickly discovers that Armand is his social superior, but not noble! He promptly slaps the Brigadier-General with his glove. Well, at least he’ll have a lively start to April. His lively start to March is meeting Dexter Sinistre on Lucy’s doorstep: that’ll be 3 duels, then! Still, his courting pays off in the end.

Jacques As and Thomasina are in Hunter’s for week 3 and accept a few impromptu guests. Frele d’Acier escorts Freda and Was Nae Me comes on his own. That’s it for Hunter’s. The Blue Gables is home to Arnaud and Betty for the three weeks around the Minor Saints’ gathering. And Bothwell’s sees activity on the gaming tables as Etienne Brule makes a series of wagers. With Frances Forrin on his arm, Etienne places four substantial bets in the first week. Three wins and one loss leave him in the black. His success is witnessed by other members: Richard Shapmes and Ella Fant and Donald O’Grady and Jacky Tinne.

Etienne and Frances are back the following week to do the same again. This time the house rolls high and Etienne cuts three bets and loses the fourth. Much to the amusement of Donald and Jacky, who witnessed his winnings, Etienne is now worse off (financially) than when he started! Eric de Miabeille, who is accompanied by Anna Rexique, is equally amused at the misfortune of his regimental enemy. An exchange of challenges follows.

Week 3 starts as week 2 finished with Etienne cutting another wager. However, he wins two of his subsequent bets, losing just once to end up even on the month – though he has generated some social kudos for his flashiness. Not that there is anyone in Bothwell’s to witness this. The last week of March sees several members visit with their ladies. Donald and Jacky return. Eglise de Sant-Suplice takes Leia Orgasma out. Jacques le Franc escorts Laura de Land – good job she didn’t spot what he was up to the week before! And Richard and Ella are back.

Footpads and practice

Society sees nothing of Chopine Camus or Jacques de Gain this month. They are both to be found in the gyms, practising their swordplay. It’s sabre practice for Chopine, while Jacques works out with his rapier. Eric de Miabeille and Eglise de Sant-Suplice are almost as invisible: Eric spends three weeks with his sabre while Eglise practises rapier for three weeks. Frele d’Acier (sabre), Jacques As (sabre), Jacques le Franc (cutlass) and Rick O’Shea (cutlass) spend their first two weeks practising. Armand Slice (sabre), Dexter Sinistre (sabre), Gar de Lieu (sabre), Gaz Moutarde (cutlass), Monty Carlo (two-handed sword) and Richard Shapmes (rapier) all fit in two weeks’ practice around their other commitments. A few others are in the gym for one week.

The Bawdyhouses have the usual procession of visitors through the month. Rick O’Shea’s visit (after his two weeks’ practice) is notable for attracting the attention of the footpads. However, Rick has spent his cash on wine and women and they leave empty-handed. Jean Jeanie is the second man to meet the footpads. It’s not a good month for him. The previous three weeks have been spent fruitlessly courting – on one occasion because Ali Vouzon turned up with the same idea in mind. Then he visits the Bawdyhouses for a drink only to be mugged on his way home. There is one bright spot: the muggers get nothing. Sebastian Nuisance places a couple of bets when he attends the Bawdyhouses. He loses both wagers.

Finally, where is Amant d’Au this month? The answer is that he’s courting a certain young lady whose rejection of him is complete – especially those weeks when she’s out on the town with her current lover. Perhaps his newly acquired bonds in the Fleur will console him.

