

That would be enough

This has been issue 162 of *To Win Just Once*, published 20th February 2016. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2016

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by Friday, 4th March.

Orders for *LPBS*, *Great White Hunter* and any other contributions to Pevans by Friday, 11th March 2016.

(Next deadlines: 15th/22nd April, 20th/27th May)

Waiting lists

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

Railway Rivals – the latest game is under way. Pevans and Mike Clibborn-Dyer are waiting for the next one. Working map and rules provided.

Star Trader – the next game has just started and there's room for a couple more players (Jason F). Rules provided.

Online games

A Few Acres of Snow (at yucata.de): Pevans

Agricola (at www.boiteajeux.net): Pevans, Alex Everard

Castles of Burgundy (at www.yucata.de): Pevans

Concordia (at www.boiteajeux.net): Pevans

Keyflower (at www.boardgamearena.com): Pevans

Puerto Rico (at www.boardgamearena.com): Pevans, Brad Martin, Al Tabor

Through the Ages (at www.boardgaming-online.com or boardgamearena.com): Pevans, Al Tabor

Vinci (at www.yucata.de): Pevans

Credits

To Win Just Once issue 162 was written and edited by Pevans. The *LPBS* masthead (page 20) is by Lee Brimmicombe-Wood, as are the illustrations on pages 19, 24 and 30. Nik Luker did the drawings on pages 22 and 32. Game and book artwork is courtesy of the publisher. Photos were taken by Pevans, who played with Photoshop.

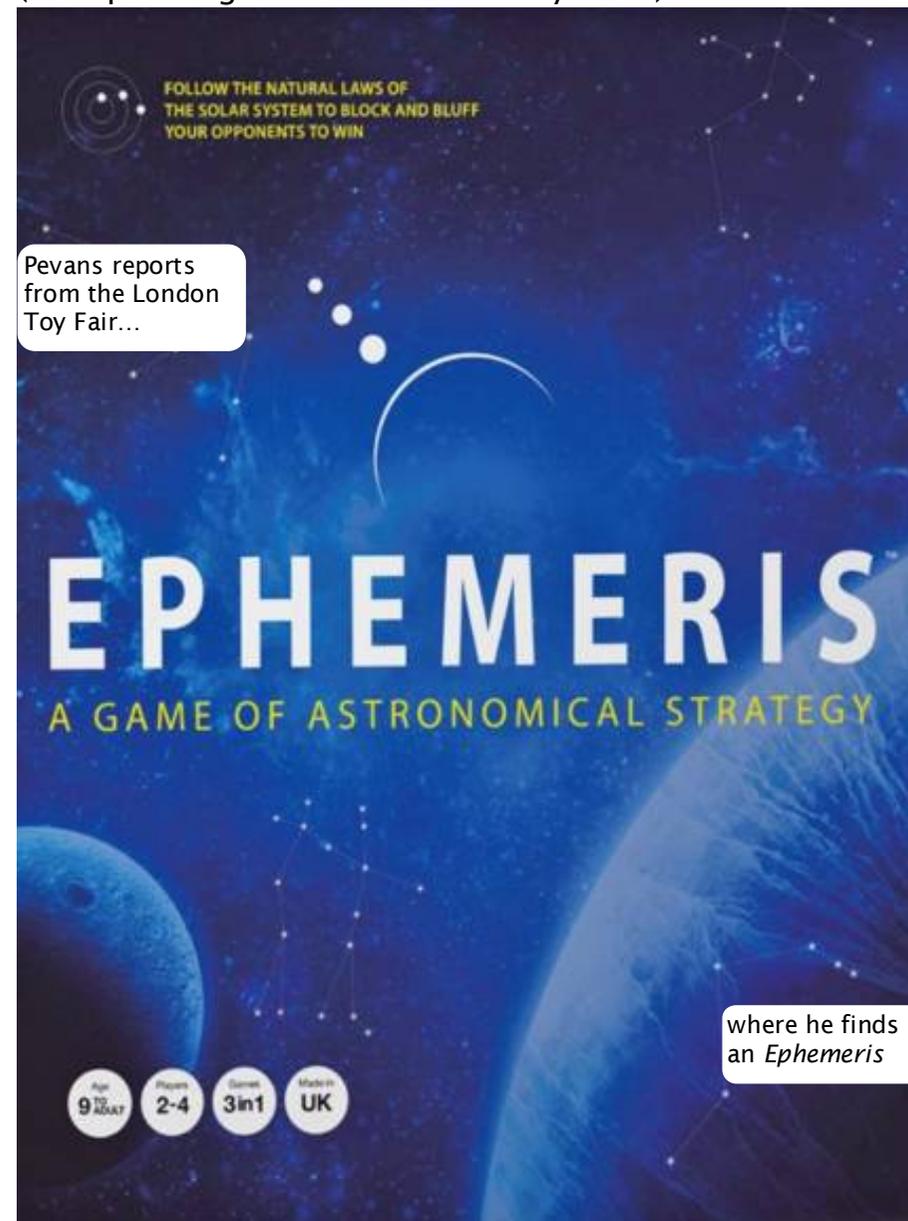
Printed and published by Margam Evans Limited

(A company registered in England and Wales, number 05152842, Registered office: 180 Aylsham Drive, Uxbridge UB10 8UF) Tel: 020 7183 6256, E-mail: TWJO@pevans.co.uk,

Web: www.pevans.co.uk/TWJO

To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Issue 162: March 2016
(LPBS 292-3: June-July 1668)

£2.25 (+ postage)
and online at www.pevans.co.uk/TWJO

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Chatter

Immediately after I'd published the last *TWJO*, Geraldine and I took off for a long weekend (so that I could hide from my birthday). We headed down to Brighton and stayed in the Old Ship Hotel. This will have a resonance for some readers – as it does for me – because it was the venue for Furrycon in its early years (I'm talking the first half of the 1990s here).

I was pleased to see that much of the hotel was the same: the creaking floorboards, corridors that widen and narrow unpredictably and, every so often, a few steps up or down. This is because, as is obvious when you look back at the hotel from the pier, it's actually a row of five or six buildings that have been knocked through.

What had changed was the ground floor. Instead of being confronted by reception when you come through the revolving door (probably the same one as 20 years ago), there's a lounge ahead of you. Clearly the wall that was behind reception has been taken down. The lounge has a side entrance to the bar, which has had the same treatment. The wall at the rear has gone, the bar moved back a bit and the whole thing is much larger.

Reception is now to the left of the entrance, taking up some of the space that was function rooms (used for Furrycon) back in the Nineties. I'm pleased to report that the ballroom is still there, although the side entrance on Ship Street looks like it's been closed again for a few years (we only used it once or twice). Amazingly, there was a games tournament going on over the weekend. Okay, it was Backgammon, but still...

I did enjoy staying in the Old Ship again and thought I had successfully avoided my birthday. However, back home again (on the day itself) and about to have our evening meal, Geraldine and I were alarmed when the light through our front door was blotted out. Yes, Mr Dommett had come to visit. So I was able to fill him in first hand on the changes at the Old Ship and we had a pleasant evening reminiscing and discussing games.

TWJO online

Although it was only published on 14th January, the PDF edition of *TWJO* 161 had been downloaded 245 times by the end of the month. Issue 160 attracted a further 73 downloads in January, giving it 271 over two months. *TWJO* 159 was downloaded 72 times in January for a total of 369 since publication.

My website was found by some interesting searches during January. People hunting for "Pylos game" on Bing were at the top. Why the sudden interest, I wonder? And then there was "What date was Toy Fair 2006?" Presumably that person got my report on the (London) Toy Fair in 2006. Sadly, I didn't actually give the dates it was held. Of course, it may just have been a typo for 2016...

Letters

Tim Macaire is watching the skies!

A strange yellow thing appeared in the sky today for the first time in living memory, so I am taking it as an omen to get my orders in.

Thanks, Tim. Colin Bruce sticks to the subject.

“Thanks very much for the first *TWJO* of the new year. Very welcome. And if it makes you feel better, I too assumed that it must be a medical game called Dr Congo!”

Perhaps we should suggest this to the Ragnar Brothers for a follow-up game. Jonathan Palfrey has been playing something rather different.

“I know you're not into computer games, but I'll give you a brief report on one, as it's not your typical computer game.

“Recently I picked up *Pike and Shot Campaigns* from Slitherine (www.slitherine.com), a Surrey-based company. I gather that it's basically a set of rules for tabletop wargaming (with model soldiers) translated into a computer program, so it feels more like the sort of game I used to be comfortable with.

“It's a turn-based game. You move and fire all your units, then your opponent does the same, and there are some intermediate phases of counter-fire and melee that run automatically. The user interface is intuitive and easy to handle, it all works well, and I'm impressed by how much more convenient the computer version must be than the original tabletop game. I don't have to measure all the distances, make calculations, throw dice, remember all the rules, or keep track of the casualties; it's all done for me.

“You can use it to play battles in various countries of Europe from 1494 to 1698, historical battles or random battles. You can set them up yourself. You can also play campaigns, i.e. whole wars, although the campaign action is a fairly slender framework on which to hang the battles.

“The graphics are not very advanced by modern standards. You can't see the soldiers clearly, the dead and wounded aren't visible; but I don't need that.

“It seems like a pretty good battle simulation to me, except that you can move every unit every turn, and they all do as they're told. Apparently the officers are utterly obedient and carry mobile phones. You lose control of them in melee (hand-to-hand combat) and when routed or pursuing a routed enemy. During hot pursuit, they may decide on their own initiative to charge any other unit that gets in the way. Planning movement is important: it takes movement points not only to move but also to change direction.

“There's quite a range of units available, and they change somewhat in characteristics depending on details of time and place. I guess the game inherits all the research that went into the tabletop version, so it has depth to it and doesn't feel like something hastily put together.

