

That would be enough

This has been issue 121 of To Win Just Once, published 19th January 2012. It incorporates Les Petites Bêtes Soyeuses, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2012

Deadlines

Orders for Icehenge to Mike Dommett by Friday, 3rd February 2012

Orders for *LPBS* and *Great White Hunter* and any other contributions to Pevans by Friday 10th February 2012.

(Next deadlines: 9th/16th March, 13th/20th April, 18th/25th May)

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Games played

En Garde! Pevans needs a few more players for Les Petites Bêtes Soyeuses. You will need the rules to *En Garde!* in order to play: www.engage.co.uk

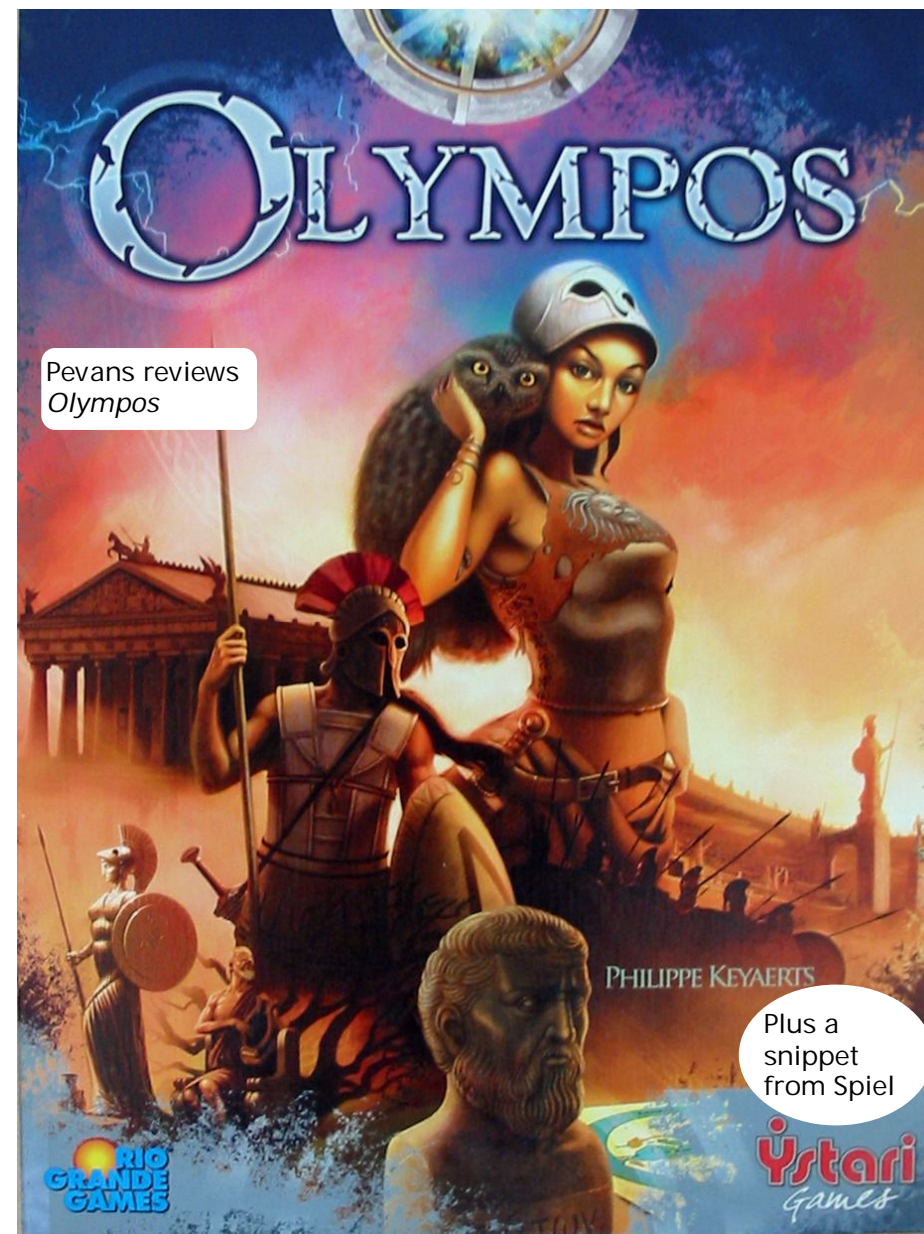
Railway Rivals Gerald Udowiczenko, Jonathan Palfrey, Mark Cowper and Rob Lee are interested; anyone else? Working map (Scotland) provided.

Star Trader The current game should reach finish soon – Howard Bishop and Mark Cowper await the next one, anyone else? Rules provided.

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To Win Just Once

(incorporating Les Petites Bêtes Soyeuses)



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Chatter

Welcome to 2012! The festive period is behind us – the Christmas cake is almost finished, the mince pie season is all but over, just one Christmas pud is left in the cupboard... I trust you all had a good time. As usual, I ate too much, drank too much and generally relaxed.

I always intend to get various things done in the space between Christmas and the New Year. Inevitably, the time is actually taken up with relatives, friends and recovering. Still, I feel a lot better for it.

What I didn't do much of was play games – though my nephews found *Toc Toc Woodman* great fun and *Looping Louie* made another appearance. I have increasingly been playing games online – more about this below. Also in this issue is my review of *Olympos*, which I've been playing both in the run-up to the EuropeMasters tournament and since.

TWJO online

The logs from my website show that the PDF version of *TWJO* 120 was downloaded 91 times in December. *TWJO* 119 was picked up a further 26 times, which makes 114 over two months. Issue 118 was more popular, being accessed 32 times in December to make a total of 210 since publication.

Playing games online

I've always made a point of not playing computer games. As I've said before, computer games are almost always puzzles, not games (besides, I have enough things taking up my time without acquiring another addiction). However, in recent months I have been increasingly playing games through the medium of the computer. Or, more accurately, across the internet.

The games I'm playing are all web adaptations of board games that I'm familiar with. What's more, I'm playing "turn-based" versions. That is, rather than playing in real time, players carry out their turn (or part of a turn) on the website. The system then e-mails the next player, who logs on as and when they have time to take their turn. This is a model that should be very familiar to most of my readers, since it is essentially that of postal (or play-by-mail) games – as seen in these pages.

Anyway, I thought I would share the websites I'm using – you may well have come across them yourselves, of course. I would be delighted to co-ordinate games between *TWJO* readers and am always happy to be invited to join a game (though I try not to take on too many at any one time). My user ID on these sites is generally Pevans, of course.

First up is Martin Wallace's *Brass*, which you can find at brass.orderofthehammer.com. When I reviewed *Brass* (available online at www.pevans.co.uk/Reviews/Brass.html), I didn't give it a particularly high rating. This is mainly because of the learning curve involved. Everything in the game seems to come in two different forms, each of which is treated slightly differently (there are two raw materials, for example, coal and iron: coal must be transported by canal or railway, but not iron). Once you've got past this (and in the first six games I played we found an illegal piece on the board when scoring up), it is a terrific business game.

This issue with learning the game and the length of the game make it an excellent candidate for playing online. You are drawing on a large pool of experienced players (and you can set a minimum level when you set up a game) who can take what time they need to play (one neat feature of the site is setting the time limits for turns, which gives a good indication of what speed of play is expected). I've been on a bit of a roll in recent games, which is very satisfying.

For some time, my other regular game was Stefan Feld's *In the Year of the Dragon* at MaBiWeb.com. With its 12 structured turns, this is a game that lends itself to postal/online play and I've had a lot of fun with it (you'll find more extensive comments in *TWJO* issues 82 and 91 – the latter as part of my report from EuropeMasters 2008). However, it's been a while since my last game. MaBiWeb hosts several other games, too, but not ones that I am particularly keen on.

My original online game was Dirk Henn's *Wallenstein* at SpielByWeb. This site hosts a number of interesting games (such as Richard Breese's *Reef Encounter*), but I haven't played there for a while.

www.jklminteractive.co.uk hosts online versions of several games from the late JKLM Games. These can be played in real time or, as I prefer, 'turn based'. My favourite is Tom Lehmann's terrific *Phoenicia*, but there are also Sebastian Bleasdale's *On the Underground* and Scott Nicholson's bizarre *Tulipmania 1637*. A set of excellent games – I still have hopes of getting to grips with *Tulipmania* one day.

My only issue with the site (apart from the colour scheme of the website!) is that the games aren't run through a web interface. To play the games, you have to download and install software. I am usually rather wary of this kind of thing. In this case, I know who wrote it – and just where to go if it causes a problem! The interface isn't the most friendly, but it works well enough and it's an opportunity to play some great games.

Just before Christmas, *TWJO* subscriber Mark Cowper introduced me to www.pr-game.com, which hosts games of *Puerto Rico* (Andreas Seyfarth's

classic). As I write, we are into our fifth game between *TWJO* subscribers. I enjoy *Puerto Rico*, but normally don't do well at it. I'm quite surprised that I've won three of our completed games online (and came second in the fourth). I've also won the other game I joined. I must be doing something right! My thought is that the online interface makes it much easier to see the other players' positions. I also have the time to analyse these positions in a way I don't do in a face-to-face game. So this has been a big hit with me.

My latest, though, is www.boardgaming-online.com, which hosts games of *Through the Ages* (Vlaada Chvatil's wonderful, if lengthy, civilization development game). I was introduced to this by James Faulkner, a regular at Swiggers games club. James has proceeded to thrash me in our games so far, but I think I'm getting better. This is an excellent game to play this way as its lengthy playing time limits the opportunities to play it face-to-face.

James has now recommended yucata.de as well, so this will be the next one to take a look at. I'm sure there are other sites that I'm not aware of, so please do pass on the details of any you know about.

Letters

Our other Thailand-based subscriber, Mike Dyer, responds to Ray Vahey's account of the floods.

Very nice to see the letter from Ray on the flooding, he really said it all. I'm only a little further into the centre [of Bangkok] from him, but it made all the difference. Getting to work was impossible and we had to ration essentials (no more beer!), but otherwise stayed lucky, high and dry.

I've lived here twenty years and we've had occasional flooding from heavy rains but never anything like this. If you can picture the chaos should half of London be submerged one or two metres for a month, you'll have an idea of it. Anyway, the waters have gone and everything back to normal for the most part, but the clean-up continues and – touch wood – there won't be any outbreaks of disease.

Ye Gods!

Olympos reviewed by Pevans

French publisher Ystari has a fine track record and *Olympos* is the latest addition to the line (Rio Grande is publishing the English language version). The game's designer is well known, too: Philippe Keyaerts is the man behind *Vinci* (and thus *Small World*) and *Evo*. As soon as I saw the pedigree, I knew this was a game that I needed to try. I have not been disappointed.

The main board shows classical Greece, including the southern Balkans, western Asia Minor and the islands. Plus 'Atlantis' – three large islands at



the south of the board. Players represent tribes coming into Greece from the north, moving their pieces around the map to occupy territories. Control of a territory provides the player with the resource the territory produces: a resource they can spend every turn. (Resource cubes, on the other hand, can only be used once.)

