

That would be enough

This has been issue 254 of *To Win Just Once*, published 16th May 2025. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2025

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by Friday 23rd May 2025.

Orders for *LPBS* and Fictionary Dictionary votes and definitions to Pevans by Friday 30th May 2025.

(Next deadlines: probably 27th June/4th July, then 1st/8th August)

Waiting lists

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

Railway Rivals – A new game has started, but Mike can run a second four-player game if enough people are interested. “Only three more needed for a game of *Railway Rivals!*” (Working map and rules provided).

Star Trader – The list for the next game starts with Mike Dyer. (Rules provided)

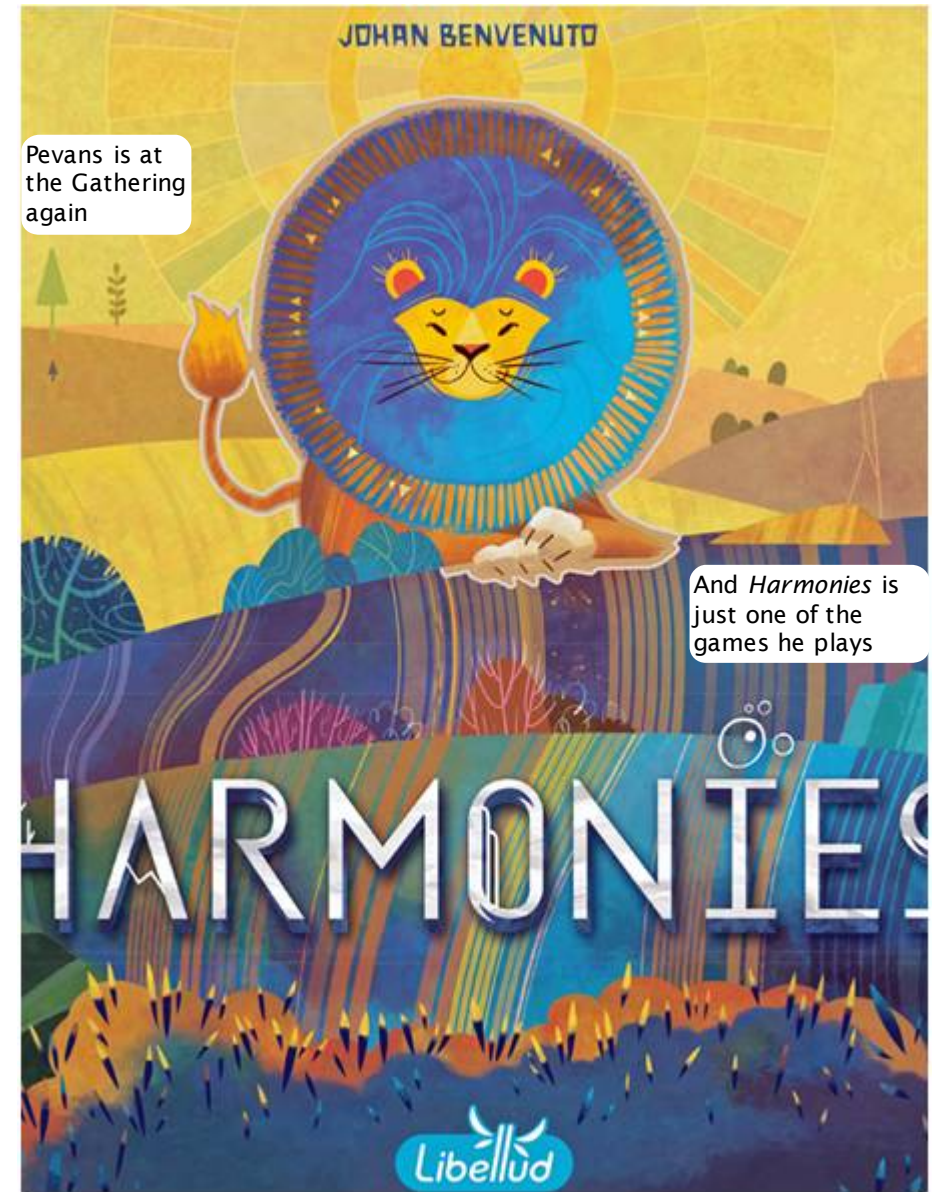
Credits

To Win Just Once issue 254 was written and edited by Pevans. The *LPBS* masthead (page 25) is by Lee Brimmicombe-Wood, as is the drawing on page 24. The illustration on page 26 is by Tim Wiseman and the one on page 28 by Bryan Lea. Game and book artwork is courtesy of the publisher. Pevans took the photos, except where noted, and played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

As there have been several references to stroopwafels in the *LPBS* press, I couldn't resist getting some to try when I spotted a box of Daelman's "Authentic Dutch Stroopwafels" in Sainsbury's. I discovered each was two thin wafer biscuits stuck together with very sweet caramel. According to the box, you're meant to place your stroopwafel over the top of your coffee cup so that the steam can soften it. In my case, soften it so much it slides gently into the coffee! We must have larger than expected mugs. They were okay, though I felt they were a bit heavy on the cinnamon (I find the same with pastries in the USA). I don't think I'll be replacing my ginger nuts on a regular basis.

Pet peeves

When did the phrase "any more" become a single word? "Anymore" is so prevalent my spell-checker happily accepts it. And, if we have "anymore", why not "nomore" and "somore"? (The spell-checker definitely doesn't like them!)

Grammarly.com reckons "Any more refers to quantities (Would you like any more tea?). Anymore is an adverb that refers to time (I don't like tea anymore)." Piffle! My (1983) dictionary's not having anything to do with that. Thesaurus.com agrees with Grammarly, but does say this usage is in American English. Say no more.

Spiderwatch

Yes, the arachnids have emerged! Number of medium-sized spiders exploring the living room floor in the evening: 1. Number of small spiders keeping an eye on me from the wall above the computer monitor: 1.

Online stats

TWJO 253 finally saw the light of day on 1st May, so has no stats from April. Issue 252, on the other hand got 69 more downloads in April, for 253 in two months. The PDFs of *TWJO* 251 were downloaded 42 times, that's a total of 260 since publication.

Keep clear of the barrels

Pevans was in Niagara Falls for the Gathering

Time for my 2025 visit to Niagara Falls and the Gathering of Friends (the 35th! – Gathering, not visit). BA insisted I had to check in three hours before my flight – that's an hour more to spend shopping in the terminal. I just had a coffee. The flight went smoothly – I read a book, watched some TV – and I arrived in Toronto on time. It then took the best part of an hour for the ground crew to unload the bags. By which time I'd missed the shuttle bus and had to wait for the next one So I was a couple of hours later than expected arriving in Niagara.

A little background

The Gathering was started by Alan Moon over 30 years ago as a weekend get-together with games-playing friends, as the title suggests. Friends of friends were invited and, gradually, the event has grown to last nine days with a few hundred people attending. Given Alan's involvement in the games industry, a fair number of these are designers and publishers, but everybody is there to play games (though a fair bit of business goes on behind the scenes). The venue has moved several times over the years, but has been in Niagara Falls for over a decade now. Alan retired as organiser a couple of years ago and the Gathering is now run by Bobby West and Craig Massey.

As I did last year, I got dropped off on the Canadian side so that I could walk across the Rainbow Bridge. There's a toll of \$1, so I was jingling four quarters as I approached the turnstile: Toll \$1.25. While I searched for another quarter, a couple of girls walked up, tapped their cards and went through. So I did the same and strolled across. It was dark by then, hence the nighttime view of the Falls on the cover of last issue.

Arriving at the hotel, I checked in, dumped my bags and went to pick up my name badge. I was surprised to find this came with a substantial goodie bag containing all sorts of interesting things. Not least, two card games that I already have – I must be ahead of the curve! I spent half an hour saying hello to people before deciding to crash. Well, it was after 2 am by my body clock.

Tuesday: Hello, Molly!

Tuesday started with a breakfast bun in Starbucks (the hotel doesn't do food itself, just has franchises) where roommate Peter Card and I bumped into one of my favourite game designers, Martin Wallace, along with our old gaming buddy, Walter Hunt. A wide-ranging discussion followed, starting with

Martin's new games (my kickstarted *Steam Power* will be arriving any day now – just ignore the copies in the shops), the state of the industry and so on.

Martin wandered off to a meeting (a fair amount of business gets done at the Gathering) and Walter offered to introduce Peter and me to *Crescent Moon*. This turned out to be a game of warfare and politics in a mediaeval Muslim country. Players are the Caliph, Sultan and so on, each with their own powers and goals. It's played over hexagonal terrain tiles with various features and players' forts, castles and palaces, plus towns and cities – all nice wooden pieces. These – and the influence markers players add to the board – are crucial to the game.

Thus, players' actions are to add influence, troops/mercenaries or buildings to the board, move troops and fight other players. These actions are common to all players, but the strength of the action depends on who you are and each character has a unique action available. Troops give control of an area and controlled areas produce income, which you spend to build things. And to buy 'Power' cards from what's available in the 'market'. These go into your hand until you want to play them, when they give you some bonus or advantage (I should really have bought more of these as they can be very useful).

I played the 'Warlord', which seemed pretty straightforward: build troops and stomp around the board fighting people and sacking towns. It turned out rather trickier in practice. I was caught out by the geography (you can't cross the river!) and losing a presence in areas early on made it difficult to raise troops. A final score of 19 was never going to be enough to win.

Peter also floundered, playing the Sultan, as he didn't initially realise the pale yellow cities went with the green Sultan pieces. As the Sultan wants more cities on the board, this was a bit of a handicap. Walter took the Murshid who interferes in everything if he has influence nearby (I'm not going to make any comment about typecasting here) and scores for having influence everywhere. However, Walter was pipped for the win by our fourth player, Steven Bass, whose Caliph controlled an impressive amount of territory – probably because of insufficient competition from the Warlord.

