

That would be enough

This has been issue 125 of To Win Just Once, published 7th June 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 *Railway Rivals* and *Star Trader* to Mike Dommatt by 22nd June.

Orders for *LPBS* and *Great White Hunter* and any other contributions to Pevans by Friday 29th June 2012.

(Next deadlines: 3rd/10th August, 7th/14th September, 12th/22nd October)

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Games only	
Per game turn	£0.65
1-year subscription	£6.50

Games played

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

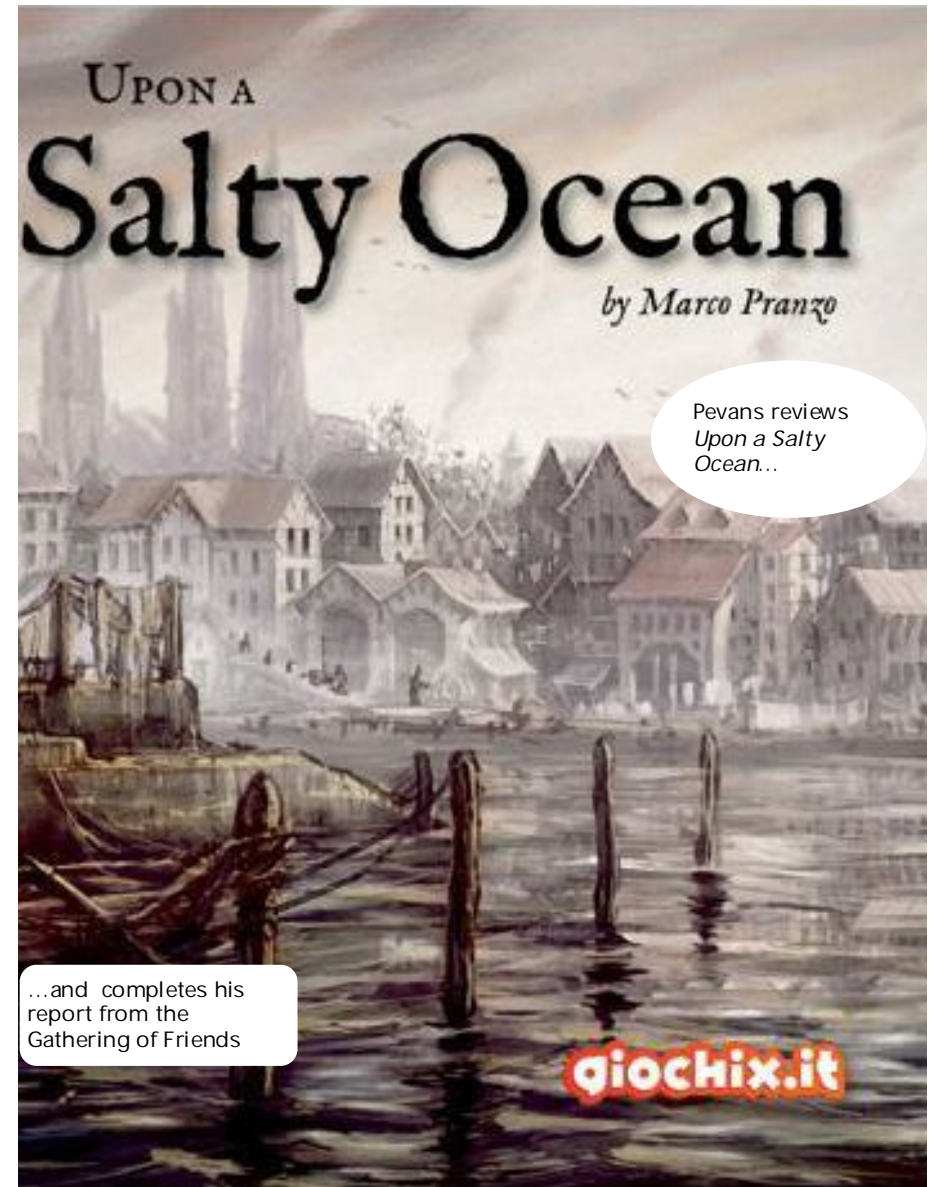
Railway Rivals A new game is just starting. Working map provided.

Star Trader A new game is just starting. Rules provided.

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To Win Just Once

(incorporating Les Petites Bêtes Soyeuses)



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Chatter

It seems no-one noticed that I made another change to the format of last issue, reducing the size of the text by a point. The main text (like this paragraph) is now 9 point instead of 10. The main reason for this was to fit in more of my Gathering report. Hopefully, without compromising the readability of the text. Since no-one's complained (ahem), I'm hoping I achieved this.

For this issue, I have retained 9 points as the basic text size and have re-organised the layout to give a bit more white space around the pages. Your comments are welcome.

My plan is to try to keep *TWJO* to 40 pages or less from now on. This should ensure it's in the appropriate postage band for copies going outside Europe. That doesn't mean I won't go to 44 pages should I need to, but I'll try to avoid it.

As I write this, the country is in the grip of the Queen's Diamond Jubilee celebrations. I'm a bit baffled. Granted, 2012 is 60 years since Elizabeth became Queen. However, that was on the death of her father on 6th February 1952. 2nd June is the anniversary of her coronation, but that was in 1953. So celebrating around 2nd June 2012 is neither fish nor fowl.