There are only two actions available each turn: expand or develop. Expansion consists of either adding a piece to the board and moving it or moving one that's already there. The piece can move as far as you want – as long as you can pay for it. While players take over empty territories just by moving in, occupied ones must be fought for. This is very simple: the attacker wins! However, the cost depends on the difference in military power between the combatants. Initially, the more important territories contain neutral pieces which must be fought, making them more expensive.

I've mentioned the cost of an action a couple of times there. The cost is the amount of 'time' the action takes. Around the outside of the board is the 'time track'. Each time a player takes an action, they move their pawn a number of spaces along the track. The next player is then whoever is at the back of the track. If you're still at the back after taking an action, you take another – and continue until you're ahead of someone else. As you'd expect, the more important actions take longer. Thus, one of the considerations before taking

a major action is how many actions other players will get before you get another go – and what they'll do with them.

One point to note here is the 'hourglass' tokens. These can be gained in several ways (such as being attacked) and are used instead of moving a space on the time track. They are thus rather valuable. However, the rules prevent players from hoarding them: hourglasses must be used first each turn. This does make for some interesting calculations, though, as to just how much you can do in your turn.

While the geographical board and the Expansion action are important, at the heart of the game are the Development action and board. The 'Development' board holds 'Discovery' tiles and 'Wonders' in six rows. When a player takes the Development action, they buy a Discovery (or Wonder) tile from the board. Discoveries cost resources and each provides some bonus, discount or strength for the rest of the game: cheaper movement, perhaps, or more military strength. What's more, players get an immediate bonus (for example, a resource cube or an hourglass token) when they take a discovery, covering their chosen bonus with a counter.



The Development board with a full set of tiles – there's a lot of information on both of these

when they take a discovery, covering their chosen bonus with a counter.



The Wonders, at the end of each column on the Development board, don't cost resources, but can only be taken if you have enough 'star' symbols. Stars come on some Discoveries and you may pick up a star token or two by beating neutral pieces. However, players are not likely to collect many stars. This is where Discoveries have yet another use: each counter in the same column as a Wonder counts as a star towards buying it. As Wonders are worth a lot of points, getting discounts towards them is a very useful move.

Each row of Discoveries and Wonders is laid out at random at the beginning of the game (and there are more Discoveries the more players there are). It is thus worth spending some time to see what's where before the game starts. The first consideration is which columns the most valuable Wonders are in and what Discoveries are in these columns. Ideally, you want two or three Discoveries in a column that will work together, providing a strategy as well as a discount towards the Wonder in that column. Even better if you can do this in two columns and pick up both Wonders. Of course, the other players will make the same analysis...

There are a couple of other wrinkles to the game, both tied in to the time track. Certain points on the track are marked with a 'Zeus' symbol and trigger two things. First off, players get a 'Destiny' card when they reach or

pass one of these spaces. These provide a bonus of some kind and can be held until needed – there's no restriction on how many you can play in a turn.

Secondly, one of the Gods will turn up! Depending on the specific space, this is triggered by the first and/or last player to arrive. A card is drawn and the God picks on someone. If it's beneficial, the recipient will be the player with the most 'Zeus' symbols. If it's detrimental, the player with the fewest Zeus symbols suffers. This gives players something else to collect – some Discoveries have a Zeus symbol, as do some Destiny cards, and there's a token for whoever occupies Mount Olympus.

All but one of the Gods will appear during the game, so it's worth knowing what they do before you start. My experience suggests that being on the receiving end of the Gods is painful, but not catastrophic. It's worth making sure you don't have the fewest Zeus tokens. Having the most is a useful bonus, but I wouldn't put too much effort into chasing it.



A couple of Gods – good and bad!

At the end of the game there is a final tactical play. The spaces after the last Zeus space on the time track are marked with decreasing numbers. When a player's marker arrives on one of these, they have a choice when it's next their turn. They can take one more action – as long as their marker doesn't go past the very end of the track. Or they can pass and score the number of points for the space their marker is on. This is a neat touch and does give people something to think about at the end.

Once everybody's finished, it's time to tot up the points. As already noted, Wonders are worth points. So are Discoveries and territories – Atlantis counts double as these areas are furthest from the starting space on the northern edge of the board. Some Discoveries give points for holding other things or symbols or just for themselves. Unused Destiny cards are also worth points and the God Keres inflicts a penalty on whoever has the fewest Zeus symbols. Whoever has the most points is the winner, of course.

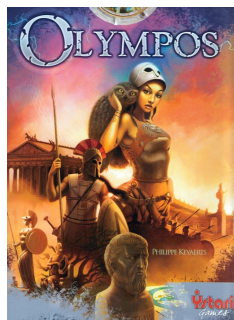
There's a lot going on in this game and the game's mechanisms are cleverly intertwined. At the start of the game, players will grab territory to get the resources to buy their first Discoveries. Where they go after this will depend on just which Discoveries they have and which ones they're looking to get. Pick up some Discoveries with sword symbols, for example, and you can use your military power to take territories off others. Add the Discoveries that

give bonuses for swords and for pieces on the board and you're on the way to a good score.

My strategy so far has been picking up Architecture, which provides a star and makes buying Wonders cheaper (in terms of time), and

Engineering, for another star and a bonus on stars held at the end. Other Discoveries provide more immediate advantages (faster movement at sea, for example) and I recommend getting one of the 'discount' tiles that make buying other Discoveries cheaper. As each discount is tied in to a particular resource, this tends to influence your strategy for the rest of the game.

As I've already said, collecting Discoveries is key to the game, but you also need to think about collecting stars, collecting Zeus symbols, collecting swords, collecting Destiny cards, collecting hourglasses... and dodging the Gods. Oh, and don't forget the territories you will need to get the resources you will need to buy these Discoveries. Phew!



Olympos scores for me by providing a lot of decision making, some clear strategies and the occasional opportunity to mess up your opponents! It is my top game at the moment, the one I'm most likely to put on the table to play, and I give it a definite 9/10 on my highly subjective scale.

Olympos was designed by Philippe Keyaerts and is published by Ystari (and in English by Rio Grande). It's a strategic board game for 3-5 players, aged 10+, and takes about 90 minutes to play.

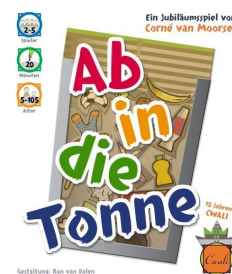
Snippets from Spiel

There's just room to add a few more notes on new games from Spiel '11.

Cwali is the imprint of Dutch designer Corné van Moorsel, who had several new games on show. I will skip past *Champions 2020* as it's a two-player football (soccer) game. *Ab in die Tonne* (In the Bin) looks like good fun, though. Each player has a laminated board propped up to make a slide. They also have a set of objects, laminated cardboard shapes, to go into their bin.



Example Destiny cards – they give you hourglass tokens, a star and an orange cube, respectively



The first player chooses an object, the others must follow suit and they all let it slide down their ramp. Then it's the next player's turn to choose. Once everything's been put in the bin, players get penalty points depending on how high up their slide the objects come. Brilliant! There are a few twists, so you play the game three times with different scoring options. This is one I really want to play with my nephews and it gets 7/10 for the time being.

The game I really liked the look of was *Meltdown 2020*. Well, I say that, but the pastel colouring of the 'board' looks rather odd. It's made up of a number of boards, divided into hexagonal areas, that fit together to give different layouts. They show seven nuclear reactors, two airfields and the starting positions of players' pawns. Players also have a set of three vehicles, each of which is made of a thick cardboard strip that folds up and interlocks to make a neat playing piece. I think Corné's missed a trick here: given the current popularity of 3-D, he could have billed this as a 3-D game. ☺



The aim of the game is to rescue your pawns as the reactors melt down. A roll of the die causes an increase or decrease in the radiation from one reactor. Then players move a vehicle, collecting and/or dropping off pawns as they go, but subject to the vehicle's movement and capacity limits. Once each type of vehicle has moved, radiation affects pawns that are too close. In another '3-D' touch, they are laid on their side if ill (one dose of radiation) and onto their backs if very ill (two doses).

Pawns moved to an airfield are flown to safety, as vehicles can be, too. The game ends when a reactor goes critical or the board is cleared. Players get a point for each pawn or vehicle saved. It's a neat game, if rather lighter than I was expecting. On my first play, we had some very fortunate die-rolls and nobody lost more than one pawn! I look forward to a stiffer challenge next time. I'll give it 7/10 on my highly subjective scale for the time being.

Games Events

I've not heard anything more about Oxcon and the website is still missing. It should be happening on January 21st-22nd at The Mitre pub, High Street,

Oxford. Oxcon is famous for running several tournaments as well as plenty of open gaming.

The following weekend is a big event for role-players: Conception 2012 is at the Naish Holiday Village in Christchurch (Sussex) from 25th-29th January. Lots of table-top and live action role-playing, both organised and ad hoc plus traders and events. Should be good fun and there's a lot of information on the website: www.conceptionuk.org

Definitely on is SoRCon on 2nd-4th February at the Ramada Hotel in Colchester (Essex). This is a fun board games event that is mostly ad hoc gaming. Expect a quiz or two and a secondhand games sale. Places are limited because of the size of the hotel, so do booking advance. Full information is on the website: www.sorcon.co.uk

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 (just along from London Bridge station, past the London Dungeon). 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 Allsop Arms (137 Gloucester Place, London NW1 5AL). The pub has an extensive menu as well as some good beer and is convenient for Baker Street and Bond Street Tubes as well as Marylebone station. An excellent afternoon.

UK Games Expo: the last weekend in May 2012 at the Clarendon Suites on the Hagley Road in Birmingham. This is a two-day public event that showcases games of all sorts with traders, demos and participation games plus guests and events. For gamers there are lots of tournaments and free gaming on the Friday and Saturday evenings. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 18th-21st October 2012, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

MidCon: November 2012 at the Hallmark Hotel in Derby – the new venue for this long-running event from 2011. MidCon is a friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

Credits

To Win Just Once issue 121 was written and edited by Pevans. The LPBS masthead (page 20) is by Lee Brimmicombe-Wood, as are the drawings on pages 24, 27 and 29. The illustrations on pages 21 and 23 are by Tim Wiseman. Game artwork is reproduced by courtesy of the publisher. Pevans took the photos and played with Photoshop. © Paul Evans, 2012

Great White Hunter

Turn 9

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

Key

Notes: animals go up and down or left and right, not diagonally, with two exceptions. Elephants are blocks of four squares; each Snake is two diagonal squares and moves by up to three squares a turn.

Animals only touch (if at all) at corners and only Snakes will go next to a Bush.

Board features				
	Symbol	Size (Squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	20
Other symbols				
	X	Missed shot		
Upper case = this turn, lower case = last turn, Strikeout = dead animal				

This turn's shots

Some fine shooting by Nik Luker sees him bracket a snake without touching it. Mike Dommett gets it, though. The other Mike D finds another snake.

Pete Holland and Colin Parfitt co-ordinate perfectly to get an Antelope between them. Yet nobody manages to finish off the one that was hit last time.

While three people all find the same Monkey!