Frontier fun

It’s a quiet month on the frontiers as the Frontier regiments invest Spanish outposts. Tourtière Mangetout survives handily with Frontier regiment 2, taking the odd pot-shot at Spanish soldiers and dodging the occasional musketball coming the other way. ‘X2’ does much the same with Frontier regiment 4, though his lowly rank means he has to work harder. Frontier regiment 3 suffers some casualties as a badly constructed rampart collapses, burying several soldiers. Brigadier-General Armand de Luce keeps out of the way, as his rank permits. ❖

Press

Matters of Honour

Major As (As you say, there is an r missing there somewhere), It obviously did not occur to you that calling someone a coward for going to the front two sentences after announcing your departure for the front isn’t the brightest thing to do, and that I ceased to be your regimental enemy some time ago: still, nobody expects the GDMD to be intelligent. (Or brave, or good at tactics, or socially successful, or anything else really.) I can, however, reassure you that no gentleman is going to take advantage of your absence to steal a mistress whose

reputation has been compromised by visiting the GDMD barracks. Quite apart from the health risk, the odour of dead rat that clings to all your visitors takes weeks to dissipate (please restrain yourself from explaining just what you and WNM do with the rats: Paris really does not need to know).

Though you may be content to shout insults from the gutter as your betters pass by, I settle my affairs like a gentleman; consider yourself challenged. Perhaps another defeat will bring you to your senses.

† BdZ

Social

GdLi announces:

Party to honour the memory of Indie Spencible at the Fleur week 2 of April. All welcome drinks will be provided.

To the great friends that I have the honour to call Boozers!

I hereby invite all Boozers as recorded on Le Bossu's official list to join me at my club in week 3 next month. Costs will be paid and mistresses are welcome – if they can handle their drink!

Yours,

† Count Shitacks – Hon Life President, Boozers & Bell Ringers

The Minor Saints' Society will be celebrating the feast of St. Stanislaus the Martyr on April 11th and the whole of week 2. All gentlemen and their ladies are welcome to join me at Hunter's to celebrate this most auspicious occasion.

I am hosting a party in week 4 of April, as a farewell to Paris before the Heavy Brigade departs in May to reconnoitre the field of battle. All members of the Brigade are welcome, and any of our well-wishers of SL7 or above.

† Brigadier BdZ

A memorial service for the redoubtable L-Col Rabbit-Vacuum will be held in the last week of April, followed by the wake at my club, catered at my expense. All who knew him – or had merely heard of him – and their ladies, are welcome. † UXB

Mess Night for the 2nd Army:

I wish to announce a Mess Night for the Officers and men of the 2nd Army during Week 4 of April, 1666 at the Fleur de Lys. As the 2nd Army will be on campaign in June, please take this opportunity to attend and celebrate. All officers and other ranks of the 2nd Army and their ladies are invited (and expected) to dine and carouse at my expense.

† General le Sang

Commanding the 2nd Army

The Rogues & Vagabonds club for SL 11 and above will meet in Week 4 at my club.

The theme will be (rogue) travelling magicians and palm readers. Prizes of 75 Crowns for the best-dressed couple and 50 crowns for the best-dressed singleton.

An additional prize of 25 crowns will be awarded to whomsoever manages to produce and explain the most convincing, dubious and fake 'magic' trick. For, as we rational French know, that is what 'witchcraft' is – whatever our Germanic neighbours think.

All costs of refreshments will be paid and there will be a demonstration of the latest cooking fad from the Caribbean – the Barbecoa – upon which we will roast andouillettes, pork and sides of beef. I can assure attendees that no witches will be on the menu!

Vive le Roi et La France!

† Armand de Luce

Personal

Dear Captain Was Nae Me

I hope you are not thinking I chickened out of meeting you last month. I am delighted to inform you I can catch up now. There was no way I was coming out in February with a cough like I had. Just think, you had a whole month more of life. Oh, it was February. Sorry.

Yours faithfully,

† Sebastian Nuisance, Major

To: Paris

I am grateful to Viscount Ind, as Minister of State, for putting his trust in me by allowing me to continue the important duties of the Public Safety Commissioner. This is a role vital to ensuring not only His Majesty's safety and wellbeing, but that of all France's people.

Well, actually, when I say "all," that clearly excludes those individuals who are hell bent on undermining the fabric of our society with their dark and vile practices. These agents of the devil shall be tracked down and exterminated in ways befitting their crimes.