“The game can be played against the computer, or with multiple human players by e-mail (which I haven't tried). The program makes a fairly competent opponent.

“I thought I was moving away from pure wargames, which I haven't been playing for some years, but you could say I've been tempted back for this one. Maybe I'll get bored with it after a while, but so far I rather like it. A battle doesn't take too long to play, maybe an hour or less, depending on the size.

“For more info and screenshots, see www.slitherine.com/games/pscamp”

Jonathan added a bit more a few days later.

“I've found that the programmed opposition isn't consistently competent. It seems to handle cavalry well enough; but, when handling larger numbers of infantry units, it tends to throw them into action a few at a time, which is not a successful tactic.

“I suppose I should find human opponents; but I've grown accustomed to the convenience of playing against a program. I can play whenever I like, whatever I like, and stop playing without notice or apology. Playing against a human opponent is more serious, less casual. Maybe I'll get around to it later.”

Interesting to see something that's an adaptation of tabletop play. I'm quite tempted, but it's not my period: my wargaming was American Civil War and WW2 East Front (versus Mr Dommett's Germans, usually). Perhaps another reader would like to give Jonathan a game – or add to his report.

London Toy Fair 2016

Pevans visits Olympia

Toy Fair is very different from the other games events I attend. To start with, it's a trade show, so games are not being played, just business being done as publishers and distributors show off their wares. Secondly, games are only a small fraction of what's on show. Finally, it's about mass market products rather than the gamers' games I'm usually looking at. Hence, while Toy Fair takes over the Olympia exhibition halls for three days, a few hours is all I need to cover the relevant bits. I do enjoy this rather different view of the games industry, though – particularly as I missed last year.

Often the most interesting part of Toy Fair is the “Greenhouse” area: small stands intended for start-up businesses and newcomers to the show. It's often where you'll find games inventors and their creations. Let me start with the Greenhouse, then, and see what I can find.

As I walked up, I immediately spotted Destination Board Games and their eponymous product, the *Destination...* games. They are far from being a newcomer, though, celebrating the tenth anniversary of their first game, *Destination Portsmouth*, with a new edition. The games are all about navigating



A view over Olympia with the Greenhouse prominent

your way around the places shown on the board, aiming to make the most money from picking up and delivering fares. (Very familiar to anyone who's played *The London Cabby Game* or the venerable *Taxi!*) Prominent on the stand was the (*Destination*) *Downton Abbey* game that they were launching last time I saw them. Find out more at www.destinationboardgames.co.uk

Next door was French publisher and distributor Morning Family, making their first appearance at the London Toy Fair. They had some gamers' games on show, particularly the Stonemaier Games – *Euphoria*, *Viticulture* and the two launched at Spiel last year, *Between Two Cities* and *Scythe*. We can expect an expansion for *Euphoria* later this year. Also on show was speed game *Gobb'it*. This is a fast-paced card game of a bizarre food chain: chameleon eats mosquito, snake eats chameleon and, I assume, mosquito bites snake. And gorillas eat everything (really?). To complicate things further, cards in different colours and the colours must match. It's entertaining enough and aimed at family play.



The main attraction at Morning Family was *Exploding Kittens*. A game with kittens and explosions – what's not to like? At heart it's very simple: players take it in turns to draw a card and lose if their card is an exploding kitten (as is only right). However, other cards let players avoid this fate – or at least postpone it – in some way. They can look at the top cards on the deck, force other players to draw multiple cards or defuse the explosion. It is utterly bonkers and irresistible. I can't say I'm a fan of the artwork, though. Morning Family have an interesting and expanding range of games and can be found at www.morning-family.com

At the end of this first row was Dicey Games with *Dicey*. This is a game of brightly coloured dice. Dice that are just a bit weighted. One side is slightly convex, making it harder to roll a 6 and easier to get a 1. The basic game is simply being the first to meet a specific challenge. Everybody plays at once and just re-rolls until they meet the challenge, so this is very much a speed game. The whole thing fits neatly into the drawstring bag, making it very portable and it's

an entertaining bit of fun. It's for 1-6 players, aged 5+ and retails at £9.99. The website is www.diceygames.co.uk

Apart from these three, I only found two other games in the Greenhouse area. *Gimatricks*, from Israeli publisher Ashram, uses letter and number tiles in a game that combines word-making and numerology. I did not look any closer, nor can I find a website. Nor did I spend any time with Golvingo Games ("We focus on educational games for children"), but they have information on Facebook: www.facebook.com/goLingoGames



Look: brightly-coloured dice!

Rather than follow my wanderings around the floor – and gallery – at Olympia, I'll talk about the other businesses I saw in alphabetical order.



You see: it's just brown!

I made it clear to Dean Tempest at Big Potato that their new game was disappointing. *Obama Llama* comes in a brown box, a far cry from the brightly coloured packaging that makes their other games stand out. The game itself was inspired by the game played on air by radio DJ Matt Edmondson. The challenge is to get your teammates to work out a rhyme involving a celebrity's name (hence Obama + llama). It's as bonkers as their other games and was launched online last year, appearing in John Lewis in the run up to Christmas.

Big Potato has two games in the pipeline for this year. *Scrawl* pairs doodling with Chinese whispers (start a doodle, pass it on, see what you end up with!), while *OK Play* is a simple tile-laying game for 2-4 players – all you need to do is get five tiles in a row... There'll be more from Big Potato at the UK Games Expo in June or you can visit their website at bigpotato.co.uk

As I say every time, Cheatwell is a brilliant name for a games publisher. Cheatwell Games had the usual selection of terrific family and party games on display. However, I spotted a copy of *Mijnlieff* lurking on one counter. This is Andy Hopwood's neat two-player abstract from 2010 that comes as

laser-cut wooden pieces. Apparently discussions are going on for Cheatwell to produce a new edition, which would be excellent. The full range of Cheatwell's games, puzzles and other things can be found at www.cheatwell.com

Distributors Coiled Spring had plenty to show off, not least Gamewright's range of terrific children's games and the huge variety of *Rory's Story Cubes*. However, I was very pleased to see games from Granna in Poland: the older *CV* and the new *CVlizations*. The latter – a civilisation-building card game – was great fun when I tried it at Spiel last year, so it's good to see that it's available in the UK. I expect to see more of these – and others – at the UK Games Expo and everything's on their website: www.coiledspring.co.uk



Ephemeris on display

background. The multi-player game uses coloured dice to move the planets, but the goal is much the same. The third game is a quiz for up to seven players (or teams). Players must answer questions correctly to move their planet along its orbit. First to complete an orbit wins. The game sounds interesting and it certainly looks good. The biggest problem, as co-designer Freddie Holding confirmed, was being positioned next to a company selling karaoke machines! The game itself was in John Lewis for Christmas last year and will be more widely available this year: www.ephemeris-game.uk is where to find out more.

I almost missed Pants on Fire as they were in the corner of the gallery, set back from the main stands. However, Richard McLuckie grabbed me to take a look at the slew of new games they were showing (prototypes and working titles at the moment). *The Auction Game* uses real lots from Christie's with players estimating the value of the items – and getting a bonus if they can buy them cheap. *It Pays to be a Winner* was summed up as *Trivial Pursuit* meets roulette. Players answer questions to earn money, which they can then gamble to, hopefully, win more. *Whose Tagline is it Anyway?* has players trying to remember the film, product or TV show from its tagline. There are several levels of

difficulty, giving players quite a challenge. *Wordoddity* is a word game where players use letter tiles to invent new words that they then define. In Fictionary Dictionary style, players then vote for the best definitions. Phew! That's a lot of new party games to add to the existing range. We should see more of them at the UK Games Expo in a few months. To catch up, see the website at www.pantsonfiregames.co.uk

Premium World was a new name to me and had a single game: *Super 11*. This was billed as “the ultimate football strategy game,” which was enough to make me steer well clear (though I've a feeling I've seen that tagline before). The game features a pitch with these strange headless torsos as playing pieces that I just found creepy. Those made of sterner stuff can find out more at: www.super11.co.uk

Thames & Kosmos is the UK distributor for German publisher Kosmos and it's great to see more of their games (not to mention science, crafts and construction sets) becoming available in the UK. The current selection includes the *Legends of Andor* series, *Steam Time* and *Tumult Royale* (the two new games I saw at Spiel last year) and *Imhotep* from Phil Walker-Harding. This last is not so much about building the pyramids as transporting the huge blocks of stone used in their construction. Almost literally in this case, as the game has lots of chunky wooden cubes representing the building blocks. It looks like a lot of planning is involved as players need to excavate and load their blocks to be delivered in the right order. I look forward to trying it and may well get an opportunity to do so at the UK Games Expo. For more about Thames & Kosmos, see: www.thamesandkosmos.co.uk



Ski Run on display



The Pants are on Fire

Which brings me to the last in alphabetical order: Wild Card Games. Main man Sean Byrne introduced me to his latest: *Ski Run*. This is about the ups and downs of a skiing holiday: lifts and runs. The aim is to race across (well, up and down) the mountain and be first to get back to the bar (always my goal!). This is done through tactical card play

with cards allowing players to jump the queue, hire a skidoo or force their opponents off piste. A clever touch is that the draw pile is face up, so players can see what's coming next. It looks a good, fun family game with some tactical decision-making. For the full low-down, see: www.wildcardgames.com

That was it for another Toy Fair. It was good to see a few gamers' games getting an airing, amidst all the family and children's stuff (which, of course, is the show's focus). However, I was a bit disappointed that there were not more games inventors proudly showing off their baby. There have been plenty of these in the past – usually with a variant on *Monopoly* or *Trivial Pursuit*, but the occasional gem as well. Thanks to the British Toy and Hobby Association who organise the event and you can find out more about it at the website: www.btha.co.uk/toy-fair

This report has been slightly edited for space. The full version will be published on my website as: www.pevans.co.uk/Reviews/ToyFair16.html

Games Events

February is the month for SoRCon, held at the Holiday Inn in Basildon. This year's event is from 2 pm on Friday 26th to 5:30 pm on Sunday 28th. SoRCon is a friendly event in a comfortable hotel and well worth a visit. While there's open game playing all weekend, there are also a few events, notably the "Quiz-a-Hunt". There should be a trade stand and a secondhand stall, for those in a shopping mood. For details, see the website at: www.sorcon.co.uk

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (a few minutes' walk from London Bridge station). For more info, 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.