Mind you, I've had plenty of experience of Royal Diamond Jubilees – I've been to two of them. Admittedly they were both role-playing events (*1897: Queen Victoria's Diamond Jubilee*) and I was Lord Kelvin (scientist, politician and demon underarm bowler!) on one occasion, Sherlock Holmes (consulting detective with a *much* smarter brother) on the other. However, I don't see anyone flying to Mars or putting on a production of McGonagall's "Macbieth", so the real thing is just so mundane.

The best thing is that I've been able to give my "Stuff the Jubilee" badge it's third outing. I didn't expect that when I acquired it in 1977.

Returning to the topic of games, last weekend was the UK Games Expo and I had a very enjoyable time. I haven't had time yet to write up my notes so you'll have to wait for next issue to get my report.

This issue sees the completion of my report from this year's Gathering of Friends plus my review of *Upon a Salty Ocean*. And the deadlines for the games are now back to normal.

Celebrations

As some of you will know, Mike Dommett is getting married! Yes, he's finally making an honest woman of the inimitable Caroline – though, being a Leap Year, she did pop the question. Congratulations to both and I look forward to the blessing and celebrations on 23rd June.

Star Trader

The new game starts up this issue. If anyone's interested, I have a couple of copies of the original game (in zip-lock bags with the issue of *Ares* magazine the game was published in). One is complete; the other is missing 2 pieces (a ship and an Isotope counter). £20 for the complete game (including UK postage), £16 for the other (ditto): first come, first served.

I was intrigued to see that a Polish outfit is planning to publish a new version of the game as *Star Trader 3000*. Sharp Shark Games is the publisher and they have some information and photographs (of good-looking components) at <http://sharpsharkgames.blogspot.co.uk/> – I shall be getting in touch to find out more as there's some suggestion elsewhere that the project has been shelved.

New En Garde! game

Philip Murphy (whom some of you will recall from the 'zine *Morrigan*) is setting up an *En Garde!* game (and using the software I use for *LPBS* – the first time this has been done for 15 or so years) and looking for more players. If you're interested, drop him a line at lists@orlanth.org – if it's any kind of incentive, I've already signed up to play and would love to see you there.

TWJO online

The PDF edition of *TWJO* 124 racked up 142 downloads in (not quite) a month since publication. Issue 123 was picked up a further 52 times in the month, to give a total of 182 downloads in two months. Issue 122 was downloaded a total of 194 times since publication.

More Games at the Falls

Pevans completes his trip to the Gathering of Friends

This is the second (and final) part of my report from this year's Gathering in Niagara Falls. Part 1 was in *TWJO* 124, covering my journey to Niagara and first two days' games playing, and the whole article is available on my website at: www.pevans.co.uk/Reviews/GoF12.html

Lest you think I spent all my time sitting in a hotel ballroom playing games, I did get out to visit the falls on day 3. It's only a short walk from the hotel to a good viewing area just below the (American) falls and they are just as spectacular as I recall from my first visit some 25 years ago. I'm guessing they must have moved a bit since then (about a foot a year, says Wikipedia), but I certainly couldn't tell the difference.

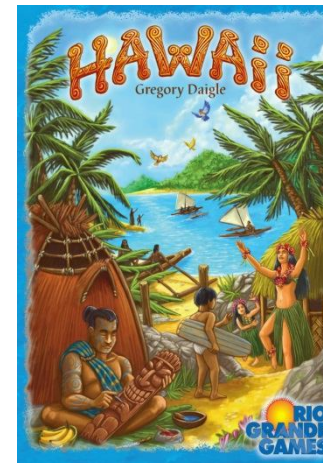
Enough of that: back to the games. *Abaddon*, I was told, was *Memoir '44*/*Battle Lore*/*Commands & Colors* in space. That is, Richard Borg's latest development of the game system used in all these games (and the original *Battle Cry*). I had to give it a go. However, my expectation of coruscating energy beams

pitted against lambent force fields as spacecraft hurtle through the void were cruelly dashed when Chris Kovac and I opened up the box. It's actually about hulking great robots knocking chunks off each other!

The twist for this version of the game system is that dice are used to decide which of your units you can move and/or fire each turn, while card play determines the damage done. This seems to work just as well as the reverse, used in the earlier games, with some subtleties. There are no longer areas of the battlefield, for example, as the dice simply activate a specific class of unit. When an attack is made, both sides play a card with the loser taking damage according to the difference between the cards – which means opening fire on someone is not without risk.

Chris and I played the basic scenario, pitting one unit of each type against an identical opposing force. It may have been our card play, but we seemed to do more damage to our own forces by moving into position to attack. Damage is indicated by removing 'power crystals' from the bases of the model robots, so the fighting is as much about attrition as blowing things away.

We were underwhelmed by the experience and packed the game away without trying any of the more advanced scenarios. I still like the game system – it's an excellent simple wargame that provides just enough flavour without getting too complex – but I'm afraid *Abaddon* doesn't do it for me. It gets 5/10 on my highly subjective scale, based on this one play. *Abaddon* is published by Toy Vault, is for 2 players, aged 14+ and takes about 45 minutes to play.



That brings me to another game from Spiel '11 that I hadn't played yet. *Hawaii* is Hans im Glück's other game from 2011 (the first one being *Pantheon*, which I discussed in *TWJO* 116, and ignoring *Carcassonne* and *Dominion* expansions). The bright, primary colours and odd-shaped cardboard strips immediately made me think of *Sun, Sea and Sand*, but this is a rather different game.