The obvious comparison for this game is *Root*, with which it definitely has similarities. However, with *Root* I feel each faction is playing a very different game, albeit underpinned by some standard mechanisms. In *Crescent Moon*, the differences between what players are doing are less. They're playing the same game, but with a different emphasis (notably in how they score). It's a game I'd be happy to play again, but don't feel the need to own, so that's a provisional 7/10 on my highly subjective scale.

With Peter otherwise engaged, I sat down with old buddy Max Michael (aka Stratamax – stratamaxgames.net) to try his *Eighth Air Force Commander*. This is a 1-2 player deck-building WW2 card game. One player has a deck representing the aircraft of the eponymous American outfit, playing them to carry out bombing



You can see the Murshid's influence (pink) spreading across the board, lots of the Caliph's (blue) buildings and the Warlord's (black) two remaining troops. It's all over!

raids on German targets. The other has a deck of anti-aircraft guns, interceptors (including the jet-engined Me 262 that takes me back to my Airfix model days) and other deterrents. For the bombers that get through, the US player draws from a third deck to see how many bombs hit the target. Enough hits and the target is destroyed. The aim is for the US player to destroy all the targets; the German player just has to stop this happening.



I've just lost a bomber to flak and am considering which of the four cards bottom right to buy.

On top of this, of course, players can use cards to buy extra cards – not just replacements for losses, but bigger bombers, more fighters, more powerful guns and so on. Playing the Americans I didn't get the balance right between attacking and adding new cards. "I think you were a little too aggressive," was Max's dry verdict. But it was close! It's fairly simple to play and offers an intriguing contest, but it's not really my kind of thing. That's a provisional 6/10 on my highly subjective scale.

Taking a stroll around, I found a game of *Molly House* setting up and grabbed a spare seat. That's right, a game about the gay (as it wouldn't have been called then) community in early 18th century London. As well as maximising their own 'Joy', players also push up the community's Joy – one of the game end conditions is this reaching a certain level. The player with the most Joy wins. However, the game also ends if all four Molly Houses (at the corners of the board) have been raided. In this case the winner is the player who was the most effective 'Informer' against the community! Everybody else is hanged, according to the rulebook – sodomy was a capital crime at the time.

The game is driven by the deck of 'Vice' cards. Most of these are 'Desires' with a suit (matching a Molly House), a value and an amount of Joy. However, each suit also has 'Threats', in the form of 'Constables' and 'Rogues', and 'Mollies' that provide scoring bonuses. Players' basic action is taking a card: either a random card from the top of the deck or a visible one from the market. First, though, they roll the dice and move. No, really! The die roll may also remove cards from the market and the position of a player's pawn (they're rather ornate pieces) dictates what other actions are available.

These actions include playing a card ('Cruising' in the rules) matching the suit of the Molly House you're next to. The shop spaces – between the Molly Houses – start with an item which can be bought by the first to visit. And 'Throwing a Festivity' is the main way of scoring Joy and takes place at one of the Houses. All players may add cards to the Festivity, along with two from the community (deck). The aim is to get a combination that will score Joy for all involved – and the community – while avoiding Constables and placating Rogues (they don't like being left out!). However, players may also be 'Exposed' by what they play.

At the end of the round, cards discarded to the 'Gossip' pile are revealed, adding 'Evidence' to Molly Houses and, if there's enough Evidence, raiding them. A raid also triggers 'Indictments' against Exposed players, which is when they have the opportunity to turn Informer. Phew! There's actually quite a lot to think about in this game, even though a single turn is pretty straightforward: roll dice, move, take an action. And there's enough ambiguity in the rules that there were several debates about particular rules between the experienced players at the table.



Molly House with snazzy playing pieces. Three houses have already closed and the fourth is about to go despite the community Joy being over 25 (as is my pink marker)

I enjoyed playing *Molly House*, despite being largely in the dark as one of the two who'd not played before (the other, Alison, was ahead of me, having read the rules!). It's certainly atmospheric. At first I struggled to generate much Joy, but a fortunate sequence of cards saw me take the lead and push up the community Joy to trigger the end. However, finishing off the round saw the fourth House raided. Thus victory was between two Informers, with the other Paul at the table taking the win. Definitely a game I want to play again and I'm tempted... So *Molly House* is a provisional 8/10 on my highly subjective scale.

By now it was time for a bite to eat, so Peter and I trotted a few blocks up the street to restaurant/wine bar Wine on Third, one of our favourite eating places. Pizzas were consumed (with enough left for breakfast!) and a fine bottle of Zinfandel polished off. We managed to resist a second bottle this time.



Village Rails: My grid is almost complete - note the short lines to bring in cash while building longer ones for points.

Returning to the games, Peter was surprised I hadn't played *Village Rails*, which he spotted on one of the side tables (where games are laid out, stacked up and generally available to be borrowed). Peter did the introductions while we tried to attract other players. It ended up a two-player game, though.

Players start with a frame for their 4 x 3 grid, each space on the frame having a railhead. The rectangular cards that are played into this grid show railway lines with a connection on each edge. However, the lines never meet: they either cross over or swerve past each other. The cards also show a specific terrain and may have a symbol (a tractor, say, or a tunnel) on one of its tracks. Playing a 'Trip' card by a railhead shows how that line will score (points for tractors and woodland, say) when it's complete - that is, reaches the edge of the grid and is finished by a 'Terminus' card (which generates money for buying Track and Trip cards).

There's nothing too demanding there and play is straightforward: first, you buy and play a track card (taking the zero cost card if you have no money) and then you may buy and place a Trip. Completed lines are scored as they finish. The game ends after 12 turns, of course, when everybody's filled their grid.

While play is simple enough, getting the right cards into the right places is more complicated. Plus you need to think about completing lines to get cash instead of hanging on to get a bigger score. It's the sort of game that seems to suit my style of play. I was able to organise Tracks and Trips to score well and duly thrashed Peter (the game teacher's curse).

Village Rails is a nice enough game and I'd be happy to play again. That's a provisional 7/10 on my highly subjective scale.

Wednesday: the Force is weak with this lot

Arriving in the games room on Wednesday morning (pizza for breakfast, mmm! Good that the hotel room has a microwave). I found Joe Huber setting up the new edition of *Big Boss*. It must be a couple of decades since I last played this, but I do remember that I prefer it to *Acquire*, with which it has some definite similarities. You place blocks on the board - a snaking track here - to make 'Businesses' and buy shares in the Businesses to profit from them. Particularly when they merge.

In *Big Boss*, your play is driven by a hand of cards. You either buy a card or play one. In the latter case, you place a block at the card's co-ordinates or add an extra



Getting started at *Big Boss* - the two Businesses I started are white and grey, while the big mergers will be this side of the board with red and purple taken over by orange.

storey. You get money according to the new size/value of the Business with higher storeys being more valuable. When the blocks of two Businesses meet, the smaller is taken over by the larger. Shareholders in the smaller Business get its value in cash for each share, while the larger increases by that value – good news for shareholders in that Business. When all cards have been used, the game ends, the surviving Businesses cash up and the most money wins.

I had a decent starting hand with a couple of groups of cards near to each other. These let me build up a couple of Businesses early on – adding some extra storeys as well. However, I didn't get anything out of the first couple of mergers – neither cash nor boosted share values. The new cards I bought were not helpful: stranded on their own or adding to Businesses I had no shares in. Merging the two Businesses I started gave me a good boost and I ended up third (of five). Sitting opposite me, Daniel Karp had what appeared to be a quiet game, but came out on top in the mergers and won – Joe coming in second. It was great to play this again, though I was clearly rusty – it's a solid 8/10 on my highly subjective scale.

The day before, I'd spotted Ralph Anderson with a copy of Mac Gerdt's latest game, *7 Empires*, under his arm. I cornered him and set a time to try it on Wednesday. And now was that time. Gerdt's is best known for his games using the roundel mechanism – moving a pawn around a circle to the next action you want. *7 Empires* does not have this. But it is clearly a descendant of one of those games, *Imperial*. In *Imperial*, players are banks 'investing' in the six European Great Powers of the 18th-19th century with the biggest investor in an Empire taking actions for it.



7 Empires getting started – it's the red and blue actions that are not available to the Empires as they eye up the neutral areas.

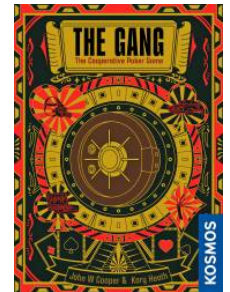
7 Empires is very similar, except that the European Empires here are from the 17th-18th century. And there are seven of them. There are five actions available to an Empire, indicated by a set of wooden pieces in different colours. Crucially, once an Empire has taken a particular action, it won't be able to do so again for three rounds. The game is eight rounds long, so this is definitely limiting. Actions are about building, moving and attacking with pieces on the board or adding to the value of the Empire – either the territory it controls or how developed it is.

Rather than buying shares in an Empire, players may draft an 'Influence' card at the end of some rounds, potentially changing who gets to play that Empire. After the eight rounds ('Decades'), there is a final scoring, the Empires are ranked according to their value and players score according to their Influence in each Empire – more points for the Empire in first place, of course.

Just like *Imperial*, then, you are looking to improve the value of Empires you have an interest in. This inevitably leads to conflict as the Empires grab territory on the board or impede the other Empires. There's a simple combat system (reminiscent of Diplomacy) that makes it easy to see who's going to win what. The tricky bit is out-guessing what other Empires are going to do. Or discussing between the players who's going to do what.

7 Empires is an intriguing game that clearly needs to be played a few times to get to grips with how the Empires' actions affect players' positions. And this will change as participants' understanding changes. Our game dragged a bit as the players negotiated over almost every action. I don't know if this is what was intended – play would certainly be brisker without the negotiations. Compared to *Imperial*, *7 Empires* is a slicker, more streamlined game and it gets a provisional 7/10 on my highly subjective scale.