UK Games Expo: 3rd-5th June 2016 at the NEC (Hall 1 and Hilton Metropole). 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. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 13th-16th October 2016, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: mid-November 2016 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>

Great White Hunter

Turn 9

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

What's this about?

This game is essentially a variation of *Battleships* and is open to all readers of *TWJO*. Set in the late 19th century, a 20 x 20 grid represents an area of the African bush, while the players are all hunters looking 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 grid and numbers (1-20) up and down (thus A1 is 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.

Once an animal has been identified, subsequent shots share the points of the square they hit (there are no points left for the square(s) hit initially) with a minimum of 1 point. So if A and B hit the second square of that lion and C gets the third, C gets 5 points, A and B 2½ each.

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

After 12 turns or when the board is clear (except for any snakes), the player with the most points wins.

Shots and scores

Chris Baylis muses, “So, my plan backfired... [Mr Bond] but at least the lion didn’t fire back. This time I am going to delve into the deepest darkest (lightest actually) areas of the jungle where no man (or lady) has set foot. If we hear a noise near us, we will shoot to kill whoever/whatever it is.” His shots go wild, but other people have the same targets.

Mike Dyer goes all Indiana Jones on us: “Snakes, why’d it have to be snakes?” He blasts the central area around the dead snake and is joined by Ray Vahey, who even hits the dead monkey, and Brad Martin.

Charles Burrows and Matt Shepherd take aim and hit the same Gorilla. Tim Macaire and Rob Pinkerton share an Antelope, but Graeme Wilson hits one all on his own. The significance of this is that it ties him with Rob for the lead.

Player	Shots	This turn	Total
Chris Baylis	Q11,R11	0	7.92
Andrew Burgess			6.00
Charles Burrows	B13,G2	2	7.50
Mike Dommett	B13,Q11	0	8.75
Mike Clibborn-Dyer	I15,J16	0	14.25
Alex Everard			5.00

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	6	12
Lion	L	3	3	15
Elephant	E	4	2	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.

Player	Shots	This turn	Total
Joe Farrell			1.00
Tony Hinton-West			2.00
Bill Howell			5.00
Andy Kendall	R19,S19	0	6.25
Nik Luker	R10,Q11	0	15.00
Tim Macaire	L11	2	9.50
Brad Martin	J16,J14	0	5.00
Graeme Morris			5.00
Craig Pearson			2.67
Rob Pinkerton	M10,L11	2	18.00
Matt Shepherd	B2,G2	2	10.42
Gerald Udowiczenko	L6,R19	0	1.00
Pam Udowiczenko	R10,B2	0	5.00
Ray Vahey	K14,J12	0	7.75
Matthew Wale	C2,S18	0	3.00
Graeme Wilson	B3,P10	4	18.00
Paul Wilson	G7,T5	0	14.75

Send your next shots to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Friday, 11th March 2016.

Online Games

TWJO readers are welcome to join in the various online board games we’re playing. Let me know what games you’d like to play and I’ll add you in.

Game 32 of *Brass* (at brass.orderofthehammer.com) ended a week or so ago with a crushing victory for yours truly (well, it’s my first win for a while) on 138 points from “Al h” (this game’s ringer) on 121, Mike on 112 and Steve on 97. Game 33 is now under way.

The latest arrival to catch my attention is *Keyflower* at Board Game Arena (BoardGameArena.com). This is a terrific game that I haven’t played nearly enough, so I’m signing up for a game or two. If you’d like to join me, let me have your ID at BGA and I’ll invite you in.

Amazingly, BGA has also put up a game, *Koi-koi*, that uses Hanafuda cards (Japanese playing cards with 4 cards for each month, represented by a specific flower). It’s only two-player, but a must for me as I have fond memories of Mike and I puzzling out a badly-translated book to play with our Hanafuda cards.

Trader to the Stars (Star Trader game 8)

Game report - Turn 2

"OK, clean out the Passenger Pods once this lot are offship."

"Sir."

"I'll stroll down the port offices and see what self-loading freight awaits."

The officer oozed down the plates to the business district.

"None?"

"None, I'm afraid. FATCAT were here with their liners."

"What are we doing about it?"

"Well we started a whispering campaign but that's going to take time to have much effect..."

TRANSURANIC TRADERS bought 4 Alloys for 1 HT each at Gamma Leporis.

At Epsilon Eridani, COSTA NOSTRA 2 sold 4 Isotopes for 12 HTs each.

Tau Ceti saw a Dealership for FATCAT as they bought 12 Isotopes for 6 HTs apiece.

FATCAT also gained a Dealership at Mu Herculis buying 10 Petroleum for 11 HTs each. They also sold 6 Isotopes for 8 HTs apiece.

PAVONIS PIONEERS bought 12 Isotopes for 6 HTs each, and a Dealership, at Sigma Draconis, and sold 4 Petroleum at a price of 16 HTs/unit as well

On Alpha Centauri PAVONIS PIONEERS outbid WHITE STAR LINE'S bid of 11 to buy Liquors, bidding 12 and collecting 3 units. PAVONIS PIONEERS sold 11 Spice at 14 HTs each and a second Dealership.

COSTA NOSTRA 2 bought Passenger pods and B class crew for his two ships as they were launched.

FOOLS AND HORSES raised Business Connections.

FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS bought 5 Alloy Factories at Gamma Leporis and Warehouses at Alpha Centauri and Gamma Leporis. The Ashbrook was sold on its arrival at Mu Herculis for list, and its fleet of 6 ships were launched. Passengers have been loaded to Tau Ceti and Beta Hydri to the annoyance of at least two other Corporations. Political Connections were raised, but when Reputation was pushed there was a surprise nil result.

WHITE STAR LINE bought Warehouses at Mu Herculis and Sigma Draconis and raised their Reputation. Otherwise they were outmanoeuvred this Quarter, judging by the dental work their CEO required.

SWISS MERCENARY FLEET took OP3 and loaded weapons at Tau Ceti. A further basic level Piccolo was laid down at Tau Ceti, probably to be Naginta 3 as

the other two have been imaginatively named. Business Connections were improved.

INTERSIDEREAL GREENHORNS loaded an A class crew, Augmented Jump and Light Weapon pods on their new ship before it was launched this Quarter. Reputation rose strongly.

PAVONIS PIONEERS bought Warehouses at Tau Ceti and Mu Herculis. The Phoenix Hulls were equipped with cargo pods as bulk carriers.

TRANSURANIC TRADING expected to load up four Passengers and found 1. There was no comment.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep'n	Player
B	4 0 3	N		570 20	Andrew Burgess
C Costa Nostra II	4 5 1	0	7th	26 21	Mark Cowper
D Fools & Horses	2 0 7	0	8th	25 32	Mike Clibborn-Dyer
E FATCAT	3 7 2	7	1st	168 28	Jerry Elsmore
F White Star Line	0 0 7	3	6th	47 29	Paul Evans
G Swiss Mercenary Fleet	2 5 2	0	2nd	29 28	Martin Jennings
H Intersidereal Greenhorns	2 0 7	0	3rd	30 31	Mateusz Ochman
J Pavonis Pioneers	4 0 8	0	5th	283 28	Przemek Orwat
K Transuranic Trading	3 0 4	0	4th	66 20	Bob Parkins

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

News

OP3 was taken by SMF.

There were two new News chits this turn. The current chits (new ones in bold) are as follows.

Turn 3 B8

Turn 4 P7

Turn 5 P8, C4

Turn 6 **B3, P2**

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

GM Notes

Passenger Pods all require the same grade of crew as the main hull. Some Corporations forgot.

If Red Choir sees a chit, it may take advantage of the chit, yes.

Once a chit has been seen it remains seen, you only pay the first time you see a chit

Inter-player deals are acceptable. Please run things past me, especially

if you think you have found a loophole in the rules, to avoid disappointment.

If your standing orders don't say 'read News chits' and your turn orders don't say anything, then you won't see any new News chits.

Ships are assumed to avoid interception if an opposing ship is in

system space and, if they are intercepted, to attempt an emergency hyperjump, UNLESS orders exist saying something different.

Some Corporations found that they were unable to load passengers as an earlier company had already taken all that were available.

**Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk
by 4th March 2016**

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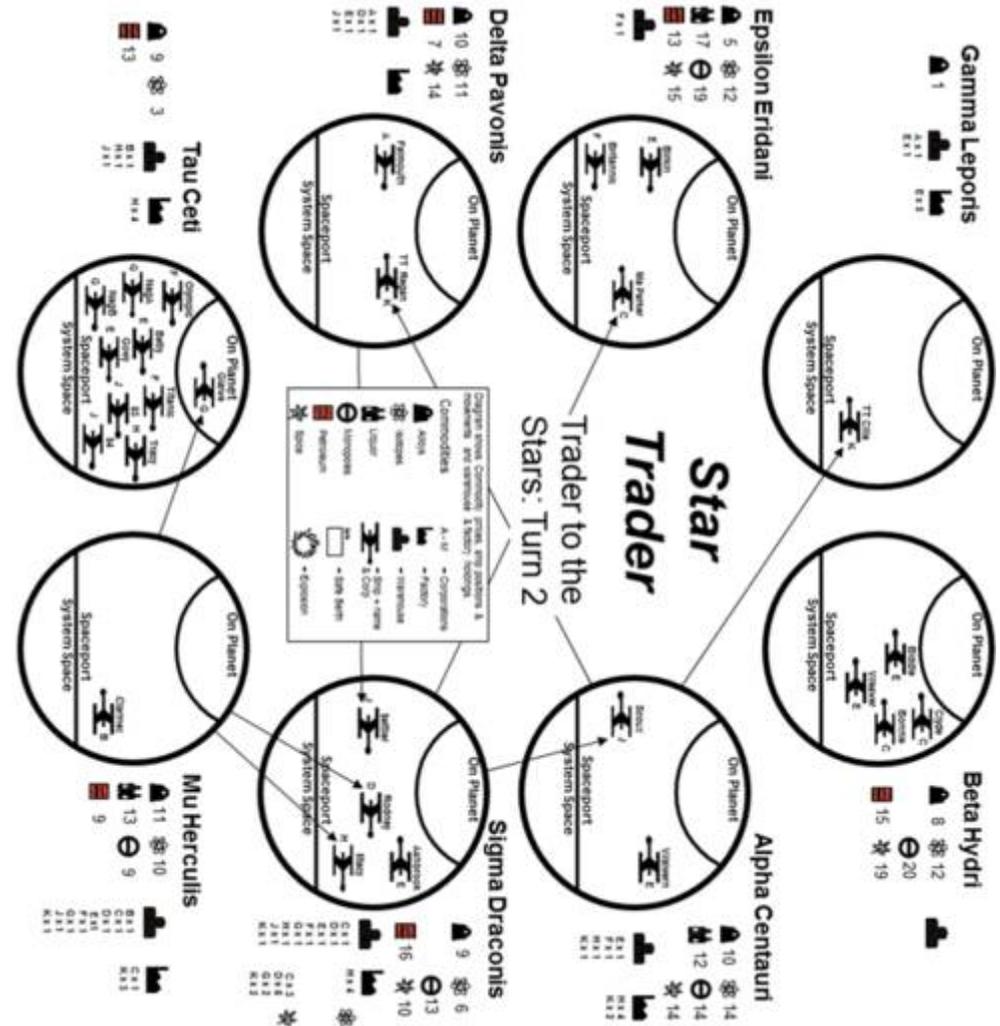
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Banwen (Railway Rivals game 11)

Game report – Turn 7

BLACK SHEEP RAILWAYS do the best out of the first round of races, though TRAVEL HOPEFULLY RAILWAY also scores well. STEAM MACHINES & FUNICULARS then built south towards the western docks, while ARRIBA ARRIBA ANDALE started to tunnel through the ridges between the valleys. BLACK SHEEP RAILWAYS built to the last unconnected town and TRAVELLING HOPEFULLY RAILWAY built up the valley to Fochriw.

Race results					Scores			
					AAA	BSR	SMF	THOR
1	35	Merthyr Tydfil	21	Crumlin	+4		+1	20-5
2	23	Blackwood	53	Cardiff or Barry	20			
3	15	Brynmawr	41	Hirwaun	+3	+4	20-8	10-4+5
4	64	Tonypandy	55	Barry or Penarth		20+3		10-3
5	55	Pontypridd	14	Abertillery	10 JR			10 JR
6	51	Maerdy	54	Cardiff or Newport		10+10-6		20-10+6
7	44	Mountain Ash	62	Treorchy		20		
TOTAL					37	61	13	59

Builds and points

BLACK SHEEP RAILWAYS (BSR),
Gerald Udowiczenko – Black
Builds: (F18) – G18 – Gilfach Goch (-2 +6)
Points: 75 +4 +61 +1 = 141

TRAVELLING HOPEFULLY RAILWAY (THOR), Jonathan Palfrey – Green
Builds: (G46) – G42 – Fochriw; (I50) – Ystrad Mynach; (H55) – H54 (-10, 2 to SMF, 1 to AAA)
Points: 47 +59 -10 +1 = 97

ARRIBA ARRIBA ANDALE (AAA), Mike Dyer – Blue
Builds: (Tredegar) – M40 – L39 – Rhymney; (Abertillery) – G77 (-12)
Points: 95 -12 +37 +1 = 121

STEAM MACHINES & FUNICULARS (SMF), Martin Jennings – Red
Builds: (B56) – A56 – A61 – D62 – D63 (-12, 1 to THOR, 1 to BSR)
Points: 74 -12 +13 +2 = 77

Next turn's races

Race	From		To	
8	33	Fochriw	52	England
9	42	Aberdare	53	No Name
10	13	Abersychan	51	Any Port
11	25	Ystrad Mynach	54	Ynysybwl
12	43	Aberaman	56	Any Port
13	34	Dowlais	65	Tonyrefail
14	36	Merthyr Tydfil	54	Cardiff or Newport
15	16	Ebbw Vale	22	Cross Keys
16	61	Treherbert	53	Cardiff or Barry

GM Notes

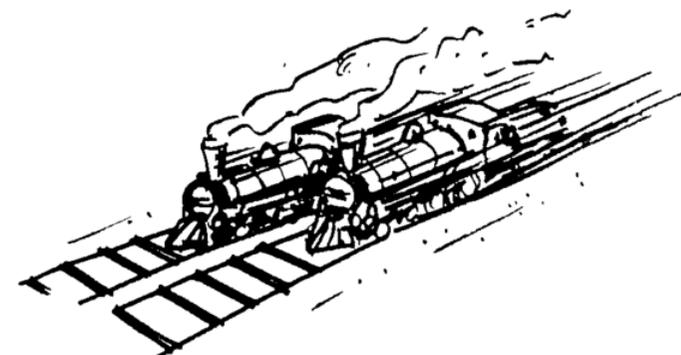
The special rule on this map is that every second race is a special. This gives us 8 races each turn. I have no idea where race 8 vanished to last turn. My apologies: it has been added to this turn as a held-over race – so you can enter it in addition to the 5 races allowed.

Each player may enter up to 5 out of 8 races each turn – held over races (in italics) don't count towards this limit.

Many races may require Joint Runs or Exchange of Running Powers – talk to each other. Make sure at least one of you specifies a route and the other one at least says "Joint run/Exchange with X, his route."

After the race, each player may build up to 10 build points, including known costs to others. The build points available after the races will reduce by 2 each turn.

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 4th March 2016



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

Orders for August 1668 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 11th March 2016



June 1668 (292)

June starts with summer sunshine and the hurly and burly of the army packing up and marching off to the North-east. Their job will be pacifying France's newly acquired territory. In the midst of all this activity, there is still time for debts of honour to be settled.

First up is Charles Louis Desapear of the 27th Musketeers. He is taking on an enemy: Xavier Four-Hollandaise of the 13th Fusiliers. Both men use their regimental rapiers. Four-Hollandaise has the advantage of two seconds, Sebastian de la Creme and Felix Anton Gauchepied'er. Desapear has the advantage of being much bigger. Gauchepied'er is making quite an event of this, bringing a picnic hamper and a friend, Trissy, with him.

After much discussion over the best approach to fighting this duel, Four-Hollandaise opts for the classic defensive opening: Parry then Block. Classic against a sabre, anyway. Desapear simple lunges. His attack passes cleanly through the block, giving him first blood. At the sight of this, Gauchepied'er faints dead away and has to be carried back to his lodgings, Trissy explaining that he's having "one of his heads". Four-Hollandaise is made of sterner stuff and simply surrenders.

In another secluded courtyard, Cardinal's Guard Colonel Lothario Lovelace duels the King's Musketeers' commander, Was Nae Me. Duncan d'Euaneurts and Frele d'Acier second the Musketeer while Leonard de Hofstadt stands alongside Lovelace. Both duellists have their rapiers, but Lovelace is the more skilled swordsman. He's that little bit beefier than his opponent, too.

Lovelace opens with a slash. Preparing this gives Me time to score first blood, running his opponent through with a lunge. The slash evens things up. Me's second blow is a cut – he has neatly disguised his furious lunge. This does just enough damage to Lovelace that he concedes the fight.

Last minute changes

Returning from his seconding duties to the Cardinal's Guard barracks, Major Hofstadt leans on the regiment's Lieutenant-Colonel and persuades him to quit. Hofstadt buys his way into the rank, making him number two in the regiment.

After his traumatic experience on the duelling field, Felix Anton Gauchepied'er resigns his commission in the Queen's Own Carabiniers. His CO, Brigadier-General Terence Cuckpowder, receives a long letter explaining why (see Press). This takes Cuckpowder by surprise as he was going to make Gauchepied'er Regimental Adjutant – assuming he was about to buy a Captaincy. Cuckpowder doesn't get an Aide, either, despite offering the job to Philippe Lesueur. Subaltern Lesueur prefers to serve with the Royal Foot Guards, it seems.

Euria Humble buys the Colonelcy of the Gascon Legion before leading them into action. Charles Louis Desapear does the same in the 27th Musketeers. Sebastian de la Creme enrolls Allan Fa-Dân into the Crown Prince Cuirassiers before joining First Army as Aide to General Pierre le Sang. Fa-Dân borrows as much as he can, but still can't afford to become a Major (it's the extra horses that do it). He settles for a Captaincy before marching off.

For those staying in Paris, the big news is that His Majesty decides it's time for Count Jacques Shitacks to have a different job: he appoints him Minister of War. Minister of State remains vacant for the time being, decisions being taken by whoever takes the King's fancy this week.

Thus the army departs, leaving Paris a much quieter city for the summer months. The plaintive cries piercing the sound of marching feet come from Major Coeur De Lion of the Picardy Musketeers, who seems not to have noticed that the regiment's on active service for the summer.