The main playing area holds rectangular tiles that will allow the players to do things. Players' pieces start on the 'beach' at one end of this, so some tiles





On the beach ready to start *Hawaii*

are easier to reach than others. The tiles are set out randomly each game, which affects players' tactics for the game. Each round (and there are only a few of these) players use feet to move between tiles and shells to buy things (they also have fruit, which can be used as feet or shells). Purchases go into each player's own frame, building up their villages as separate rows.

Players can also go fishing or visit another island, which brings different rewards depending on which island it is. The costs of doing these things are set each round by drawing markers from a bag. Clearly, you want the things you do to be cheap. However, at the end of each round, the players who have spent the most will score some points – provided they reached the minimum value for the round. The minima and the points scored increase each round. This is rather clever as it gives players conflicting incentives for what they spend.

Players get their production (of feet, shells and fruit) and have another go. After five rounds, there's a final scoring and the player with the most points wins. The

final scoring is a bit involved, but essentially rewards players with lots of villages, big villages and with various bonus items within their villages. Hence, players have to decide which of the scoring opportunities they want to take advantage of. This will influence what players buy during the game, which in turn will depend on what is accessible and/or cheap – and hasn't been bought by someone else.

Hawaii is quite an involved game with a lot to think about. I found it a bit counter-intuitive and I had to think carefully about what I wanted to achieve. (I should probably have thought harder!) This is no bad thing and I look forward to playing the game again. For now, I give it 7/10 on my highly subjective scale. *Hawaii* is for 2-5 players, aged 10+ and takes 60-90 minutes to play. It was designed by Greg Daigle and the English language edition comes from Rio Grande Games.

I was hearing good things about Minion Games's very latest game, *The Manhattan Project*. Designed by Brandon Tibbetts, this is, as the name suggests, about the race to build the atomic bomb. Each player is a nation running their own research projects and aiming to be first to build the requisite amount of nuclear weaponry. (The *Nations* expansion gives each player a special ability, which adds to the flavour of the game.) The game's artwork has a wonderful retro Forties feel – a bit more atmosphere.



Players start with three workers (they will need more of these and, in particular, scientists and engineers) and their own display board. This is where they will place their own buildings and keep track of their airpower. The central board shows buildings for sale along with action spaces where players can put their workers. In their turn, players can place one worker on the central board and as many as they like on their own board. However, they have to take a whole turn to get their workers back again. Thus, each turn they have the tactical dilemma: do I get my workers back so I can do lots of things next time or do what I can with the workers available.

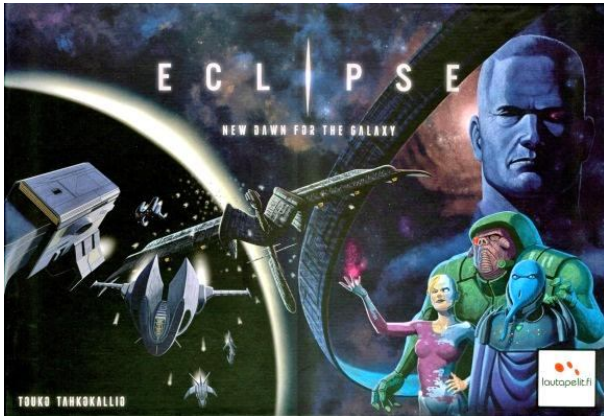
Apart from producing more workers, scientists and engineers so that you can do more things, you use your workers to produce 'yellowcake', refine it into uranium and build atomic bombs or use it to make plutonium and build H-bombs. Of

course, you need scientists to design your bombs (blueprints are drafted from the set of cards available) and engineers to build them and, in the case of nuclear weaponry, test them. And the purpose of airpower is to bomb the factories of anyone who looks like getting there faster than you!

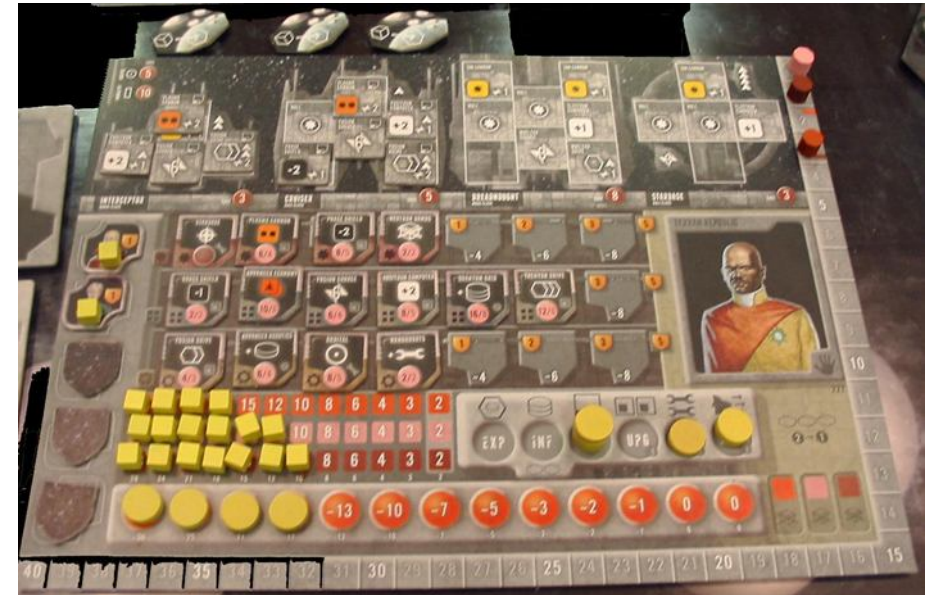
The Manhattan Project was great fun to play – even though I was an abject failure and didn't build a single bomb. And it's also quite a subtle game. Initially you need to build up your military-industrial complex to give you the infrastructure. However, you can't afford to spend too long doing this. I suspect the answer is a happy medium of having just enough infrastructure to build a bomb that's just big enough...