With some time to kill before our dinner reservation, Peter and I were introduced to *The Gang* by Ken Hill with a changing group making a total of six players. The idea is intriguing: it's a co-operative game of betting on Texas Hold 'Em Poker hands. This is done with chips that rank the players.



So, you're dealt two cards. How good do they look? (Hint, a pair is really, really good!) You take one of the chips, numbered 1-6 with six players, to show how good your hand is. Usually, your hand is rubbish, so you take the one. Another player takes it off you. You take it back because your hand is really, really bad. That other player takes it again. Maybe your hand isn't that bad after all, so you take the two. There can be quite a bit of to and fro before things settle down – though at this stage you don't have much information.

Then the first cards go on the table and everybody takes a second round chip. Clearly, valuing your hand more highly indicates that the flop was good for you.

Again, there can be some dispute over who has the worst hand. And so on after each card is added to the table. At the end of this, it's the last ranking that matters. Hands are revealed and the players win if the sequence is correct.

It helps if you play Poker, specifically Texas Hold 'Em, so that you have some idea of the likely values of hands. When I played Poker (in my teens, for matchsticks), the only game was Draw Poker. It seems you're much less likely to get valuable hands in Texas Hold 'Em – mind you, I completely missed a flush in one hand.

We lost the first hand. We lost the second. And the third, fourth (despite a change in personnel) and fifth. But then won one to much rejoicing! It was clear that everyone (especially me) was under-valuing their hands. *The Gang* was definitely fun and players should get better at it as they play more hands as a group. I'll give it 7/10 on my highly subjective scale.

And then dinner time. The block behind the hotel houses the Niagara Falls Culinary Institute (part of the State University of New York) which has a restaurant for the students to showcase their culinary, waiting and organisational skills. It means you get high quality food for a decent price and is another regular venue for Peter and me to eat at – joined by our old friends, Dan and Julie. Between the chat and the food (not to mention the wine) a good time was had by all.

Returning to the hotel (where the others had appointments with the Poker tournament), I bumped into my regular *Commands & Colors* sparring partner, Leo Tischer. Leo had spotted a copy of the brand new *Battle of Hoth* game was available. Co-designed by *C&C* maestro Richard Borg and Adrien Martinot, this



Start of the initial scenario from my (Rebel) side. The Imperial drone isn't a problem, but that AT-AT will be and my speeders won't be going home.

creates a campaign of Rebel forces fighting off an Imperial assault on the ice planet Hoth (as seen in *The Empire Strikes Back*, of course).

One of the neat touches is that this is played as a campaign. How you do in the first scenario influences your set-up for the second and, indeed, just which scenario is next. So we started at the beginning as the Imperial forces land, Leo taking the Empire while I had the plucky Rebels. The first thing I noticed was that the board is smaller than any other *C&C* board – just 10 hexes wide by 7 deep (most games are 13 x 9). The second thing was that the Empire had hulking great AT-ATs (think Tiger tanks in *Memoir '44*) and four figures per infantry unit while the Rebels only had three figures in a unit. Things do not look good for my side.

As expected, the Rebel infantry was more fragile than the Imperials and was crushed. With only four medals (destroyed enemy units or geographical objectives) needed to win, it didn't take very long. We moved on to the scenario that follows an initial Imperial victory: the Rebel forces are gathering to fight off the invaders. The Rebels were crushed again. Thus our third scenario was the final battle for the Rebel stronghold (which added some different units and terrain features). Despite the stiffest resistance I could manage, the Empire rolled over the Rebel positions once more.

Playing all three scenarios hadn't taken much more than an hour so, at Leo's suggestion, we switched sides and started again. And for another three times, the



End of the third scenario and my stormtroopers are in the Rebel stronghold (top right), though you can see that Leo's trophies (on the back edge) include an AT-AT.

Empire won. Oh dear. What's more, we only destroyed one AT-AT in all six games (and I was really, really trying!).

Battle of Hoth is published by Days of Wonder, publisher of the hugely successful *Memoir '44*, and is clearly based on the earlier game. But it's been simplified a bit. With simpler (but very clear) rules, a smaller board and lower victory conditions you get a fast-playing game with a lot of luck. It's not going to excite *Commands & Colors* aficionados like me and Leo.

However, I don't think we're the intended market. This game is aimed at *Star Wars* fans who want to lead the Rebel forces against the Empire (or stamp out those troublesome Rebs). And I can see the game being a big hit as the things we see as disadvantages will be plus points for its intended market. Provided our experience isn't typical and the Rebels can win. As a *C&C* fan, *Battle of Hoth* gets 5/10 on my highly subjective scale.

I notice that there's a hexagonal badge on the box cover that reads "Galactic Battles". I infer that this is intended to be the first in a series of, presumably, *Star Wars* battles. And I can see the attraction of, Ewoks versus AT-ATs in a forest...

Thursday: the Spice must flow!

Feeling like some fresh air and exercise, Peter and I took a stroll to the American Falls on Thursday morning. On the way back, we stopped at the Culinary Institute's pastry shop for some magnificent croissants and better coffee than Starbucks can manage. (I'm tempted to say **damn'** fine coffee!)



The American Falls with the Horseshoe Falls in the background and the Canadian town across the river.



The final battle had my green troops outnumbered by Nick's blue ones, despite my having two (fancily-painted) worms to his one. Note the snazzy Agent figures, too.

Brushing off the crumbs, we joined Nick Watkins for a game of *Dune: Imperium – Uprising* with the *Bloodlines* expansion. I've played the game a few times now and thoroughly enjoyed it (I really must finish my review) so wanted to see what *Bloodlines* brings to it. As with most expansions, it adds more cards (for the Intrigue, Conflict and Imperium decks as well as CHOAM Contracts) to provide variety. There are also some new Leaders and I jumped at the chance to play Piter de Vries (the Harkonnens' corrupt Mentat). Judging by the illustration on his card, he's the only person on *Dune* to get rained on. His advantage is having his own deck of Intrigue cards ('Twisted Intrigue') which I found really useful.

Then there are the Sardaukar Commanders – special troops that have to be bought (hired, surely?). When you recruit one, you choose a Skill that comes into play whenever that Commander is deployed to Combat. The big addition is the 'Tech' module (like CHOAM, an optional facet of the game). This allows players to buy a Tech tile with Spice when placing Agents on particular locations. The tiles provide abilities that can be used once per turn, boosting some aspect of what of your actions (there's plenty of variety here). However, we decided not to use Tech.

Despite being a Harkonnen, I made a point of developing relations with the Fremmen 'faction' and was first to get the Maker hook that lets a player deploy sandworms to Combat. Nick then pointed out that I couldn't use worms in the next Combat (for Arrakeen), dammit! So I blew up the Shield Wall protecting that location instead (probably a mistake – the next time it mattered Nick had sandworms too). Winning early Combats and progressing with all four factions gave me an early lead while Nick and Peter were developing their decks – Peter also had his spies out quickly and recruited a handy Sardaukar Commander.

In the end it came down to the final Combat and Nick took a hard-fought win to surge up to the 10 points that ends the game (we were on round nine of the maximum ten). Final scoring pushed him to 11, while I could only manage nine with Peter just behind me. That was a cracking game and confirms *Dune: Imperium – Uprising* as 9/10 on my highly subjective scale. As for *Bloodlines*, its most interesting addition was the new Leaders as far as I'm concerned. Pieter de Vries was great fun (and other options include Chani and Duncan Idaho). It's not a must-have, but I do like the extra options it provides.

I took a break to deal with a few things and returned to bump into Ralph Anderson again. He introduced me to *Harmonies* (riding high in the hotness on BGG). We found no other takers, so we used the extended two-player boards – each player has their own. These have hexagonal grids onto which players place nice chunky wooden disks with icons depicting what they are: trees, plants (oh, they're actually fields), mountains, buildings and so on. At the end of the game, each of these on your board scores in different ways. Thus trees score for how high they are (built up with neutral brown pieces before putting a green tree on top), rivers score for length, fields for each contiguous group of at least two.

You get pieces by taking a group from the central board and must place all of them at once – shades of *Azul* here. So far, so clear-cut. Let's complicate things a ~~bit~~ lot. Attractively illustrated 'Animal' cards show specific combinations of structures. A three-disc tree next to a field, say. Or a straight line of three buildings. Each card also has a track of increasing points values. When you take a card, you cover the points with a cube. If you have the correct combination on your board, you take the lowest cube and place it on that combination. At the end of the game, Animal cards score their highest exposed value.

This is a whole different ballgame. Particularly if the Animal combinations work against how the terrain scores. Hence, you've got a lot of things to consider when deciding which discs to take and where to place them and whether to take an Animal card. Ralph and I played cautiously, I think, only taking Animals that we thought we would score (though there's no penalty for having unscored Animals).

This is a nice little game that looks great on the table and I can see why people like it. *Village Rails* is the same sort of game, but I found *Harmonies* much more satisfying to play. As I mentioned earlier, this type of game seems to suit my style

of play and, again, I thrashed my teacher. Sorry, Ralph. I'll give *Harmonies* a provisional 8/10 on my highly subjective scale.

Dinnertime approaching, Peter and I moseyed up the road to the craft beer bar (aptly named The Craft) that we'd spotted opposite Wine on Third a couple of days earlier. It was an unseasonably warm evening and we arrived to find Martin Wallace and Max Michael sitting on the decking outside the bar. So we joined them for what turned out to be a convivial evening of tasty craft beers (the food menu was ordinary bar food, all nicely done). This was topped by the proprietor appearing as dusk settled and pouring us each a shot from the whisky bottle he was toting.

And so endeth Thursday, no further games being possible after that! And I'll have to leave the rest of my report for next issue as this issue of *TWJO* is as large as it can get.



My *Harmonies* board – completed Animals on the right.