Lock up your daughters

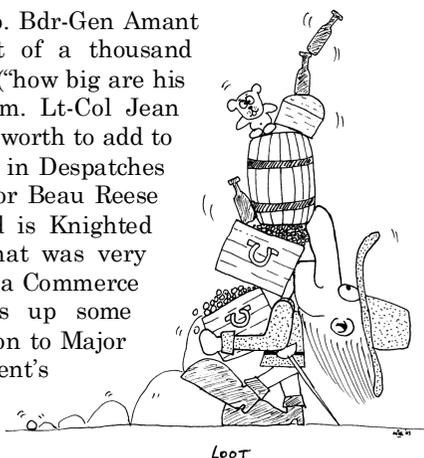
First Army has a fairly open brief this month, sweeping France's new territory to make sure it's clear of any Spanish troops and that the locals understand the new regime. General le Sang takes an active role, leading his troops whenever his staff allow him to. For this he gains a Mention in Despatches ("he looks like a General") and is named as Field Marshal for next year. He takes a nominal 500 crowns of booty to keep his finances ticking over. Remarkably, Sang has Brigadiers-General as both his Aide and Adjutant. Bdr-Gen Sebastian de la Creme, his Aide, follows his boss doggedly to gain a footnote in the Despatches ("Crème was there too"). There's a further 500 crowns for him. Adjutant Etienne Brule takes on the administrative tasks and ensures that his name is Mentioned

as well (“hard-worker that Brule”). He only takes 200 crowns worth of loot, rather less than he re-paid the Shylocks before leaving Paris.

First Division consists of the Guards, backed up by the Dragoons. The Guards Brigade take their usual approach to Field Operations: they march into villages that thought they were in the Spanish Netherlands (perhaps some of them still are!) and grab anything that isn’t nailed down. Naturally this does provoke some opposition – along with much hiding of valuables, livestock and daughters.

The King’s Musketeers do best this month, with Bdr-Gen Was Nae Me gaining a Mention in the Despatches (“it definitely was him, I tell you”) to go with the best part of 500 crowns worth of goodies. His number two, Lt-Colonel Duncan d’Eauneurts, gets slightly less loot, but Captain Maurice Essai Deux manages the same amount. Deux is also Mentioned (“just like his CO”).

The Royal Foot Guards do pretty well, too. Bdr-Gen Amant d’Au, commanding, stuffs the best part of a thousand crowns into his pockets and is Mentioned (“how big are his pockets?”), which brings him an Earldom. Lt-Col Jean Jeanie picks up some six hundred crowns’ worth to add to his little collection, along with a Mention in Despatches (“what is with him and chimneys?”). Major Beau Reese Jean Seine matches his CO for loot and is Knighted following his Mention in Despatches (“that was very brave – he almost took a risk”). He is also a Commerce investor. Captain Con d’Masses rounds up some Spanish stragglers, bringing him promotion to Major in the wake of the death of the regiment’s previous junior Major. As he had tried to buy the rank earlier in the month, this is good news, especially as his loot provides more than he needs to purchase a couple of horses. Subaltern Philippe Lesueur makes do with a round 500 crowns’ worth of goodies.



The Cardinal’s Guard meets some resistance – local farmers who are reluctant to feed the French army. Colonel Lothario Lovelace confronts one of these himself and receives his reward: a pitchfork in the belly. The Colonel’s horse bolts at the unexpected attack and, by the time his body can be retrieved, he is deceased. RIP. Lt-Colonel Leo de Hofstadt avenges his CO, appropriating over five hundred crowns worth of farm animals and being Mentioned in Despatches (“good response!”). Major Alan de Frocked grabs a similar amount, mainly in farm machinery through. Captain Jean d’Ice does slightly better, being promoted to Major and financing the two horses he needs with a further 500 crowns left over. He is Mentioned as well (“great initiative from the Captain”).

Brigade Major Voulo Vault is somewhat at a loss. He’s not sure quite where he is and has definitely brought the wrong maps. Straying over the border on his own,

he is captured by the Spanish and executed as a spy. RIP. His fellow Brigade Major, Claude Talon in the Dragoons, is much more on the ball, but finds no reward for his service this month.

The Grand Duke Max’s Dragoons have a field day – or month – galloping about the countryside, hunting down anyone who appears to be wearing a Spanish uniform as well as any foxes they come across. Their commander, Bdr-Gen Chopine Camus, leads the way with a Mention in Despatches (“View halloo!”) and 250 crowns’ worth of loot. There’s a Mention for Lt-Col Jacques As, too (“Tally ho!”) as well as Major Kidder de Margaux (“Gone away!”). However, Captain Grégory Bonnissel jumps one hedge too many. There’s an unexpected ditch on the other side and his horse plummets to the ground, hurling its unfortunate rider several yards. On inspection, it appears Captain Bonnissel broke his neck on landing. RIP. Trooper Granville Ferferfetachloff is a good little soldier and earns his salary.

Princess Louisa’s Light Dragoons take things much more calmly and there is no reward for Captain Humphrey Gocart.

Sticking with First Army, the Cavalry Division also has free rein, scouring the region for any enemy activity. It seems loot is a little scarce for the Horse Guards Brigade. There’s only 50 crowns for Brigadier Ali Vouzon and nothing for his Brigade Major, Jean Ettonique. Queen’s Own Carabiniers commander Terence Cuckpowder can’t do any better: 50 crowns for him. However Frele d’Acier, acting commander of the Dragoon Guards in Brule’s absence, finds a Spanish sympathiser and confiscates 200 crowns’ worth of property.

Heavy Brigade does a bit better, finding itself in a more Spanish-leaning area. Brigadier Uther Xavier-Beauregard gains a Mention in Despatches (“that’s more like it”) as he collects 400 crowns’ worth of booty. Both Cuirassier regiments are successful, clearing out plenty of ‘Spaniards’. Major Percy Mystic, with Archduke Leopold’s, pulls in 300 crowns worth of loot. However, there’s nothing for Captain Allan Fa-Dân in the Crown Prince’s.

Supplies, supplies

Second Army is assigned to lay siege to a Spanish fort that French calculations put the wrong side of the new border – by several feet. The only problem with this is that Second Army seems to be short of equipment and what they have isn’t very well made. Spades and picks snap, there aren’t enough pikes and some of the gunpowder seems to be sand... Despite this, the Frontier regiments do a decent job of setting up ramparts, only regiment 3 taking a hammering from the Spanish defenders as they struggle to dig in. Lt-General Monty Carlo is serving with Fourth Frontier and uses the opportunity to fill his boots: he takes 1,500 crowns from his entrenching tool franchise and is Mentioned in Despatches (“a handy man with a spade”). Army commander (brevet) General Bill de Zmerchant makes his rank permanent and receives a Mention (“Difficult circumstances”).

Third Army's job is to establish the new border and guard against any activity by Spanish and local forces. Four Brigades plus the Royal North Highlanders spread out along the Frontier and see some skirmishes. The 27th Musketeers, led by Colonel Charles Louis Desapear, have a quiet month and there's no reward for the Colonel. That's it for Third Foot Brigade.

Fourth Foot Brigade sees the 69th Arquebusiers take a pasting when they run into some patrolling Spanish cavalry and come off worst. Despite this, there's a Mention for Bdr-Gen Pepé Nicole, commanding the 69th ("he's a fast mover!"). The Gascons have a more peaceful month, but Colonel Euria Humble comes in for some censure as he's hard to get hold of.

Third Division sees success in their skirmishes, but it is noted that Divisional Adjutant Bernard de Lur-Saluces spends all his time in his tent. Surely the Despatches can't take that long to write? With Lur-Saluces serving with Division, the 13th Fusiliers are led by Major Xavier Four-Hollandaise. The Fusiliers trade gunshots across the border and see off the Spanish infantry, bringing Four-Hollandaise promotion to Lt-Colonel.

In First Foot Brigade the promotion is for Lt-Colonel Gaz Moutarde, commanding the Royal Marines and now a full Colonel. Major Coeur De Lion would be in charge of the Picardy Musketeers, but he's Brigade Major and serving with Brigade HQ instead. He, too, is promoted, becoming Lt-Col.



Paris in summertime

Back in Paris nothing much is happening. Minister Jacques Shitacks takes up residence at the Fleur de Lys with Madelaine de Proust for the entire month.

Pierre Cardigan is there for the first week, bringing Lois de Low for a drink. However, he has another lady in his sights and is off wooing her the following week. The result is a duel with Euria Humble, so I think everybody can deduce the object of his affections. Pierre practises sabre for the second half of June.

Richard Shapmes arrives at the Fleur in week three with Kathy Pacific on his arm, having courted her earlier this month and then spent a week with his rapier. After his courting success, he is at a loose end for the final week of June.

Rick O'Shea appears in Bothwell's at the end of the month, having spent the first two weeks with his cutlass and the third week in the red light district.

Florent Sans de Machine fails in his courting, so adjourns to the bawdyhouses for a drink. Just a drink, mind. Then he's in Hunter's for the rest of the month.

Blue Gables is home to Felix Anton Gauchepied'er some of the time. First, he (and 'Trissy') welcome a handful of sailors that they've been talking to at the docks. The following week is a sight-seeing trip around Paris, ending up outside the Bastille. Here he seeks an audience with 'Fluff-Bunny' only to get very moulful when he learns the former CPS is dead. He and Trissy set out a picnic, get very drunk and Felix then offers his services as a Ferret to all and sundry. After a quiet week at Blue Gables, it's the bawdyhouses to finish his month, though Felix is rather choosy about the company he keeps while there.