Press

Another cryptic remark from Mike Dommett: "Has someone winged mark stretch? And if not, why not?"

Mike Dyer notes: "Hard to believe there's anything still alive out there."

While Pete Holland has the right idea: "I think I'm better off hoping for a lucky shot, rather than looking for a meagre share of that antelope."

What's this about?

This game is essentially a variation of Battleships and is open to all readers of *TWJO*. Set in the late 19th century, a 20 x 20 grid represents an area of the African bush, while the players are all hunters looking to bag trophies. I have tweaked the rules this time to provide a bigger reward for being the first to hit an animal.

All you have to do each turn is nominate two squares to take pot-shots at: F9 and M17, say (the second is only used if the first misses). Letters (A-T) run across the grid and numbers (1-20) up and down

Scores			
Player	Shots	This turn	Total
Chris Baylis	G5,G15	0	3.33
Mike Bird			5
Andrew Burgess			4
Charles Burrows	O11,K13	1.33	7.33
Ash Casey			2.5
Mark Cowper	J13,L14	0	1.25
Mike Dommett	H14,I15	5	14.67
Mike Dyer	B11,B12	5	8
Jerry Elsmore			11.3
Alex Everard	J14,K14	0	5
Russell Harris			11
Pete Holland	K3,K17	4	13.91
Emrys Hopkins			10.33
Dom Howlett			11
Andy Kendall	I19,O11	1.33	3
Nik Luker	H15,I16	0	10.5
Tim Macaire	N10,F4	0	3.38
Przemysław Orwat			4
Jonathan Palfrey			2.5
Colin Parfitt	J15,K16	4	5.25
Matt Shepherd			7.5
Robert Skynner			4
Mark Stretch			11.8
Al Tabor	C1,F4	0	18.33
Gerald Udowiczenco	O11,G3	1.33	6.13
Pam Udowiczenco	G5,F4	0	9
Matt Wale	F4,G5	0	16.17
David Williams			6
Graeme Wilson	J18,R14	0	6.8
Paul Wilson	J14,F16	0	15

The first hit on each animal scores points in proportion to its size. For example, a Lion is three squares and worth 15 points, so the first hit scores $15/3 = 5$ points. If several players hit the same square at the same time, they share the points; if several players hit different squares of the same animal at the same time, they get the points for the square they hit.

Once an animal has been identified, subsequent shots share the points of the square they hit (there are no points left for the square(s) hit initially) with a minimum score of 1 point. So if players A and B hit the second square of that lion and C gets the third, C gets 5 points and A and B get $2\frac{1}{2}$ each.

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

After 15 turns or when the board is clear (except for any snakes), the player with the most points wins.

**Send your shots (and comments) to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Friday 10th February 2012**

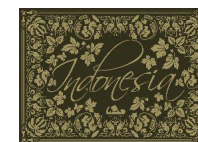
Games from Pevans
Mail order board and card games in the UK



Back in stock are a couple of meaty games from Splotter.

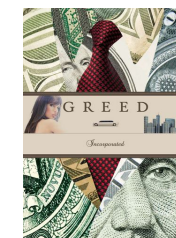
Indonesia

The popularity of this game means it's been continuously in print for 6 years. **Indonesia** is an economics, development and logistics game set in the Far East. Players make money by producing and transporting goods, but the key is in acquiring and merging companies at the right time.



Greed, Incorporated

This is another clever, cynical business game from Splotter. Players are executives in corporations, but getting fired is the key to the game. Sacked executives get a payoff so they can buy themselves the latest executive toy (ocean-going yacht? Learjet?). The winner is the player with the most toys!



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Icehenge

Star Trader game 5 – Turn 17

The Federal Auditors landed by drop ship in the yards of the CAESAR WHOLESale INC offices all over the system. The lack of warning – there had been no tip offs – meant that their systems were open to inspection. With the forced removal of the head of Federal Revenues, there was no longer the option of wining and dining Mr Hartnett and having him agree fractions of the dues owed in return for future employment.

It was clear that some Corporations had seen the Federal Audit coming, and had made plans to remedy any Reputation loss, and that others had not. The big surprise of the Quarter was not the uneven distribution of loss, but the complete withdrawal of TEGWIN TRUCKERS by its Parent Corporation. Everything has gone and there were hordes of concerned passengers wandering the departure lounges once it was realised that this wasn't a precautionary measure as a result of Pirate attacks, but a Corporation decision.

Beta Hydri saw SOLAR SPICE & LIQUORS selling 5 Spice on Contract. MU HERCULIS sold 5 Petroleum and 5 Monopoles on Contract. LISPING TREE also sold Monopoles on Contract. TRANSURANIC sold 12 Monopoles at 8 HTs each and gained a Dealership. PERF also became dealers, selling 10 Alloys for 9 HTs apiece.

MU HERCULIS were also selling Spice on Contract at Alpha Centauri. LISPING TREE sold 5 Monopoles on Contract as SOLAR SPICE & LIQUORS sold 12 Monopoles for 9 HTs each and gained a Dealership. SSL and TRANSURANIC wanted to sell Liquors, but PERF undercut them and sold 15 for 3 HTs each and a Contractor's position. CAESAR WHOLESale sold 4 more on Contract.

BULGAKOV LINES sold 2 Petroleum for 6 HTs each at Sigma Draconis and then 1 Spice for 4 HTs. SOLAR SPICE & LIQUORS bought 5 Spice on Contract and sold 2 Monopoles on Contract. PUM CORP bought 5 Isotopes on Contract as the price stayed low.

Markets were busy at Mu Herculis. SUND OG sold 8 Alloys for 13 HTs each and became Contractors. Isotopes were being sold, too: 5 by MU HERCULIS at 5 HTs each, 1 by LISPING TREE at the same price. PUM CORP then bought 2 on Contract. TRANSURANNIC sold 1 Liquor for 10 HTs and CAESAR WHOLESale and SOLAR SPICE & LIQUORS both sold 5 on Contract. PUM CORP sold 10 Monopoles at 7 HTs each and took a

Contractorship, while LISPING TREE and MU HERCULIS both sold 5 on Contract. Lastly here, PUM CORP bought Petroleum on Contract.

MU HERCULIS sold 5 Alloys on Contract at Tau Ceti. PUM CORP bought 12 Isotopes for 4 HTs each and became Contractors. LISPING TREE sold 4 Petroleum for 5 HTs each, JANET sold 1 for the same price and PUM CORP bought 5 on Contract.

Delta Toucanis saw SUND OG selling 8 Isotopes for 5 HTs each with LISPING TREE and PUM CORP both unable to sell. PUM CORP did buy 12 Petroleum for 4 HTs apiece to take a Contractor's position. SUND OG sold 6 Petroleum for 1 HT apiece and MU HERCULIS bought 5 on Contract.

BULGAKOV sold 9 Monopoles for 9 HTs each at Epsilon Eridani and were made Dealers. They then sold 8 Isotopes for 6 HTs each and were made Dealers in this commodity too. JANET sold 5 more on Contract and sold 5 Petroleum on Contract. Then BULGAKOV sold 4 Spice for 6 HTs each for a successful Quarter's trading for the Monarch-hulled company.

Finally, at Gamma Leporis CAESAR WHOLESale bought itself 5 Alloys using its existing Contracts.

MU HERCULIS DEVELOPMENT CORPORATION spent a large amount of HectoTrans to be first to take the rare earths, OP 39, at Gamma Leporis. The Corporation's Reputation was increased, but not by very much considering that they had managed to pay off their loan to the bankers and had decided not to roll their finances over into another one.

LISPING TREE had hoped to take the rare earths, but had paid less to ensure an early get away and arrived too late at Gamma Leporis.

SWISS MERCENARY FLEET loaded OP 23, taking 6 units of Weapons on board on planet at Epsilon Eridani. To deflect criticism, they improved their Political Connections.

SUND OG increased their Reputation and also attempted to legalise their captured hull, but failed.

JANET loaded passengers to her ships, as did TRANSURANIC TRADE CORPORATION.

PUM CORP's plans ran into the buffers. Having bought many goods in successful trading this Quarter, it could only equip the new ship, PUM5, on its launch with an A class crew, Augmented Jump and a single cargo pod.

PERF increased its Political Connections, having considered and turned down the opportunity of buying Factories.

SOLAR SPICE & LIQUORS sold OP 41, 7 units of Tempus for the top rate, collecting nearly 500 HTs, mostly due to Agent Willy's efforts. Despite this involvement in illegal trading, SSL still managed to increase their Reputation almost back to its starting level. They sold their Dagger Hull at Mu Herculis at 90% of list price, which may not amuse them so much ❖

Corporation Table

Corporation letter & name	Connections			Initiative		Cash Rep		Player
	Bus	Crim	Pol	Bid	Pos'n			
A Bulgakov Lines	9	1	3	0	7th	329	30	Andrew Burgess
B Caesar Wholesale Inc	10	0	7	0	6th	865	29	Simon Burling
C Just Another New Energy Trader	10	0	7	0	5th	505	34	Mark Cowper
D Sundog	10	1	4	0+6	4th	681	38	Mike Dyer
E Tegwin Truckers	10	1	9	NMR		599	32	Jerry Elsmore
F Solar Spice & Liquors	10	4	6	0	11th	1114	39	Paul Evans
G PERF	10	2	9	0	10th	831	40	Witold Gertruda
H Cigarettes, Wine and Wild Women	8	2	0	NMR		415	20	
J Swiss Mercenary Fleet	9	8	7	0	3rd	484	40	Martin Jennings
K Astradyne Enterprises	1	0	7	NMR		80	27	
L Lipping Tree	10	8	5	15+4	2nd	716	30	Michael Martinkat
M Mu Herculis Dev't	10	1	7	30	1st	295	28	Przemyslaw Orwat
N Pum Corp	10	0	6	0	9th	40	40	Paul Holman
P Transuranic Trade Co	10	0	4	0	8th	950	36	Bob Parkins

'NMR' under Initiative Bid means No Move Received; 'F' indicates the Corp was floated

Press

Is this a Dagger I see before me? Or have I just sold it? Pevans van Rijn

GM Notes

If you are buying or selling on Contract, you can't also trade by buying and selling UNLESS you are the Market Manager for that commodity at that Spaceport.

We say goodbye to Jerry Elsmore, who has had to withdraw for personal reasons. We wish him a good resolution.

OP 39 was taken by MU HERCULIS, OP 23 by SWISS MERCENARY.