I give *The Manhattan Project* an initial 8/10 on my highly subjective scale and look forward to giving the game another go. Perhaps I should look out a copy of *Nuclear War* to play afterwards...? *The Manhattan Project* is for 2-5 players, aged 13+ and takes a couple of hours to play (though it felt less).

The Gathering reaches a climax on the second Saturday (my fourth day). The flea market in the morning is a chance to pick up some secondhand games (though not too many if you're flying!) and the day ends with speeches (by Alan) and prizes. The prize table is a feature of the Gathering (which Theo and I copied for Furrycon). The idea is that everybody brings a game (of the quality that you would like to take away with you) for the prize table. In random order, everybody gets to choose a game to take away with them. Donations by publishers and extras often mean that there's more than one game to take away – further strain on the luggage allowance.



Anyway, my main occupation on the Saturday was playing *Eclipse*, a mammoth game of galactic exploration and empire-building from Finnish publisher (and distributor) Lautapeliit. In traditional (!) manner, the game is played over large, hexagonal tiles that represent star systems. The players start with their home systems (tiles) spread out around the galactic centre tile. In the early stages of the game, players add extra tiles as they explore, gradually joining up their empires and, at some point, connecting to the centre.



My empire board

Each player also has their own board, showing the state of their empire. Crucial to the game is the row of influence discs at the bottom of each board. These are placed to show actions taken and star systems controlled. However, each empty space on the row shows the (increasing) cost of doing this. The bigger your empire and the more you do, the more it costs to run it. This is a very neat touch. How much each player produces is shown in a similar way. Tracks for money, science and materials are covered with cubes. Each cube placed from the track onto a planet increases production to the amount printed on the space. A track round the edge of the board shows the player's current stock of each.

Then there's technology. A central board shows what technologies are available for players to 'research'. By spending the required amount of science, players can add the appropriate technology chip to their own board. Now they can build (using materials) what the technology lets them do: improved guns, power plants and computers for their spaceships and things like wormhole generators to make travelling easier. The final area on players' board shows what technology they have fitted to the different classes of spaceship.

The spaceships themselves are, of course, spiky little models that give the game some real visual appeal. Moving ships from tile to tile takes a bit of effort (in game terms) and starts a fight when opposing ships move onto the same place. Then it's down to the weapons, shields and computer systems of the opposing



The final confrontation between white and yellow

factions' ships – and the throw of dice. As each player is likely to have developed different technologies, these confrontations can be interesting.

As you'd expect, the game starts with players exploring the galaxy and expanding their empires – in terms of territory, technology and resources. There is conflict too, in the form of dealing with artefacts and ships left behind by the 'Ancients'. Once empires connect, things get interesting. In a neat touch, players can exchange ambassadors, which gives them both some extra production. Fighting is not inevitable. As my game showed, it is perfectly possible to win by building up your empire and taking opportunities to score points from things like developing technology rather than conquering star systems.

I really enjoyed *Eclipse*. It is quite a complex game, but it is also rewarding and has some very clever touches. One thing I liked was the way the very complexity meant that two players were likely to follow different paths and thus have very different strengths and weaknesses when it came to a confrontation. (I thought I had an edge over the white player with my heavily shielded spaceships, but had failed to notice that he would have the initiative and fire first!) I give it 8/10 on my highly subjective scale based on this first encounter. Designed by Touko Tahkokallio, *Eclipse* is for 2-6 players, aged 14+ and takes 2-3 hours to play.

The last Sunday of the Gathering is something of an anti-climax. People start leaving after the prizes and there is a steady stream of goodbyes to be said through Saturday evening and Sunday. There is just time for one last tournament. Tournaments used to be a major feature of the Gathering, but they are more background events these days. However, the traditional Sunday lunchtime finale remains: the ultimate push-your-luck game, *Can't Stop*.

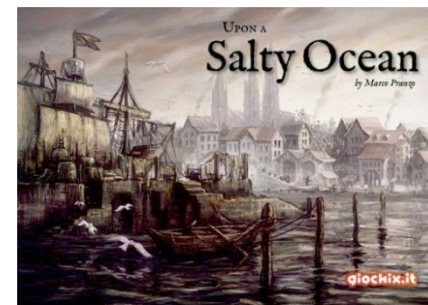
As tournaments go, this is a good one to enter. *Can't Stop* is great fun, doesn't take too long and I, for one, am quite happy to play it several times in a row, if necessary. I was knocked out in the first round, but it was fun.

After that, it was simply a case of final farewells and riding the shuttle to the airport. My journey home was faultless – my plane even touched down at Heathrow half an hour early! An hour later, I was home with a bag of dirty washing and some new games...

Gone Fishing

Upon a Salty Ocean reviewed by Pevans

I was intrigued by *Upon a Salty Ocean* when I first saw it at Spiel '11. The initial attraction was the good-looking artwork depicting the principal buildings of the French city of Rouen, on the banks of the river Seine, in the 16th century. When I was told it was about developing the city and constructing those buildings, it sounded like my kind of game. I've played it several times over the last few months and thoroughly enjoyed it.