This leaves Jacques de Gain who is, of course, working out with his rapier all month. Though he does take time to put more money into his Arms investment. ❖

Battle Results

First Army: 2	Frontier regiment 2: 3
First Division: 2	Frontier regiment 3: 6
Guards Brigade: 3	Frontier regiment 4: 3
Royal Foot Guards: 2	
Cardinal's Guard: 3	Third Army: 3
King's Musketeers: 1	Third Division: 4
Dragoon Brigade: 4	3rd Foot Brigade: 5
Grand Duke Max's Dragoons: 1	27th Musketeers: 4
Princess Louisa Lt Dragoons: 4	4th Arquebusiers: 5
Cavalry Division: 3	4th Foot Brigade: 5
Horse Guards Brigade: 1	69th Arquebusiers: 5
Dragoon Guards: 1	The Gascon Regiment: 3
Queen's Own Carabiniers: 2	RNHB regiment: 3
Heavy Brigade: 1	Third Division: 2
Archduke Leopold Cuirassiers: 1	1st Foot Brigade: 2
Crown Prince Cuirassiers: 2	Royal Marines: 2
	Picardy Musketeers: 3
Second Army: 6	2nd Foot Brigade: 5
Frontier Division: 6	13th Fusiliers: 2
Frontier regiment 1: 3	53rd Fusiliers: 2

Press

Announcements

To all the Subalterns in His Majesty's regiments

I suddenly find myself unexpectedly promoted to Brigadier-General. As a result, I find I am suddenly swamped with paperwork and other duties and

could use the services of a good Aide. Anyone that feels they could fill such a position, please send an application to the Headquarters of the First Army, which I will review in due course.

† Brigadier-General de la Creme,
CO – Crown Prince Cuirassiers

To All members of the Cardinal's Guard

Having seen how much mess the Gascons made, let's make sure that the Guards Brigade show France's enemies how the REAL French army operates.

† JdI (Capt CG)

To all gentlemen of France,

I have recently had the great privilege of having command of one of the finest cavalry regiments in France. The Crown Prince Cuirassiers are on campaign over the summer months and we are recruiting good men to help fill the ranks.

Please send applications to the Headquarters of the First Army, which I will review in due course.

† Brigadier-General de la Creme,
Commanding Officer –
Crown Prince Cuirassiers

Social

War Minister, the Count Jacques Shitacks invites all Officers who hold the Rank of Brevet Brigadier-General and above to attend on him at his Club during weeks 1 and 2 of August with their ladies. All costs met.

War Minister, the Count Jacques Shitacks invites all Gentlemen – of whatever social standing – and their ladies to attend on him at his Club during weeks 3 and 4 of August. All costs will be met.

Personal

To: Bdr-Gen. Cuckpowder,
Commanding Officer, Queen's Own
Carabiniers

Dearest General,
You simply must excuse me for having to leave so soon, darling. All this war business is not really for me and I'm so longing to see the delights of Paris.

Also I've had 'one of my heads' come on again after watching those dreadful duels, so I'd be no use to you at the Front. However, if you don't mind, I shall keep hold of the uniform and perhaps I can re-join you all in September once you've returned.

All the best,

Love & kisses,

† Felix x x x

Dear Pere Allouez,
I am sorry I have not written for some time. The past few months have been very eventful. I've been on trial and exonerated by the Great Father King Pevans, won two duels, lost a horse race and have seen the deaths of a great hero and a great poltroon, Along the way I have enjoyed many a fine Paris evening. Do not fear, I have been good about going to mass and tithing to the Church orphanage. I hear that my uncle the Superintendent of New France has started a brewery in Quebec City, for export to the Colonies in the Caribbean. I am sending money for you to ship a barrel or two to me for my brothers in the regiment. Once more we raise the hatchet against the enemies of France this Summer! I know you might disapprove Father,

but I fasted for a vision before we departed for battle. But received no visions.

Best to my family. I am glad last season the pelts were better!

† Jean-Claude Talon/Gitchi-biizhew

Nobles and Gentlemen of Paris, allow me to introduce myself. I am Philippe Lesueur, heir to the title and lands of the Vicomte de Cahors-Kerignac, an ancient family of the Camargue region of France. I therefore know horses, spirited women, fighting with bulls, drinking with friends and duelling with rogues. I am ambitious for Famille, La Patrie and Le Roi and I humbly commend myself to you in the hope you will find me worthy of association, friendship and patronage.

Yours,

† Philippe Lesueur,
Sieur de Cahors-Kerignac

To Lady Isla d'Éauneurts, Chateau d'Éauneurts, Éauneurts-sous-Montreuil, Pas-de-Calais, Picardy
Chère Maman,

As feared, following some sabre practice with the Cardinal's men last month I was compelled to lead my battalion to the front. Happily fortune smiled on my endeavours – but left me little time for family correspondence.

I'm pleased to relate that the powers that be recommended me for a knighthood having observed my leadership of a counter-attack against an enemy sally. When I return to Paris his Majesty is to dub me Sir Duncan d'Éauneurts!! The enemy threw away their weaponry in their

haste to flee from the brave Musketeers I was leading and I was able to raise a goodly sum from its subsequent sale – though not goodly enough to make a dent in the remaining mortgages on Chateau d'Éauneurts, I fear. Still, there are three more months of hard campaigning in the offing and who knows what may happen by September?

I'm a little uncertain as to which path to take when I finally return to Paris. Brigadier Me has secured a Minister's appointment – though he tells me that this is mainly a springboard to a brigade command. If so, the command of the regiment may open up and allow me to follow in Papa's footsteps. If not, however, I've been wondering about a political career – though the recent demise of Sir Maurice Fluff-Bunny presents a stark warning to all who consider this path. Has news of this reached Picardy? Sir Maurice was always most generous with his invitations where I was concerned (though I did contribute heavily to his True Patriots Fund). It transpires, however, that his ultimate aim was to depose His Majesty and take the Crown!!! No Minister was safe, apparently, and General Count Jacques Shitacks, His Majesty's Minister of State, was fortunate indeed to escape the machinations of the apparent monster he'd helped to create. Perhaps, as a result, he may look favourably on applications from gentlemen whose ambitions are somewhat more modest? Do you think I should renew the acquaintance?

Your Loving Son,

† (Soon-to-be-Sir) Duncan

Dear Uncle Arkwright

Lt. Col. Jacques As made us all write our wills before setting off for the Front. That made me so flippin' mithered I got next to no sleep and never tightened "The Black Widow"'s girths. Due to the weight of the helmet and plume! plus cuirass, which actually protects your chest, not what you were thinking – I spent nearly all of June underneath the dozy old mare as she then collapsed. Would have been found sooner had Sbltn Tristan de Farnon not diagnosed Horse Flu and quarantined her. Dozy pillock. I managed to survive on rather scrummy if cold porridge from t'BW's rations – saved the (best before October 1659) black pudding you kindly sent for practising the martial art Ecky Thump in case I actually get into combat finally.

Your soon to be famous or Hovis (brown bread) nephew,

† Granville

Entertainers changing room at the rear of the Frog & Peach Club. Surrounded by an assortment of frocks, wigs, powders & bottles of perfume two 'gentlemen' are readying themselves for a forthcoming show. One, a blond haired fellow, is half dressed in a bodice and stockings and casually applies a mixture of rouge to his cheeks. The other, a redheaded, sallow, and some may say effeminate looking youth, wearing only a pair of ladies bloomers, armed with a hairbrush, stands behind him and is attentively arranging the blond man's hair while chattering away to him.

"Now, the boys will all be back home soon – just another month to go – and we really must put on a welcome show for them all."

"Ooh yes," replies the blond man, "Let's do that, what a wonderful idea! It'll give us the chance to get out all our costumes and to try some of the new songs that we've been rehearsing." He giggles to himself and reaches for a glass of champagne that stands on a dressing table nearby. "Mind you, do you think that we should allow 'entry' to everyone?"

He splutters and spills champagne down his front as his companion playfully slaps him on the right shoulder and laughingly replies, "I'm not sure even I could cope with all those sweetheart!"

"Oooh, you dirty cow! I didn't mean it like that and you know I didn't, trust you! What I meant was there are a few 'iffy' ones amongst the throng. Take, for example, that Nae Me character, if the rumours are to be believed the poor thing's hung like a baby carrot so she's no use to us dear! Also I've heard that the savage Talon is all mouth and no chopper. Though, saying that, she may have her uses!" At this both men burst into a fit of giggles.

"Well," continues the blond gentleman, "I think we should definitely invite all if the big nobs – NO!! That means all of the VIPs, society's crème de la crème and not what you were thinking! Oh, what the hell it's easiest just to invite them all, the more the merrier darling! We'll get some posters printed off and ready for distribution next month and roll on Week 3 of September!"

Poetry Corner

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

Chanting heard from the woods
outside Dragoon Brigade HQ:
Miigwech kiinwa e-kitwaawendaag-
wazijig, Miigwech Gitchi Ogemaw
Pevans

(Thanks to you warriors, Thanks to you Great Leader Pevans.)

Thundering hooves
Flashing steel

The laughter of war

This is death on arrival

† The Secret Blade

July 1668 (293)

July is good fighting weather for the French armies consolidating their hold over former parts of the Spanish Netherlands. Unlikely as it may seem, Private Granville Ferferfethacloff has been delving into probabilities (courtesy of his colleague, M Blaise Pascal – on secondment from the Sorbonne Maths Department) and decided that he will be better protected as an officer. He buys a commission as a Subaltern in the Grand Duke Max's. Meanwhile Philippe Lesueur, Subaltern in the Royal Foot Guards, buys his way to a Captaincy.

The RFGs' commander, Brigadier-General Amant d'Au, quite fancies being Brigadier, but the Guards Brigade already has a commander, so he doesn't make much headway here.

However, there are vacancies in several commands in Third Army after senior officers were afflicted with dysentery last month. Fourth Foot Brigadier Sebastian Adis II becomes acting commander of Second Division. Colonel Pepé Nicole of the 69th Arquebusiers acts up as Brigadier in Adis's place.

Second Division and First and Second Foot Brigades are all without commanders, so Royal Marines Colonel Gaz Moutarde finds himself in acting command of the Division. The next most senior officer in the Brigade takes over First Foot. But it's not Lieutenant-Colonel Coeur De Lion of the Picardy Musketeers as he's Brigade Major. Instead the job goes to the Major in the Royal Marines, leaving this regiment led by Captain.