There were three new News Chits this turn. Current News chits (new ones in bold) are:

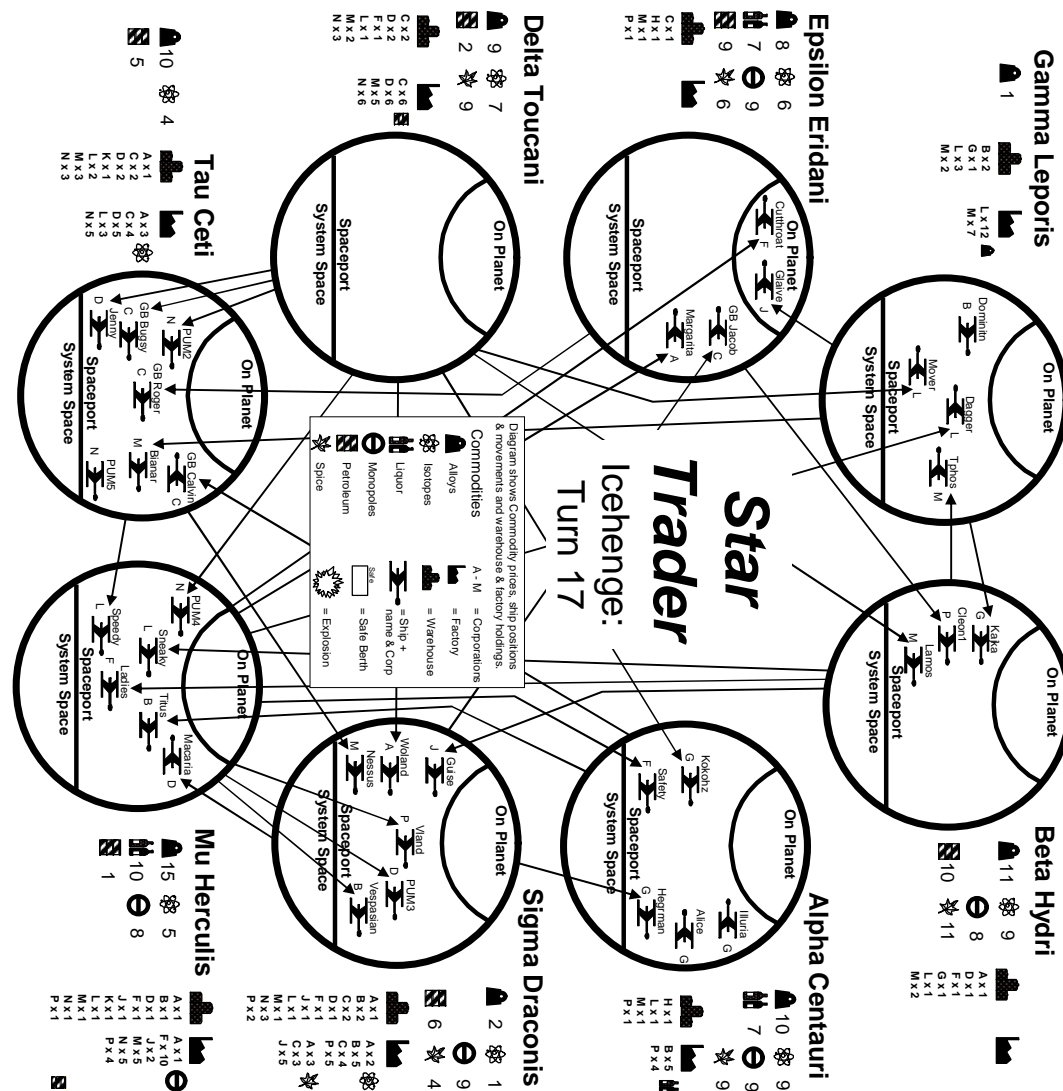
Turn 18 P6

Turn 19 P5, C5

Turn 20 **B7**

Turn 21 **P6, C6**

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 3rd February



Les Petites Bêtes Soyeuses 248

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

New players are always welcome. If you'd like to play, you'll need to subscribe to *TWJO* (see the back page). You will also need a copy of the published rules to *En Garde!* (see www.engage.co.uk).

Orders for November 1664 to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF, UK or lpbsorders@pevans.co.uk by 10th February 2012



October 1664

After last month's fun and games in Paris, there are a lot of duels at the beginning of October. Lothario Lovelace is disappointed when Jacques Blanc fails to appear for their meeting. This means he has to face Rick O'Shea first. Lovelace is not a small man, but he's only got half the physique of O'Shea. Worse, he's swinging a rapier while O'Shea hefts a cutlass and has the support of Connor McKnight. However, both men have the same approach to the duel: slash and hope. There's only one likely outcome to this as O'Shea's cutlass, backed by his muscle, does far more damage than Lovelace's swishing rapier. The first slashes coincide, Lovelace gets in another as the rapier is faster, but O'Shea's second slash completes the job. Lovelace surrenders, but O'Shea doesn't seem to have heard him. McKnight steps in, though, forcing both men to put up their swords.

The Sheikh has several matters of honour to settle and chooses to meet Armand de Luce first. The recently promoted de Luce has no regimental weapon any more and is thus constrained to bring a foil to the fight. Sheikh Yadik Al-Abowt has a rapier, which may give him an advantage. Quasi Le Bossu seconds de Luce, but Al-Abowt is unaccompanied. De Luce starts with a parry, only to find that Al-Abowt lunges as soon as he drops his guard. First blood to the Sheikh. De Luce jumps aside, only to meet a slash from the Sheikh's rapier. He jumps again, but Al-Abowt follows up and runs him

through with another lunge. De Luce concedes what has been a very one-sided fight – Al-Abowt remains completely untouched! This may be useful for his other duels.

Next on Al-Abowt's list is Cardinal's Guard member Arsène Est, who has Tomas le Matelot and Pierre Cardigan as his seconds. Est professes some concern over the Sheikh's religious beliefs and brings a priest from the Inquisition to question Al-Abowt. However, there's a duel to be fought first. The regimental enemies both use their standard rapier, but Est's bulk means he can take much more punishment. Both men start with a lunge, striking simultaneously. Al-Abowt then goes for a slash, which coincides with Est's second lunge. The lunge is partly deflected and does less damage, but it's enough to make Al-Abowt concede the fight. Est grabs Al-Abowt's sword, finds where the Sheikh has written his (Est's) name on it and adds the words "was here". Al-Abowt seizes the opportunity to make himself scarce, declining his appointment with Rick O'Shea due to his injuries.

Est is sufficiently injured that he is able to skip his fight with another King's Musketeer, Jean-Luc Beauchamp l'Rojik, without penalty. However, he decides that he will duel KM Captain Patrice d'Romilly, a rather smaller man. Again, this is a rapier fight and Est is accompanied by his two seconds while d'Romilly is on his own. D'Romilly is defensive: he parries. He has correctly predicted Est's lunge and is able to riposte, scoring first blood. He jumps back to see what Est will do next. Est runs him through with a lunge. D'Romilly surrenders. Est then declines to meet the KM Colonel, Zachary The Money Goes.



Crown Prince Cuirassiers Subaltern Charles Asnomonai has to fight several members of the 53rd Fusiliers. He selects Captain Armand Slice as his first opponent. Both men use their regimental weapons thus pitting Slice's rapier against Asnomonai's sabre. The two look well matched: Asnomonai has the more effective weapon, but is the less expert swordsman. He starts by jumping back. Slice lunges forward to draw first blood. Asnomonai slashes, only to be blocked by Slice. Another lunge from Slice is effective, but Asnomonai rather evens things up by getting in a cut. Slice comes back with a cut of his own and there is a pause as the two men regain their breath, their balance and their guard. Another lunge from Slice is deflected by a slash from Asnomonai, though both blows do damage. Then Slice miscalculates: his block is useless against Asnomonai's cut. This second hefty blow is too much for Slice and he surrenders.

Asnomonai's injuries are not quite bad enough to let him decline any further fights and he picks regimental commander Pierre le Sang next. Slice remains to second his CO. In other circumstances, this has the makings of a good fight, but the wounded Asnomonai is at a severe disadvantage – and is a less skilled rapier-wielder than le Sang. A jump from Asnomonai serves no purpose except to make him a sitting duck as le Sang follows up and lunges. Asnomonai swings back with a slash only to be run through again. Enough is enough: he surrenders this time. His fresh wounds allow him to decline his appointment with Tourtière Mangetout. Mangetout is disappointed as he is making an event of his duel and has brought cakes and sweet wines.

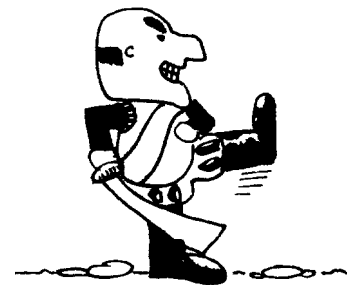
Le Sang remains on the field as he has a match with Revaulvin d'Or over a certain young lady. D'Or has the advantage in this contest as he is far more expert with a rapier than le Sang and is uninjured. Le Sang uses his boot rather than his sword, deciding this is no time for subtlety. However, as he closes in d'Or lunges and le Sang's momentum makes his impalement even worse. He kicks hard at d'Or and staggers backwards to examine his injury. D'Or simply follows up and lunges again, opening another wound. Le Sang surrenders before things can get any worse and Slice lends a hand to get him to a doctor.

Picardies versus Arquebusiers

4th Arquebusier Noel Fornam Idya prefers to take on Donkey Hotay first among his enemies in the Picardy Musketeers. This may have something to do with Hotay's slender build. Both men use their regimental rapiers. Idya tries a parry and then jumps out of the way of Hotay's lunge. Hotay slashes to claim first blood, this blow landing after Idya's second jump. Hotay tries a jump of his own while Idya parries. Idya jumps again, only to be hit by Hotay's next slash. Idya jumps once more, after which Hotay lands a lunge. Idya jumps out of the way of a slash, both men jump about a bit and then Hotay lands a slash. His next lunge misses as Idya dodges again. The problem is that, while Hotay is getting in the occasional blow, a lot of them are slashes, which don't do very much damage. On the other hand, Idya isn't attacking at all. This means the fight can only have one ending. Idya eventually surrenders, worn down by the rain of light blows.

Despite this, Idya is ready to meet another Picardy. His preference is for Etienne Brule. However, Brule prefers Vaux de Ville for his first fight. In turn, de Ville's choice of opponent is Binet de Bours. De Bours wants to duel Idya first. After much debate, it is decided that Idya will take on de Bours. The two men cross their rapiers. De Bours draws his back, preparing to attack. Idya surrenders. He is greeted by general derision and his social status suffers.

De Bours doesn't bother putting his rapier away as Vaux de Ville steps up for the next duel. De Ville also carries a rapier and, while not being a particularly big guy, he out-bulks de Bours by quite a way. Picardy Musketeer de Bours lunges only to be stopped by 4th Arquebusier de Ville's parry. De Ville eschews a riposte, preferring to launch into a furious lunge. He runs de Bours through, but pulls out of the cut when the Musketeer concedes the fight.



Etienne Brule is the next of the Picardies to face de Ville. He, too, has a rapier and is a match for the Arquebusier in terms of build. However, he doesn't have the arm that de Ville has. This is quickly demonstrated as the two men lunge, striking home simultaneously. De Ville clearly inflicts a bigger injury. Brule changes tactics and closes in to apply his boot where it will hurt the most. His leg muscles are no better than those of his arm, apparently. At the same time, de Ville slashes, wiping the edge of his blade across Brule's outstretched thigh. The bleeding Musketeer hops about, trying to regain his balance, but de Ville skewers him with another lunge before he can get his guard up. Brule surrenders. Noel Fornam Idya is greeted with catcalls when he says he's ready to take on Brule, but Brule has already retired on medical advice.