Now that I have another full year ahead of me, I intend to get straight back to work by preparing a number of 'individual' cases for justice before the courts. Having spoken directly with His Eminence, I am all too aware of his eagerness and support for my taking action as swiftly as possible.

† Baron Sheikh Yadik Al-Abowt
Commissioner for Public Safety

Dear Sir Quasi Le Bossu, Loyal Servant of Le Roi and France,

I am so sorry to have been part of last month's misunderstanding. If I had known you were attending my small gathering, I would have rolled out some form of carpet for you.

Rest assured, lackeys have been whipped, door men flogged and the women saddened by your absence.

By a small way of apology, I would be delighted if you and your Lady would join me in weeks 1 & 2 of next month at my Club.

Yours,

† Shitacks

Sir Quasi Le Bossu,

A traitorous spy? You heretic! Calling a God fearing Catholic, in honest employment to Baron Sheikh Yadik Al-Abowt, COP.

† Captain Pierre Bezukhov II

Lt General Delmonte Carlo

I was delighted to see that your conscious [sic] got the better of your malevolent money grabbing and you handed in the money you extorted from the peasantry. This act was diminished slightly by the fact you returned the money to curry favour and not to compensate those whom you wronged.

If you can return this money to the people, I may consider joining your Minor Saints' Society. I have just returned from the front to my life in Paris and, if you think to pour scorn on those with less means than yourself, then maybe you should consider if you are the right person to belong to a Minor Saints' Society.

Kind regards,

† Subaltern d'Acier

To General Monty Carlo

Dear Sir,

A very noble gesture donating 300 crowns to His Majesty, or is it? In the last six months you, a wealthy man, have acquired 960 crowns at the front and you ask that I, a man of modest means, should donate any and all that I may pick up at the front. Numbers obviously are not your strong point, one of the pitfalls of allowing your horse to do your thinking.

† Major Jaques As GDMD

TO Baron Sheikh Yadik Al-Abowt

My good friend, I would be only too willing to aid the courts in establishing the guilt or innocence of those accused of Treason or Heresy. I have enclosed with this letter the abstract of my latest paper on Treasonometry for your edification.

I would greatly appreciate your help in processing my patent application.

† Viscount Egon Madd

To: Le Bossu

I see that my denouncement of you, for the traitor and witch that you are, has clearly hit a nerve.

Shame on you that you must fall upon the flimsy fabrication of lies in a puny effort to deflect the growing cries for your head. I have never served the Habsburgs, neither, as am I reliably informed, has the loyal patriot Pierre Bezukhov and if there are any revelations to be voiced concerning misguided loyalties then such surely concern you and your servitude to the Prince of Darkness.

Face it, Le Bossu, you know your time is running out. Far from spending

time in belfries with maids, it was more a case of conjuring gargoyles. If one chooses to play with fire, then expect to get burnt or, in your case, truly incinerated, as that's what's coming, courtesy of a Bastille Barbeque!

There is an old saying where I come from: "the sands of time runneth for every man when the hour glass turns." By my reckoning, your glass reads about a quarter to midnight. Enjoy your last few minutes.

† Baron Sheikh Yadik Al-Abowt
CPS

To Paris,

As His Majesty's most loyal Servant and Minister, I have of course fully supported the judgements of His Majesty's Courts in the recent trials.

Those acting in the best interests of our great Nation deserve our support and plaudits as they work hard to serve His Majesty and ensure our Nation remains foremost of all Nations.

However, when His Majesty's Servants issue public press items which slander a Royal Regiment and call a Royal Regiment Sordid, Squalid and Miserable – as the Commissioner of Public Safety has done – I must start to question his individual judgment. The Royal Marines is formed under Royal Warrant and it is not the place of a low-positioned Servant of His Majesty to so question such a regiment.

