

That would be enough

This has been issue 50 of *To Win Just Once*, published 30th November 2004. It incorporates *Les Petites Bêtes Soyeuses*, a postal game of *En Garde!*. Issues are published ten times a year, roughly every five weeks.

Deadlines

Game End Statements for *Odessa Steps* to Mike Dommett by 17th Dec 2004.

Orders for *Les Petites Bêtes Soyeuses* and Fictionary Dictionary votes and entries to Pevans by Friday 24th December 2004.

(Following deadlines are 28th Jan/4th Feb, 4th/11th March, 8th/15th April, 13th/20th May, 17th/24th June, 22nd/29th July, 26th Aug/2nd Sept, 30th Sept/7th Oct.)

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Games played

If you are interested in playing any game, please let Pevans know.

En Garde! Pevans has room for more players in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play. [start-up fee payable]

Railway Rivals Game 3 is just starting. Anyone interested in the next game? You will need the chosen map to play. [free start-up]

Star Trader Martin Jennings, Michael Grazebrook and Bob Parkins are in the queue for the next game – we need another 9 players. Full rules will be provided. [start-up fee]

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



The mistletoe hangs over *Carcassonne – the City*.
See my report from Spiel '04 inside and have a happy Christmas!

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Chatter

A landmark here as we complete five years of *To Win Just Once* and reach 50 issues. Yeee ... haa!

I feel much better for that. Let me also wish you all a very merry Christmas and a happy and prosperous New Year. (Yes, this is in lieu of a Christmas card!) Expect to see *TWJO* 51 in the second week of 2005.

Meanwhile, in this issue we have the start of a new *Railway Rivals* game and the end of the *Star Trader* game. If you're interested in joining the next *Star Trader* game, let me or Mike know as soon as you can. We provide full rules for the game, so you don't **need** to know it in advance.

You may have noticed the appearance of some different illustrations in last issue. I must thank Mike Dommatt for this: thanks, Mike! Mike has lent me his entire set of back issues of *Small Furry Creatures Press/Games Games Games*, *Les Petites Bêtes Soyeuses* and *Small Furry Playground*. Which means I can recover (and re-use) the pictures whose originals were lost in the demise of SFC Press. Which is why I call them different, rather than new! Expect to see more of them over the next issues.

Going back a few weeks, I had fun at Spiel, as usual, and my notes follow later in this issue. Spiel was the venue for the European board games Championship (EuropeMasters) 2004 and I report on this too. And then I spent a weekend as a Greek God. Nothing unusual there, I can hear my other half saying... Or is that just wishful thinking?



Council of the Gods

(l-r): Apollo (Donald Oddy), Hera (Sue Lee), Ares (Steve Bassett) and Zeus (John Davies)

The event was *The Siege of Troy*, a weekend-long freeform role-playing game. Nearly 60 players spent the best part of 48 hours in character (and in costume) as Greeks and Trojans, Gods and mortals, priests, kings and commoners. It was a blast – even though my character was finished off early Saturday evening (I got to play a different character for the rest of the weekend, which added to the fun). I'll put more photos up on my website (www.pevans.co.uk/siege) so you can get a better idea of what was going on.

Plans for next year's game are already well advanced. It is called *Once Upon a Time in Tombstone* and promises to be the ultimate Western. I can't make up my mind whether I want to be a lawman or an outlaw...

If you have an interest in this kind of game, sign up with the Yahoo group to keep up to date: groups.yahoo.com/group/uk-freeforms. There's a website about next year's game at www.freeforms.org.uk/tombstone.html.

One thing I haven't mentioned in the last couple of issues is the re-appearance of *Games International*. Editor Brian Williams has re-formed his team and resumed publication (after a few years' gap) with issue 17. This issue was available at Spiel and issue 18 should be out at about the same time as this issue of *TWJO*. You can buy issues or take out a subscription online at www.gamesinternational.biz. Oh, and I'm one of the writers.

Which brings me to Tony Hetherington's new publication. *Dice 2 Mice* is an online magazine that covers all forms of games: computer games, arcade games, console games, role-playing games, collectible card games, wargames, board games and card games. Plus the rest. Publication schedule is currently every two months and you can find it at www.dice2mice.com.

Spiel '04

I enjoyed Spiel as ever. It is always refreshing to see the enthusiasm everybody (customers, publishers, designers, journalists et al) brings to the show. Not to mention all the new games. Experience has taught me that it just isn't possible to see everything at Spiel. Scour the halls for the four days of the show and still someone will tell you about a great game that you missed. Nowadays I don't even try. Particularly this year when another hall has been added to the show, making it bigger than ever, and I only had two days to do the rounds. So this report is very selective: it covers just a few of the 400+ games that were on show. But I was only one of 149,501 visitors!

Der Untergang von Pompeji (The Downfall of Pompeii) comes from Amigo. "Escape from Pompeii" might be a better English version of the title as that's the theme of this board game from Klaus-Jürgen Wrede. The immediate

attraction is the conical volcano in one corner of the board. Yes, you get to chuck your opponents' bits into it! (Sound effects are optional.) The first stage of the game has everybody placing wooden blocks in their colour around the city. Then Vesuvius erupts. Now you move your pieces out of the city and spread lava tiles across it. Whoever saves the most blocks wins.



Escapees make for the gates as lava flows across Pompeii

The game encourages you to think carefully about where you're placing your cubes in the first place. And then to plot your moves in the second part – there's a clever movement mechanic, which provides some tactical options. For me, the thinking doesn't match the lightweight theme in what is meant to be a fun game. I can see that the game is aimed at the family market, but I'm not sure throwing my nieces and nephews into the volcano will go down too well!

Clicker Spiele is a new name to me, but they had a couple of games on their stand. One of these is *Old Town*, designed by Stephan Riedel. *Old Town* is like a board game version of those puzzles where you have to deduce the relationship from some apparently unrelated facts. In this case it's deciding where particular buildings were on the plan of a vanished Wild West town. The players have cards that give clues as to the location of a specific building ("The Saloon was north of the railroad", for example) or of one of the player's current buildings ("my building was on Main Street").

As further cards are played, the possible locations reduce – scoring points for players – until there's only one place for a building. The game's over when the town plan is full, though not all the buildings will be played. The scoring system is rather clever. In effect, it means players will generally be able to score a few points on early turns and a few points each turn in the end game. In the middle of the game, there are opportunities to make a killing. Spot one of these and you're well away. This is a clever, quick-playing game that offers a bit of a challenge and is fun to play.

Eagle Games is best known for big board games with hundreds of pieces (think *Axis & Allies* style). *Bootleggers*, they tell us, is a hybrid between the 'German' and 'American' styles of game design, though the designers are all American: Steve Gross, Don Beyer and Ray Eifler. The story is that the players are mob bosses, producing bootleg whisky and selling it to Chicago

speakeasies. The whisky is wooden cubes and players stack their whisky in model trucks to deliver it. Add in the plastic mobster figures in different colours and the atmospheric artwork and you have one good-looking game.

The aim is to accumulate the most cash over a set number of turns. But the key to the game is getting 'influence' (those mobster figures) into the different speakeasies. A player without influence can't sell, while having a majority gets you a rake-off on sales. Cue mob wars! And Jimmy Cagney impressions. With a nice bidding mechanism at the start of each turn, the game repays a bit of thought as well as being fun to play.

Carcassonne – die Stadt (*Carcassonne – the City* is the title of the English language version, published by Rio Grande) is the latest of Klaus-Jürgen Wrede's *Carcassonne* games – separate from the expansions to the original game – from Hans im Glück. The basics are the same: players take it in turns to lay square tiles, building up a plan of, in this case, the city of Carcassonne, and scoring points for contiguous features – roads and markets in this case. Where the game differs is about two-fifths of the way through. Now you can add wall sections as well, extending a wall around the city. Placing guards on the wall sections gives another way of scoring points, as does adding towers to the wall – the cover picture shows a completed game.

The result of this is that *Carcassonne – the City* is a more tactical and competitive game than the original. The tactical ploys available to players let them improve their own position and curtail their opponents' scoring opportunities. This is clever stuff and makes it a slight improvement on the original in my eyes. However, the addition of a boxful of wooden blocks (for the wall) makes the game significantly bigger, heavier and more expensive.

The nutty types at Krimsus Krimskranskiste had a couple of entertaining card games to show us. *Bad Hollywood* is about movie bad guys. They want revenge on the studios! Players play cards in specific types (suits, in other words) against a studio. When the total reaches the target number, it's all up for that studio. Except that they get an opportunity to draw from the Hero deck to see if someone will save them. Low value cards have special abilities to enliven things further. This is a very light game, but quite fun to play.

The other game is *Stunt Academy*, which continues the film theme by being about trainee stuntmen (and, indeed, women). It's played over four seasons, during which the players 'train' in the different disciplines available. This is done by spending action points and grabbing cards from the shrinking number that are available. At the end of the game, the trainees graduate: whoever's at the head of the class wins. This is another light, fun game that plays well.

Mind the Move is a new Italian publisher whose first game, *Oltre Mare*, was well received at Spiel (I'm not sure how London Underground will react to the company's logo though). The game has a small board, showing the coastline of the Mediterranean, but this is only a small part of the game. It is the cards that are the central feature, along with the trading between players. The cards are used to limit the number of cards a player holds and how many they can play in a turn. The cards played then give the players their actions for the turn. And the cards stack up and are the main source of Ducats at the end of the game (and the player with the most Ducats wins).

There are several other ways players can score points during and at the end of the game – including moving your ship around the Med. This means there is always something useful to do, whatever cards you hold. However, the game also allows players to trade cards (and Ducats), another way of getting round the limitations of the cards you draw. The end result is an entertaining game that gives players plenty of food for thought. My only quibble is that the trading can drag on if a player can't make his mind up. Apparently the game was a limited edition and sold out at Spiel. Let's hope there's a second edition – or it's picked up by a big publisher.