Colonel Bernard de Lur-Saluces of the 13th Fusiliers is Divisional Adjutant, so his number two in the regiment, Lt-Col Xavier Four-Hollandaise, is acting Second Foot Brigadier. Both 13th and 53rd Fusiliers are commanded by Majors.

Acting up

Despite the personnel changes, Third Army continues its mission of securing the new border. This does bring some skirmishing with Spanish troops. Under Lt-Gen Adis II, Second Division largely holds its own and Adis gains a Mention in

Despatches (“well, he’s got the rank”) and 50 crowns loot. The exception is the 27th Musketeers who pursue a Spanish patrol only to come under fire from emplaced artillery batteries. Despite having his stylish new tricorne hat knocked off his head by shrapnel, Colonel Charles Louis Desapear rallies his men once they’re out of the field of fire. There is no reward for the Colonel.

Fourth Foot does fine under its acting Brigadier, 69A Colonel Pepé Nicole. There is no recognition for him, however, nor for the Gascons’ Colonel, Euria Humble.

The results in Third Division are mixed with First Foot Brigade taking a hammering while Second Foot dishes it out. As Brigade Major of First Foot, Coeur De Lion (otherwise Lt-Col of the Picardies) escapes criticism and is promoted to Colonel. He is Mentioned as well (“well-written Despatches”).

Acting Second Foot Brigadier Xavier Four-Hollandaise (Lt-Col of the 13th Fusiliers) basks in the success of the two Fusilier regiments, who see off Spanish border patrols. They reward him with some two hundred crowns’ worth of booty and he is Mentioned in Despatches (“fine fusilering”).

Commanding Third Division (two levels above where he should be), RM Colonel Gaz Moutarde is brevetted to Bdr-General and takes the Brigadier’s appointment in First Foot. His Divisional Adjutant, 13F Colonel Bernard de Lur-Saluces, is also promoted to (brevet) Bdr-Gen, despite being all but invisible all month.



Second Army continues its siege and continues to suffer with shoddy equipment. Both First and Second Frontier regiments find their ramparts collapsing as supports give way. The troops find this very demoralising, even though casualties are fairly light. Sadly, Private Georges y Pourgie, attached to Frontier regiment 2, is one of those crushed to death. RIP. General Bill de Zmerchant, commanding Second Army, makes the best of a bad job and is Mentioned twice in the Despatches (“What’s with the crossed shovel and pick?” “Och, that’s his new coat of arms.”).

Agricultural implements

The bulk of the action remains with First Army, still clearing any remaining Spaniards from France’s new territory. There’s little real resistance and the troops can concentrate on sequestering goods and property as they go. General Pierre le Sang takes what he considers a frugal share – 250 crowns’ worth of booty – plus a Mention in Despatches (“frugal for a General”). He has a Bdr-Gen

as his Aide, Sebastian de la Creme, otherwise commander of the Crown Prince Cuirassiers. Creme grabs 300 crowns for himself and sees his name appear twice in the Despatches. The Army Adjutant is also a Bdr-Gen, Dragoon Guards CO Etienne Brule. There’s just 50 crowns’ worth of loot for Brule, along with a brief Mention (“now that’s frugal”).

Once again, the King’s Musketeers do best of the Guards Brigade regiments in First Division. They find a regiment of Spanish infantrymen marching for their own territory and relieve them of their baggage so that they can march faster. CO Bdr-Gen Was Nae Me amasses 600 crowns’ worth of goodies as a result. He is Mentioned in Despatches (“That’s more like it”) and granted the title of Marquis. Lt-Col Duncan d’Eauneurts makes do with 250 crowns’ worth (refilling his coffers after he’s paid off the final mortgages on the Eauneurts estate), but gets a Mention as well. However, there’s nothing for Captain Maurice Essai Deux.

The Cardinal’s Guard don’t come across much opposition and Lt-Col Leonard de Hofstadt, leading the regiment, doesn’t trouble the scorers. However, his two Majors make sure they pick up some loot. Three hundred crowns’ worth finds its way to Major Alan de Frocked. Major Jean d’Ice picks up just two hundred, but finds a Mention in Despatches as well and this brings him a Knighthood.

It’s also quiet for the Royal Foot Guards whose commander, Bdr-Gen Amant d’Au, adds the now traditional 250 crowns to his coffers. Lt-Col Jean Jeanie makes do with just a hundred crowns’ worth as he is Mentioned for his war cry (“he screams and he bawls”). The two Majors, Beau Reese Jean Seine and Con d’Masses, also appear in the Despatches (“covering your ears like that isn’t very soldierly”). A Knighthood follows for Masses and he pockets 50 crowns’ worth of loot. New Captain Philippe Lesueur keeps his head down as he masters the responsibilities of his new rank and gets no reward.

Dragoon Brigade supports the Guards in First Division and has similar success in finding things to confiscate. GDMD Major Claude Talon is Brigade Major and does very well with almost five hundred crowns’ worth of plunder. He uses part of these funds to stage a field wake for the late Grégory Bonnissel and splits the rest with members of his regiment who haven’t found any booty of their own. There’s something for all his colleagues in Grand Duke Max’s. 250 crowns’ worth of booty for the regimental commander, Bdr-Gen Chopine Camus, is the start. Lt-Col Jacques As is Mentioned in Despatches after an unruly peasant gets close enough to slash his jacket with a billhook (“could have been much nastier”) and is Knighted. There’s a Mention, too, for Major Kidder de Margaux who apprehends the peasant (“a fine flying tackle”). Subaltern Granville Ferferfethacloff sticks to the 250 crowns formula.

Princess Louisa’s Light Dragoons encounter another group of fractious peasants. Captain Humphrey Gocart charges them and finds out just how nasty a billhook can be. RIP.

The Cavalry is the other Division in First Army and is made up of two Brigades. The Horse Guards are led by Lt-Gen Ali Vouzon. Being able to gallop around the countryside is just what horsemen like and Vouzon is quietly content with his month. Not least as he is elevated to the title of Count after receiving a Mention (“Yee-haaa!”). He picks up three hundred crowns’ worth of loot. His Brigade Major, Jean Ettonique of the Dragoon Guards, spreads his net more widely to bring in 500 crowns’ worth of booty.



Lt-Col Frele d’Acier is acting commander of the Dragoon Guards – Colonel Brule being seconded elsewhere – and is another man whose collection of goodies increases five hundred crowns’ worth this month. There is a Mention in Despatches for him, as well (“second in

command in command”). Bdr-Gen Terence Cuckpowder is in charge of the Queen’s Own Carabiniers and his looting comes to 350 crowns to accompany his Mention (“How do you spell that again?”).

Leading Heavy Brigade is the job of Lt-Gen Uther Xavier-Beauregard and gets his name into the Despatches (“still not Division commander”) as he grabs seven hundred crowns’ worth of loot. The two Cuirassier regiments have a respectable, if placid month. Major Percy Mystic in Archduke Leopold’s acquires almost five hundred crowns’ worth of plunder. However, there’s no money for Captain Allan Fa-Dân in the Crown Prince’s. He is, Mentioned, though (“What, no loot?”).

Sleeping in the city

Back in Paris, the city is somnolent in the summer sun. Basking in the Fleur de Lys are Jacques Shitacks and Madelaine de Proust. The other visitors to the club are Pierre Cardigan and Edna Bucquette – in week 1 – and Richard Shapmes and Kathy Pacific in week 3. Pierre spends the other three weeks practising sabre while Richard puts in one week with his rapier, one week at home with Kathy and one week dithering about what to do next.

Bothwell’s has one visitor: Rick O’Shea concludes his July there. He practises cutlass for the first two weeks and fits in a trip to the Bawdyhouses for some female company.

Felix Anton Gauchepied’er starts with a visit to the Frog & Peach with his friend, Trissy. He tried to invite some Royal Marines to join them but, unsurprisingly, there’s no-one about at the RMs’ barracks. When he finally rousts out a caretaker (one of the retired Marines), he is put off by this uncouth fellow who’s lacking both an arm and an eye. The following week, the odd couple set up a tent by the markets, claiming to be an apothecary and offering free men’s health checks! It

doesn’t take long for things to go pear-shaped and the twosome is chased from the area by burly, disgruntled men unhappy that his health checks focus purely on the nether regions... Scattering a few crowns about secures their escape. A second visit to the Frog & Peach follows and Felix completes his month with a visit to the red light district and some ... company.

Jacques de Gain is, of course, in the gym all month, twirling his rapier. This leaves Florent Sans de Machine. He hits the bawdyhouses to begin with, sampling the female company available. Having been ejected from Hunter’s last month, Florent submits an application to re-join Blue Gables. Sadly, this is rejected as not enough time has lapsed since he was last a member. This leaves him with no club to visit for the rest of July. ❖

Points Arising

Next deadline is 11th March

Note that the tables following show the position at the end of July, apart from the Greasy Pole which includes characters killed in June.

The Ministers of State and War have decided on the military organisation and commitment for next year’s campaign. Almost all Brigades (Fourth Foot is the exception) will be deployed, organised as follows (number 23 in your rulebooks):

First Army (Assault)
 First Division (1st, 2nd & 3rd Foot)
 Frontier Div (Frontier & RNHB)
 Second Army (Field Ops)
 Cavalry Div (Horse Gds & Heavy)
 Dragoon Brigade
 Third Army (Defence)
 Guards Brigade

All military appointments lapse at the end of August and the new posts (according to the new organisation above) will be filled at the beginning of September. **With your orders for August let me have your applications for posts**

in September – these may be conditional on promotions in August.

Ministers of Justice and State are also vacant and should be applied for with your August orders.