Further, the Commissioner states "Only an imbecile or a traitor would seek to be a RM and, since I am neither, I trust this finally clarifies the situation." I was created a Count

by His Majesty, I serve his Majesty as Chancellor, I was Field Marshal of France, I am a General of France and I was Colonel of the Royal Marines!! According to the Commissioner this makes me either an imbecile or traitor!

If I am an imbecile, the inference from the Commissioner is that His Majesty is happy to populate his government with idiots. This sounds like an attack on His Majesty's god-given judgement.

If I am a traitor, this again sounds like an attack on His Majesty's appointment of me as Chancellor and an attack not only on a Royal Regiment, but on me personally.

As this was public press, I must demand an apology from the Commissioner.

I will expect an apology forthwith.

Yours,

† Count Shitacks
Chancellor of France
General of France

Past Colonel of the Royal Marines

Poetry Corner

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

1 The GDMD have sortied South-West,
Most of Paris wished them their best.

Points Arising

Next deadline is 6th September

En route to the front they were gleaming,
With songs and jests their smiles were beaming.

2 Through town and countryside they rode,

Respecting those they met on the road.

When asked why kind to the population,

As one they replied "they are our nation."

3 At the front they looked for the crest,

Since the GDMD are the Dragoons' best,

Through shot and shell they stormed well,

Most got mentioned for their time in hell.

4 Returning north-west, but not so clean,

Could not take away from their sheen.

Compare the conduct of our brave Dragoons

To rapine conduct in Normandy by ALC goons.

† Was Nae Me

The man's loyalties were funny,
However, he was always in money.

He at times had a quirk,
But the sheik was a Turk
And 'turk' is short for turkey.

† The Hokey Cokey

Absent friends

The following didn't get their orders in on time ("No Move Received") and suffered the consequences.

CdG Charles de Gaullible (Colin Cowper) has NMR'd. Total now 1
 DDA Dick D'Asterdly (Gerry Sutcliff) has NMR'd. Total now 1
 LL Lothario Lovelace (Geoff Bowers) has NMR'd. Total now 1
 TIM Tomas le Matelot (Tim Skinner) has NMR'd. Total now 1
 VV Voulo Vault (Mark Booth) has NMR'd. Total now 1
 X3 (Rohan Keane) has NMR'd. Total now 2 and is sent to a Frontier regiment

MdA (Neil Packer) has been floated as Neil's in America.

PGTW (Gerald Udowiczenko) and WP (Pam Udowiczenko) have been floated as "life has overtaken the fun stuff."

Mike Bird got the benefit of the doubt and X4 was floated

YVB (Chris Boote) has been floated as Chris is "stuck in Dublin, poor internet connection, can't read the website 8-(" Get well soon, Chris.

Announcements

None

Duels

Results of March's duels:

Ali Vouzon didn't turn up to fight Tomas le Matelot and lost SPs.

Dick D'Asterdly didn't turn up to fight Armand Slice and lost SPs.

Armand Slice (with PIS & TM, gains 1 Exp) beat his enemy Eglise de Sant-Suplice.

Notes

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising web page at www.pevans.co.uk/LPBS; or send a cheque (payable to Margam Evans Limited) for £8.40 (inc postage to UK addresses) to LPBS, 180 Aylsham Drive, Uxbridge UB10 8UF.

There's a Yahoo! group for *En Garde!* players that provides a forum for players of different games to swap stories and ideas. Sign up and get talking at: <http://games.groups.yahoo.com/group/EnGardePlayers/>

Reminders: It is worth sending orders in even if they're a day or two late: I may be able to action the orders and should be able to use any press. It also reassures me you're still there.

Orders (and press) should be e-mailed to lpbsorders@pevans.co.uk - you'll get an automated reply when your message arrives in my mailbox. Please give your name and your character's name and specify actions in full (since it's without your character sheet). If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk instead.

Donald O'Grady didn't turn up to fight Arsène Est and lost SPs.