There were a couple of games from Queen Games that I wanted to try this year and this is the one I managed to play. *Flandern 1302* is designed by Wolfgang Panning, whose *Lucky Loop* I enjoyed last year. This game is a rather different kettle of fish. Players add districts in their colour to the six Flanders cities on the board. The aim is to have the most districts in a city when it's complete, as that player scores most points for it. Highest total when all six cities are complete wins the game.



Final scoring for *Flandern 1302*

This is another very tactical game, the core of which is trying to outwit the other players. You have a limited number of actions available and must choose one each turn, playing the appropriate card (face down, initially) from your hand. Since picking up cards again is a full turn, you can keep track of what options are available to your opponents. But there are sufficient options to allow bluffs, double-bluffs and simple outmanoeuvring. It's clever stuff, but a bit dry for my taste.

Dutch publisher Splotter is known for its big, complex games – with little dashes of humour. Their new game, *Antiquity* is no exception. It comes in a huge box and has hundreds of cardboard counters. Like other Splotter games, this is a game of development and logistics. But there the resemblance ends. In *Antiquity* players are developing and expanding across the board. You start with a city, which takes up space on the board and from which you send out expeditions to explore and establish farms, logging camps and so on. These provide the raw materials you need to expand further and develop your city.

A separate grid is provided for each city, on which you fit the buildings you need to fuel your expansion – including houses for your workers. Another neat touch is the way using the land changes it: cut down the trees and forest becomes grassland. Plant crops and the land becomes worn out. The winning condition depends on each player's patron saint – something that can be changed. And each saint provides a special power to their followers. This game absolutely demands that players plan ahead. The risk (for me, anyway) is getting sucked in to the intricate detail of managing your estates and cities rather than winning the game. Yes, it's definitely my kind of game.

Bloody Legacy is a card game from a newish British publisher, Surprised Stare Games, and is very much in the *Family Business* and *Kersplatt!* mould. Or perhaps the film *Kind Hearts and Coronets* was designer Tony Boydell's inspiration. Players want to be the last surviving heir to a fortune. Which means removing all the other claimants – that is, eliminating the other players. So you play traps and try to dodge the traps played on you. Lose too many points and you're out of the round and lose a life. Lose all your lives and you're out completely. Last man standing wins.

This is a very silly game. It's also great fun! Yes, it's an elimination game, but it's over quickly enough that nobody minds. And the action is fast and furious – if someone takes too long reading their cards (to find out what they are), it could be too late for them. A lightweight bit of nonsense: I love it!

Warfrog had their new game, *Struggle of Empires*, stacked up on their stand. I've already talked about this (in *TWJO 47*) and I found it even better on second playing. While there are lots of things you could do, an understanding of how the game works allows you to concentrate on the options that make sense for your strategy. I am sure that more strategies will emerge as people get to grips with the subtleties of the game. I suggest limiting the game to four players when you're learning it, to make things a bit simpler.

I have since tried a couple of the *Age of Steam* expansions Warfrog had available. Both have some changes from the basic game that mean they play a bit differently. The Germany map (originally published by Winsome Games

last year) has lots of connections to other countries around the edge. These are very useful destinations for goods, but building the connections is seriously expensive. On the Korea board, cities are not a set colour. Instead the goods at a city set its colour(s) as a destination. Of course, as goods are delivered, the available destinations change. This should make for a more fluid game and provide some different tactics. However, after the first few turns, I found a number of goods were pretty much locked in place as stable destinations, so it didn't seem to make much difference. We'll see what happens next time.

I got to play both the new games at Winning Moves. First up was *Karibik*, designed by Mikhail Antonov and Jens-Peter Schliemann. My magpie eye drew me to this game as soon as I saw it. Model galleons on a map of the Caribbean dotted with gold bars! Okay, calm down, it's all just cardboard. Players move the galleons to pick up treasure and deliver it to their home port. The highest value of treasure at the end wins the game.



Karibik in play

The twist is that the player who moves a ship is the one who bids highest. A tie means nobody moves it. Since each player has the same set of chits to bid with, this comes down to out-guessing your opponents. There are opportunities for clever play, which enlivens the game. For example, moving a ship alongside another allows you to steal the treasure. So bidding high for a ship that isn't able to pick up treasure from an island may give an opportunity for piracy. The game is pleasant enough to play, but it's a family game rather than a gamer's game.

Submarine, from Leo Colovini, looks less exciting by comparison. The board is a cross section of the sea, from surface to seabed. Spread across it are lots of treasures (cardboard counters). The aim is to be the first to collect all the different treasures. To do this, players have some nice little wooden submarines. Each player also has a 'mother' ship on the surface and can only move or pick up with their submarines when their mother ship is overhead.

This sounds simple, but is actually rather clever. If you simply move your submarines every time your mother ship reaches them, you'll never pick up any treasures. But if you pick up treasures, your mother ship moves on and you can't do anything else with those submarines until the mother ship comes

back across the board. Other aspects of the game are equally subtle, providing players with tactical manoeuvres and the need to plan ahead. *Submarine* is not a particularly deep game, but it is much more demanding than appears.

Ystari is a new French publisher and was at Spiel with its first game, *Ys*, and its designer, Cyril Demaegd. The ancient city of Ys turns out to have been circular and divided into three levels and four quarters. The players are merchants, trading for gems. By manipulating the prices of the different colours of gem, you aim to have the highest value at the end of the game.

Playing the game is about placing brokers (markers of different values) in the twelve sections of the city each turn. Having the highest value brokers in an area gets you gems, extra cash or a special ability (cards). Players also bid to change the relative values of the gems. And they bid for turn order using one of their brokers – who is then not available to place on the board. At first glance this is a clever game with some subtlety that will repay repeated play.

Spiel '04 was not a vintage year, overall. There were lots of good games to try out, but nothing outstanding amongst the new publications – perhaps the best games were all published early this year? Be that as it may, there are even more games than usual waiting to be played... (One final point: why were there so many pirate games at Spiel this year?)

A longer version of this report – covering more publishers – will be on my website in due course: www.pevans.co.uk/Reviews/Spiel2004.html.

Spiel '05 takes place at the Messe (Exhibition halls) in Essen, Germany 13th-16th October 2005. It is organised by Friedhelm Merz Verlag and more information can be found (in English) on the company's website at www.merz-verlag.com/spiel/e000.php4.

EuropeMasters 2004

A couple of people at Spiel asked me why I was participating in the EuropeMasters tournament. Neither of them fancied the idea of spending a day playing board games competitively. I was nonplussed: I've never looked at it this way. A day spent playing board games sounds like fun to me. And I don't approach the tournament any differently from any other games-playing occasion. I realise other people take it very seriously, but for me it's just another chance to play some good (I hope!) games against good players. This year the games were pretty good.

This year five games were played: *Hansa* (Abacusspiele/Uberplay), *Maharaja* (Phalanx Games), *Media Mogul* (JKLM Games), *San Juan* (alea/Rio Grande) and *Ticket to Ride* (Days of Wonder). A pretty good – and fairly demanding –

selection. The teams assembled at 10 am in the Essen room at the exhibition halls. By 10:30 they were into the first game, *Hansa*. With short breaks between the games, the final tables wrapped up the last game, *Maharaja*, just after 6 pm.

This allowed the organisers to tally the points and award the prizes before the fair closed at 7. The winning team this year was “Die Magier von Midgard” from Germany with 70 points (out of a theoretical maximum of 100). Second place went to Czech team “KPP Mamutek” with 69 points and the “Lille Old Squad” from France was third on 68. The top teams took away piles of games and there were trophies for the top three.



The winners wave a trophy or two in celebration!

Although EuropeMasters is a team competition, a prize is awarded for the best individual performance. A terrific performance by Antoine Eloy of the Lille Old Squad saw him win all five of his games and walk away with the well-deserved individual trophy.

The top-placed UK team was “The Largest Army” (Peter Dennis, Mike Fisher, Tim Humphries and Julian Pullen) in 8th place. They were just one point ahead of “The Uninspired” (Chris Boote, Steve Campbell, Mark Jones and Marcus Pratt), who have won the European trophy on more than one occasion. Another UK team, “A Fistful of Dobbers”, And we (“To Win Just Once”) came 15th (equal with “Three Men and a Foxy Lady” on 51 points).

All the teams at EuropeMasters qualify through their national championships. The UK Board and Card Game Championship, SpielChamps UK, is the UK's qualifying event and takes place as part of Maycon each year. Next year's tournament will be on the Sunday of May Bank Holiday weekend at Maycon. Keep an eye on the website at www.maycon.org for up-to-date details about the event.

Finally, my congratulations to the winners of this year's EuropeMasters and my thanks to organiser Ronald van Lent and his team for all their hard work. There's more about Europemasters on-line at www.europemasters.org.

Railway Rivals 3 – pre-start

Mike Dommett has provided this briefing.

I have had six players expressing an interest, and the map chosen is London and South East, by a small margin.

The players are:

Chris Boote,
Steve Bunce,
John Harrington,
Timothy Hunt,
Gerald Udowiczenko and
Edward Walkington.

I would like players to send me in their company names and start points. Please can you give a selection of start locations. First choices will get their start point. If two people have applied for the same start point, then I will decide on die roll, and then allocate their next free choice of start point.

I will allocate colours next time.

There will be special bonuses of 2 points for the first company to build through any of the 7 locations where I am currently building substations and Transmissions Posts as part of the Southern Region Power Supply Upgrade.

Please make sure that your orders include in the title or first line of the orders:
Your Name, Company Name and Colour.

This makes my job much, much easier. Defaulters will be warned, then fined.

**Starting preferences to Mike Dommett, 119 Victoria Road, ALTON
GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 17th December 2004.**

Games Events

There's just time to mention Dragonmeet. It's at Kensington Town Hall in London on 4th December. The event is mainly about role-playing, but it covers CCGs and wargames as well. More info at www.dragonmeet.com.