This leaves de Ville and Donkey Hotay as the last bout between the Picardy Musketeers and the 4th Arquebusiers. Despite his injuries, de Ville looks more than a match for his de Bours-sized opponent. Hotay won his earlier duel, though and is eager to face another Arquebusier. De Ville decides to end this quickly and opens with a furious lunge. The lunge makes quite a hole in Hotay, which should really give him pause. He carries on with his own lunge, though, and is dismayed at how little it affects de Ville. He is still looking quizzical when de Ville hits him with the cut part of his manoeuvre. The surprised look remains as his head falls to the ground and rolls to the feet of his comrades. RIP. Final score: Picardies 2, Arquebusiers 3 and there's now one less in the Picardy Musketeers.

The last meeting of regimental enemies pits the commander of the 13th Fusiliers, Ali Vouzon, against the 27th Musketeers' CO, Warren Peece. A rapier fight between lightweights, the smart money is on Peece as Vouzon is still bandaged from last month. Vouzon proves the cannier, though, parrying Peece's opening lunge and riposting to draw first blood. However, Peece's attack was just the first part of a furious lunge and he strikes home with the cut, deflecting Vouzon's lunge. Vouzon surrenders and re-wraps his bandages to cover the new injury.

You're broke!

As the bloody and the unbowed make themselves respectable for October's social whirl, Parisians congregate at the trial of Amant d'Au, where Minister of State Revaulvin d'Or takes the judgement seat. The accused lounges on his hard wooden chair, affecting an air of insouciance. The Commissioner of Public Safety, Uther Xavier-Beauregard states his case.

"My Lord le Comte d'Or, it is my painful duty to set before you a sordid tale of greed, ambition and blasphemous abuse. I will present affidavits from the Abbot of San Serife and his senior proctors, who were unfortunately unable to travel to Paris to testify in person, describing Captain d'Au's career in Holy Orders and his expulsion in absentia from the Brown Brothers after his flight, following the theft of the jewel-encrusted skull of their founder, St Daniel.

"Subsequently posing as a father confessor of the order, he went from convent to convent, leaving a trail of chaos and pregnancy behind him. Again, affidavits will be presented to the court from the Mother Superior of the Sisters of Dolorous Countenance and the Abbess of Creux.

"However, it is his actions since arriving in Paris and purchasing a commission with the residue of his blasphemously won gains that must concern us here. It came to my attention several months ago that the defendant had been engaged as an agent of the Sublime Porte, gathering intelligence for the Ottoman Empire. Before I could lay hands on him, he had fled Paris, taking refuge with the army. I will show that his masters paid him a considerable sum for his services under cover of pre-arranged feigned fights, making it appear that he had looted the coin while playing the hero.

"My Lord, you must convict him."

D'Au stares around the courtroom, daring each person there to meet his gaze. He makes no defence save to denounce the CPS's accusations as a tissue of lies and fabrications.

Sheikh Yadik Al-Abowt demands to give a statement in support of d'Au and d'Or agrees that the court should hear what he has to say.

"My Lord, may the blessed prophet seek to show you the true path of wisdom and justice in this matter. Monsieur d'Au is a good man, one who serves your King in the ranks of his own Royal Foot Guards and a man who has steadily risen through society from relatively humble beginnings. If anything can demonstrate to you the worth of this man and give clear



indication of his innocence, then it must be in his actions and I wish to remind you of one of these.

"Here stands before you a man who was prepared and able to dupe that convicted felon, horse rapist and Royal Marine, Jacques Blanc, out of a purse of crowns which he then used not to join that shambles of a regiment that calls itself the Royal Marines, but instead the Royal Foot Guards. By taking Blanc's money, he did so many folk (not to mention horses!) a favour, that you should spare him for this act alone."

It seems the Sheikh's powers of oratory are not sufficient to keep Minister d'Or awake. After a surreptitious nudge, he wastes no time in announcing that the defendant is absolutely guilty of having a very similar name and orders the confiscation of his assets – half of which will go to the Commissioner. D'Au expected nothing less. He shrugs his shoulders and leaves the courtroom a free, if penniless man. As the spectators disperse, Xavier-Beauregard hands d'Or a share of the cash...

In the cabinet

Legal matters resolved, d'Or then sets about filling the posts in his Government. Earl Gar de Lieu gets a portfolio, taking over as Minister of Justice and relinquishing command of First Army. Chancellor of the Exchequer goes to Jacques Shitacks, leaving Third Army also without a commander. Finally, Quasi Le Bossu joins the cabinet as a Minister without Portfolio. Word is sent after him as Le Bossu has already left Paris for the province of Aquitaine, of which he is Military Governor for the time being.

Second Foot Brigade acquires a Brigade Major in the form of Armand Slice. Brigadier Pierre le Sang appoints him after Slice has bought the rank of Major – for which the money provided by le Sang is useful. Tourtière Mangetout doesn't get any financial help, but still buys the other Major's position in the 53rd Fusiliers. Arsène Est uses his loan from Tomas le Matelot to promote himself to Captain in the Cardinal's Guard. The Grand Duke Max Dragoons are augmented by Pierre Robierre, who buys himself the rank of Captain. Glock von Spiel purchases the same rank when he is admitted to the 4th Arquebusiers (good job he took out a loan!).

13th Fusiliers commander Ali Vouzon volunteers the regiment for active service. This comes as a surprise to his number two, Lieutenant-Colonel Monty Carlo. He was expecting a quiet month in Paris. Shamed by His Majesty's criticism, General Gar de Lieu volunteers to lead a Battalion of the Royal North Highland Border regiment. He hopes to get lots of loot (he does have some debts that are due soon – but then he also has a substantial investment to his name).

Meanwhile, Quasi Le Bossu's efforts to enforce tax rules in Aquitaine cause massive rioting. Frontier regiment 4 is hurriedly assigned to his command so that he can suppress the disorder.

Partying and ...

The major social event of October is Pierre Cardigan's "Belated Return to Paris" party, which occupies the Fleur all month. Fifi joins Pierre to welcome their guests. Top of the list, alphabetically, is Connor McKnight, who has Emma Roides with him. Jean-Luc Beauchamp l'Rojik arrives on his own. Maggie Nifisent accompanies Michel Marteau. Pierre le Sang brings Katy Did. Rick O'Shea is alone. Then there is the CPS. Uther Xavier-Beauregard arrives with Mary Huana. He scans the guest list quickly, mutters, "Won't be a minute," to Mary and marches over to Pierre le Sang. "You're nicked!" he cries and the hapless Pierre is clapped in irons and hauled off to the Bastille. Uther returns to Mary with a self-satisfied air. Last on the list is a rather wary Warren Peece, joined by Ingrid la Suède.

Not surprisingly, Pierre and Katy are not present for week 2 of the party. Connor (and Emma), Michel (and Maggie), Rick, Uther (and Mary) and Warren (and Ingrid) all return. Joining them are Armand de Luce, on his own, Ilk Lamore Bartat with Leia Orgasma and Zachary The Money Goes with Anna Rexique. Week 3 sees the return of Jean-Luc (after a week with the women of the Bawdyhouses) and Pierre (and Katy), but Uther has had enough. To conclude October, Pierre and Fifi host Armand, Connor and Emma, Jean-Luc, Michel and Maggie and Pierre and Katy. (Rick is in the Bawdyhouses for a bit more wine, women and song.)

At the opposite end of the social spectrum, Binet de Bours invites those on "the lowest rungs" to join him – and Marie Antoinette – in the Frog & Peach in the third week of October. Absolom Dupré, Armand Slice, Etienne Brule and Lothario Lovelace all arrive on their own (Lothario has not lived up to his name this month, despite his best efforts). Louis Smorals and Pierre Robierre bring their recent conquests: Violet Bott and Di Lemmere, respectively. Armand gets his own dose of female company by visiting the Bawdyhouses in week 4.

... not partying

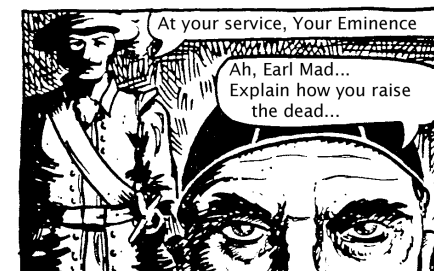
It's the social events that don't happen that are more entertaining. To start with, a group of socialites turns up at Bothwell's looking for Quasi Le Bossu. He, of course, is busy dealing with revolting peasants. Quite why these people have turned up isn't clear. Nothing has been announced, but perhaps they are a month early for November's All Saints/All Souls celebrations? Anyway, milling around in the street outside the club are: Amant d'Au,

Armand de Luce, Charles Rabbit-Vacuum, Ilk Lamore Bartat, Lothario Lovelace and Tomas le Matelot. Not a good start to their month!

Week 2 sees members of the 53rd Fusiliers and Pierre Robierre hanging around outside Hunter's. They have been invited by the regimental commander, Pierre le Sang. Unfortunately, Pierre's current location is a cell in the Bastille and he's not allowed any visitors.

The last week sees Warren Peece in Hunter's with Ingrid. He is expecting guests and leaves instructions with the doormen to admit members of both his regiment and his regiment's friends. It is sad that none of these turn up. Warren sits in the club, dressed as Death (appearing as a skeleton in a hooded black robe and clutching a scythe) and wondering where everybody is. Outside are Amant d'Au, Arsène Est, Noel Fornam Idya, Patrice d'Romilly, Sheikh Yadi Al-Abowt, Uther Xavier-Beauregard and Zachary The Money Goes, wondering why Warren won't let them in! What makes this particularly entertaining is that many of them are in fancy dress, too. Arsène is in green as a goblin. Noel has a white face, adorned with scars and dried blood and staggers around crying "Braaains!". The label around his neck reads "Picardy Musketeer". Zack wears a Cardinal's robe with some highly inappropriate stockings.

The clubs have plenty of other visitors through the month. At the Fleur de Lys, we find Jacques Shitacks and Madelaine de Proust for the whole month. Gustav Ind rolls up with Kathy Pacific for the first week, as do Jacques de Gain and Henrietta de Carrotte. Both men are then to be found in the gym for the rest of the month: Gustav practising with his sabre and Jacques with rapier. Egon Mad 2 and Edna Bucquette hit the Fleur in week 3 after his rather uncomfortable interview with the Cardinal. In beneficent mood, His Eminence introduces Egon to many of the tools used by the Holy Inquisition in the pursuit of its work. He leaves Egon to consider these overnight. Only then does he ask Egon to justify his suggestion that he could bring the late Indie Spencible back to life. Egon's response (see Press) gets him off the hook, as he is able to cite ecclesiastical references. Egon finishes with a week's rapier practice.



The Minister of State, Revaulvin d'Or, has an awkward month, too. It begins with a trip to the Louvre, along with Count Zachary The Money Goes, where His Majesty applies a severe dressing down over their poor organisation of Indie Spencible's state funeral. Luckily, the King is in a good mood, helped by Revaulvin covering the shortfall in funding and Zack adding a bonus. The

absent Gar de Lieu provides a focus for the King's displeasure – here's hoping he earns plenty of plunder. Minister d'Or reviews his new appointments with the King and his Majesty awards the title of Count to Jacques Shitacks.