Sheikh Yadik Al-Abowt didn't turn up to fight Quasi Le Bossu and lost SPs - voted cause 16:0.

Quasi Le Bossu (gains 1 Exp) killed Pierre Bezukhov II (with SYAA) - voted cause 15:1.

Grudges to be settled next month:

Devlin Carnate (Rapier, Seconds GI) has cause with Arsène Est (Sabre, Seconds PC, adv.) for pinching Lois.

Dexter Sinistre (Sabre, Seconds CC, adv.) and Terence Cuckpowder (Sabre, 1 rests) have mutual cause as neither stood down over Lucy.

Ali Vouzon (Rapier) and Jean Jeanie (Rapier, adv.) have mutual cause as neither stood down over Henrietta.

Terence Cuckpowder (Sabre, 2 rests) has cause with Armand Slice (Sabre, Seconds PIS, adv.) as he's not Noble but higher SL.

Etienne Brule (Rapier, Seconds DOG, 2 rests) and Eric de Miabeille (Sabre, adv.) have mutual cause for being in enemy regiments.

New Characters

Carl Chambers gets the Second son of a well-to-do Knight: Init SL 6; Cash 250; MA 6; EC 3 (X1).

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain LL
Aides: to Crown Prince N	to Field Marshal AE
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General DOG
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety SYAA	
Chancellor of the Exchequer JS	Minister of Justice GdLi
Minister of War N	Minister of State GI

Shows who holds appointments outside military units:
 ID for Characters, N for NPC, __ for vacant,
 CPS for additional posts held by the CPS.

Terence Cuckpowder (Sabre, 1 rests) has cause with Arsène Est (Sabre, Seconds PC, adv.) as he's not Noble but higher SL.

Bill de Zmerchant (2-Hand, Seconds MC) challenges Jacques As (Sabre, Seconds FdA & DS, adv.).

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

Challenges to be voted on:

Bill de Zmerchant challenges Jacques As for his insults.

All duels (including any to be voted on) must be fought next month unless held over due to one or other duellist being at the Front. Orders conditional on a challenge being voted cause are acceptable.

Army Organisation and 1666's summer Deployment

First Army (Defence)	TIM/EB/N3/N
Guards Brigade (Defence) - RFG CG KM	
Second Army (Assault)	PIS/_/N5/CMK
First Division (Assault)	QLB/N/N6
1st Foot Brigade (Assault) - RM PM	
2nd Foot Brigade (Assault) - 13F 53F	
Second Division (Assault)	RS/N/_/
3rd Foot Brigade (Assault) - 27M 4A	
4th Foot Brigade (Assault) - 69A Gscn	
Frontier Division (Assault)	_/_/_/ROS
Frontier Regiments (Assault)	
Third Army (Field Ops)	N1/N/N5/JdG
Cavalry Division (Field Ops)	MC/N/TM
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Dragoon Brigade (Field Ops) - GDMD PLLD	

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

Brigade Positions

Guards Brigade	AV/N/VV	First Foot Brigade	N3/N/JIF
Horse Guards Brigade	WP/N/N5	Second Foot Brigade	N2/N/N4
Heavy Brigade	BdZ/N/EdSS	Third Foot Brigade	N6/N/N1
Dragoon Brigade	UXB/FdA/JA	Fourth Foot Brigade	N3/N/N1

Current CO/Aide/Brigade Major of each Brigade; entries as Army table

Frontier Regiments

	F1	F2	F3	F4	(Siege for Mar-May)
Colonel	N4	N3	N1	N4	RNHB N4
Attached		TM	X3 AdL	X2	
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 : 5	Frontier regiment 4 : 4
Frontier regiment 2 : 3	RNHB regiment: 2
Frontier regiment 3 : 5	

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	PIS
54	Madeleine de Proust	17		JS
35	Katy Did	16	I	SYAA
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		DOG

Regiments	RFG	CG	KM	DG	YVB	EdM	N4	N2	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	DC	EH	AE																
LCol	AdA	AE																	
Maj 1	N4	GI																	
Maj 2	VV+	SYAA																	
Cpt 1	N5	LL																	
Cpt 2	JJ																		
Cpt 3	N3																		
Cpt 4	N1*																		
Cpt 5																			
Cpt 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; + shows ranks held by characters with a (senior) brevet rank or an appointment elsewhere.