According to the game, Rouen's 16th century wealth came from exploiting the rich fishing grounds off Newfoundland. The players are thus fishing merchants who put their wealth into the city buildings – the great cathedral of Notre Dame in particular. They start with one ship in port, loaded with salt, a small depot and some salt production. The last two are shown by cubes in the players' colours on the tracks at the corresponding buildings. The salt is white cubes on the players' own boards, which have spaces for warehouse storage and ships' holds.

The game is played over five turns, so you know it's not going to last too long, and the aim is to have the most money. A lot of the buildings provide bonuses at the end of the game, so one reason to invest in them is to get that payout. This is particularly true of the cathedral. The board has a track at the cathedral for each player. Their cube on this shows the increasing amount they will get back as they put more money in. If you can invest cheaply in the cathedral, it's well worth doing – and not too bad even if it costs a bit more.

The other buildings have spaces for players' cubes, too. Most of them just permit one cube per player and many don't have room for all the players, so you need to think about which buildings you need – and which ones other players will be after. All the buildings provide some benefit during the game and/or a bonus at the end. As already mentioned, there are two with tracks as well as the cathedral. The salt works ("Saline") and the depot: players pay to move their cube along and increase their salt production and storage space, respectively.

Also shown on the board is a grid that represents the market. This has columns for each commodity: salt, herring and cod. The rows show the prices and a neutral-coloured cube marks the current price. Prices go down when players sell, but only go up according to the event tile that takes effect at the start of each turn. A tactical point to note is that players can, indeed, sell salt. Since they produce it for free, this can be profitable. However, the selling price for salt can go right down to zero, so it won't work too often.

The event tile is the first thing to deal with each turn. Each tile does two things. The first is to adjust prices. These almost always go up, as they'll go down every time players sell. The second is to set the conditions for sailing to the New World. Calm seas are fine. Storms damage each ship (reducing its capacity), pirates damage the first ship to sail and poor fishing reduces the size of everybody's catch. Here's where some of the buildings come in: one protects against pirates, another against poor fishing and a third allows players to repair a ship. There's also a building that allows a couple of players to look at the events in advance and one player can even swap two of them.



Once the event tile's been dealt with, the next one is turned over. Thus players can see what's happening next turn and plan for it. The next thing in this turn is to take some actions. As you'd expect in a game with only five turns, players can do a lot of things in a single turn. There is a clever mechanism here to limit players' actions: each costs money. There are four types of action and a cost track for each type. The cost starts at zero and rises each time a player takes that type of action.

This gives a very clear advantage to going first each turn: you can take whatever action you like for free. And you will continue to have a cost advantage through the turn. The obvious option for players later in the turn order is to start with a different action. However, if you need to take an action in the turn, it's cheaper to do so sooner rather than later. This makes for some interesting decisions: cheap action or needed action?

The first action type is sailing: moving your ship(s) to Newfoundland or back to Rouen. When ships arrive in Newfoundland, the salt they're carrying is converted to herring and/or cod, as the player decides. The second type of action is to visit the market. This lets you either buy or sell one commodity. Hence you'll have to pay twice if want to buy **and** sell. Note that any purchases go to your depot, so you need to have the storage space before going on a buying spree.

The third action is buying into a building, which I've already covered. And the fourth action is either buying a new ship (which can only be done once someone's taken a stake in both the shipyard and the naval academy) or moving goods between your depot and ships. This means that getting more fish takes several actions: move salt from depot to ship, move the ship, bring it back and then you can sell. You don't have to sell immediately, though, and it can be advantageous to wait to sell your fish until next turn – especially if the price is going up by a big step.

The turn ends when everybody passes up their chance to take another action (they get expensive pretty quickly). To wrap up the turn, various buildings do their stuff – in particular players now get their salt production, provided they have enough room in their depot. Players who are overdrawn (you're allowed to spend a certain amount more than you have!), pay interest, which is not onerous.

Finally, the turn order for the next turn is set: this is reverse order of players' cash. Now, going first is a definite advantage, but the only way to make sure of this is to spend yourself out of cash – or at least below anybody else. However, money is what you need to win... You can afford to do this early in the game, but later on it's a much bigger decision. In a way, this is self-adjusting: whoever goes last in a turn is likely to have to spend more. Thus they are likely to have least money at the end of the turn and will thus be first in the next turn.

One of the buildings, the Great Clock, comes in here. It lets a couple of players take two actions at once – at a cost. If all the players in turn load salt, sail their

ships, bring them back and sell, the first player gets the advantage of cheaper actions and the highest price when he sells. However, if I can take two actions in one go, I can load and sail as my first action while everybody else just loads. Now I'm ahead of everybody else and get the benefits instead. Other buildings are useful, too, but in my current understanding of the game, the Great Clock is really useful.

What players do in *Upon a Salty Ocean* is pretty straightforward. They must send their ships to bring back fish and make as much

money as they can in order to buy into the buildings that they think will win the game. It's then a question of working out which buildings will give you a tactical advantage – often the ones other people haven't gone for yet. However, at some point, everybody will start investing in the cathedral as it's the biggest source of points in the final scoring.

My only issue with the game is just how re-playable it is since the strategy is the same for all the players. I can thus see that it will become repetitive after a while. So far, however, I have thoroughly enjoyed playing *Upon a Salty Ocean* and look forward to playing it some more.

Upon a Salty Ocean was designed by Marco Pranzo and is published by Giochix (in a multi-lingual edition). It is for 2-4 players, aged 13+ and takes about 100 minutes to play (when you know what you're doing). It gets 8/10 on my highly subjective scale.