Games Events

The end of May is, of course, the UK Games Expo: 30th May – 1st June at the National Exhibition centre (NEC). This is “the largest Hobby Games Convention in the UK. Now in it’s [sic] 19th year, 2025 sees the event return to 4 halls of the NEC and the Hilton Hotel.” Not without the odd touch of amateurism, despite its 19 years, the Expo is a big event. Two NEC Halls of trade show and another of competitions and tournaments plus open gaming with an extensive games library that continues into the evening. It’s a few years since I’ve been, but it’s well worth a visit. Full details and bookings at www.ukgamesexpo.co.uk

Swiggers: games club that meets on Wednesday evenings (co-ordinated on WhatsApp) upstairs at The Shipwright’s Arms, 88 Tooley Street, London SE1 2TF (next to London Bridge station) – though without me these days. For more info, see www.pevans.co.uk/Swiggers or the BGG Guild at boardgamegeek.com/guild/1672

UK Games Expo: 30th May – 1st June 2025 at the NEC. This is a public event that showcases games of all sorts with a huge trade hall plus demonstration and participation games and guests. For gamers there are lots of tournaments and open gaming. For details see www.ukgamesexpo.co.uk

Spiel: *the* board games event of the year. 23rd-26th October 2025, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.spiel-messe.com/en

MidCon: 31st Oct–2nd Nov 2025 at the Derby Mickleover Hotel in Mickleover (two miles from Derby city centre). **MidCon** is a friendly board games convention, now in a comfortable modern hotel. It’s largely open gaming, but the new website allows games to be scheduled in advance – useful if you want lots of players for something. There’s also a Bring’n’Buy and a quiz on Saturday night. See midcon.org.uk

Subscribing to TWJO

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

The table shows the subscription rates for the paper edition, including postage, and the games only sub.

	UK	Rest of World	Games only
10-issue (1 year) subscription	£39.00	£54.00	£5.00

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

Fictionary Dictionary

Round 3 scores

As we all knew (?), an aspersorium is, in a Roman Catholic church, a basin containing holy water for worshippers to sprinkle themselves with. And absolutely no Cleopatra connection.

And a wrasse is a fish of the family *Labridae*, having thick lips, strong teeth and usually a bright coloration.

Votes were widely spread for the aspersorium definitions. While Jonathan Palfrey’s “quiet room ... in which you can think of devastating criticisms and put-downs for future use in conversation” was the favourite for wrasse.

Mr Dommett again tried to vote for one of his own definitions. It’s definitely old age, Mike.

Not so many votes and definitely fewer entries this time. I guess that’s because of the late appearance of *TWJO* 253. Hopefully people will be back for the next round.

Anyway, Anthony Gilbert maintains his early lead.

The scores		
Player	This round	Total
Colin Bruce	2	8
Mark Cowper	3	7
Mike Dommett	1	2
Anthony Gilbert	1	15
William Hay	0	4
Andrew Kendall	2	7
Andrew Larder	0	4
Nik Luker	1	9
Tim Macaire	3	6
Nigel Monaghan	0	1
Graeme Morris	0	5
Jonathan Palfrey	1	2
Mike Pollard	0	1
Pam Udowiczenko	1	4
Bruce Whitehill	0	3
Andrew Whiteley	1	2

Round 4 definitions

Here are the proposed definitions for the next two words. All you have to do (whether or not you submitted anything) is let me know your favourite definition for each word.

Lexeme

1 The appearance of two instances of the same card in a card game, indicating a corrupt pack.

2 The dimensions of the Forum in Rome, viz, 50 by 10 by 100 feet (pes).

3 A group of male emu competing to attract a mate.

4 The longest length of stitching in a pair of trousers.

5 A low-quality electric vehicle.

6 The multi-oared wooden galley belonging to 'Superman' villain Lex Luthor. He made kittens row it for him, to prove what a stinker he was.

7 The village beside the country estate of Lex Luther.

Partan

1 A castrated Spartan.

2 Departing from Spain and your orange colour sliding off you.

3 Exactly the right amount of sunbathing.

4 A housework cleaning influencer: "Janice follows Partan on Instagram."

5 An insufficiently committed Spartan.

6 An obsolete American word for a person of mixed race.

7 Spartan less than five feet tall.

Words for round 5

Bromate and Transept

What do you think they should mean? Send me your definitions.

What's this all about?

This game is open to all readers and I guess most of you will have come across some variation of it. Each issue I will put up a couple of obscure (or not) words. Anybody who wants to participate writes in with a fictional definition for each word. (For example: "Geranium: a ceremonial dagger used by Aztec priests for human sacrifice.") I publish the definitions, anonymously.

All readers (not just those who contributed) vote for their favourite/most plausible/most amusing definitions (any vote for yourself will be ignored). Players score points for the number of people who choose their definition. (In other versions of the game, the definitions include the correct one and players get points for spotting it. However, the internet makes this too easy, so I've left this bit out.)

We'll run this for 10 rounds. The winner will be the player with the most points.

**Send your votes and definitions to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by 30th May 2025**

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

Turn 12

The technical breakthrough in Monopoles production has started falling prices in the Quadrant. But what wasn't expected was the series of explosions that ripped open the SOLAR SPICE & LIQORS Warehouse at Mu Herculis spilling Monopoles into the sun's gravitational field. A series of explosions followed at SSL's production facility, putting it out of action for a Quarter, but the marks of TrekBoer were clearly responsible.

ROCKET TRADERS stayed last out of the blocks again and Vanguard at Tau Ceti stayed in Safe Berth.

Gamma Leporis and Tau Ceti saw no Corporation trading.

Trading at Epsilon Eridani were ROCKET TRADERS selling 2 Isotopes for 11 HTs each, after which MADNESS & MAYHEM sold 4 more at the same price. ROCKET TRADERS then sold 7 Spice at 6 HTs apiece and gained a Dealership.

COSTA NOSTRA COFFEE sold 6 Monopoles at Mu Herculis, while MADNMESS & MAYHEM sold 4 Isotopes for 11 HTs apiece.

At Sigma Draconis ROCKET TRADERS bought 12 Spice for 7 HTs and were awarded a Dealer's position, after which TREKBOER brought 13 Alloys for 6 HTs each and gained another Dealership position.

At Beta Hydri MADNESS & MAYHEM wanted to sell Isotopes, but ROCKET TRADERS undercut them, selling 3 for 7 HTs each. SOLAR SPICE & LIQUORS sold 8 Monopoles for 16 HTs each, shutting out ROCKET TRADERS. COSTA NOSTRA COFFEE INC sold 4 Spice for 8 HTs each, letting SOLAR SPICE & LIQUORS sell one unit at 9 HTs after which ROCKT TRADERS sold 5 units on Contract.

TREKBOER jumped to Gamma Leporis, eluding planetary patrols somehow, and sold their Weapons at a top price. Sabotaging SOLAR SPICE & LIQUORS cost them in Reputation and they started to rebuild with a campaign emphasising their trading skills. New Warehouses were brought at Mu Herculis and Sigma Draconis. Beluga was launched at the end of the Quarter.

ROCKET TRADERS kept their obviously precious Corco Iota Hull in safe berth.

COSTA NOSTRA COFFEE INC increased their Reputation.

MADNESS & MAYHEM laid down a new Phoenix Hull at Epsilon Eridani Shipyards

SOLAR SPICE & LIQUORS loaded passengers on one ship and surveyed the chaos at Mu Herculis.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash	Rep	Player
A Costa Nostra Coffee	10 0 1	10	1st	245	40	Mark Cowper
B Madness & Mayhem	9 5 0	0	4th	116	21	Anthony Gilbert
C Solar Spice & Liquors	7 3 4	+4	2nd	984	40	Paul Evans
D TrekBoer	7 7 2	0	3rd	469	34	Mike Dyer
E Rocket Traders	10 0 8	0	5th	356	40	Przemek Orwat

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

Market Positions

System	Commodity	Positions
Gamma Leporis	Alloys	Dealers: A and E. Contractor: B.
Epsilon Eridani	Alloys	
	Isotopes	Dealers: A and E.
	Monopoles	Dealer: C.
Tau Ceti	Alloys	Dealer: E.
	Isotopes	Market Manager: E.
Mu Herculis	Alloys	Dealer: E.
	Isotopes	Dealers: A, D and E.
	Monopoles	Dealers: B, D and E.
Sigma Draconis	Alloys	Dealers: D and E.
	Isotopes	Dealer: B. Contractor: E.
	Monopoles	Dealer: E.
	Spice	Dealers: B and E. Contractor: C.
Beta Hydri	Alloys	Contractor: B.
	Isotopes	Dealer: E.
	Monopoles	Dealers: A and D.
	Spice	Dealer: C. Contractor: E.