And the first event of the New Year is, as usual, Winter Stabcon: 7th-9th January 2005. For the second year, this is at the Britannia Hotel in Stockport. Stabcon is a pretty informal event and sees a mixture of board games and role-playing. There's a booking form in the Files section of the Yahoo group at groups.yahoo.com/group/stabconinfo.

This box concentrates on games events I expect to attend.

Swiggers: games club that meets every Wednesday evening (though December dates depend on venue availability) at the Bunch of Grapes, St Thomas Street, London SE1. Board games and occasional role-playing. No charges, all welcome. For more information, see www.pevans.co.uk/Swiggers.

Games Games Games Days: from noon(-ish) on the second Saturday of every month at the Duke of York pub at 35 New Cavendish Street, London W1. A day of board games, with those present covering the cost of the room and sandwiches.

Maycon: a mixture of board games and role-playing over the May Day bank holiday weekend. There will be a new venue for the 2005 event. This convention is also the host for SpielChamps UK – The UK Board and Card Games Championship and qualifier for the European Championships. For more details and a booking form, see www.maycon.org/.

Spiel: the board games event of the year. Oct. 13th-16th 2005, at the Messe (Exhibition Centre) in Essen (Germany). Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel/e000.php4.

MidCon: board games plus the UK's National *Diplomacy* Championship. November 2005 at the Thistle Birmingham City Hotel in central Birmingham. For details: www.midcon.org.uk.

Winter Stabcon: 7th-9th January 2005 at the Britannia Hotel in Stockport. A mixture of board games, wargames and role-playing at this friendly con. Registration is £15 and accommodation is available in the hotel. Sign up with the stabconinfo Yahoo group to find out more: groups.yahoo.com/group/stabconinfo.

Credits

To Win Just Once issue 50 was written and edited by Pevans. The LPBS masthead (page 21) is by Lee Brimmicombe-Wood, as is the picture on page 26. The illustrations on pages 22, 23, 24 and 25 are by Tim Wiseman. Pevans took the photos and played with Photoshop...

Fictionary Dictionary

This game is open to all readers – I guess most of you will know it. Each issue I will put up a couple of obscure words. Anybody who wants to participate writes in with fictional definitions for the words. I publish these, anonymously. Everybody votes for their favourite definition (a vote for your own definition will be ignored).

Players score points according to how many people choose their definition. (In other games the definitions include the correct one and players get points for spotting it. However, it's too easy to look words up in a dictionary, so I've left this out for this game.) We'll run this for 10 issues. The winner is the player with the most points at the end.

Scores from Round 6

First off, an adjustment. I neglected to count Nike Luker's votes in Round 5. He voted for definition 7 of Irremeable and 4 of Kerygma. This gives an extra point each to Graeme Morris and Colin Parfitt.

Players' Scores

Name	This round	Total
Guy Arnold	0	1
Mike Dommett	1	2
Pevans	0	16
Bill Hay	0	2
Pete Holland	1	17
Nik Luker	4	13
Bill Michell	0	6
Mark Moores	0	2
Graeme Morris	3	10
Neil Packer	0	1
Colin Parfitt	1	12
Al Tabor	0	4
Gerald Udowiczenko	2	11
Pam Udowiczenko	6	9

Votes on Round 6

Voter	L	M
Guy Arnold	7	6
Mike Dommett	2	8
Pevans	2	1
Pete Holland	1	9
Nik Luker	7	5
Mark Moores	2	3
Graeme Morris	2	9
Colin Parfitt	2	9
Pam Udowiczenko	9	4

Here are the real meanings of the words in round 6.

Lentiginous (adj): dotted or speckled (as if) with freckles.

Muscarine (n): a poisonous chemical compound, C₉H₂₁NO₂, that occurs in mushrooms, esp fly agaric,

and when eaten causes (often severe) disorders of esp the digestive system, heart, and lungs.

So there you are. The table above on the left shows which definitions people voted for last round. The table on the right gives the scores of those who have provided definitions. A big score for Pam on this round, with Nik doing well too, and Pete's one point putting him into the lead.

Round 7 Definitions

Here are the definitions sent in for our next two words.

Napiform

1 Standardised clothing worn by members of the Nursery and Reception classes of a primary school (cf. school uniform).

2 A type of ancient writing similar to, and derived from, cuneiform.

3 The shape of a serviette after a hearty meal.

4 A policy adopted by German supermarket chains of making employees wear disposable pants while on duty to remove the need for toilet breaks.

5 It was usual in public schools to deny poorly performing pupils advancement to the next year. Such unfortunates went into an intermediate class, which, in certain girls' schools, was known as the Napiform (cf Remove).

6 Descriptive of anything which is bulging and/or misshapen in much the same way as a full nappy. This may not be obvious, but often the observer will get the uneasy feeling that something is not right.

7 The characteristic shape adopted by someone whilst snoozing.

8 The shape taken by a table napkin which has been cunningly folded to represent an animal or flower.

9 Something done in the manner of Napoleon or something obtaining to his appearance.

Ootheca

1 Toothache as suffered by the chronically dyslexic.

2 Opening through which an egg passes when being laid.

3 Northern expression of mock horror. Probably a contraction of the phrase "Ooooh tha' can't!!..."

4 A young aardvark.

5 (Pronounced Double-O-theca): Q's laboratory.

6 Boudicca's less well-known sister, who was appointed by the Romans to rule the Iceni after the revolt.

7 A Native American tribe from New Mexico with strong cultural similarities to the Aztecs. The entire tribe was wiped out in the mid-1700s by a virulent strain of measles.

8 A medieval weapon named for the sound made when it impacted on its victim, an "oooooth" sound.

For the next deadline, I need you to:

- vote for your favourite definition of each word above and
- let me have your fictional definitions for the two new words below.

The next words are: Pichiciago and Rostellum.

Votes and definitions to TWJO, 180 Aylsham Drive, UXBRIDGE UB10 8UF or TWJO@pevans.co.uk by Friday 24th December.

Odessa Steps

Star Trader – Turn 17

At Gamma Leporis GRAND LARS THENI became a Contractor, buying 13 Alloys for 3 HTs each and shutting out INTERSTELLAR METAL's bid of 1.

Epsilon Eridani was quiet, KATKORP selling 8 Petroleum for 12 HTs apiece.

TOTAL TRANSIT 2070 sold 10 Isotopes at 5 HTs at Delta Toucanis, as KATKORP tried to sell on Contract with material it didn't have. KATKORP did sell Petroleum on Contracts, just as IM did.

KATKORP sold 5 Petroleum on Contracts at Tau Ceti, and were bidding to sell Isotopes as well, but only managed to shift 4 units from their stockpiles. INTERSTELLAR METALS sold 5 more Isotopes on Contracts at the closing price of 5 HTs.

Mu Herculis was hit by the drop in Alloy prices and TT2070 failed to sell at 6 HTs.

KATKORP bought 2 Isotopes for 1 HT. SWISS MERCENARY FLEET sold 20 Liquor for 10 HTs each and was made a Contractor. GRAND LARS, bidding 19, and KATKORP, bidding 17, were left with unsold stock. KATKORP did manage to sell 4 Monopoles at 14 HTs each but GRAND LARS were unable to buy at the same price. Petroleum was popular, with IM and GRAND LARS buying using Contracts and then IM adding 6 more from Agent Ferret's contacts

Sigma Draconis was fairly busy. KATKORP bought 2 more Isotopes for 1 HT each. TOTAL TRANSIT 2070 sold 10 Monopoles at a price of 13 HTs and secured a Dealership. They followed this up by selling 10 Petroleum for 7 HTs apiece, undercutting KATKORP's bid of 9, and being awarded a Contractorship. Lastly INTERSTELLAR METALS bought 5 Spice on Contract.

INTERSTELLAR METALS shifted 11 Isotopes for 3 HTs each and gained a Dealership at Alpha Centauri. GRAND LARS were buying Liquor at 14 HTs and took 5 units as TT2070 sold 1 for 13. IM and KATKORP bid less and were left empty handed. SWISS MERCENARY FLEET sold 17 Monopoles for 10 HTs apiece and were made Market Managers. After which GRAND LARS THENI bought 7 units at 13 HTs. INTERSTELLAR METALS sold 8 units of Spice for 11 HTs each and gained a Contractorship – yet another Market position for the metal Corporation.

Beta Hydri was quiet – IM selling 2 Isotopes on Contract and KATKORP selling 5 Petroleum in the same fashion but for much more money!

GRAND LARS THENI were embarking Passengers, 26 groups travelling this Quarter. They bought Warehouses for Beta Hydri and Gamma Leporis. Cargo pods were added to their Passenger Liners and a new Phoenix Hull, Morning Duchess, was laid down at Alpha Centauri shipyards where they apparently have a reduced rate for outfitting.

INTERSTELLAR METALS repaid their loan and, finding some money left over, built a Warehouse at Gamma Leporis.

TOTAL TRANSIT 2070 bought warehouses at Mu Herculis and Delta Toucanis and then bought 4 new Cargo Pods for the valiant DX Goods to replace those destroyed by the attempted Piracy.

KATKORP undermined SWISS MERCENARY's reputation using Alexis, revealing various little known facts about the Entrepreneur's private life. They then increased their own Reputation, bought Warehouses for Tau Ceti and Mu Herculis (warehouse obviously being flavour of the month), sold 4 Isotope Factories at Tau Ceti, bought 4 new Liquor Factories at Alpha Centauri and bought an A class crew for their new ship Leopard 3 (though there were those who cavilled and said that this was the Cutty Sark).

Finally SWISS MERCENARY FLEET sold their 10 Monopole Factories at Mu Herculis and their 10 Liquor Factories at Alpha Centauri, banked the proceeds and discovered that they had over 2000 HTs.

GM Notes

EV 14 took place this turn, with Alloy Prices diving as Petroleum, Isotope and Monopole prices rose.

Corporation E, SWISS MERCENARY FLEET – Martin Jennings cashed in most of his assets and has over 2000 HTs in cash. He is the **winner** of this game.

I will be running another game starting in a few issues when there are enough names on the waiting list. I would like to see at least 12 starters.