This review was first published in the Spring 2012 issue of Gamers Alliance Report (www.gamersalliance.com – you will need to join to see the reports).

Games Events

It seems June is not a month for games events. The next Raiders of the Game Cupboard is in Burton-on-Trent (The Salvation Army Citadel, Mosley Street, DE14 1DR) on 23rd June (10 - 8). This is essentially an open gaming event, covering board game, card games, miniatures and role-playing, with a games



Red's player board: two ships are loaded with salt, ready to sail

library provided by nearby Spirit Games. See the website for more information: www.raidersofthegamecupboard.co.uk

Summer Stabcon is the first weekend in July, 6th-8th, at the Britannia Hotel, Stockport, SK2 6JU. This is always a fun event, with a mixture of board games, CCGs and role-playing in good company. To find out more, sign up for the stabconinfo group at Yahoo! (<http://games.groups.yahoo.com/group/stabconinfo>).

And then there's Manorcon: 20th-23rd July at Stamford Hall, University of Leicester. For more, see www.manorcon.org.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 2013 at the new venue of the Hilton Metropole at the NEC. 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 open 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 125 was written and edited by Pevans. The LPBS masthead (page 21) is by Lee Brimmicombe-Wood as are the drawings on pages 23 and 24. The illustration on page 22 is by Tim Wiseman and the drawings on pages 25 and 26 by Nik Luker. Game artwork is reproduced by courtesy of the publisher. Pevans took the photos and played with Photoshop.

© Paul Evans, 2012

Kingsley Halt

Railway Rivals game 9 – start-up

This game is on the Scotland map – working copies were sent to the players.

Gerald Udowiczenko starts from Edinburgh; Colour RED.

Jonathan Palfrey starts from Glasgow; Colour GREEN.

Mark Cowper starts from Glasgow; Colour BLUE.

Rob Lee starts from Glasgow; Colour BLACK.

GM Notes

As suggested on the map, Leapfrog rules are in play.

Please can I have company names with the first set of orders.

Dice rolls for the first turn: 4, 6, 4

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 22nd June 2012

The Light that Failed

Star Trader game 6 – start-up

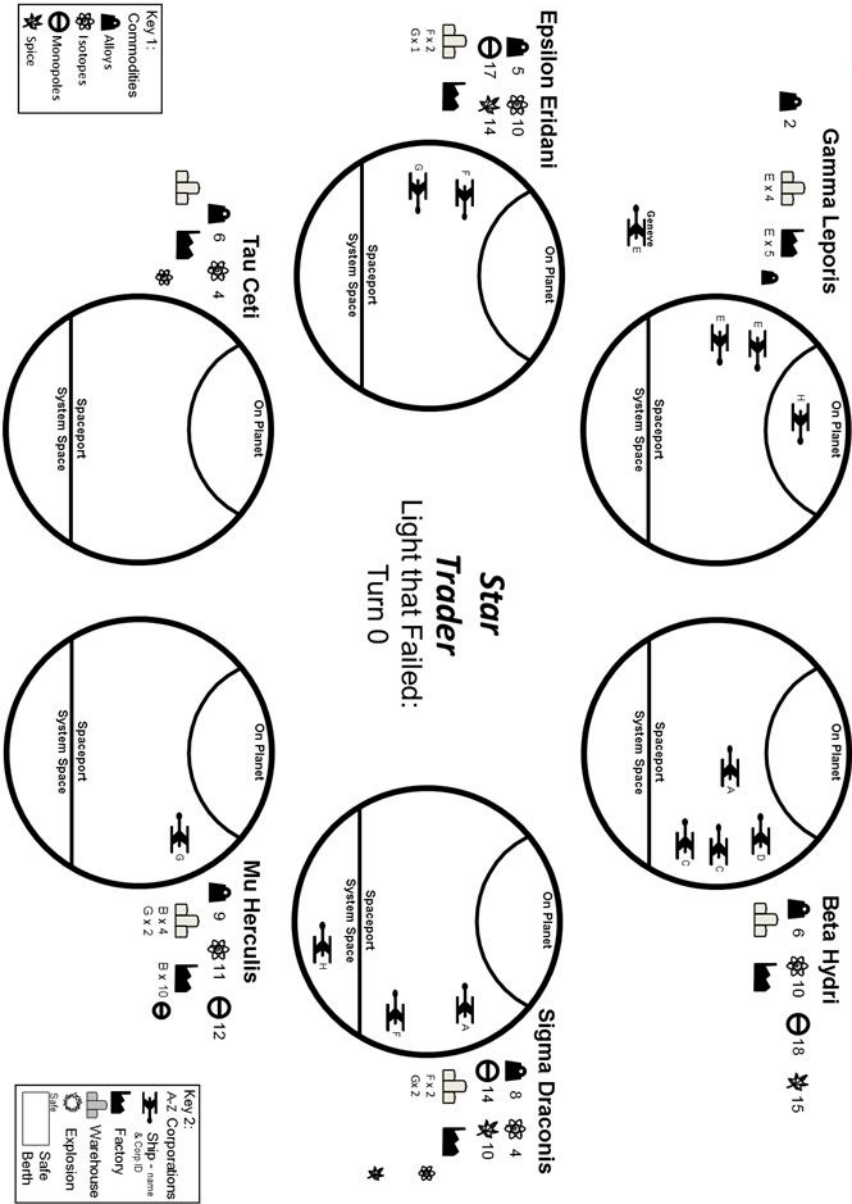
We have eight players for the Corporation game (each player has a specific Corporation with its own advantages and disadvantages) on the basic board.