I had no orders from the following and they suffered the consequences:

CA Charles Asnovoise (Gerry Sutcliffe) has NMR’d. Total now 2 and is sent to a Frontier regiment
 KdM Kidder de Margaux (Gary Phillips) has NMR’d. Total now 3 and is sent to a Frontier regiment
 MC Monty Carlo (Andrew Burgess) has NMR’d. Total now 3 and is sent to a Frontier regiment
 PN Pepé Nicole (Colin Cowper) has NMR’d. Total now 2 and is sent to a Frontier regiment

I removed Dave Whiffin’s character (X1) in June as I have not received orders from him for a while (and his subscription lapsed a few turns ago).

This takes us below 50 players! New recruits are always welcome, so feel free to rope in any of your friends or relatives who fancy playing.

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 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.

Announcements

Amant d'Au applies for Brigadier of Guards Brigade

Con d'Masses applies for Brigade Major of Guards Brigade

Duncan d'Eauneurts applies for Commnr. of Public Safety

Jacques Shitacks applies for Minister of State

Maurice Essai Deux asks NPC Major 1 of King's Musketeers to resign

Percy Mystic asks NPC Colonel of Archduke Leopold Cuirassiers to resign

Percy Mystic asks NPC Lt.Colonel of Archduke Leopold Cuirassiers to resign

Duels

Results of June's duels

Charles Louis Desapear (gains 1 Exp) beat his enemy Xavier Four-Hollandaise (with SdIC & FAG).

Jacques As declined to meet Humphrey Gocart as he was under half Endurance.

Was Nae Me (with DdE & FdA, gains 1 Exp) beat his enemy Lothario Lovelace (with LdH).

Grudges to settle next month:

None!

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

Held over until September:

Euria Humble versus Pierre Cardigan.

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

New Characters

Geoff Bowers gets the Second son of an Impoverished Viscount: Init SL 10; Cash 40; MA 3; EC 4 (PCUO).

Mark Nightingale gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 6; EC 1 (X1).

David Williams gets the Second son of an Impoverished Gentleman: Init SL 4; Cash 40; MA 3; EC 2 (X2).

Pam Udowiczenko gets the First son of a very wealthy Gentleman: Init SL 6; Cash 825; MA 5; EC 3 (X3).

Mark Booth gets the First son of an Impoverished Gentleman: Init SL 5; Cash 44; MA 6; EC 5 (X4).

Tables

Other Appointments

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

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

Battle Results

- First Army: 4
 - First Division: 4
 - Guards Brigade: 2
 - Royal Foot Guards: 4
 - Cardinal's Guard: 3
 - King's Musketeers: 1
 - Draagoon Brigade: 3
 - Grand Duke Max's Dragoons: 4
 - Princess Louisa Lt Dragoons: 3
 - Cavalry Division: 2
 - Horse Guards Brigade: 1
 - Draagoon Guards: 2
 - Queen's Own Carabiniers: 3
 - Heavy Brigade: 2
 - Archduke Leopold Cuirassiers: 3
 - Crown Prince Cuirassiers: 4
- Second Army: 6
 - Frontier Division: 6
 - Frontier regiment 1: 5
- Frontier regiment 2: 5
- Frontier regiment 3: 3
- Frontier regiment 4: 4
- Third Army: 3
 - Second Division: 4
 - 3rd Foot Brigade: 2
 - 27th Musketeers: 6
 - 4th Arquebusiers: 2
 - 4th Foot Brigade: 3
 - 69th Arquebusiers: 3
 - The Gascon Regiment: 3
 - RNHB regiment: 2
 - Third Division: 5
 - 1st Foot Brigade: 5
 - Royal Marines: 5
 - Picardy Musketeers: 5
 - 2nd Foot Brigade: 3
 - 13th Fusiliers: 2
 - 53rd Fusiliers: 2

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
PC	Viscount Pierre Cardigan	25	F	65	Withy	Fld Marshal/Min w/o Port	9	Edna	Flr	4	Matt Shepherd
JS	Count Jacques Shitacks	24	F	62	Rich	General/War Minister	3	Madelaine	Flr	4	David Oliver
JdG	Count Jacques de Gain	23	F	38	Fithy	Bdr-General/3rd Army QM Gen.	20		Flr	5	Ben Brown
UXB	Count Uther Xavier-Beauregard	22	F	Withy	B.Lt-General/Hvy Brigadier		14		Flr	4	Pete Card
PIS	Marquis Pierre le Sang	21	F	Comfy	General/1st Army Commdr		7		Flr	4	Bill Howell
AV	Count Ali Vouzon	20	F	Rich	B.Lt-General/HGds Brigadier		9		Flr	1	Graeme Morris
EH	Count Euria Humble	20	F	Withy	Colonel Cscn/Justice Min.		19		Flr	5	Matthew Wale
RS	Earl Richard Shapmes	19	F	40	Comfy	Lt-General/Prov.Mil.Gov	10	Kathy	Flr	4	Charles Popp
BdZ	Marquis Bill de Zmerchant	19	F	Comfy	General/2nd Army Commdr		6		Flr	3	Tim Maccaire
VV	Sir Voulo Vault	18	RIP								Mark Booth
ROS	Marquis Rick O'Shea	16	F	37	Rich	Bdr-General/Chancellor	5		Both	6	Paul Wilson
FdA	Baron Frele d'Acier	16	F	Comfy	Lt.Colonel DG		8		Both	3	Peter Farrell
EB	Baron Etienne Brule	16	F	OK	B.Bdr-General DG/1st Army Adjutnt	2			Both	4	James McReynolds
AdA	Earl Amant d'Au	16	F	Rich	B.Bdr-General RFG		8		Both	5	David Brister
TC	Sir Terence Cuckpowder	15	F	Comfy	B.Bdr-General QOC/CPS		4		Both	4	Mike Dommatt
GM	Sir Gaz Moutarde	15	F	Rich	B.Bdr-General RM/1 F Brigadier		3		Both	2	Mike Clibborn-Dyer
CC	Sir Chopine Camus	15	F	Comfy	B.Bdr-General GDMD		7		Both	4	Stewart Macintyre
JJ	Marquis Jean Jeanie	14	F	Withy	Lt.Colonel RFG		17		Both	3	Andrew Kendall
JA	Sir Jacques As	14	F	Comfy	Lt.Colonel GDMD		3		Both	4	Joe Farrell
MC	Earl Monty Carlo	14	F	Rich	Lt-General		13		Hunt	4	Andrew Burgess
WNM	Marquis Was Nae Me	13	F	Withy	B.Bdr-General KM/Min w/o Port		8		Both	3	Mark Farrell
LL	Sir Lothario Lovelace	13	RIP								Geoff Bowers
SAZ	Sebastian Adis II	12	F	OK	B.Lt-General/4 F Brigadier		5		Hunt	4	Mark Cowper
PL	Phillippe Lesueur	11	F	Comfy	Captain RFG		5			2	Jerry Spencer
BRJS	Sir Beau Reese Jean Seine	11	F	OK	Major RFG		3			3	Bill Hay
SdIC	Sebastian de la Creme	11	F	Comfy	B.Bdr-Gen CPC/Gen's Aide (1st A)		4		Hunt	5	Alan Percival
DdE	Sir Duncan d'Eauneurts	11	F	Poor	Lt.Colonel KM		5		Hunt	5	Paul Lydiate

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
AdF	Alan de Frocked	10	F	Comfy	Major CG		3		Hunt	2	Charles Burrows
GB	Grégoory Bonnisse	10	RIP								Mark Nightingale
XFH	Xavier Four-Hollandaise	10	F	Comfy	Lt.Colonel 13F/13F Regt. Adj.		5		Hunt	2	Francesca Weal
CT	Claude Talon	10	F	Withy	Major GDMD/Drgn Brigade Maj.		4		BG	4	Cameron Wood
LdH	Leonard de Hofstadt	10	F	Comfy	Lt.Colonel CG		5		Hunt	5	Neil Packer
CdM	Sir Con d'Masses	10	F	Comfy	Major RFG		7		Hunt	2	Craig Pearson
JE	Jean Ettonique	10	F	Withy	Major DG/HGds Brigade Maj.		7		Hunt	5	Tony Hinton-West
Jdl	Sir Jean d'Ice	10+	F	Comfy	Major CG		5		Hunt	3	Tym Norris
KdM	Kidder de Margaux	9	F	Comfy	Major GDMD		8		BG	6	Gary Phillips
MED	Maurice Essai Deux	9	F	OK	Captain KM		4		BG	3	Olaf Schmidt
PM	Percy Mistic	9	F	Comfy	Major ALC		5		BG	3	Ray Vahey
HG	Humphrey Gocart	9	RIP								Pam Udowiczenko
CDL	Coeur De Lion	8	F	Comfy	Colonel PM/1 F Brigade Maj.		5		BG	3	Graeme Wilson
AFD	Allan Fa-Dän	8	F	Poor	Captain CPC		7		BG	4	Gerald Udowiczenko
BdLS	Bernard de Lur-Saluces	8	F	OK	B.Bdr-General 13F/3rd Div Adj't		5		BG	2	Rob Pinkerton
FSdM	Florent Sans de Machine	7- 2	Comfy				3				Nik Luker
CLD	Charles Louis Desappear	7	F	OK	Colonel 27M		1		RP	4	Martin Jennings
PN	Pepé Nicole	7	F	Comfy	Colonel 69A		6		BG	3	Colin Cowper
FAG	Felix Anton Gauchepied'er	6	7	OK			5		F&P	4	Jason Fazackarley
GYP	Georges y Pourgie	6	RIP								David Williams
X1		4	RIP								Dave Whiffin
GF	Granville Ferferfetachloff	3	F	OK	Subaltern GDMD		5			4	Paul Appleby
CA	Charles Asnovoice	1	F	Comfy			4				Gerry Sutcliffe

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, Fithy = 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+