Game end statements are welcomed from **all** players, including those who were eliminated earlier and those who dropped out due to other commitments.

I have been keeping a spreadsheet showing Corporations' approximate worth at the end of each turn if all their assets were turned into cash. Obviously this can only be an approximation, but it is some guide as to the worth of the Corporations.

Corporation Table

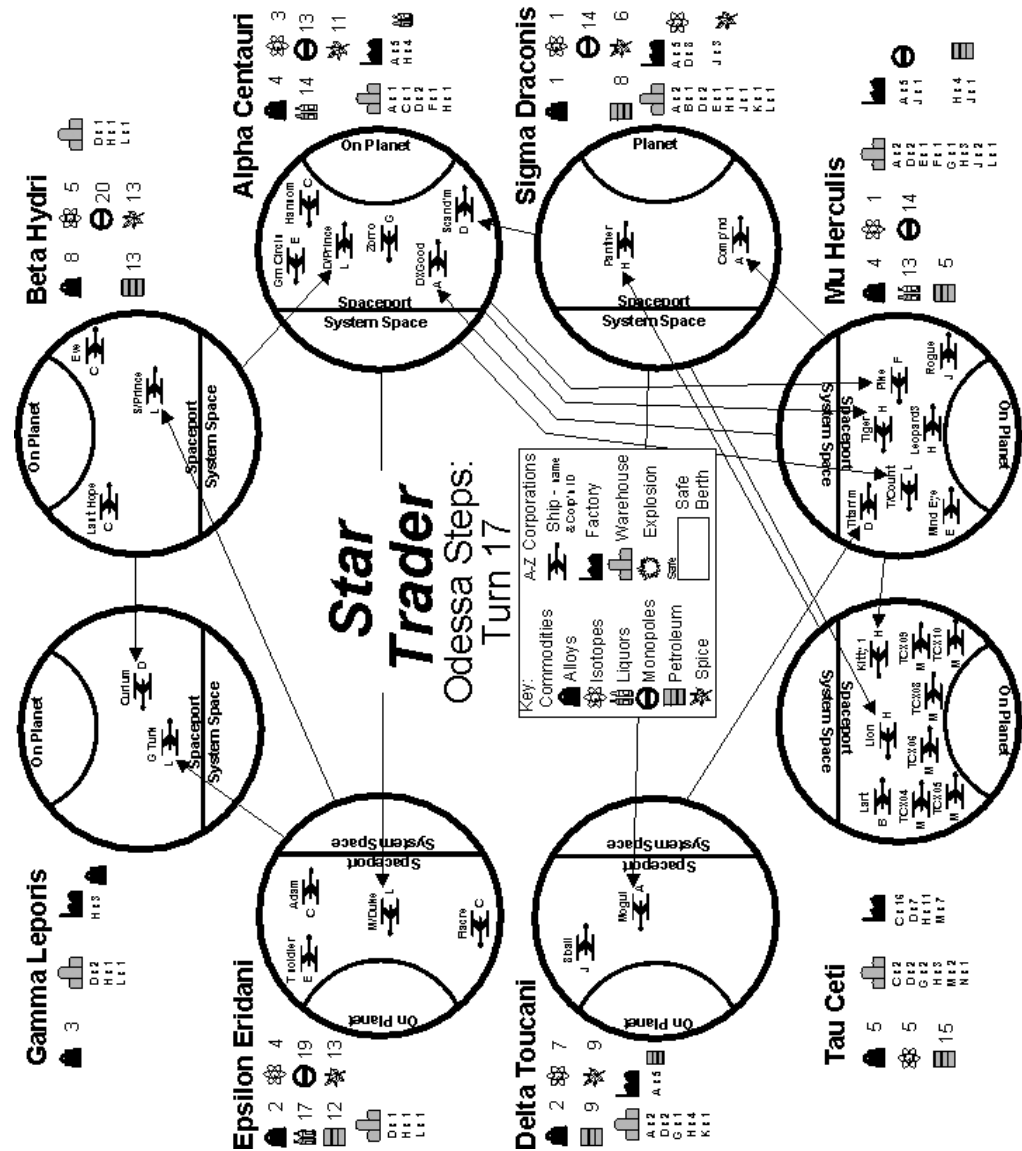
Corporation letter & name	Conn'n Levels			Init Bid	Turn Order	Cash Rep'n		Player
	Bus	Crim	Pol			Cash	Rep'n	
A Total Transit 2070	10	0	7	0	5th	906	40	Simon Burling
B New Expensive Weapons Bring I Empire	3	7	2	N	6th	129	33	Player wanted
C Trans-Solar Trading, Inc	10	8	6	N	6th	643	40	Jerry Elsmore
D Interstellar Metals	10	5	5	4	2nd	105	40	Paul Evans
E The Universal	10	0	5	N	6th	546	40	John Harrington
F Swiss Mercenary's Fleet	10	0	10	0	3rd	2538	35	Martin Jennings
G Shylocks	10	2	3	N	6th	334	40	Andrew Kendall
H KatKorp	10	3	9	4	4th	908	34	Michael Martinkat
J Bland & Brass	8	2	7	N	6th	202	39	Colin Parfitt
L Grand Lars Theni & T Heft	10	1	2	10	1st	41	40	Ian Whitchurch
M Tau Ceti Express	4	0	7	N	6th	614	40	Matthew Wale

'N' under Initiative Bid indicates No Move Received

Estimated Corporation Value

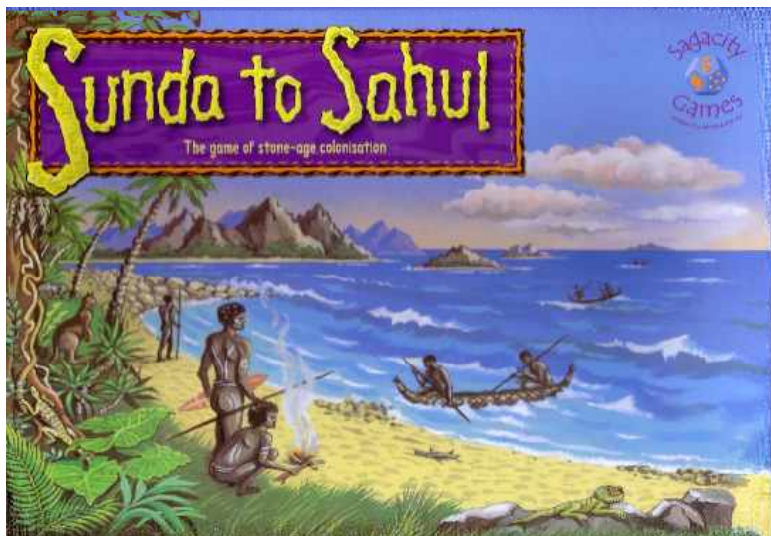
Turn	Corporation letter													
	A	B	C	D	E	F	G	H	J	K	L	M	N	
1	~800	~800	~800	~800	~800	~800	~800	~800	~800	~800	~800	~800	~800	~800
2														
3	914	586	662	560	551	687	526	810	676	508	837	636	590	
4	899	291	688	692	659	883	493	769	698	766	642	1012	739	
5	941	278	692	889	599	1098	484	1212	740	1360	615	1235	101	
6	902	263	777	672	655	1419	431	890	586	1656	501	1336	-43	
7	1028	263	633	757	695	1330	627	1245	581	1523	521	1611	-179	
8	1047	276	993	831	668	1344	542	1478	664	2275	541	1264	-210	
9	1042	289	1033	946	645	1333	529	1318	822	1803	561	1263	ELIM	
10	1103	289	999	990	659	1336	618	1411	773	1836	581	1356		
11	1261	296	1303	896	742	1453	570	1148	669	1839	601	1369		
12	1072	256	1222	818	862	1211	320	1418	322	2128	621	1373		
13	1356	Quit	1470	1041	931	1572	528	1629	515	ELIM	521	1641		
14	2197		1952	931	1107	2257	397	2236	530		980	1475		
15	2245		2257	792	1245	2461	430	2482	532		961	1403		
16	2545		2243	1109	1325	2749	217	2733	633		1237	1697		
17	2749		2445	1320	1410	3254	607	2908	643		1228	1809		

Game End statements to Mike Dommett, 119 Victoria Road, ALTON GU3 2DD or by e-mail to mike_dommett@yahoo.co.uk by Friday, 17th December 2004.



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Les Petites Bêtes Soyeuses 176

Being a postal game of *En Garde!* run by Pevans since April 1986 and now published as part of *To Win Just Once*.

If you'd like to play, you'll need to subscribe to *TWJO* and pay the start-up fee (see back page). You will also need a copy of the rules to *En Garde!* – or at least access to a copy.

**Orders for August 1658 to Pevans at
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July 1658

Paris lies torpid under the summer sunshine. Only the occasional person scuttling from place to place suggests the city's usual bustle. Apart from the occasional patrol of Cardinal's Guard, King's Musketeers or Crown Prince Cuirassiers ensuring that order is maintained.

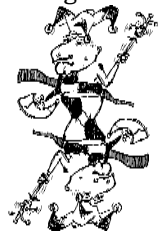
There is still intrigue behind the closed doors of Paris's Hotels and Palaces of course. Beau Romir and Omi Palone combine their influence to remove the commander of the Frontier Division. They succeed. The First Division commander is leaned on by Gaston de St Marque, but refuses to quit his command. Revaulvin d'Or adds his weight to Palone's to install Palone as the new commander of the Frontier Division. This is more influence than the other candidate, Rene Ouai, can muster and Palone duly gets the job. With First Division command still occupied, only Cavalry Division is available for a new CO. Sean Sondamour is the man: he calls in a few favours to make sure.

The Minister of State, Count Co W Ard Extrême, appoints Baron Charlemagne le Gosse as the latest Minister without Portfolio. He also shifts Baron Alfonse Qué Holique, already a Minister without Portfolio, into the position of Chancellor of the Exchequer.