No	Name	SL	Attr	Last
52	Guinevere d'Arthur	15	B/W	QLB
10	Frances Forrin	14	B	EB
21	Helen Highwater	14	W	GI
48	Fifi	14	B/W	PC
62	Alison Wunderlandt	14		
11	Laura de Land	13		JIF
16	Ophelia Derriere	13		
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	EdSS
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		MC
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	EdM
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	DS
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	AS
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	ASli
34	Freda de Ath	7	W	FdA
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	SN
25	Lois de Low	5	B	AE

This table shows the mistresses in Paris. B = Beautiful, I = Influential, W = Wealthy; Last = Last lover seen with this month

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
GI	Viscount Gustav Ind	28	51	Withy	Major CG/State Min.	9	Helen	Flr	6	Ashley Casey
GdLi	Count Gar de Lieu	27	64	Comfy	General/Justice Min.	8		Flr	4	Bill Hay
DC	Count Devlin Carnate	27	64	Comfy	Colonel RFG/Min w/o Port	10		Flr	2	Bruno Giordan
JS	Count Jacques Shitacks	24	61	Flthy	General/Chancellor	3	Madelaine	Flr	4	David Olliver
EM2	Viscount Egon Mad 2	24	55	Withy	Bdr-General/Min w/o Port	9		Flr	3	Tym Norris
PC	Earl Pierre Cardigan	23	47	Comfy	Fld Marshal/Min w/o Port	9	Fifi	Flr	4	Matt Shepherd
JdG	Viscount Jacques de Gain	23	43	Rich	B.Bdr-General KM/3rd Army QMG	17		Flr	4	Ben Brown
EH	Count Euria Humble	21	64	Withy	B.Bdr-General CG/Min w/o Port	16	Edna	Flr	5	Matthew Wale
TIM	Marquis Tomas le Matelot	21	22	Withy	General/1st Army Commandr	8		Flr	4	Tim Skinner
QLB	Sir Quasi Le Bossu	19+	63	Withy	Lt-General/1st Div Commandr	9	Guinevere	Flr	6	Mark Cowper
PIS	Baron Pierre le Sang	18+	59	OK	B.General/2nd Army Commandr	7	Kathy	Flr	4	Bill Howell
UXB	Marquis Uther Xavier-B'regard	17	31	Withy	B.Bdr-General PLLD/Drgn Brigadier	9		Both	3	Pete Card
AdL	Sir Armand de Luce	17	F	Withy	Bdr-General	5		Both	2	Francesca Weal
AE	Arsène Est	16+	50	Poor	Lt.Colonel CG/FMshl's Aide	6	Lois	Both	6	Ray Vahey
AV	Marquis Ali Vouzon	15	47	Rich	B.Lt-General/Gds Brigadier	7		Both	1	Graeme Morris
RS	Sir Richard Shapmes	15	39	Comfy	B.Lt-General/2nd Div Commandr	8	Ella	Both	4	Charles Popp
EdM	Marquis Eric de Miabeille	15	34	Withy	Colonel QOC	13	Anna	Both	3	Pete Holland
SYAA	Marquis Sheikh Yadik Al-Abowt	15	32	Comfy	Major CG/CPS	5	Katy	Flr	3	Jason Fazackarley
CMK	Baron Connor McKnight	15	19	Poor	Bdr-General/2nd Army QM Gen.	3		Both	3	Graeme Wilson
DOG	Baron Donald O'Grady	14	33	Comfy	B.Lt-General/Adjutant Gen	5	Jacky	Both	3	Bob Bost
WP	Baron Warren Peece	14	30	Rich	Bdr-General/HGds Brigadier	11		Both	2	Pam Udowiczenko
ROS	Rick O'Shea	14	29	OK	Lt.Colonel RM/Fntr Div Adjutant	3		Both	6	Paul Wilson
EdSS	Earl Eglise de Sant-Suplice	14	23	Comfy	Major CPC/Hvy Brigade Maj.	6	Leia	Both	2	Jerry Spencer
EB	Sir Etienne Brule	14+	45	OK	Major DG/Gen's Aide (1st Army)	2	Frances	Both	4	James McReynolds
AdA	Sir Amanat d'Au	13	33	Comfy	Lt.Colonel RFG	5		Both	5	David Brister
BdZ	Sir Bill de Zmerchant	13	28	OK	Bdr-General/Hvy Brigadier	5		Both	3	Tim Macaire
JIF	Sir Jacques le Franc	13	26	Withy	Major RM/1 F Brigade Maj.	12	Laura	Both	6	Charles Burrows
VV	Sir Voulo Vault	13+	46	Comfy	Major RFG/Gds Brigade Maj.	2		Hunt	2	Mark Booth