In week 2 Revaulvin goes courting, but meets Devlin Carnate on the doorstep. Devlin quickly gives way to the Minister of State only for Revaulvin to discover that their intended is not even at home (as she wasn't the week before when Devlin made his first courting attempt). This failure leads Revaulvin to have a drink at the Bawdyhouses before visiting the Fleur to finish his month. It is noticeable that the Minister has had no female company this month... Devlin Carnate is the last man to appear at the Fleur. On his arm is Belle Epoque, whose affections he won the week before. Persistence pays off, it seems.

Rest of the best

Bothwell's visitors this month are Richard Shapmes and Ella Fant. Richard fits these visits around his two weeks of practice with his rapier. As already noted, Warren Peece and Ingrid are in Hunter's at the end of the month – they are the only people in the club this month. Eric de Miabeille celebrates his membership of the Horse Guards by taking Freda de Ath there for the whole of October. Eric is the only member of the Horse Guards club, let alone the only one to spend time there.

Patrice d'Romilly takes Sue Briquet to Blue Gables for the month. Well, for the month until he decides to take up Warren's invitation. Gaz Moutarde is in Blue Gables for the first week. He then heads off to visit his mistress, completing his month with two weeks' cutlass practice. Sheikh Yadik Al-Abowt turns up at Blue Gables in week 2. He brings Frances Forrin with him – she's finally given up on the absent Yves Vrai Bretheauteque. One week is enough. Yadik practices rapier for a week before standing outside Hunter's.

Quite apart from his party, Binet de Bours and Marie are to be found in the Frog & Peach all month. Jacques le Franc and Angeline di Griz are there, too, but only for the first half of October. The second half is spent waving a cutlass around. That's how Jacques spends it, anyway.

Red Phillips is the scene of a little regimental contretemps. 4th Arquebusier Captain Glock von Spiel arrives to find an enemy, Picardy Musketeer Subaltern Etienne Brule, is already there. The two exchange heated words and make arrangements for a duel at the start of November. Etienne then returns to the side of Ada Andabettoir and stays in the club for the second week. (Glock, on the other hand, gets female company at the Bawdyhouses and practises his rapier in preparation for their duel.) Tourtière Mangelout

brings Lois de Low to Red Phillips to both start and finish their month. Apart from failing to get in to a party, Tourtière practises rapier for one week.

New boy Cosmos starts his month with some female company at the Bawdyhouses. The rest of October is passed in Red Phillips, gently (!) carousing. Charles Asnomonai gets his regimental duties out of the way first, spends two weeks carousing in Red Phillips – he and Cosmos do no more than acknowledge each other's presence – and gets his female company at the end of the month with a visit to the Bawdyhouses. Vaux de Ville's courting goes awry, so he is alone when he arrives at Red Phillips in week 3. Nobody is surprised that he, too, is off to the Bawdyhouses the following week. The last man to appear in Red Phillips is Louis Smorals, who brings Violet for a drink in week 4.

Arsène Est spends the three weeks leading up to Warren's party working out with his rapier. He is another to miss out on female company when his last week is a wash-out. Arnaud Surfinmaise makes sure this doesn't happen to him by getting his oats at the Bawdyhouses before he heads for the gym. Three weeks with rapier leaves him fighting fit. Having been a month early in trying to Toady to Quasi, Charles Rabbit-Vacuum and Tomas le Matelot practise sabre for three weeks to remain without any women in their month!

Amant d'Au has two pieces of good luck this month: his regimental pay covers his support costs and he has a wealthy mistress. The rest is all bad news. Having been stripped of his assets, Amant has no cash and doesn't bother borrowing any. He loses his horses when he can't support them and is stripped of his membership of Blue Gables when he doesn't pay his dues. The two people he tries to Toady to either aren't there (Quasi) or refuse him entry (Warren). He tries to fill in the intervening weeks by practising his knife work, but can't afford the tuition! Well, he's got a few months to buy the horse required for his rank and the Blue Gables will let him back in ... eventually. Could be time to take out a loan!

Noel Fornam Idya is unlucky, too (though not on the same scale). His wooing of Henrietta Carrotte fails (not least because she's out with Jacques De Gain at the start of the month), but is so public that Sal Munella hears of it and chucks him. Jacques isn't too happy, either, and a duel will be required. At



least Noel gets some female company when he visits the Bawdyhouses. New boy Absolom Dupré is the man most likely to be found in the Bawdyhouses. Apart from taking up Binet de Bours' invitation, he spends his October drinking in the red light district. He pays for a little female company, too.

Knighthoods all round!

October is not really a good month to be in the field: it's wet and miserable, even if this October isn't cold. The 13th Fusiliers join the Frontier troops, but don't seem prepared for the conditions. Regimental commander Brigadier-General Ali Vouzon takes his men in hand. When a Spanish force appears, Vouzon has them march smartly out to confront the enemy. With military precision, the troops form up, prime their weapons and loose a devastating volley. Well, that's the plan. Unfortunately, the damp has got into their powder and most of the guns fail to fire. Unable to match the Spaniards' firepower, the regiment scuttles ignominiously off the field of battle. Despite this Bdr-Gen Vouzon is Mentioned in Despatches ("excellent marching") as is Lt-Colonel Monty Carlo ("at least his gun went off!"). His Majesty, who doesn't always read the Despatches with complete attention, awards both men Knighthoods.

Frontier regiment 1 holds off the Spanish troops and the arrival of second regiment wins the day. They are inspired by CG Major Euria Humble, who is attached to the regiment. Humble's promotion means he now commands a Battalion of the Cardinal's Guard, but he doesn't bother to bring them into action. Still, he gets a Mention ("impressive new uniform") and picks up a couple of hundred crowns worth of loot.

Frontier regiment 4 marches to Aquitaine where the Military Governor of the Province, Lt-Gen Quasi Le Bossu, takes command and tries to put down the current unrest. The soldiers of the frontier regiments may not be the finest in the French army, but their training is sufficient to deal with the pitchforks and billhooks of the angry peasantry. Le Bossu sees his name appear in the Despatches ("the man's a bloody menace!") and will be able to return to Paris next month – not least because he's no longer PMG.

Even the disgraced Yves Vrai Bretheauteque is prepared to face poorly armed peasants and takes his place in the ranks of the frontier regiment. When one of these peasants nearly takes his head off with a scythe, Bretheauteque gets seriously miffed. He pursues his man for several miles with blood-curdling yells that persuade a lot of the protesters that it's time to go home. The resulting Mention in Despatches ("terrifying!") redeems his dishonour and allows him to return to Paris – at the end of the season.

The last of the volunteers is General Gar de Lieu, who has taken command of a Battalion of the Royal North Highlanders. The regiment indulges in some inconclusive firefights, but the General is able to get his name into the Despatches ("Didn't know he could fire a musket!") and adds some three hundred crowns to his stash of booty. ❖

Press

Announcements

Lt General Quasi le Bossu requires an Aide. Must be able to read, write, hold a sword and look good astride a horse. Wages negotiable, but good bonuses paid for meeting targets. Applications (Best boozing anecdote) to the Editor, C/O The Press. Appointment to be made in December 1664.

To All Loyal Men of Paris,
Come and join the country's premier regiment, the King's Musketeers, and ensure that France's enemies are hunted down and dispatched. Places are still available, but please apply early to avoid any disappointment.

Generous bonuses available and help with purchasing your commission.

† B.Bdr-General The Money Goes,
King's Musketeers

Social

To all Members (new and old) of the Boozers and Bellringers
Just a reminder that we will be completing public performances on the banks of the River Seine outside Notre Dame on All Saints Day (1st November) and All Souls Day (2nd November), after which is back to Bothwell's for 'soul cakes' and beer (Week 1 November 1664). Membership is open to all gentlemen, regardless of standing.

Yours,

† Quasi Le Bossu, Chairman
Boozers and Bellringers

All ministers of the crown and officers of His Majesty's regiments of SL 19 or above are hereby invited to a review of our army's performance in the recent campaigns: Weeks 1-4 next month (November) in my club. Your mistresses are welcome to attend and all costs will be paid by my good self. I look forward to the pleasure of your company and your no doubt enlivening accounts of your recent service. Yours,
† Count d'Or, Minister of France

Dear Boozers and Bellringers,
During week 2 of November there will be a private tour of the great bells of our great Cathedral. Events will include mass and prayer, followed by the tour, followed by refreshments at my club. I'd like to thank in advance Sir Quasi for allowing me to arrange a B&B event and his Holy Eminence the Cardinal for accumulating the world's finest bell collection.
† Captain Arsene Est

The bells! The bells!

† Le Cardinal

The Picardy Prom (Party in Week 3)
Since my first party was such a success, I again invite anyone of social level 5 or lower to join me in my club during the third week of November for dancing and as much refreshment as you can afford. As should be expected, the cowardly 4th Arquebusiers are not welcome.

† Major Binet de Bours

Arabian Nights Party – Week 4 of November 1664

Come to the Sheikh's latest lavish entertainment extravaganza. Bring your women, bring your costumes, bring your sense of fun! Following on from the success of my last party, I have decided to expand upon it and this time will be widening the food variety, upgrading the hash, improving upon the entertainment acts and increasing the prize money for the best costume. All costs covered for you and your partner BUT REMEMBER NO RMs and NO CGs. Whatever your social level, this is the party for you with a free fun themed prophet's beard for every guest!

Matters of Honour

To: Sir Uther Xavier-Beauregard
From: Captain Amant d'Au, His Majesty's Royal Foot Guard
Sir,

My name has been besmirched. The charges you have held against me are false. I am alone in this and have no one to stand for me but my word. I am sure that your skills at manipulating the truth will see you a richer boy at day's end. However, if you manage to bungle this attempt to discredit me in the eyes of Paris, I will ask to meet with you and seek satisfaction for your lies.

To Sir Pierre le Sang:
M'sieur, it was the height of folly and bad taste to indulge in carnal adventures when most of Paris –

decent Paris that is – were at Count Spencible's funeral. It was also the height of recklessness to so offend His Majesty and one of his most senior ministers by both staying away from the funeral despite His Majesty's clear commands and for such a trivial and self-indulgent purpose. You, Sir, deserve a lesson in humility and despite not having been on the duelling grounds recently and having a terrible cold, I intend to provide you with one.

In contempt and revulsion,

† Count d'Or, Minister of State

Mon cher Armand de Luce,
A thousand apologies to you, effendi, that the customs and traditions of this country compel me to raise sword against you over some silly matter of nobility and class. In my country, you would be welcome to sit at my table as a guest – as you did when attending my recent party – with no demand that we then fight because of such. I assure you that it pains me to adhere to this but, as a visitor to your land, I must fit in with the ways of the French. Nothing personal, my friend, and may Allah guide your sword and protect your being.

† Sheikh Yadik Al-Abowt

Ministerial Correspondence

Gracious Majesty,
I cannot apologise enough for the inadequate nature of the funeral that we arranged for Count Spencible. By way of amends, I

intend to extract sufficient funds from the enemies of France to fund a suitable memorial to the noble Count. I beg permission to set off for the front immediately to begin this penance immediately, as I do not feel worthy even to stand before you and apologise without in some way rectifying my error.