Bud d'Wiser supports new boy Stephano di Seagulla in his application to join the 69th Arquebusiers. Stan Dandy Liver supports him with a little loan. In short order he is Major di Seagulla and on his way to join the regiment in

action. In the Cardinal's Guard Ced Deucer buys the rank of Lieutenant-Colonel. Joseph de Veevre resigns as Brigade Major of the Second Foot to resume his position as second-in-command of the 13th Fusiliers.

The main action at the start of July is a concerted effort to win over Battalion and Squadron commanders from the rebel Second Army. Beppe de Marko applies pressure on the commanders of 1st and 3rd Squadrons of the Archduke Leopold Cuirassiers: he wins one and loses one. Ced Deucer exerts his influence on 2nd Squadron of the Dragoon Guards, but is countered by D Arth Vader. Zachary The Money Goes is successful with 3rd Squadron, though. Count The Money Goes fails with 3rd Battalion of the Picardy Musketeers, as does Xavier 3sup with second Battalion. The combination of Gar de Lieu and Joseph de Veevre bring the commander of 1st Battalion back onto the side of the King. Lokwot Isaw joins de Lieu in influencing the 27th Musketeers' 1st Battalion, to no avail. However, Isaw and Marc de Zorro persuade the 2nd Battalion commander to quit the rebel cause and de Zorro's entreaties do the same with 3rd Battalion.



The Few

As the main man in Paris, Co W Ard Extrême holds court in the Fleur de Lys all month – with Bette Noire by his side. He is joined by all the other socialites in the city: Antoine Valois, D'en Percent, Horatio d'Escargot and Jacque du Lac. A convivial get-together is suddenly disrupted when Jacque draws a sabre and tries to attack his host. He doesn't expect Co to run at the first sight of steel. Jacque pursues Co around the club until a couple of burly doormen tackle him. He is disarmed and ejected from the premises. A rather shaken Co makes sure none of his other guests is carrying a sword before resuming his seat.

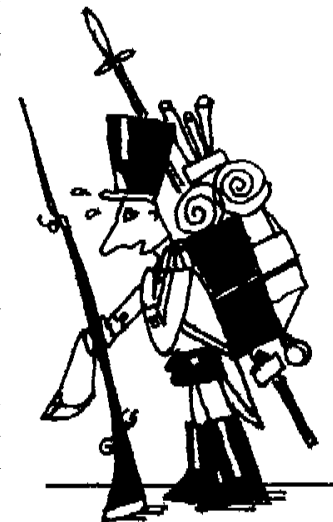
Everybody turns up again the following week, only to find that they are searched before entering. When Jacque discovers this, he flings aside his cloak to reveal a naked sabre. He flourishes the sword and cries, "En garde, lackeys!" The doormen cock their pistols and Jacque leaves in a hurry. Antoine, D'en and Horatio join Co and Bette for a quiet drink or two. After that Co and Bette have the place to themselves for the rest of the month.

D'en, Horatio and Jacque all head for the Bawdyhouses and seek female company. Jacque attracts the attention of the footpads, but has spent all his cash. Antoine is dealing with his need for companionship elsewhere. All four of them conclude July in the gymnasiums, practising with one weapon or another. It's rapier for D'en Percent, Sabre for Antoine Valois and Two-handed sword for Horatio d'Escargot and Jacque du Lac.

The Uniformed

First Army HQ remains in Paris, overseeing the troops defending the city. The formation is augmented by the addition of the new Cavalry Division HQ under Lt-General Sean Sondamour. The Division consists of the Heavy Brigade, which has just the CPCs under its command – yes; it's a one-regiment Division. The Cuirassiers patrol the streets, but some of them don't come back – presumably ambushed by rebel sympathisers amongst Parisians. By the end of the month, patrols are only carried out by full Squadrons, which stops the attacks. Beppe de Marko is acting commander of the Heavy Brigade and receives two Mentions in Despatches (one for losing men and one for stopping losing men). He takes over as Brigadier. Lt-Gen Sondamour has his rank made permanent and is mentioned in Despatches ("fella wasn't here last month, was he?").

The Cardinal's Guard and King's Musketeers are also in Paris as the Guards Brigade. The occasional assault on their patrols is met with a volley of musketry that drives off those attackers who survive. The CG CO, Charlemagne le Gosse, has given his Battalion commanders leave to join the fight against the rebels. Lt-Colonel Ced Deucer takes him up on this and his Battalion marches off to join Third Army. Colonel le Gosse is brevetted to Brigadier-General.



There is no reward for Colonel Zachary The Money Goes or Lt-Colonel Meaux Curlieunlaurrie in the King's Musketeers. But Private Fernand Louis Adelmo de Gaulle is brave enough to be Mentioned in the Despatches. Something to do with charging towards the opposition to rescue the regimental mascot, Josie the pig, after she had dug her way out of her pen... There is nothing for Guards Brigadier Stan Dandy Liver either. [Maybe he was off writing poetry all month.] Nor for his Aide, RM Captain Jacque Wabbit. Brigade Major Marc de Zorro is very busy, however, and sees his name appear in the Despatches. He is then Knighted by His Majesty.

First Army commander Claude Byacat is pleased with this month's work – and even more pleased with being named as next year's Field Marshal. RM Major Xavier 3sup is his Aide and is just as busy as de Zorro. Result: two Mentions in Despatches and a Knighthood. Army Adjutant (and RM Colonel) Jacques Shitacks goes one better. First he is brevetted to Bdr-General. Then he is Mentioned in Despatches. And finally he, too, is Knighted.

The Uninformed

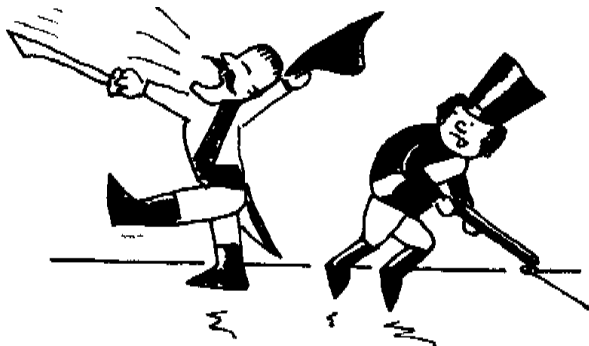
Out on the frontiers Lt-General Omi Palone arrives to take command of the Frontier Division. Frontier regiments 1 and 3 are mauled by Spanish attacks. Dodging Spanish musketballs, Lt-Gen Palone sends in the only other resource he has: the Queen's Own Carabiniers. Bdr-Gen Henry Thierry Christian charges his heavy cavalry regiment against the Spanish light infantry and sees them leave the field in a hurry. He is, of course, Mentioned in Despatches and collects the best part of a thousand crowns of loot from the battlefield. There is a Mention in Despatches for brevet Subaltern Denis Bone, too. This leads to him getting a pat on the back.

Bolstered by the military acumen of a General and Lt-General, Frontier regiment 4 repels the attack on its positions. Both General Marvin Leigh Rowbow and Lt-Gen Rene Ouai find their names in the Despatches. Just. General Rowbow collects himself 500 crowns worth of booty; Lt-Gen Ouai a hundred crowns less. Division commander Palone is reasonably satisfied as he earns promotion to full Lt-General and finds a little loose change (150 crowns) to add to his coffers.

The ... phew!

Disaffection causes major disarray in the ranks of the rebel army. Unable to find support in the north-west, rebel General Abel Ringeur turns his Second Army around to march on Paris anyway. But they meet Third Army.

Bdr-General Marc O'Polo doesn't have much of a regiment left. Two of the 27th Musketeers' Battalion commanders have ordered their commands to defect to the Loyalists. After some argument, O'Polo has about half a regiment left. (The newly-loyal component reports to General de St Marque who promotes the Major to Lt-Colonel and despatches him and his men to the frontiers.) Alongside the 27M in First Foot Brigade are the Picardy Musketeers. Here the Major commanding First Battalion orders his men to change sides. He is immediately arrested by provosts and shot on the orders of



Bdr-General Jean de Florette. Some men desert, but the bulk of the regiment stays with the rebel cause.

First Foot marches in the direction of Paris, only to bump into the loyalist Third Foot Brigade coming the other way! The firefight that follows is pretty inconclusive.

Third Foot has the advantage in numbers, but can't deploy with the woods around them. Bdr-Gen de Florette has his rank made permanent and collects the odd hundred crowns of plunder. Bdr-Gen O'Polo ensures that his men hold the line, despite taking a musketball in the leg. He is Mentioned in Despatches and gains 50 crowns.



The Dragoon Guards and Archduke Leopold Cuirassiers make up the cavalry element of the rebel army – otherwise known as the Horse Guards Brigade. Both regiments suffer the defection of one Squadron commander, depleting their manpower. The Brigade is on the left flank of the advance, where it runs into more loyalists – Second Foot Brigade. Colonel Jean Petit leads the ALC in a charge on the infantrymen. The 13th Fusiliers are in front and are taken by surprise by the cavalry charge. The infantry regiment collapses. However, this gives the 53rd Fusiliers time to form up and a full volley drives the Cuirassiers back to the solid line of the Dragoon Guards.

The cavalry regiments fall back and switch to the right flank only to encounter Fourth Foot Brigade. Again, Petit's men charge. This time it's against the 69th Arquebusiers, who are driven back. Behind them, the Gascons hold firm. Again the ALCs retire to rejoin the DGs. Colonel Petit collects some 500 crowns in booty. Brigadier D Arth Vader becomes a full Brigadier-General and pockets 150 crowns.

Faced with no way through for the cavalry and with his infantry involved in a firefight, rebel commander Abel Ringeur pulls his forces back, looking for a defensible position. His name appears twice in the Despatches and he makes sure that he gets a cut of the plunder: 500 crowns.

The thin blue and gold line

Realising why the rebels have marched to Brittany, General Gaston de St Marque detaches the Dragoon Brigade to secure the person of the Duke of Brittany (the King's brother). The remainder of the army (all infantry) marches in pursuit of the rebel force. Outside Le Mans they meet them.