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
MC	Sir Monty Carlo	13+	39	Withy	B.Lt-General/Cav Div Commandr	10	Charlotte	Hunt	4	Andrew Burgess
GM	Gaz Moutarde	12	29	Withy	Major RM	3		Both	2	Mike Dyer
ASli	Armand Slice	11	32	Comfy	B.Bdr-General 53F	5	Mary	Hunt	5	David Williams
YVB	Sir Yves Vrai Bretheauteque	11	19	Withy	B.Bdr-General DG	5			1	Chris Boote
LL	Lothario Lovelace	11	17	OK	Captain CG/Capt.C's Esc	5		Hunt	4	Geoff Bowers
PCTW	Pop Goes The Weasel	11	8	OK		3		Hunt	4	G Udowiczenko
JJ	Jean Jeanie	10	15	Comfy	Captain RFG	6		Hunt	3	Andrew Kendall
CC	Chopine Camus	10	12	Poor	Colonel GDMD	4		BG	4	Stewart Macintyre
JA	Jacques As	10+	33	OK	Major GDMD/Drgn Brigade Maj.	1	Thomasina	Hunt	4	Joe Farrell
DS	Dexter Simistre	9	29	Poor	Lt.Colonel GDMD	2	Ava	Hunt	3	Martin Adamson
TM	Tourtierre Mangetout	9	F	Withy	Lt.Colonel 53F/Cav Div Adjutant	3		BG	4	Howard Bishop
PB2	Pierre Bezukhov II	9	RIP							Carl Chambers
AS	Arnaud Surfinmaise	8	13	OK	Major QOC	5	Betty	BG	5	Nik Luker
TC	Terence Cuckpowder	8+	32	OK		3		BG	4	Mike Dommett
FdA	Frele d'Acier	8+	28	Poor	Subaltern GDMD/Bdr's Aide (Drgn)	4	Freda	BG	3	Peter Farrell
MdA	Marmotte d'Al	7	6	OK		2		F&P	2	Neil Packer
WNM	Was Nae Me	6+	35	Poor	Captain GDMD	5		RP	3	Mark Farrell
DDA	Dick D'Asterdly	5-	3	Poor	Captain CPC	1			4	Gerry Sutcliff
X3		5	F	OK		2			4	Rohan Keane
X4		4	0	Poor		6			5	Mike Bird
SN	Sebastian Nuisance	4+	17	Poor	Major 27M	4	Ada		4	Paul Appleby
X2		2	F	OK		4			2	Martin Jennings
CdG	Charles de Gaullible	1-	0	Poor	Private GDMD	4			3	Colin Cowper

An F under SPs means that the character was at the Front, RIP means that he died.

+ 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+