News

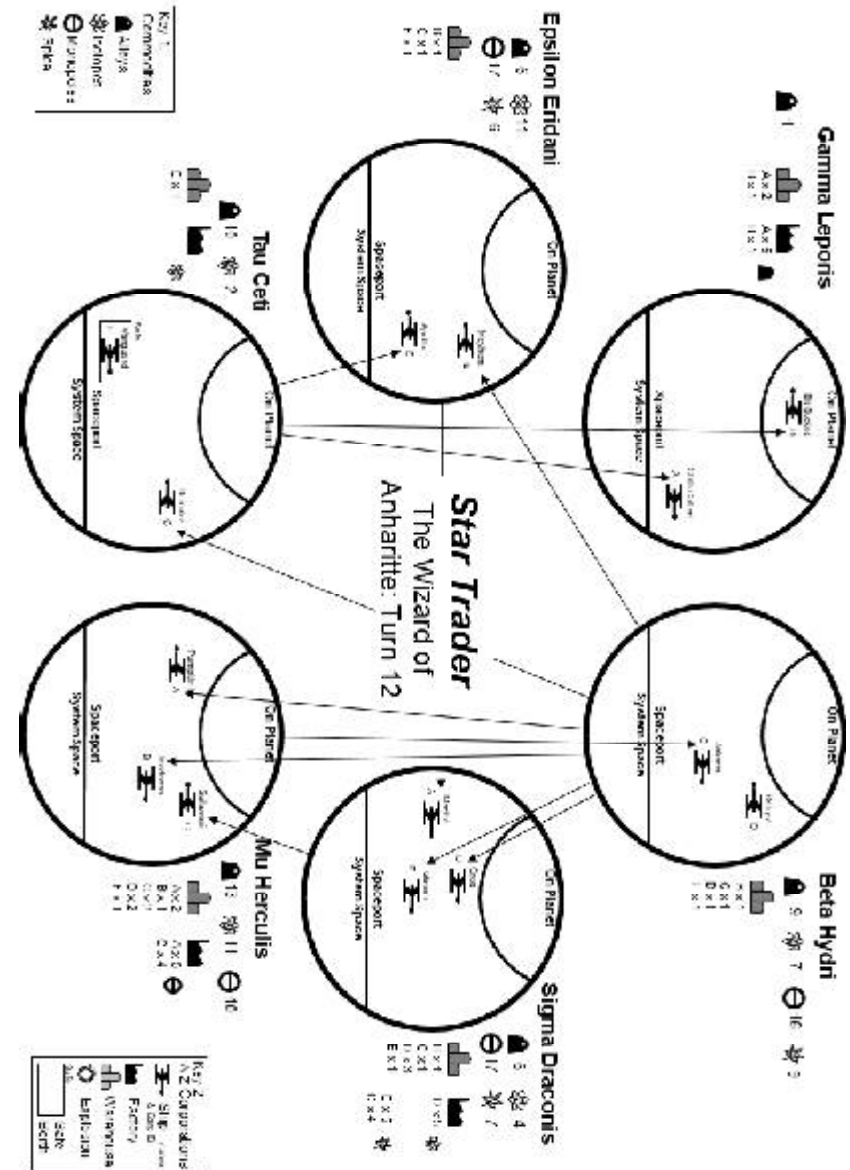
There was one new News chit this turn. The current list (new chits in **bold**) is:

- Turn 13 P3, B4
- Turn 14 P6

Turn 15 **P1**

(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, 12 Watton Park, Bridport DT6 5NJ or by e-mail to mike_dommett@yahoo.co.uk by 23rd May 2025



Brat's Hill (*Railway Rivals* game 19 – RR2559LD)

Start-up

The new game is on the Lake District Map and starts with 4 players. The letters on the map are the initial letters of the bodies of water they are next to.

Brat's Hill is about a thousand feet above [the village of] Boot [in Cumbria] and is a complex of one large [stone] circle and four smaller ones. [Mike does like a stone circle – or even Woodhenge. PE]

WELSH INTERSTATE TRAIN SERVICE (WITS), Mike Dyer – Red

Starts: Whitehaven

Points 20 = 20

SEASIDE RAILWAYS (SR), Rob Pinkerton – Blue

Starts: Carlisle

Points 20 = 20

LOCOMOTIVE OBO-7SERVATION STEAM TRAIN COMPANY (LOST), Gerald Udowiczenko – Black

Starts: Port Carlisle

Points 20 = 20

CART AND BARROW RAIL (CAB), Chris Rudram – Green

Starts: Barrow in Furness

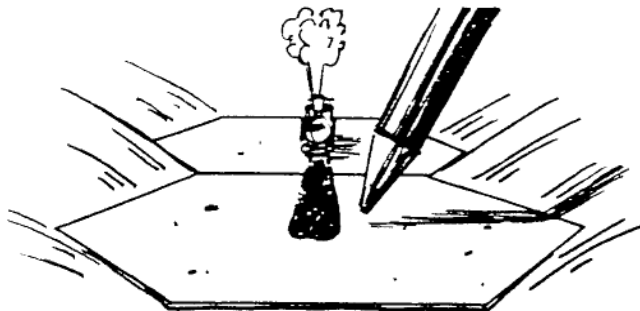
Points 20 = 20

GM Notes

Die rolls for the first turn are: 5, 4, 4

Order layouts: Your Name, Company Name, Company Colour.

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by 23rd May 2025**



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

**Orders for October 1676 to Pevans at
180 Aylsham Drive, UXBRIDGE**

UB10 8UF, UK or

lpbsorders@pevans.co.uk

by 30th May 2025



September 1676 (391)

The start of September means that Paris is bustling with returning soldiers. And, as it's September, everybody's anticipating getting new jobs. Or not. Especially as Minister of State Beau Reese Jean Seine has a vacancy to fill in his Government.

The new jobs must wait, though, as there are duels to be resolved first. Only two of them, though – both involving Terence Cuckpowder, who's been a bad boy while the army was away. The first one is actually against Minister of State Beau Reese Jean Seine. The two men meet alone as neither second turns up (that's Jean Jeanie not supporting Beau and Xavier Ulric Turenne failing to back up Terence). The beefy Beau carries a rapier, while man-mountain Terence has a sabre. What's more, Terence is a real expert with his blade, leaving the Minister at a big disadvantage. Beau pauses a beat before launching his furious lunge in an effort to confuse Terence. The bigger man parries it effortlessly before starting a furious slash. The slash is damaging to Beau, but not enough to stop him from hitting back with his cut. However, Terence's cut is terminal. And, suddenly, Paris is without a Minister of State and the Colonel of the Royal Foot Guards.

Perhaps wisely, Camille de Polignac simply refuses to fight Terence.

Jobs for some

The Government may have lost its head, but the wheels continue to turn. Come Asiouar, Hugh Jeneaux, Rick Shaw and Stephane Etrange have all applied for Ministerial positions, presumably expecting the nod from the late Minister of State. But now they're judged on their merits. Rick Shaw becomes a Minister without Portfolio – and an Earl – while Hugh Jeneaux fills the vacancy for

Chancellor of the Exchequer. As Minister of Justice and Commissioner of Public Safety are already occupied, that's it for government appointments. Though there is a vacancy for a Minister of State...

Now that he's Field Marshal (again), Jacques de Gain dishes out the top military jobs: command of the three armies. He appoints Generals Greg de Bécquer to command First Army, Ben e'Volence as leader of Second and Jacques Hatt to run Third Army. Having become a Minister, Rick Shaw isn't in contention for a command. And Come Asiouar gets to be the Field Marshal's Aide as Jacques prefers him to Botte Le Chimiste.

The Armies' command staff are largely filled with non-entities, but Adjutant of Second Army remains vacant after Stephane Etrange doesn't respond to Ben's offer of this position.

The Adjutant-General deems Zeold von Tu to be a better fit leading First Division than Louis Renault. Louis calls in a favour to ensure he gets command of Second Division. Zeold turns down Botte Le Chimiste's request to be First Division's Adjutant, preferring to leave it empty. Louis rejects Botte as well and makes Charles PiedLuminaire Adjutant in Second Division. Botte finally gets a job as Adjutant of the Cavalry Division.

Returning to the Lieutenant-Generals, Bernard de Lur-Saluces becomes a Provincial Military Governor.



Then it's the Brigade commands, dished out by the Inspectors-General. Terence Cuckpowder is confident of becoming Guards Brigadier and doesn't bother using any of his influence to support his application. Frank X Change calls in one of his Favours against Terence's appointment, but it's not enough to stop the big man getting the role. Terence rejects Martin de Garnache as Guards Brigade Major and this position remains empty.

Louis Severin Descartes does exert some influence to make absolutely sure he retains Brigadier of the Dragoons. Maurice Danseur, of Louis's regiment, becomes his Brigade Major.

Percival Puffington flashes his cash in an effort to persuade the I-G of Infantry to give him First Foot Brigade, but to no avail. There is a new Brigadier, of course, and he appoints Chemin de Fer as Brigade Major.

The Inspector-General then prefers Hugo Furst over Jean d'Aubergine as Brigadier of Second Foot, despite Jean being the incumbent.

RFG Captain Neville Moore gets the prestigious job of Captain of the King's Escort.

And Con Stantinople wins the 50:50 draw to be Brigade Major of the Horse Guards.

Camille de Polignac is disgruntled: "Realize I'm not Aide to the Field Marshal anymore. Take fancy tassels off uniform. Feel a bit like a putz for forgetting to apply for any positions this month. Apply for some anyway in the hope that they are still vacant in Oct." And one of those is still available...

It seems Hugh Jeneaux, Colonel of the Archduke Leopold Cuirassiers, isn't happy with life in Paris. He volunteers his regiment for a further season of active service.

Rusé le Renard is definitely unhappy. "Bored," he says. His application to join the Ryal Marines is turned down, as he expected it to be: "Still bored." So he signs up with a Frontier regiment, where he can expect to be bored most of the time and occasionally frightened for his life.

Who was where - Outside the Fleur	
Where	Week 2
Outside Fleur de Lys	ZUT (U)
	HS (U)
	EIF (U)
	LSD (U)
	GdB (U)
	MD (U)
	JH (U)
	FDB (BRJS)
	HF (BRJS)
	FS (BRJS)
	JIT (BRJS)
	VdF (BRJS)
	TtT (BRJS)
	MHD (BRJS)
	HWB (BRJS)
	AH (BRJS)
	SE (BRJS)
	PDT (BRJS)
	BLC (BRJS)
	JdA (BRJS)
	MdG (BRJS)
	RS (BRJS)
	CA (BRJS)
	CdP (BRJS)
	SDS (BRJS)
	ZUT (BRJS)
	Week 3

Shows who was in or outside a club: = Toadying to character above; (G) = Gambled; CP = Crown Prince; (id) = expected host.

The departed host

News of Beau Reese Jean Seine’s death does not seem to have reached many Parisians, judging by the way so many turn up to Toady to him. The crowd outside the Fleur that week is augmented by the unexplained absence of Jean Jeanie as well. This includes Private Steve De Sade, wasting the week off from regimental duties that squadron commander Elroi le Flingue has granted him. Louis (SD) and Edna’s debate about which party to attend turns out to be pointless as neither of their options takes place! Still, they had their reunion in the Fleur the week before, celebrating Louis’s re-appointment as Dragoon Brigadier.