Second Foot Brigade – on the right flank – is first to make contact. This comes when a cavalry charge (from the ALC) hits the front ranks of the 13th Fusiliers. Acting commander Lt-Colonel Joseph de Veevre escapes with a few bruises as his men scamper off the road into the safety of the trees. The 13th delay their attackers long enough for the 53rd Fusiliers behind them to form up. A volley or two from them convinces the attacking cavalry to retire. The 53rd can't follow up as a fresh cavalry regiment (the DG) is poised to punish

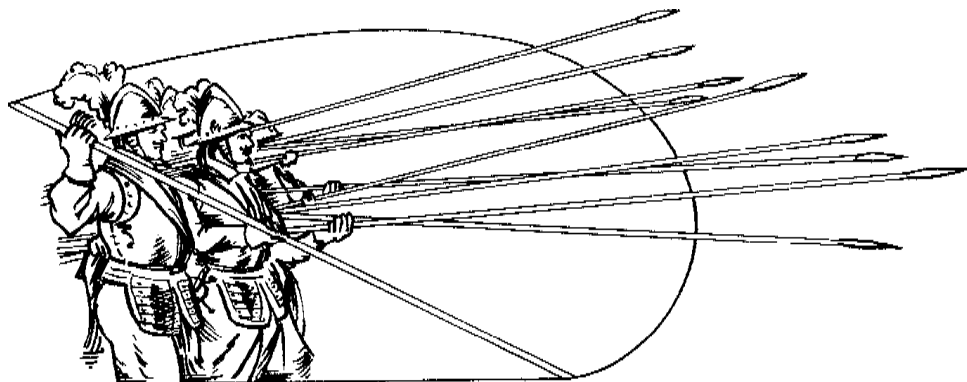
any advancing infantry. Lt-Colonel Nom N Clature is in the front rank of his men. His bravery brings him promotion to (brevet) Colonel and a Mention in Despatches. Plus a pat on the back. Acting Brigadier Revaulvin d'Or turns down command of the Brigade again (he prefers to stay Minister of Justice).

The reinforced Third Foot Brigade is the central component of the advance. They meet the infantry part of Second Army along the road and the two forces exchange fire. As the lead regiment, the 4th Arquebusiers take the brunt of the opening volleys and retire to lick their wounds. The wooded terrain means that the fight is concentrated on the road, preventing Third Foot from using its numbers to advantage. Third Foot Brigadier Gar de Lieu is brevetted to Lt-General. The newly-arrived CG Lt-Colonel Ced Deucer is Mentioned in Despatches just for bringing his Battalion along. CG Captain Lucien d'Escaillehuitaillements is promoted to Major, giving him his own Battalion to command (unfortunately it's still in Paris).

Bdr-General Alfonse Qué Holique leads the Royal Foot Guards on the offensive. He is Mentioned in Despatches. Lt-Colonel Harry Covert backs up his CO, but gets nothing for his pains. Nor is there any reward for Major Lokwot Isaw. And Captain Beau Romir goes without.

As acting commander of the Royal Marines, Lt-Colonel Euria Humble has his men use their cutlasses to hack their way through the undergrowth. The rebels are already in retreat before the Marines can get into position, but Lt-Col Humble is Mentioned in Despatches. He points out that the idea came from Major Orson de Combat, so the Major's name also goes into the Despatches. He also becomes the Baron de Combat. All this and the proud owner of a Fleur Bond!

The rebel cavalry re-appears to probe Third Army's left flank. Again the ALC charges, hitting the 69th Arquebusiers this time. Second in command Major Stephano di Seagulla falls under the hooves of the Cuirassiers' horses. RIP.



Demoralised, the regiment breaks for the trees. Behind them, the Gascons have just had time to get into line and a volley from them stops the ALC advancing further. The Gascons advance cautiously, aware that the Dragoon Guards are lurking just outside musket range. The Gascon commander, Bdr-Gen Jean ou Rous, and Subaltern Philippe de LaFey get no reward, but ou Rous takes command of Fourth Foot Brigade.

The rebel infantry falls back, Third Foot advances to maintain contact and Second and Fourth Brigades keep pace on the flanks. General Gaston de St Marque looks forward to a final confrontation. Just as soon as the Dragoons get back – not having cavalry support leaves the infantry commanders wary. There are two Mentions in Despatches for General de St Marque.

Perhaps he shouldn't have sent the Dragoon Brigade off on its own, though. Sending regular troops at full battle readiness through a volatile region is asking for trouble. It duly comes as Breton separatists prepare an ambush. Princess Louisa's Light Dragoons fall into it. Coming under musket fire from nearby woods, (brevet) Colonel Jon Dam heeds his Brigadier's orders and the pair lead the Dragoons into the trees. Men are swept from their horses by swinging branches and finished off on the ground. RIP Subaltern Ivan de Maphril en Bleubréille. Others are thrown as their horses stumble into concealed pits. RIP Colonel Jon Dam. The remnants of the PLLD trickle back out of the woods to re-form under the protection of their colleagues in the Grand Duke Max Dragoons.

GDMD Colonel Bud d'Wiser assumes command of the Brigade and continues the mission. The Duke of Brittany is not happy to be 'invited' to leave his fishing and accompany the Dragoons back to Paris, but his household guards are in no position to take on a cavalry Brigade. Colonel d'Wiser is promoted to Bdr-General and takes formal command of the Brigade. He also receives a Mention in Despatches. ❖

Press

Despatches from the Front

To all those traitors who have sided with Count Ringeur.

We kicked your treacherous asses last month and we're going to do it again and when we're finished we'll drink a loyal toast to his Majesty King Pevans over your broken and oh-so-dead bodies. † AQH

One is not sure that donkeys can be treacherous, but well done, Bdr-Gen Holique.

† Le Roi

I DECLARE FOR LE ROI – Bell Ringers and Pretenders seem to ring a little hollow ... (ho, ho,).

† Orson de Combat (Dieu, jokes do tax the old grey matter.... What?)

Soldiers of the King!

His Majesty expects that every man should be willing to stand up and be counted and to do his duty to God and his King. I am standing up and can be counted. Will you stand with me against the Pretender and against the traitors and rebels who spit upon the honour of better men? Though the bullets fly, remain true to the cause. All loyal men should lend their sword arm to their lawful monarch to protect him against the attacks of the insidious and traitors must die! I command you, as the appointed General of the Loyalists, to give no quarter.

† General Gaston de St Marque
Commander of the Loyalists

To all members of the RFG

Well done chaps! An excellent example to the other Regiments. Let's continue to live up to our name as the ROYAL Foot Guards. Drinks on me when we get back to Paris.

† Col AQH

I have respect for the King as he has done a good job, but I have to support the rightful sovereign. The King's brother should be on the throne and Le Roi should have stepped aside. He has failed to do so and some of his most loyal men have suffered in his wayward behaviour. We are now at civil war that does nothing for the country. I worry when I see my fellow countrymen on the other side of the battlefield. I hold no grudges, but you are fighting a dishonourable war for a man who knows he is in the wrong. Anyone who realises their

mistake is welcome on the rightful side. If my men meet you on the battlefield they have orders to make it quick and dispatch you with as little pain to you as possible, if the situation calls for it. Any injured warriors will be disarmed and treated with the greatest respect. We have recruited additional doctors and orderlies just for this purpose. In the long run we are all looking for the best for our beloved France and hope not too many brave souls pass away before the false King steps aside or is removed. † DAV

Announcements

Because CWAE did not go to the front and stole my Mistress, practically preventing me getting revenge as this civil war has become bloody and the death toll is increasing, I've sorted one way of getting my own back. Currently Solicitors Saisir et Courir are in charge of the trust fund established by Charles à Tanne, which is paid out on the death of Co W Ard Extrême. However, the sum is diminishing due to the maintenance costs. Therefore I have donated 1000 to cover the maintenance and, if paid out, the remainder will be added to the fund.

I am also preparing a similar fund if I don't get to return to my fair Paris. This is a warning to anyone who steals my mistress thinking that there will not be any repercussions.

† DAV

Lieutenant-General of questionable military prowess seeks competent and loyal Aide. Please contact RO for details.

As Minister of Justice, I hereby declare that all those killed in loyal service of the undoubted true king shall henceforth be free from prosecution, civil tort or distraint of goods. By the King's good grace, those wounded will be remitted their debts as follows: An arm, 20cr. Both arms, 30cr. Any leg, 50cr. A head, 100cr. Abel Ringeur's head, 500cr. Other deformities by negotiation. Please apply (but not you, Jean de Florette) to:

† Revaulvin d'Or,
Minister of Justice,
True To King & Country

Matters of Honour

Would any gentleman require a reliable second? D'en Percent wishes to assist.

To: Revaulvin d'Or

With respect, I intended no insult. I considered it a matter of courtesy to explain why I opposed your challenge, rather than just voting anonymously. I am sorry that I was not aware of your unfamiliarity with local Parisian custom (now rectified, no doubt). I apologise for the brusqueness of my words, but I was more seeking understanding than intending any slight against your good self.

† Sir Sean Sondamour

Social

Party at the Fleur week one in September: Traitors reunited. To discuss the summer campaign and to prepare for the next attempt. Bring your own bottle.

Personal

Claude – safe deliverance? From what? A motley collection of has beens and never weres? His Majesty is as safe now as he ever was.

General Count Abel Ringeur
My Lord,

On the strength of our one time friendship, please permit me to give you a final piece of advice. When you get to Brest, do NOT stop! Take ship and head for the Colonies. If you stay there, I am sure all can be forgotten, if not entirely pardoned.

Your servant,

† Lt. General Earl Stan Dandy
Liver, Gds Bde

Lymph (v.), to walk with a lisp, especially for members of the PLLD.

Really. Civil War? I heard it might be a good idea for gentlemen wishing to secure their assets to invest in a certain trust fund. † DeP

The report about the discussions at the Maison de l'Etat is obviously false. Everyone knows that Coward is functionally illiterate and uses a seal. Who says that it's just the King's Musketeers who have odd pets?!