Player	Letter	Corporation
Howard Bishop	A	Archangel Lines
Andrew Burgess	B	Monogram Industries
Mark Cowper	C	Quasar Enterprises
Mike Dyer	D	Belisar Political
Martin Jennings	E	GamLepCo
Przemek Orwat	F	Holyoke Arbitrage
Bob Parkins	G	Gates-Learjet
Pevans	H	AIA

Players must send their choice of Victory Condition with their first set of orders – Howard, there is only one set of conditions for Monogram – and name their ships.

Pevans has a couple of copies of the original game (in zip-lock bags with the issue of *Ares* magazine the game was published in). One is complete; the other is missing 2 pieces (a ship and an Isotope counter). £20 for the complete game (including UK postage), £16 for the other (ditto): first come, first served.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 22nd June 2012



Great White Hunter
Turn 12

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

A barrage of near misses ends when Matt Wale gets the monkey hiding on I18. This is just enough points to give him the lead ahead of Al Tabor, whose shots go wild.

Pete Holland finds an Antelope, which gives hunters something to aim at next time. This score takes him clear of Mike Dommett, just a point or two behind the leaders.

Nik Luker is the other man to bag something. He wings one of those elusive snakes.

A maximum of two turns to go, a few monkeys left and it's close at the top.

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

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 2½ each.

Scores			
Player	Shots	This turn	Total
Chris Baylis			4.33
Mike Bird			5
Andrew Burgess			4
Charles Burrows	H18,C12	0	10.92
Ash Casey			2.5
Mark Cowper	A18,B18	0	1.25
Mike Dommett	B19,H18	0	18.67
Mike Dyer			13.25
Jerry Elsmore			11.3
Alex Everard			5
Russell Harris			12.67
Pete Holland	K13	4	22.08
Emrys Hopkins			14.33
Dom Howlett	A1,T1	0	11
Andy Kendall			9.25
Nik Luker	F10	5	15.5
Tim Macaire	A9,T8	0	8.71
Przemysław Orwat			4
Jonathan Palfrey			2.5
Colin Parfitt			5.25
Matt Shepherd			7.5
Robert Skynner			4
Mark Stretch			11.8
Al Tabor	A9,Q20	0	23.5
Gerald Udowiczenko	B18,L10	0	6.13
Pam Udowiczenko			9
Matt Wale	H18,I18	4	23.75
David Williams			6
Graeme Wilson	C3,H18	0	6.8
Paul Wilson	E9,L7	0	15

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 29th June 2012**

Games from Pevans

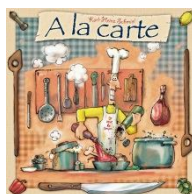
Mail order board and card games in the UK



A la Carte

I have a soft spot for **A la Carte**. The aim is to cook your dishes before the others do. However, to season your dishes you shake little bottles of herbs and spices – carefully, or you'll get too much salt! What really makes the game is sabotaging other people's dishes. **A la Carte** is a wonderful, light-hearted game.

For 2-4 players, aged 14+, playing time 45 minutes: £37.00



Dixit

Dixit is a deceptively clever game that has won many prizes – including the prestigious Spiel des Jahres (Game of the Year) in Germany. The large cards that are the main component of the game are beautifully illustrated. The game is simple, charming fun and highly recommended.

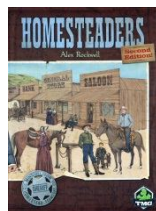
For 3-6 players, aged 8+, playing time 30 minutes: £23.00



Homesteaders

This development game set in the Wild West is one of my favourite games of 2009. It's a clever, atmospheric game that forces players to make tricky decisions. I recommend it. Not least because this is the second edition, which has remedied the production problems of the first.

For 2-4 players, aged 12+, playing time 90 minutes: £37.00



Online at www.pevans.co.uk/Games

Les Petites Bêtes Soyeuses 252

Being a postal game of *En Garde!* run by Pevans since May 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.engarde.co.uk).

**Orders for March 1665 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF, UK or
lpbsorders@pevans.co.uk
by 29th June 2012**



February 1665

The last month of the winter season starts with Parisians settling affairs of honour – no change there! Yves Vrai Bretheauteque's encounters have been postponed, so we start with the meeting between Euria Humble and Zachary The Money Goes. Humble may be the bigger of the two men, but he's also the more obsequious, bobbing his head nervously every few minutes. He has a cutlass, but no seconds. The Money Goes is quietly confident, practising his rapier lunges with his second, Quasi Le Bossu. The two men salute, cross swords and begin their duel. As Humble prepares a slash (a more involved process when using a cutlass), The Money Goes strikes him with a well-practised lunge to draw first blood. Humble promptly surrenders, conceding the fight to The Money Goes and apologising for having got his blood on his opponent's sword.

Major Charles Asnomonai of the Crown Prince Cuirassiers has two members of the 53rd Fusiliers to meet. He goes for Major Armand Slice first. Slice is bulkier than his opponent and both men's old injuries exacerbate the difference. As an infantryman, he carries a rapier while the cavalryman wields a sabre. Pierre le Sang seconds Slice and Pierre Robierre stands alongside Asnomonai. Slice's initial lunge is met by a slash from Asnomonai. This is just the start of a furious slash, though, and Slice's block is no defence against the following cut. Slice has had enough and surrenders.