At least the dependable Louis Renault and Maggie Nifisent are there, giving the few inside the club the opportunity to gloat/snigger/sympathise with all those stuck outside. These include Con Stantinople showing off his conquest, Anne Tique. At least he takes her to visit his new club later in the month.



There were no parties in the Fleur the week before, but the members were treated to the sight of new member (well, he is a Minister now) “Tiny” Thierry Toothpick strutting up to the giant Terence Cuckpowder. And arresting him. The spectacle is somewhat diminished by the array of orange-painted “Tangerines” backing up the Commissioner of Public Safety.

After that, it’s a quiet month until Louis Severin Descartes’s Victory Parade for the Dragoons at the end of the month. This kicks off with the Dragoon Brigade – Grand Duke Max’s and Princess Louisa’s

in their finest liveries – parading down the streets of Paris in a display of military triumph. Marching bands and soloists provide the musical background and some high-ranking prisoners of war and fancy pieces of loot are paraded around.

Afterwards, food and wine are provided for the troops at their barracks to enjoy their hard-earned victory, while the upper echelon (and some lucky privates and subalterns) and guests convene at the Fleur, which Louis recently joined, for a fancy sit-down dinner followed by drinks, cigars and games (pin the tail on the Dutchman, Blind Spaniard’s Bluff...). Maurice Danseur is there to demonstrate that he’s won the affections of Belle Epoque (with “a length of Brussels lace – booty from the battlefield – a delicious chocolate cake and a magnum of champagne”).

Bothwell’s isn’t very busy, but note Hector William Boone hosting Marcel Hatch Dupree again. And again.

Hunter’s has a new member, Ian Dediette, who is so taken with the place that he spends the whole month there. Percival Puffington and Viv Ayschus check out Hunter’s – just the once – now that Percival’s a member.

Who was where – in the clubs

Where	Week 1	Week 2	Week 3	Week 4
Fleur de Lys	TC + Morgane JiT + Guinevere TTT + Madelaine RS + Therèse LSD + Edna Bev + Lotte CdB + Bette	LR + Maggie . JS . SBC . Cdf . CS + Anne	TTT + Madelaine CdB + Bette	TC + Morgane JiT + Guinevere TTT + Madelaine LSD + Edna . ZUT + Laura . PDT + Sal . BLC + Eve . EIF . MdG + Chris . MD + Belle . SDS . IP CdB + Bette HWB MHD
Bothwell's	MdG + Chris JH + Cath		HWB . MHD MdG + Chris	
Hunter's	NM + Vera HF + Violet SE + Thomasina PPuf + Viv ID	ID	SE + Thomasina JdA + Carole ID	SE + Thomasina ID CA
Blue Gables		AA	AA	AA CS + Anne
Frog & Peach	JS HS + Sue		JS	
Red Phillips			PDT + Sal	

Shows who was in or outside a club: . = Toadying to character above; (G) = Gambled; CP = Crown Prince; (id) = expected host.

Blue Gables has just one visitor, Armand Alsace, until Con Stantinople and Anne roll up at the end of September.

Justin Saad likes his new club, the Frog & Peach, too, but only visits twice.

The only visitors to Red Phillips are Pierre De Terre and Sal Munella – after Pierre won her affections recently.

Amazingly, no regimental rivalries rear their head at any point.

After three months away in the field, it's no surprise that many returning soldiers' fancy turns to... courting. Though, for Frank X Change, this means spending the month with Frances. First, "to Notre Dame to pray and give thanks for my safe return from the front." Then "take a case of Champagne for us to share." Followed by "go for a horse ride together in the Bois de Boulogne. And, finally, "take her a large bouquet of sunflowers and dahlias." No sooner have they returned from the cathedral than they are rudely interrupted by Elroi le Flingue. He departs with a flea in his ear, only to turn up again just as they're saddling up. Frank sees him off with his riding crop. A duel will be needed to settle this, but only one.

Talking of twice, Come Asiouar and Camille de Polignac bump into each other on two occasions (not counting in the crowd outside the Fleur). Camille's perseverance pays off in the end – though it does mean another duel. Charles PiedLuminaire and Justin Cartier also meet twice in the same place. That's another duel.

Chemin de Fer and Ignace Pardaillon only run into each other once and Ignace is happy to stand down to his... equal. Neither succeeds in their courting, which is particularly disappointing for Ignace as his squadron commander, Elroi le Flingue, has let him off his duties for this. Neither Agaric Champignon nor Steve De Sade will stand down to the other in their single encounter.

This brings us to the red-light district where Sebastiane Blanc-Chevaux incautiously leaves plenty of cash about his person. He is divested of all leftover coin by the local footpads. Other visitors on the wrong end of the muggers' clubs have carefully spent all they brought with them.

Minor looting

Back in the Low Countries again, Archduke Leo's Cuirassiers lay into some Imperial cavalry that tries to break the French supply lines. Colonel Hugh Jeneaux refuses the offered promotion, but happily takes a few hundred crowns' worth of loot from captured officers.

Assigned to Frontier regiment 3, Rusé le Renard survives a close encounter with a Dutch musketeer and grabs almost five hundred crowns worth of goodies from the enemy. ❖

Who was where – with the ladies				
Where	Week 1	Week 2	Week 3	Week 4
Kathy	CA		CA	CdP succeeds ex-CdN
Kathy's doorstep	CdP		CdP	
Anne	CS succeeds	Out		Out
Belle	MD succeeds			Out
Frances	FXC at home EIF fails	FXC at home	FXC at home EIF fails	FXC at home
Violet	Out	JC	CPL fails	CPL fails
Violet's doorstep	JC CPL	JC CPL		
Lois	CdF fails	IP fails		
Lois's doorstep	IP st.down			
Lucy	JdA fails			
Sal	PDT succeeds	Out	Out	Out
Thomasina	Out	AC fails	Out	Out
Thomasina's doorstep	AC SDS		AC fails	
Shows who was with a mistress or on a doorstep: Out = Mistress with current lover;				
Bawdy houses	VdF + FC MHD + FC HwB + FC SBC + FC: Mug: 164 AH + FC AA + FC BdLS + FC: Mug 0	IP + FC: Mug 0		JS + FC: Mug 0 AC + FC HDS + FC
Shows who was with a mistress or on a doorstep: Out = Mistress with current lover; 1 = Indiscreet (+ mistress name); EX: id = Pinched from former lover. Mug n = Mugged & amount lost; (G) = Gambled.				

Who was where – round and about					
Where	Week 1	Week 2	Week 3	Week 4	
In jail		TC			
Practising	ZUT - Rapier FdB - Sabre FS - Rapier HDS - Cutlass BLC - Sabre JdG - Rapier LR - Rapier	NM - Rapier HDS - Cutlass PPuf - Rapier JdG - Rapier BeV - Sabre BdLS - Cutlass	FdB - Sabre NM - Rapier TC - Sabre HF - Sabre FS - Rapier HS - Rapier JIT - Sabre SBC - Rapier JC - Rapier AH - Sabre PPuf - Rapier JdG - Rapier HDS - Cutlass PPuf - Rapier BLC - Sabre JdG - Rapier RS - Sabre CdF - Cutlass LSD - Sabre BeV - Sabre MD - Sabre JH - Sabre BdLS - Cutlass LR - Rapier	FdB - Sabre NM - Rapier HF - Sabre FS - Rapier HS - Rapier SBC - Rapier JC - Rapier AH - Sabre PPuf - Rapier JdG - Rapier JdA - Rapier RS - Sabre CdF - Cutlass BeV - Sabre JH - Sabre BdLS - Cutlass LR - Rapier	
Regimental Duties			VdF SDS	VdF	
Basking in the sunshine	ZvT	ZvT	ZvT	ZvT	
Busy doing nothing			CS		
Shows everybody else: Weapon = Weapon practised with. For those doing nothing: -club = not in a club; -Cash = insufficient funds; -SL = insufficient Social Level.					

Press

Announcements

**** Join the QOC ****

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

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

† Count Thyme

Aide sought: Apply Cuckpowder.

Gentlemen of the military, Do you find your mistress is put off when you return from the Front smelling unsavoury? Or perhaps your wooing attempts are less than satisfactory?

Have no fear, Botte Le Chimiste's apothecary has just received a delivery of his famous "Irresistible Cologne" which will have the ladies swooning in your arms in no time.

Only 10 Cr per bottle.

But hurry, supplies are limited.

Vacancies exist for both officers and men in France's Premier Regiment.

Apply to Colonel Beau Reese Jean Seine at RFG Regimental HQ.

Financial assistance available for suitable candidates.

† BRJS

But not any more.

† Le Roi

**** Aide Required ****

I am looking for a competent aide.

Please contact me with your credentials.

† (Brevet) Bdr-General Count Thyme

Brigade Major required. Please apply Cuckpowder.

Military Missives

To: Field Marshal Count Jacques de Gain

From: Brevet General Count Ben e'Volence

Subject: Application for the Position of Army Commander

My Lord Count,

I write to you with the highest respect and a sincere sense of duty to submit my application for the position of Army Commander.

Throughout the course of my military career, I have had the privilege of serving in and commanding some of the most distinguished formations in our army. These include the Crown Prince Cuirassiers, whose gallantry remains the envy of the cavalry arm; the Heavy Brigade, with whom I forged a reputation for decisive, disciplined action under fire; and, more recently, the Cavalry Division, which I have led through some of its most challenging and rewarding campaigns to date.

My military record includes thirty Mentions in Dispatches—each one a testament not only to my own contribution but also to the excellence of the soldiers under my command. I am also proud to hold one of the highest Military Ability ratings in the army, something I hope reflects both strategic judgement and operational effectiveness in equal measure.

Beyond battlefield credentials, I am in a position to offer a Level 9 influence,

which I would gladly commit in support of any appointment you might choose to advance yourself. Should my application prove unsuccessful, please know that I remain wholly at your service and will lend my full support to any candidate you deem fit to lead.