My Dear Count, I see that you have decided on neutrality in the little contretemps we are currently experiencing. I have decided that it is incumbent upon me, as a Brevet Subaltern, to remain loyal to my military leader, so I will follow your lead in this matter. However, I am conflicted because, as a member of the Queen's Own Carabiniers, I feel we should support Her Royal Highness. We are, after all, not the Pretender's Bit-o-stuff's Own Carabiniers.

I therefore appeal to your honourable nature to fight for our King for the Queen's sake, even if you cannot find it in you to fight for Him for His own sake.

I remain your faithful servant,
† Denis Bone

Col. le Baron Charlemagne le Gosse CG,

Sir, I acknowledge that the duty of the CG is to defend the Cardinal as a representative of God. But is it not also the duty of the regiment to defend France, which is embodied through the King?

The Cardinal's Guard consists of three battalions. We could defend the Cardinal but also support the putting-down of this rebellion. Two battalions should be sufficient to defend the Cardinal from any rebel attack.

I request permission for myself and my command to support the forces loyal to His Majesty.

I remain yours to command,
† Major C Deucer CG

It is rumoured that the rebels have captured some relatives of the blood royal, and are threatening to execute them if the King does not abdicate. Fie to you, ungentlemanly rogues. We spit on you.

Open Letter to His Eminence The Cardinal

Your Eminence, I note that the commander of your guard has chosen to defend the borders of France rather than take sides in the civil war. While under normal circumstances defending the borders is admirable, under the present circumstances it borders on dereliction of duty. I am sure the Frontier Division is more than capable of holding the border on their own as they do for most of the year.

Could I ask you to explain to Baron le Gosse that – whatever he may think of the dubious claims regarding Le Roi Pevans's ancestry – once he was crowned by Holy Mother Church he became the duly consecrated King of France and attempts to replace him are an affront to the authority of the Church.

If Le Pretendeur had truly wished to dispute the succession he should have done so before the coronation. One suspects he did not because, when more of the principals were alive, his claim would have been easier to disprove. Indeed had he done so while the previous King was alive he would undoubtedly have earned a swift referral to the CPS from his "father".

Yours Faithfully,
† Sir Gar de Lieu

The QOC are too stupid to despise themselves.

Monsieur Grand-Père de Heroes, I am unable to express my grief at your loss of yet another grandson. I wish it were not so, but as you will have heard he died in service to the Pretender. It is my belief that his head was so whirled around performing the duties of Brigade Major in preparation for combat – a post to which he was never confirmed – that he was duped into joining the Pretender by his Brigadier, Brigadier Jean de Florette: a man I once called friend, much to my eternal shame.

I understand Jean-Claude's father, your son-in-law, is of Belgian extraction, and whilst a man's birth excuses him of nothing, mayhap it mitigates his choices. Please accept my condolences.

† Lt. General Earl Liver

To: Earl Stan Dandy Liver
From: Grand-Père de St-Templeire Sir,

Thank you for the kind words on the death of my grandson, Jean-Claude van Damme. I was horrified to hear that he had been lead astray by the supporters of the Pretender and turned his back on Le Roi.

You have been a good friend to my family. My daughters and I have appreciated the kindness you showed my grandchildren, particularly Arnaldo. May I request a small favour? My sister's grandson, Stephano di Seagulla, will shortly be arriving in Paris. His father was crippled in a riding accident and,

consequently, the family has lived a very sheltered life. Could you take him under your wing and show the boy some of the sights of Paris?

Thanking you for your kindness,
Yours, etc...

One wonders just how many grandsons and grand-nephews the grand-père de St Templeire has. Still, they'll all be welcome in Paris and the French army.
† Le Roi

So, ZTMG: The Cardinal's Guards have evolved to Pond Life. That is scary! The next step is reptiles, and then the CPS.

OdC: No one said the King is dead.
† OP

Gentlemen of Paris, I was distressed to hear that during France's hour of need we are left without a Chancellor of the Exchequer.

Be comforted that I, a gentleman with vast experience of this position, will apply for the post forthwith. I had stepped down from public life, however in the current circumstances France needs a man of my abilities at its fiscal helm.

† Beppe de Marko
Vive le Roi!

Orson de Combat: The English game surely involves the swing of a bat, the merry sound of willow on flesh, the colour coming back to your cheeks. I for one want no part in it.

† Omi Palone

Lord Percy Percy says: as fashion is tending towards the uber-loyal, the Gascons are the most fashionable regiment in Paris.

To our dear old thing, ZTMG: Dog racing? After the 53rd Fusiliers have had their way with them? Surely you wouldn't be so cruel?

My dear Zack,
I fear that diversions such as dog and horse racing come a poor second to the true sport of Kings: war! I have therefore, at great personal cost, closed Le Prix d'Or until after the resolution of the civil disturbance. Perhaps we can discuss your proposals in more detail after the remains of the traitors are dangling from a gibbet!

† General Gaston de St Marque

Do you need an intermediary? D'en Percent is available now to assist in resolving or encouraging disputes and settlements.

Hang on, at the end of three seasons, don't we have to declare which side we are for? And if one side controls three out of His Majesty's Palace, the Post Office, Notre Dame, the Treasury and the Maison l'Etat, then the new King can execute one person of his choice.

Only one?! † Le Roi

To RdO,
Like check out the Regiments Organisation, dude... † LdE

If the Royal Marines are Loyal, what's that Gunboat doing in the Seine popping shells at the Louvre?

Points Arising

Anybody sending stuff by post: remember to **post early for Christmas!**

The Ministers of State and War have decided on the military organisation for next year's campaign, as follows.

First Army
Cavalry Division (Field Ops)
Horse Guards Brigade
Heavy Brigade
Frontier Division (Siege)
Frontier regiments
Second Army
First Division (Defence)
First Foot Brigade
RNHB

Second Division (Defence)
Third Foot Brigade
Fourth Foot Brigade

All military appointments lapse at the end of August and the new posts will be filled at the beginning of September. With your orders for August you should let me have your applications for the new posts in September – these may be conditional on getting promoted (or not) in August.

The current Minister of War's term of office also runs out at the end of August. Anyone wishing to

apply for the post should do so with their August orders for resolution in September.

Civil War

General Abel Ringeur has raised the Pretender's standard in an attempt to overthrow the King. The campaign is therefore a civil war!

All player characters must decide which side they are on (or declare themselves neutral and guard France's frontiers). Each military unit will usually follow its commander and NPCs will generally follow their superior officer. Thus a PC Brigadier may support the Pretender, only for the PC commander of one of the Regiments in the Brigade to declare for the King, but the PC commander of one of the Regiment's Battalions to side with the Pretender. It will be confusing!

This season's campaign will be a series of battles between the opposing sides. Players may swap sides at a later date (but may suffer some penalty if they do).

It looks like we will have a showdown in August: the remaining rebel forces (Second Army) will be on Defence with Third Army (on Assault) finishing them off. Or not – it depends what you guys get up to...

Stockbrokers Filthy, Rich and Loaded have one last Fleur Bond for sale. Bids in excess of 1500 Crowns are invited.

Solicitors Saisir et Courir have charge of the trust fund established by Charles à Tanne and supported by D Arth Vader. The fund, of 6,000 crowns, will be paid out on the death of Co W Ard Extrême.

The following didn't send any orders and suffered the consequences:
EH Euria Humble (Matthew Wale) has NMR'd. Total now 1
JoR Jean ou Rous (Brian Niemi) has NMR'd. Total now 1

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 will probably be able to use any press. It also reassures me that you're still there.

You are welcome to submit orders and press by e-mail. Getting your press this way is particularly helpful. Send your orders to lpbsorders@pevans.co.uk and 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). Attached files should have your character ID and the month in the name. If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk. ◇ P

Announcements

- Beppe de Marko applies for Chancellor of Exchequer
- D Arth Vader applies for Province Mil. Governor
- D Arth Vader applies for Division Commander of First Division
- D Arth Vader applies for Division Commander of Second Division
- D Arth Vader applies for Division Commander of Cavalry Division
- D Arth Vader applies for Division Commander of Frontier Division
- D Arth Vader applies for City Military Governor
- D Arth Vader applies for Inspector General Cavalry
- D Arth Vader applies for Inspector General Infntry
- D Arth Vader applies for Adjutant General
- D Arth Vader applies for Brigadier of Guards Brigade
- D Arth Vader applies for Brigadier of Horse Guards Brigade
- D Arth Vader applies for Brigadier of Heavy Brigade
- D Arth Vader applies for Brigadier of Dragoon Brigade
- D Arth Vader applies for Brigadier of 1st Foot Brigade
- D Arth Vader applies for Brigadier of 2nd Foot Brigade
- D Arth Vader applies for Brigadier of 3rd Foot Brigade
- D Arth Vader applies for Brigadier of 4th Foot Brigade
- Rene Ouai asks NPC Aide to Lt. General (RO) to resign
- Stan Dandy Liver asks NPC Brigadier of Dragoon Brigade to resign
- Stan Dandy Liver asks NPC Brigadier of 4th Foot Brigade to resign
- Stan Dandy Liver asks NPC Division Commander of Second Division to resign
- Stan Dandy Liver asks NPC Adjutant General to resign
- Stan Dandy Liver applies for Division Commander of Second Division
- Stan Dandy Liver applies for Adjutant General

New Characters

- Chris Boote gets the Second son of an Impoverished Knight: Init SL 6; Cash 40; MA 4; EC 5 (X1).
- Ben Brown gets the Bastard son of a very wealthy Gentleman: Init SL 4; Cash 675; MA 2; EC 5 (X2).
- Pam Udowiczenko gets the Bastard son of a wealthy Merchant: Init SL 2; Cash 225; MA 6; EC 5 (X4).

Duels

Results of this month's duels:

There were none!

Grudges to be settled next month:

None!