Your Unworthy Servant,

† Gar de Lieu

On the occasion of the audience with His Majesty
Most Christian Majesty, may I thank you first for giving me the honour of contributing to the cost of Count Spencible's funeral and, second, humbly apologise for not remitting to your Exchequer the sum requested; this is an omission I am glad to rectify. In mitigation, all I can say is that there was confusion at Le Bourse and despite my clear instructions, the sum owing to me from some paltry investments I had made was not divided and the required money sent to your treasury, but somehow found its way to a dormant account where it was 'resting' until being forwarded anon. I prostrate myself at Your Majesty's feet and beg once more for your royal indulgence and clemency.

† RdO

Ah, there's nothing like a bit of grovelling.

† Le Roi

Personal

It appears that Jaques Shitacks has been 'chiening', whatever that is. Anyone with further information is encouraged to share it.

† Le Bladder Rouge

Letter from Provincial Military Governor's Office, Bordeaux, Aquitaine

I am sad to report that there has been a massive fraud going on in this province. I have uncovered a systematic tax avoidance by the vineyards and winemakers of Gironde. Despite their protestations, hollow threats and the large number of 'free samples' that I have been given, my team of auditors have not been led astray and worked diligently in uncovering underpayments in the last year approaching 80,000 crowns.

To address this I have immediately instigated a 'Corkage Charge' per bottle, which, though fair and generous, seems to have caused some general 'pitchforks, fire and burning of hunchbacked scarecrows in the local town square' type stuff in the local population. As a military war hero, I am obviously not afraid for myself, but to maintain order for the rest of the populace, I have asked for some of my 'friends from the Frontiers Division' to deploy for field operations in the surrounding region (just in case).

† Lt General Quasi Le Bossu, PMG
Offices, Rue de Papes, Bordeaux

My dear M. de Bours,
I like my women warm, my wine cold, my boots supple and my collars stiff. As my Aide – a post to which I welcome you – an assiduous attention to detail and making sure the doxies you provide are not poxed will take you far.

† Revaulvin d'Or, General of France

Cher Egon Mad, I think we will all find we can survive without Indie Spensible. The one we would have troubles without is our gracious lord, King Pevans.

† Rabbit-Vacuum

That's right!

† Le Roi

Col ZTMG,

Is there any chance that you could have a word with your captain? He seems set on provoking trouble between our regiments. Quite why anyone would want to have the dubious title of being an 'honorary' in the 69A is beyond me.

† ILB

Though to be honest, the likelihood of Euria Humble actually being anywhere near trouble is pretty low on his current performance.

† C R-V

Dear Chairman Le Bossu,
My kind sir, what a true gentleman you are both for attending my little party last month and for your offer to me to provide the catering at the next Boozers and Bellringers Meeting in November (Wk1). I shall be most delighted to attend and, indeed, would be keen to join the ranks of your fine 'association' as a permanent member. Your generosity of 100 crowns is most gracious but I feel that I can provide all the necessary foods and sweetmeats for 50 crowns as it is for you and your colleagues. I shall begin preparations in good time and ensure I provide you all with the finest cuisine that Arabia can offer.

Is the camel secretly for Donkey Hottay?

The gist of EM2's talk with the Cardinal

"Your Eminence. I would like to thank you for allowing me to take up some of your no doubt valuable time to explain to you exactly what I meant in my letter to His Majesty the King.

I would like to assure your Eminence that my methods do NOT require any dealings with Demons, elder gods or any other supernatural powers. Nor do they include witchcraft, magic spells, rituals, sacrifices or relics (Holy or otherwise). They are purely a matter of Natural Philosophy.

What it DOES involve is a number of recently discovered chemicals, which are injected into the subject's body, along with the application of what I call a 'Friction Machine', consisting of a sulphur globe and woollen cloth, to create a spark which animates the body (following the work published by Fr Schott of Wurzburg as "Mirabilia Magdeburgica"). I had previously experimented with using lightning for this purpose but that proved too unpredictable, not to mention dangerous.

If everything goes as planned this will reanimate the body with at least some of its original memories. If it doesn't, one is left with a messy corpse.

I make no claim to restore the soul, as I have no way of determining whether or not such a thing has

occurred and I am not qualified to comment on the theological question as to whether or not that is even possible. Such a matter is quite rightly for the clergy to pontificate upon.

Should Your Eminence decide that what I do is in some way against the teaching of the Church, which is something that I currently do not believe, I will, naturally, discontinue my research into this area."

You know I'm not one to gossip but have you heard the word?

Dear Count Zachary,

I'm concerned that you seem to have recruited a heretic. I'm sure this is probably no fault of your own as he most likely lied about his religion to join our great catholic army.

In any case, will you submit to questioning by the Cardinal's Escort to clear up some questions we have?

Regards,

† Arsene Est

Points Arising

**Next deadline is
10th February 2012**

Welcome

We have five new players who will be trying out LPBS for a few turns and started with this turn. Welcome to Bob Bost, Joey Browning, Ken Ditto, Carl Olson and Mark Wardell. Enjoy the game, guys.

Lord Percy Percy suggests that, as fashion is tending towards the inflated, hasn't Amant D'Au got a fashionable codpiece?

Amant lounged in the uncomfortable wooden chair as his eyes scanned the courtroom, his eyes catching random observers to see who looked away or down. Not for the first time he wondered what trumped up charges had brought him to this.

He had been in Paris less than a year before the vultures had come for what was rightly his. His eyes rested on the righteous looking Sir Uther Xavier-Beauregard. The man's smile turned up as he gazed longingly at the case that contained Amant's hard-won riches. Amant stood at the court's command as he came to a decision. Paris was rife with corruption... this would have to be dealt with... in a civilized matter.

Poetry Corner

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

Seconds

There still seems to be a problem with seconds in duels and I don't see how I can explain it more clearly. Can anyone suggest a better way?

Let me repeat, then: once a duel has been announced (in the "Grudges to be settled next month" list), the seconds (and weapons) cannot be changed. Hence you must nominate

your seconds (and preferred weapon) **before** you get into any duels.

Secondly, **only** the listed seconds can attend a duel. If you have been nominated as a second, you will get a note about each duel on your character sheet. If it doesn't say anything on your character sheet, you **cannot** attend the duel.

Optional duelling routines

Tim Macaire asked how the optional routines are used in duels. To start with, these are never included in the sequences of duelling actions you write. They are only introduced when the duel takes place – and these actions are executed. Hence, to use optional routines, you need conditional orders (as part of your orders for the duels) that say when you will use them.

Take the Riposte as an example. You start your duel with P-P-X-L-X (two parries and a lunge) and specify "Riposte if Parry succeeds".

Now let's say your opponent starts with L-X-X-C-X-X-X (Furious Lunge). The first actions of the duel are L against P. The Parry succeeds in stopping the Lunge, so no damage is done.

Because the Parry is successful, your next routine (the second Parry) is changed to R. Your opponent does X and the Riposte does some damage.

The duel sequences that actually take place are P-R-X-L-X from you and L-X-X-C-X... from your opponent.

Note that the optional routine replaces the **whole** of the original routine (and pad with Rests as required). Say your opponent's sequence starts X-L-X-X-S.

Resolving the first action gives a P from you against an X. The second actions are then P versus L. The Parry succeeds and the next routine (the Lunge) is changed to a Riposte. In this case, the duel sequences that actually take place are P-P-R-X-X from you and X-L-X-X-S from your adversary. As the Riposte does less damage than the Lunge it replaces, this is less effective. So use the Riposte with caution!

The most important optional routine is the Surrender. You should always include a conditional order for when you will surrender as part of your orders for a duel. If you don't, your character will fight until he wins or dies – as Donkey Hotay did this month!

The other optional routines – Optional Block and Optional Parry – are only useful in very specific circumstances. These are when you can tell what your opponent's next few actions are going to be (most obviously when they've just started a Furious Lunge or Furious Slash) and it's worth replacing your routine to block an attack. They work a bit better when fighting a duel face-to-face, but I would ignore them in a postal game.

Absent friends

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

JB Jacques Blanc (Dominic Howlett) has NMR'd. Total now 1.

X2 (Derek Brister), X4 (Joey Browning) and X5 (Mark Wardell) got the benefit of the doubt and were floated.

Notes

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising web page at www.pevans.co.uk/LPBS; or send a cheque (payable to Margam Evans Limited) for £7 (inc postage to UK addresses) to LPBS, 180 Aylsham Drive, Uxbridge UB10 8UF.

There's a Yahoo! group for *En Garde!* players that provides a forum for players of different games to

Announcements

Binet de Bours applies for Aide to General

Euria Humble asks NPC Lt.Colonel of Cardinal's Guard to resign

Duels

Results of last month's duels:

Jacques Blanc didn't turn up to fight Lothario Lovelace and lost SPs.

Rick O'Shea (with CMK, gains 1 Exp) beat Lothario Lovelace.

swap stories and ideas. Sign up and get talking at:

<http://games.groups.yahoo.com/group/EnGardePlayers/>

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

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

Tomas le Matelot applies for Army Commander of Second Army

Vaux de Ville asks these to volunteer: 4A – Regt.

Sheikh Yadik Al-Abowt (gains 1 Exp) beat Armand de Luce (with QLB).

Arsène Est declined to meet Jean-Luc Beauchamp l'Rojik as he was under half Endurance.

Arsène Est (with TIM & PC, under half Endurance, gains 1 Exp) beat his enemy Patrice d'Romilly.

Arsène Est (with TIM & PC, gains 1 Exp) beat his enemy Sheikh Yadik Al-Abowt.

Arsène Est declined to meet Zachary The Money Goes as he was under half Endurance.

Charles Asnomonai (gains 1 Exp) beat his enemy Armand Slice.

Binet de Bours (no Expertise) beat his enemy Noel Fornam Idya (under half Endurance, losing 4 extra SPs).

Donkey Hotay (gains 1 Exp) beat his enemy Noel Fornam Idya.

Etienne Brule declined to meet Noel Fornam Idya as he was under half Endurance.

Sheikh Yadik Al-Abowt declined to meet Rick O'Shea as he was under half Endurance.

Revaulvin d'Or (gains 1 Exp) beat Pierre le Sang (with ASli).

Warren Peece (gains 1 Exp) beat his enemy Ali Vouzon.

Vaux de Ville (gains 1 Exp) beat his enemy Binet de Bours.

Pierre le Sang (with ASli, gains 1 Exp) beat his enemy Charles Asnomonai.

Trials

Pierre le Sang will be on trial at the start of next month (after duels, but before anything else). CPS Uther Xavier-Beauregard will prosecute and Minister of State Revaulvin d'Or will sit in judgement. Characters may

Charles Asnomonai declined to meet Tourtière Mangetout as he was under half Endurance.

Vaux de Ville (gains 1 Exp) killed his enemy Donkey Hotay.

Vaux de Ville (gains 1 Exp) beat his enemy Etienne Brule.