In closing, I wish to assure you that my commitment to the service of the Crown, and to the continued excellence of our armed forces, remains absolute. I would be honoured to bring my experience and abilities to bear as Army Commander, and to work closely with you in furthering our shared military aims.

With the highest regard and unwavering loyalty,
 † Brevet General Count Ben
 e'Volence

Cher Ben,
 I was shocked to learn that you only have thirty Mentions in Dispatches. I was similarly shocked to learn that you believe your Military Ability to be one of the highest in the army. You would need to double both to compete with my record.

That said, I guess that you have to start somewhere, and, given I have four applicants for three army commander positions, you will probably get one. After all, your military judgements are still significantly better than Marquis Shaw (and whilst the Marquis has applied to be an army commander, I suspect his heart isn't in that application and he would prefer to retain his role as Chancellor of the Exchequer).

Your humble servant,
 † de Gain

Cher Greg,
 You are welcome to take command of the First Army.

Your humble servant,
 † de Gain

Field Marshall Count Jacques de Gain:

Honoured sir,
 I write to you in your capacity as Field Marshall. I am currently a Brevet General, and would appreciate the opportunity to command one of France's armies in the field next summer. If this meets with your approval, please let me know for which army you see me best suited.

At your service,
 † Brevet General Sir Jacques Hatt

Cher Jacques,
 You seem to employ very persistent messengers. This is the third time I have received the same message from them. Indeed, the first message arrived whilst I was still at the front concentrating on our ongoing siege. I will pass your request onto one of my aides to consider. That said, there are four applicants to command three armies, so one of the applicants isn't going to succeed. I suspect it will be Marquis Shaw as he never makes good military decisions and seems better suited to continuing as the Chancellor of the Exchequer.

Your humble servant, † de Gain

Sir,
 Since I need to notify headquarters shortly, have you reached a final conclusion about Army Commands?

Thank you,
 † B. General Jacques Hatt

Cher Jacques,
 I have given you command of the Third Army. Please don't do anything to make me regret it.

Your humble servant,
 † de Gain

Personal

Why, oh why does everyone choose the same week to hold their parties...

Preparing for his return to Paris, Jean d'Aubergine looked out the window at the shambling forces of the 3rd Foot Brigade, now on the march home. The mud had been rising all week. His uniform was now stained up to his knees, where before the brown tide had only crested his ankles. He opened the small silk-lined box again, the only object not covered in slime; the epaulettes hadn't grown any since the last time he looked at them. Breveted in the rank of Brigadier-General was some comfort, albeit only a temporary one. "Now I can at last buy new boots" he murmured stupidly to himself, "one for the left and one for the right, this time. And if this position persists, perhaps they can even be made to match one another. Now, what exactly does a Brevet Brigadier do?"

To B.Lt-General, Count Cuckpowder,
 Many thanks for the kind donation which I put towards the purchase of a commission in the 27th Musketeers, as fine a body of men as would have me.

Your humble servant,
 † Captain Agaric Champignon

Footloose in Paris... Jusin Saad sighs heavily.

Arent Hayes hurried along, holding a tightly bound dossier concealed within his coat... His destination: the Office of The Crown Prosecution Service. His information: EXPLOSIVE. However, the CPS offices were shut and the Commissioner nowhere to be seen (a usual state of affairs given his small stature). "Surely our enemies have not got to him already." Arent looked around for a hiding place... "Ahh, that will do," he said, spying a suitable place close by. He then popped a note through the door before strolling nonchalantly away, trying not to look too guilty.

Social

To the Soldiers of the 3rd Army,
 I have been granted the honour of commanding this army, both during the training seasons and, I expect, at the front come summer. In order that I may get to know the soldiers of the army, I will be hosting all soldiers serving in any capacity within the 3rd army at my club during the 3rd week of October. Companion ladies are also welcome. All costs paid.

Yours,
 † B. General Jacques Hatt

In honour of my fallen friend, comrade and trusted aide, Yve Stanbul, I will hold a memorial dinner during week 2. All gentlemen and their ladies are invited to join Maggie Nifisent and me to raise a glass in his memory. (All refreshments paid for by host.)

† Marquis Louis Renault

Grand Duke Max Trophy II

High-stakes horse race in week 4 of October!

Victory Pot 2000 GC

All racers welcome (except members of the ALC)

100 GC starting fee including drinks, or 50 GC for spectators.

Party in the Fleur afterwards for the racers, spectators and their female companions.

By Paris' most active horse race organizer after Le Dauphin

† Baron Louis Severin Descartes,
Dragoon Brigadier

Poetry Corner

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

Scars of the Soul Part 2

1 His hands, they shook, though skies were clear,

A phantom's whisper lingered near.

The boy who left had lost his place,
Replaced by one with sorrow's face.

2 Yet in the silence of the night,

A flicker stirred, a fragile light.

For though the scars ran jagged,

Deep, a seed of hope began to creep.

3 He learned to build from ashes grey,

To craft anew from war's decay.

Though darkness walked beside his tread,

He chose to live, though part was dead.

4 For war may steal and break apart,

But still he held a soldier's heart.

Resilient, scarred, and battle-worn,

A man reborn where once was torn.

† CPL

1 Crawling through a tall wheatfield,
I could spy the enemy camp.

Assess the way in, can I deal

With the sentry with a lamp.

2 I was here to observe;

Better still, with ear to tents,

Hiding, stretching every nerve,

To gather key intelligence,

3 I just had to get the information

And effect my evacuation.

Our cannons sound, Boom-boom-boom,

Cue, for me to

Sneak out quick – it's time to head
back home,

† FXC

When can their glory fade?

O the lengthy siege they laid!

The low countries wondered

Honour the charge they made!

Bags of Dutch loot displayed,

The Netherlands were plundered

† SdS

Stand firm, the Third!

Stand firm, the word!

Stand firm, we heard!

Ours not to make reply,

Ours not to reason why,

Ours but to do...

...and survive handily.

† Captain Agaric Champignon

Points Arising

Next deadline is 30th May

Well, that was unexpected. But it seems Cuckpowder has become something of a killing machine.

This does mean Minister of State is open for applications.

Welcome

Joining us for next turn is Jovan Bogdanovic, who's played in postal *En Garde!* games before. Welcome to *LPBS*, Jovan, and have fun.

Absent friends

The following didn't get orders to me in time and suffered the consequences.

Matthew Wale asked to float BS.

No orders from Andrew Larder - VdN 1 turn missed.

No orders from Andrew Kendall - JJ 1 turn missed.

No orders from Ray Vahey - X1 2 turns missed, so sent to a Frontier regiment.

Announcements

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

Camille de Polignac applies for Division Adjutant of First Division

Camille de Polignac applies for Aide to Field Marshal

Frank X Change asks NPC Lt.Colonel of Cardinal's Guard to resign

Notes

The *En Garde!* rules are available to *LPBS* players at a reduced rate: see any month's Points Arising page at www.pevans.co.uk/LPBS.

There's an email group for *En Garde!* players and GMs, providing a forum to swap stories and ideas. Sign up at: <https://groups.io/g/EnGarde>

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

Orders (and press) should be emailed to lpbsorders@pevans.co.uk – you'll get an automated reply when the message arrives in my mailbox. Please give your name and your character's name and specify actions in full detail. If you want a query answered before the deadline, please use LPBS@pevans.co.uk instead.

Trials

Terence Cuckpowder will be on trial at the start of October on the charge of “Undermining army morale by alienating affections that rightly belong to serving soldiers.” And killing the Minister of State. Probably. CPS Thierry Toothpick will prosecute and an NPC will stand in as judge.

It’s been a while since we had a trial without a player character as Minister of State, so players (and me) may want to refresh themselves on the rules. In particular, class 7 favours (and/or bribes) are needed to influence the verdict (class 9 to get the King to commute the sentence if TC is found guilty). Witnesses may be called (TC’s Aide and Brigade Major are considered employees for this purpose) and all players may contribute to the fun and games.

Duels

Results of September’s duels

Terence Cuckpowder (gains 1 Exp) killed Beau Reese Jean Seine.

Camille de Polignac didn’t turn up to fight Terence Cuckpowder and lost SPs.

Grudges to settle next month

Come Asiouar (Sabre, Seconds ZvT, adv.) and Camille de Polignac (Rapier, Seconds BdLS, 3 rests) have mutual cause as neither stood down over Kathy.

Frank X Change (Rapier, Seconds LSD, adv.) has cause with Elroi le Flingue (Sabre, Seconds LSD) as he tried to court Frances.

Charles PiedLuminaire (Sabre, adv.) and Justin Cartier (Rapier, 1 rests)

have mutual cause as neither stood down over Violet.

Agaric Champignon (Rapier) and Steve De Sade (Sabre, adv.) have mutual cause as neither stood down over Thomasina.

Claude de Nord (Sabre, Seconds FXC, adv.) has cause with Camille de Polignac (Rapier, Seconds BdLS, 4 rests) for pinching Kathy.

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

All duels listed above (including any to be voted on) must be fought next month. Orders conditional on a challenge being voted cause are acceptable.

New Characters

Bill Hay gets the First son of a wealthy Earl: Init SL 10; Cash 550; MA 6; EC 5 (X1).

Ray Vahey gets the Bastard son of a Merchant: Init SL 2; Cash 135; MA 6; EC 2 (X2).

Jovan Bogdanovic gets the Second son of a very wealthy Merchant: Init SL 3; Cash 500; MA 5; EC 3 (X3).