"Adv." Indicates player with the advantage in Expertise: his first duelling sequence need only contain six Actions.

Duels held over until September:

Bud d'Wiser versus Jean Petit.
D Arth Vader versus Co W. Ard Extrême.

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

Tables

Other Appointments

King's Escort: Ensign N	Captain BR
Cardinal's Escort: Ensign N	Captain CD
Aides: to Crown Prince N	to Field Marshal EH
Provincial Military Governors: ___/N/N/N/N	
City Military Governor N	Adjutant-General N
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety HTC	
Chancellor of the Exchequer AQH	Minister of Justice RdO
Minister of War ZTMG	Minister of State CWAE

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

Frontier Regiments

(On Campaign for Jun-Aug)

	F1	F2	F3	F4	RNHB
Colonel	N4	N3	N6	N6	N8
Attached				MLR	
				RO	

Also at the Front

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

Battle Results

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

Army Organisation and Summer Deployment

Neutral First Army (Defence – Paris) CBy/X3/JS/N
 Cavalry Division (Defence – Paris) SS/N/___
 Heavy Brigade (Defence – Paris) – CPC
 Frontier Division (Defence – frontier) OP/N/N3
 Frontier Regiments (Defence – frontier)
 QOC (Defence – frontier)
 Guards Brigade (Defence – Paris) – CG KM
 Rebel Second Army (Field Ops) AR/N/___/N
 First Division (Field Ops) N3/N/N5
 Horse Guards Brigade (Field Ops) – DG ALC
 1st Foot Brigade (Field Ops) – PM 27M
 Loyal Third Army (Field Ops) GdSM/___/N2/N
 Second Division (Field Ops) N5/___/___
 2nd Foot Brigade (Field Ops) – 13F 53F
 3rd Foot Brigade (Field Ops) – RFG RM 4A
 4th Foot Brigade (Field Ops) – 69A Gscn
 Dragoon Brigade (Field Ops) – GDMD PLLD

Organisation and Deployment for the Campaign
 Season plus Army and Division posts
 (CO/Aide/Adj't/QMG):
 ID for chars, N (+ MA for CO and Adj't) for
 NPC, ___ for vacant

Brigade Positions

Guards Brigade	SDL/JW/MdZ
Horse Guards Brigade	DAV/___/___
Heavy Brigade	BdM/___/N6
Dragoon Brigade	BdW/___/___
First Foot Brigade	JdF/___/___
Second Foot Brigade	___/___/___
Third Foot Brigade	GdLi/___/N6
Fourth Foot Brigade	JoR/___/___

Entries as Army Organisation Table

Hell Hath no Furry...

No	Name	SL	Attr	Last
61	Bette Noire	19	W	CWAE
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
60	Polly Hydronne	16	W	
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
48	Fifi	14	B/W	
16	Ophelia Derriere	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suede	10		
51	Jane Lapotaire	9	B/I/W	
57	Ava Crisp	9	I	
59	May Banquot l'Idée	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
47	Eve Ningalle	8	I/W	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Low	5	B	

Regiments Organisation

Col	RFG	CG	DG	QOC	HTC	ALC	JP	ALC	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gscn
	AQH	CIG	CIG	HTC	N6	JP	N6+	N2	N2	EH	N2	BdW+	RdO	PLLD	NNC	MOP	N2	N6	JoR+
	HC	CD	MC	N6	N6	N6+	N2	N2	N2	X3+	N6	N2	JdV	N4	NNC+	N3*	N1	N6+	
	LI	LdE								OdC		N3		N4		N1			
	MdZ+	NI								N4		N3		N4		N1			
	BR	N2								N2		N2		N2		N2			
	N2	N2								N2		N2		N2		N1			
	N5											N3*		N2		N1			
	N2													N2		N1			
	N2													N6		N1			
	Capt													N6		N2			N2
	Capt													N2		N2			N3

Entries are Character abbreviations, N (+ Military Ability) for NPC, blank for vacant, * shows the regiment adjutant. + shows ranks held by characters with a brevet rank or an appointment elsewhere.

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
AR	Count Abel Ringeur	27	F	Comfy	General/2nd Army Commandr	11	Flr	4	Bill Michell
CWAE	Count Co W. Ard Extrême	25	54	Wlthy	Fld Marshal/State Min.	5	Bette	3	Benedikt Löwe
ZTMG	Count Zachary The Money Goes	24	F	OK	Colonel KM/War Minister	11	Flr	4	Gerald Udowiczenko
MLR	Count Marvin Leigh Rowbow	24	F	Rich	General	11	Flr	3	Martin Jennings
CBY	Count Claude Byacat	24	F	Rich	General/1st Army Commandr	9	Flr	4	William Steven
AQH	Baron Alfonso Qué Holique	22	F	OK	B.Bdr-General RFG/Min w/o Port	7	Flr	5	Tym Norris
HTC	Count Henry Thierry Christian	21	F	Fthly	B.Bdr-General QOC/CPS	14	Flr	3	Matthew Shepherd
CIG	Baron Charlemagne le Gosse	21	F	Rich	B.Bdr-General CG/Min w/o Port	8	Flr	2	Neil Packer
BdM	Viscount Beppe de Marko	20	F	Fthly	B.Bdr-General CPC/Hvy Brigadier	16	Flr	2	Mark Moores
DAV	Count D Arth Vader	20	F	Rich	Bdr-General/HGds Brigadier	13	Flr	6	Michael Blasebalk
SDL	Earl Stan Dandy Liver	20	F	OK	B.Lt-General/Cav Div Commandr	10	Both	2	Guy Arnold
SS	Sir Sean Sondamour	18	F	Wlthy	Lt-General/3rd Army Commandr	5	Both	2	Pete Holland
GdSM	Earl Gaston de St Marque	17	F	Wlthy	General/3rd Army Commandr	9	Flr	3	Nathan Richards
LI	Viscount Lokwot Isaw	17	F	Rich	Major RFG/Gen's Aide	14	Both	3	Barry Townsend
OP	Baron Omi Palone	16	F	OK	Lt-General/Fntr Div Commandr	4	Both	4	Mike Dommett
BR	Baron Beau Romir	16	F	Wlthy	Captain RFG/Capt.K's Esc	4	Both	3	Graeme Morris
HC	Marquis Harry Covert	15	F	Rich	Lt.Colonel RFG	13	Both	2	James Guiton
RdO	Sir Reaulvin d'Or	14	F	Comfy	B.Bdr-General 13F/Justice Min.	8	Flr	4	Jerry Spencer
MdZ	Sir Marc de Zorro	14	F	Comfy	Major RFG/Gds Brigade Maj.	3	Both	5	Colin Parfitt
OdC	Baron Orson de Combat	13	F	Comfy	Major RM	4	Both	5	Francesca Weal
JP	Sir Jean Petit	13	F	Comfy	Colonel ALC	5	Both	4	Pete Card
RO	Rene Ouai	13	F	Wlthy	B.Lt-General	1	Both	5	Peter Denison
EH	Sir Euria Humble	12	F	Comfy	Lt.Colonel RM/FMshl's Aide	8	Hunt	5	Matthew Wale
JdF	Jean de Florette	12	F	Comfy	Bdr-General/1 F Brigadier	4	Hunt	4	Robert Carter

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
X3	Sir Xavier 3sup	12	F	Comfy	Major RM/Gen's Aide (1st Army)	4	BG	5	Mark Mortimer
BdW	Bud d'Wiser	12	F	Comfy	B.Bdr-General GDM/Drgn Brigadier 10	10	Hunt	2	Francesca Huskinson
JS	Sir Jacques Shitacks	11	F	OK	B.Bdr-General RM/1st Army Adjutnt	3	Hunt	4	David Olliver
GdLi	Sir Gar de Lieu	11	F	OK	B.Lt-General/3 F Brigadier	3	Hunt	4	Bill Hay
MC	Sir Meaux Curlieunlaurrie	10	F	Wlthy	Lt.Colonel KM	7	Hunt	2	Wayne Rutledge
CD	Ced Deucer	10	F	OK	Lt.Colonel CG/Capt.C's Esc	5	Hunt	3	Nigel Monaghan
JdV	Joseph de Veevre	10	F	Comfy	Lt.Colonel 13F	3	Hunt	5	Andrew Kendall
MOP	Marc O'Polo	9	F	Comfy	B.Bdr-General 27M	6	BG	4	Kevin Morgan
LdE	Lucien d'Escaillehuitaillement	9	F	Comfy	Major CG	3	BG	4	Nik Luker
JW	Jacque Wabbit	7	F	Wlthy	Captain RM/LtGen's Aide (Gds Div)	6	F&P	2	Terry Crook
HdE	Horatio d'Escargot	7+	36	OK		4	F&P	3	Graeme Wilson
FLAG	Fernand Louis Adelmo de Gaulle	6	F	Comfy	Private KM	5	F&P	4	Hajo 'Red' Schlosser
JoR	Jean ou Rous	6	F	Comfy	B.Bdr-General Gscn/4 F Brigadier	6	F&P	2	Brian Niemi
JD	Jon Dam	5	RIP						Ben Brown
DB	Denis Bone	4	F	OK	B.Subaltern QOC	3		5	Timothy Hunt
SdS	Stephano di Seagulla	4	F	OK	B.Colonel 53F	6	RP	5	Pam Udowiczenko
NNC	Nom N Clature	4+	46	Poor		1	RP	4	Richard Huzzey
AV	Antoine Valois	4+	38	Poor		1	RP	4	Simon Burling
DeP	D'en Percent	4+	21	Poor		5	RP	4	Gerry Sutcliff
JdL	Jacque du Lac	2	RIP						Paul Wilson
IMB	Ivan de Maphril en Bleubrëille	2	F	OK	Subaltern Gscn	2		5	Chris Boote
PdLF	Philippe de LaFey	2	F	OK	Subaltern Gscn	2		5	Filipe Silva

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, Wlthy = 5000-10000, Rich = 10000-25000, Fthly = 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+