Grudges to be settled next month:

Etienne Brule (Rapier, Seconds BdB, 3 rests) and Glock von Spiel (Rapier, adv.) have mutual cause for being in enemy regiments.

Jacques de Gain (Sabre, adv.) has cause with Noel Fornam Idya (Rapier, 3 rests) for an indiscretion with Henrietta.

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

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.

Duels held over until December:

Yves Vrai Bretheauteque versus Sheikh Yadik Al-Abowt.

appear as witnesses for either side (though this will have no effect in this case) and players are invited to write this up.

If convicted, le Sang may appeal to the King to commute his sentence and any character may use influence to affect this (put this as a conditional order in your orders).

New Characters

Joey Browning gets the Second son of a very wealthy Merchant: Init SL 3; Cash 500; MA 1; EC 4 (X4).

Mark Wardell gets the Bastard son of a Peasant: Init SL 1; Cash 9; MA 6; EC 4 (X5).

Bob Bost gets the Bastard son of a very wealthy Gentleman: Init SL 4; Cash 675; MA 4; EC 1 (PR).

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

Ken Ditto gets the Second son of a Peasant: Init SL 2; Cash 10; MA 6; EC 5 (AD).

Dave Carter gets the Second son of a Peasant: Init SL 2; Cash 10; MA 6; EC 3 (X1).

Tables

Army Organisation and next year's summer Deployment

First Army (Defence)	___/___/N4/N
Guards Brigade (Defence) – RFG CG KM	
Second Army (Assault)	___/___/N4/N
First Division (Assault)	N4/N/JdG
1st Foot Brigade (Assault) – RM PM	
2nd Foot Brigade (Assault) – 13F 53F	
Second Division (Assault)	N5/N/CRV
3rd Foot Brigade (Assault) – 27M 4A	
4th Foot Brigade (Assault) – 69A Gscn	
Frontier Division (Assault)	N4/N/N3
Frontier Regiments (Assault)	
Third Army (Field Ops)	___/___/N6/N
Cavalry Division (Field Ops)	N2/N/N2
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Dragoon Brigade (Field Ops) – GDMD PLLD	

Organisation and Deployment for the Campaign Season

with Army and Division posts (Commander/Aide/Adjutant/QMG)

Entries are ID for player characters, N (+MA where needed) for NPC, ___ for vacant

Brigade Positions

Guards Brigade	N6/N/JLBR
Horse Guards Brigade	N5/N/EdM
Heavy Brigade	N6/N/N5
Dragoon Brigade	N4/N/N6
First Foot Brigade	N6/N/ROS
Second Foot Brigade	PIS/__/ASli
Third Foot Brigade	N2/N/N3
Fourth Foot Brigade	N6/N/N5

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

Regiments

[illegible]

This table shows the ten senior positions in the 17 regiments by rank.

Entries are Character abbreviations, N (+MA) for NPCs, blank for vacant.

* shows the regiment adjutant.

+ shows ranks held by characters with a brevet rank or an appointment elsewhere.

Frontier Regiments

					(Defence for Sept-Nov)
Colonel	N3	N3	N5	N4	N5
Attached		EH		YVB	GdLi
Also at the Front		13th Fusiliers			

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

Battle Results

13th Fusiliers: 5

Frontier regiment 1: 4

Frontier regiment 2: 2

Frontier regiment 3: 5

Frontier regiment 4: 2

RNHB regiment: 4

Other Appointments

Ensign of King's Escort N	Captain of King's Escort N
Ensign of Cardinal's Escort AE	Captain of Cardinal's Escort N
Aide to Crown Prince N	Aide to Field Marshal MM
Provincial Military Governors: __/N/N/N/N	
City Military Governor N	Adjutant-General EM2
Inspector-General of Cavalry N	Inspector-General of Infantry N
Commissioner of Public Safety UXB	
Chancellor of the Exchequer JS	Minister of Justice GdLi
Minister of War GI	Minister of State RdO

Shows who holds appointments outside military units:

ID for Characters, N for NPC, __ for vacant,

CPS for additional posts held by the CPS.

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	EM2
3	Kathy Pacific	17	B	GI
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	PIS
42	Maggie Nifisent	16	B	MM
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	SYAA
21	Helen Highwater	14	W	
48	Fifi	14	B/W	PC
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derriere	13		
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	ILB
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	JdG
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	PdR
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
No	Name	SL	Attr	Last

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

40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	CMK
33	Anna Rexique	10	I	ZTMO
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	PR
53	Angelina de Griz	10	B	JIF
56	Ingrid la Suede	10		WP
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	BdB
49	Mary Huana	8	B/I/W	UXB
34	Freda de Ath	7	W	EdM
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	DC
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	LS
15	Ada Andabettoir	5	B/I	EB
25	Lois de Low	5	B	TM

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
ZTMG	Count Zachary The Money Goes	25	68	OK	Colonel KM	18	Anna	Flr	4	Gerald Udowiczzenko
RdO	Count Revaulvin d'Or	25	64	Withy	General/State Min.	13		Flr	4	Jerry Spencer
GdLi	Earl Gar de Lieu	25	F	OK	General/Justice Min.	4		Flr	4	Bill Hay
DC	Earl Devlin Carnate	24+ 80	Rich		Lt.Colonel RFG/Min w/o Port	10	Belle	Flr	2	Bruno Giordan
JS	Count Jacques Shitacks	23	59	Rich	General/Chancellor	3	Madeline	Flr	4	David Olliver
GI	Earl Gustav Ind	23+ 97	Withy		Fid Marshal/War Minister	9	Kathy	Flr	6	Ashley Casey
EM2	Earl Egon Mad 2	21+ 69	Rich		B.Lt-General/Adjutant Gen	9	Edna	Flr	2	Tym Norris
EH	Viscount Euria Humble	20	F	Rich	Major CG	15		Flr	5	Matthew Wale
JdG	Marquis Jacques de Gain	20+ 62	Rich		Lt.Colonel KM/1st Div Adjutant	13	Henrietta	Flr	4	Ben Brown
PC	Baron Pierre Cardigan	16	49	Withy	General	9	Fifi	Flr	4	Matt Shepherd
QLB	Sir Quasi Le Bossu	16	F	Comfy	Lt-General/Min w/o Port	8		Both	6	Mark Cowper
ILB	Sir Ilk Lamore Bartat	15	44	Withy	B.Bdr-General RM	6	Leia	Both	6	Andrew Kendall
TIM	Baron Tomas le Matelot	15	35	Rich	B.General	8		Flr	4	Tim Skinner
MM	Sir Michel Marteau	14+ 50	OK		Lt.Colonel QOC/FMshl's Aide	1	Maggie	Hunt	1	Neil Packer
RS	Richard Shapmes	13	28	Rich	B.Bdr-General RFG	7	Ella	Both	4	Charles Popp
YVB	Sir Yves Vrai Bretheauteque	13	F	Withy		4		Hunt	1	Chris Boote
WP	Sir Warren Peece	12	34	Withy	B.Bdr-General 27M	8	Ingrid	Hunt	2	Pam Udowiczzenko
CMK	Sir Connor McKnight	12	31	Comfy	Colonel QOC	3	Emma	Hunt	5	Graeme Wilson
AdL	Armand de Luce	12	18	Poor	Bdr-General	5			2	Francesca Weal
PIS	Sir Pierre le Sang	12+ 62	Comfy		B.Bdr-General 53F/2 F Brigadier	5	Katy	Hunt	4	Bill Howell
JLBR	Sir Jean-Luc Beauchamp l'Rojik	12+ 60	Withy		Major KM/Gds Brigade Maj.	6		Hunt	4	Rohan Keane
UXB	Sir Uther Xavier-Beauregard	12+ 41	Withy		B.Bdr-General PLLD/CPS	7	Mary	BG	3	Pete Card
EdM	Sir Eric de Miabeille	12+ 37	OK		Major QOC/HGds Brigade Maj.	7	Freda	HGds	3	Pete Holland
ROS	Rick O'Shea	12+ 36	OK		Major RM/1 F Brigade Maj.	3		BG	6	Paul Wilson
JB	Sir Jacques Blanc	11- 7	Comfy		Lt.Colonel RM	4			4	Dominic Howlett
CRV	Charles Rabbit-Vacuum	11	32	OK	Lt.Colonel PLLD/2nd Div Adjutant	3		Hunt	5	Mike Dommatt
AV	Sir Ali Vouzon	10	F	Comfy	B.Bdr-General 13F	6		Hunt	1	Graeme Morris
MC	Sir Monty Carlo	10+ F	Comfy		Lt.Colonel 13F	8		F&P	4	Andrew Burgess

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
PdR	Patrice d'Romilly	9	16	Poor	Captain KM	6	Sue	BG	2	Simon Burling
AdA	Amant d'Au	9	12	Poor	Captain RFG	3			5	David Brister
AE	Arsène Est	9+ 33	OK		Captain CG/Ensn.C's Esc	5		BG	5	Ray Vahey
SYAA	Sheikh Yadik Al-Abowt	9+ 28	Comfy		Captain KM/KM Regt. Adjnt.	4	Frances	BG	3	Jason Fazackarley
NFI	Noel Fornam Idya	8	16	Comfy	Major 4A	1		F&P	4	Martin Jennings
GM	Gaz Moutarde	8+ 36	Comfy		Major RM	3		BG	2	Mike Dyer
BdB	Binet de Bours	7+ 24	Poor		Major PM	2	Marie	F&P	2	Mark Booth
JIF	Jacques le Franc	6+ 19	Comfy		Captain RM/RM Regt. Adjnt.	6	Angelina	F&P	6	Charles Burrows
CA	Charles Asnomonai	5	13	Poor	Subaltern CPC	2		RP	4	Gerry Sutcliffe
DH	Donkey Hotay	5	RIP							Dave Carter
PR	Pierre Robierre	5+ 17	Poor		Captain GDMD	4	Di	RP	1	Bob Bost
LL	Lothario Lovelace	4- 4	Poor			5		RP	4	Geoff Bowers
EB	Etienne Brule	4	11	Poor	Subaltern PM	2	Ada	RP	4	James McReynolds
LS	Louis Smorals	4	10	Poor		2	Violet	RP	3	Colin Parfitt
C	Cosmos	4	6	Poor		6		RP	1	Carl Olson
AS	Arnaud Surfinmaise	4	4	Poor		5		RP	5	Nik Luker
VdV	Vaux de Ville	4+ 21	Poor		Captain 4A	2		RP	4	Tim Macaire
ASli	Armand Slice	3	11	Poor	Major 53F/2 F Brigade Maj.	5		RP	5	David Williams
TM	Tourtière Mangelout	3	10	Poor	Major 53F	2	Lois	RP	4	Howard Bishop
GvS	Glock von Spiel	3	5	Poor	Captain 4A	3		RP	5	Colin Cowper
X4		3	0	OK		1			4	Joey Browning
AD	Absolom Dupré	3+ 9	Poor			6			5	Ken Ditto
X2		2	0	Poor		2			3	Derek Brister
X5		1	0	Poor		6			4	Mark Wardell

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

+ against SL means it went up this month, - means it went down.

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

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

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