Tables

Army Organisation and 1677’s Summer Deployment

First Army (Field Ops)	GdB/N/N5/N
First Division (Field Ops)	ZvT/N/___
Guards Brigade (Field Ops) - RFG CG KM	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Cavalry Division (Field Ops)	N1/N/BLC
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Second Army (Siege)	BeV/N/___/N
Frontier Division (Siege)	N1/N/N3
Frontier Regiments (Siege)	
Third Army (Defence)	JH/N/N3/N
Second Division (Defence)	LR/___/CPL
3rd Foot Brigade (Defence) - 27M 4A	
4th Foot Brigade (Defence) - 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	N2/N/N3
1st Foot Brigade (Defence) - RM PM	
2nd Foot Brigade (Defence) - 13F 53F	

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	TC/N/___
Horse Guards Brigade	N2/N/CS
Heavy Brigade	N3/___/N3
Dragoon Brigade	LSD/___/MD
First Foot Brigade	N4/N/CdF
Second Foot Brigade	HF/___/N4
Third Foot Brigade	N3/N/N4
Fourth Foot Brigade	N3/N/___

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

Frontier Regiments

	(Defence for Sept-Nov)				
Colonel	F1 N6	F2 N3	F3 N2	F4 N2	RNHB N9
Attached			RIR		
Also at the Front	Archduke Leopold Cuirassiers				

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

Battle Results

Archduke Leopold Cuirassiers: 2
 Frontier regiment 1: 1
 Frontier regiment 2: 2
 Frontier regiment 3: 2
 Frontier regiment 4: 5
 RNHB regiment: 1

Other Appointments

King's Escort: Ensign N	Captain NM
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal CA
Provincial Military Governors: BdLS/N/N/N/N	
City Military Governor N	Adjutant-General N
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety TTT (until end June 1677)	
Chancellor of the Exchequer HJ (until end August 1677)	
Minister of Justice FXC (until end May 1677)	
Minister of War JJ (until end May 1677)	
Minister of State ___	

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

Femmes Fatales

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

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

Regiments

Col	LCol	May 1	May 2	Capt 1	Capt 2	Capt 3	Capt 4	Capt 5	Capt 6	Col	RFG	CG	KM	DG	BS	JIT	OOC	ALC	CPC	RM	CDMDPM	13F	PLLD	53F	27M	4A	69A	Gscn
		CdP	MdG	NZ	N4	N3	N6	N2	N4*																			
		N7	N1	N3	N3	N4	N1	N1	N1																			
		N7	N1	N3	N3	N4	N1	N1	N1																			
		N7	N1	N3	N3	N4	N1	N1	N1																			
		N7	N1	N3	N3	N4	N1	N1	N1																			
		N7	N1	N3	N3	N4	N1	N1	N1																			
		N7	N1	N3	N3	N4	N1	N1	N1																			
		N7	N1	N3	N3	N4	N1	N1	N1																			
		N7	N1	N3	N3	N4	N1	N1	N1																			
		N7	N1	N3	N3	N4	N1	N1	N1																			
		N7	N1	N3	N3	N4	N1	N1	N1																			
		N7	N1	N3	N3	N4	N1	N1	N1																			
		N7	N1	N3	N3	N4	N1	N1	N1																			
		N7	N1	N3	N3	N4	N1	N1	N1																			
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		N7	N1	N3	N3	N4	N1	N1	N1																			
		N7	N1	N3	N3	N4	N1	N1	N1																			
		N7	N1	N3	N3	N4	N1	N1	N1																			

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
JJ	Count Jean Jeanie	25	74	F1thy	General/War Minister	32		Flr	4	Andrew Kendall
BeV	Count Ben e'Volence	24	70	Rich	B.General/2nd Army Commdr	11	Lotte	Flr	3	Ash Casey
GdB	Count Greg de Bécqueur	24	70	Rich	B.General/1st Army Commdr	13	Bette	Flr	5	Anthony Gilbert
BRJS	Count Beau Reese Jean Seine	24	RIP							Bill Hay
CdP	Marquis Camille de Polignac	22-13		Comfy	Lt.Colonel RFG	5		Flr	4	James McReynolds
RS	Earl Rick Shaw	22	64	Rich	General/Min w/o Port	2	Therèse	Flr	6	Charles Burrows
BdLS	Count Bernard de Lur-Saluces	22	64	F1thy	Lt-General/Prov.Mil.Gov	19		Flr	3	Rob Pinkerton
TC	Count Terence Cuckpowder	22	55	Comfy	Bdr-General/Gds Brigadier	7	Morgane	Flr	6	Mike Dommert
HDS	Count Henri DuShite	22+98		F1thy	B.Lt-General	16		Flr	4	Dave Marsden
JdG	Count Jacques de Gain	21	27	F1thy	Fid Marshal	24			6	Ben Brown
ZUT	Marquis Zavier Ulric Turenne	20	54	Withy	B.General	4	Laura	Flr	1	Bob Blanchett
JIT	Count Justin Thyme	20+60		Rich	B.Bdr-General/QOC	18	Guinevere	Flr	2	Geraid Udowiczenko
LR	Marquis Louis Renault	19	29	Withy	Lt-General/2nd Div Commandr	3	Maggie	Flr	4	Roy Bleasdale
LSD	Baron Louis Severin Descartes	19+61		Rich	B.Bdr-General GDM/D/Drgn Brigadier	6				EdnaFlr1 Chris Schotmann
CdN	Baron Claude de Nord	18+67		Withy	Colonel KM	4				Both 4 Andrew Larder
ZVT	Baron Zeold von Tu	17+55		Withy	B.Lt-General/1st Div Commandr	8				Both 3 Tim Macaire
JH	Sir Jacques Hatt	16+52		Withy	B.General/3rd Army Commdr	4	Cath			Both 3 Joel Halpern
NM	Sir Neville Moore	15	37	Withy	Captain RFG/Capt.K's Esc	1	Vera	Hunt	2	Cameron Wood
MdG	Martin de Garnache	15	31	Withy	Major RFG	3	Chris	Both	4	Bill Howell
FXC	Marquis Frank X Change	15+121		Withy	Major CG/Justice Min.	11		Flr	4	Nigel Monaghan
BS	Earl Balzac Slapdash	14+42		Rich	B.Bdr-General DG	21				5 Matthew Wale
FS	Baron Felipe Savant	13	38	Withy	Captain RFG	5	Madeline	Both	4	Brick Amundsen
TTT	Sir Tiny Thierry Toothpick	13	37	Comfy	Captain RFG/CPS	5		Flr	1	Jason Fazackarley
HWB	Hector William Boone	13	29	Rich	Major RFG	6		Both	5	Paul Wilson
HJ	Baron Hugh Jeneaux	13	F	Withy	Colonel ALC/Chancellor	9		Hunt	3	Bruno Giordan
CA	Baron Come Asiouar	12+64		Comfy	Lt.Colonel QOC/FMshl's Aide	7		Hunt	4	Jacob Andersson
SE	Stephane Etrange	11	31	Withy	B.Bdr-General CPC	3	Thomasina	Hunt	4	Neil Packer
MHD	Sir Marcel Hatch Dupree	11+39		Comfy	Lt.Colonel RM	5		Hunt	4	Graeme Wilson

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
PPuf	Sir Percival Puffington	11+38	OK	B.Bdr-General	PM	6	Viv	Hunt	5	Tony Taylor
BLC	Botte Le Chimiste	11+33	Comfy	Lt.Colonel GDM/D/Cav Div	Adjutant 2	Eve		Hunt	4	Tym Norris
ID	Sir Ian Dedlette	11+33	Comfy	Major	QOC	3		Hunt	2	Nik Luker
EIF	Sir Elroi le Flingue	10	31	Comfy	Major GDM/D	7		BG	4	Daniel Racke
HF	Hugo Furst	10	23	Comfy	B.Bdr-General 1 3F/2 F Brigadier	5	Violet	Hunt	2	Graeme Morris
JdA	Jean d'Aubergine	10	18	Comfy	B.Bdr-General 4A	4	Carole	Hunt	3	Paul Robbins
FdB	Francois de Blanchefort	9	13	OK	Lt.Colonel CPC	4		BG	4	Peter Farrell
CS	Con Stantinople	9+36		Comfy	Major QOC/HGds Brigade Maj.	6	Anne	BG	1	Pam Udowiczenko
AH	Arent Hayes	8	15	Poor	Major CPC	4		F&P	3	Mark Cowper
AA	Armand Alsace	7	18	Withy	Bdr-General	11		BG	4	Sebastian Emde
HS	Hugo Serre	6	12	OK		6	Sue	F&P	3	Paul Murphy
JS	Justin Saad	6+20		Poor		3		F&P	3	Gerry Sutcliffe
MD	Maurice Danseur	5+42	OK	Major	GDM/D/Drgn Brigade Maj.	6	Belle	RP	5	Andrew Whiteley
CPL	Charles PiedLuminaire	5+20	Comfy	Lt.Colonel PLLD/2nd Div	Adjutant	8		RP	3	Nick Tyrrell
SBC	Sebastiane Blanc-Chevaux	5+19	OK	Captain	53F	1		RP	2	Peter Card
PDT	Pierre De Terre	4+29	OK	Captain	GDM/D	7	Sal	RP	2	Manoj Nair
CdF	Chemin de Fer	4+24	Comfy	B.Major RM/1 F	Brigade Maj.	5		RP	3	Rod MacDonald
IP	Ignace Pardaillon	4+18	Poor	Subaltern	GDM/D	5		RP	3	Grégory Meurant
AC	Agaric Champignon	3	4	Poor	Captain 27M	3		RP	5	Richard Cronan
VdF	Vaux de Fon	3	4	Poor	Private CPC	1		RP	4	John Cooke
JC	Justin Cartier	3	3	OK	Major 27M	1		RP	3	Steven Malecek
RIR	Rusé le Renard	3	F	OK		2		RP	4	Tim Rattray
SDS	Steve De Sade	3+16	Comfy	Private	GDM/D	5		RP	5	Jon Dean
X1		1	RIP							Ray Vahey

An F under SPs means that the character was at the Front, RIP that he died, Ret that he retired.
 + against SL means it went up this month, - means it went down.

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Flthy = 25000+

Last seen is the lady the character was last seen with in public.

EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+