Asnomonai's fresh wound means he could cry off his second duel, but he squares up to Major Tourtière Mangetout regardless. Without these injuries, this would be an even fight, but Mangetout has the advantage as things stand. He has



Arnaud Surfinmaise as his second while Robierre remains with Asnomonai. Mangetout parries initially, just in case, and then jumps out of the way of Asnomonai's slash. The cut hits him while he's still regaining his balance and pounds him into a surrender. 2-0 to the cavalry this month.

Generals with Aides (or not)

Jacques Shitacks calls in a favour, courtesy of Madelaine, to give his Aide his marching orders. He leaves the fresh vacancy empty. Not so Pierre Cardigan, who makes Arsène Est his Aide. It seems Est has had long enough serving with the Cardinal's Escort.

Brigadier-General Uther Xavier-Beauregard would like to get rid of the Dragoon Brigadier, but doesn't have the influence to persuade his target to even think about quitting. Bdr-Gen Pierre le Sang already commands a Brigade and clearly has his sights set higher. He calls in two favours from Katy Did as encouragement for the First Division commander to resign. The man has no alternative and goes. Le Sang appoints Valéry Singh-Letonne as the 53rd Fusiliers' new Regimental Adjutant and passes some cash to his Brigade Major, Armand Slice. Then he gives his Brigade, Second Foot, its marching orders, as previously announced. Will there be a promotion for Brigadier le Sang?

Charles Rabbit-Vacuum would still like to be Commissioner of Public Safety, but he still doesn't qualify for the position! Nor does Sheikh Yadik Al-Abowt have the qualifications to be Aide to Bdr-Gen Warren Peece. What a shame he has already quit as Regimental Adjutant of the King's Musketeers.

Pierre Bezukhov II signs up with Princess Louisa's Light Dragoons, courtesy of the regiment's commander, Uther Xavier-Beauregard. He buys the rank of Captain and promptly joins the regiment in action as Xavier-Beauregard brings first squadron to join the others. Lieutenant-Colonel Charles Rabbit-Vacuum, who commands first squadron, has already mobilised his men.

Pierre Robierre recruits several of the newcomers to the other Dragoon regiment, Grand Duke Max's. Armand Aix and Dexter Sinistre take Subaltern's positions, while Clignotant de Lame goes for a Captaincy. Their new colleague, Major Chopine Camus, presents each of them with a cash gift, on top of the 100-crown recruitment bonus Robierre gives them.

Bill de Zmerchant joins the Archduke Leopold Cuirassiers at the invitation of Colonel Monty Carlo. He buys the rank of Captain. Col Carlo gives him enough cash to cover four weeks' weapons practise in the hope that he'll try the two-handed sword.

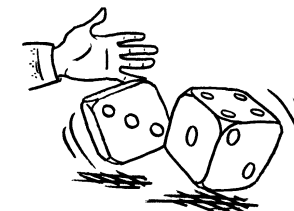
Oranges and ... limes?

His Majesty has requested that Revaulvin d'Or attend him this month and the Minister of State wastes no time, trotting round to the Louvre in week one. He has made the canny move of acquiring a hard-to-find gift for the King: oranges and limes "from the gardens of Barbary". His Majesty is so taken with this impressive gift that he quite forgets why he was miffed with Count d'Or. The two spend a jovial couple of hours ~~gossiping about the court~~ discussing matters of state before Revaulvin is dismissed.



February's social life starts in the Fleur de Lys with Euria Humble hosting the annual New Year's Ball in aid of the Paris Orphanage. Edna Bucquette joins him to welcome their guests. In alphabetical order, the list starts with Armand Aix, followed by Amant d'Au, who brings Bess Ottede with him. Bill de Zmerchant arrives next and discovers that Armand is wearing the uniform of his enemy regiment, Grand Duke Max's Dragoons. Hmm, I have this feeling that several people joined the GDMD this month... Charles Asnomonai follows Bill. Chopine Camus, wearing his uniform as Lt-Col of the GDMD, brings Sheila Kiwi and exchanges challenges with Bill. So does Clignotant de Lame, one of the Dragoons' new Subalterns. Connor McKnight has Emma Roides on his arm and is a period of relief for the oppressed Bill. Jacques le Franc arrives on his own (still smarting from a visit by the Shylocks' boys – good job he had the money to pay them), while Di Lemmere is with Pierre Robierre. Oh dear, Pierre is Colonel of the Grand Duke Max's, so that's another challenge to Bill to complete the set. Rick O'Shea is not a Dragoon, but he is higher socially than Bill de Zmerchant while not being noble, so Bill challenges him, too. Voulo Vault and Laura de Land are the last through the door.

The Ball isn't the only thing going on in the Fleur this week. Gustav Ind and Kathy Pacific settle in with their guests, Devlin Carnate and Belle Epoque. It's also the start of Pierre Cardigan's month-long bash, for which he has taken out a large loan. As he has restricted entry to those of higher social level, Pierre doesn't get as many Toadies as Euria. He has Fifi on his arm to welcome Jean-Luc Beauchamp l'Rojik, Michel Marteau and Maggie Nifisent and Tomas le Matelot and Jacky Tinne. Tomas leads the way to the gaming tables where he places a wager of twelve hundred crowns and watches it disappear into the bank. Not to be outdone, Pierre places a similar bet. Followed by three more. He wins two and



loses two, leaving him with no winnings, but some kudos. The gambling attracts Euria's attention. He strolls over and swaps challenges with Jean-Luc. Jean-Luc calls for support from his CO, Zachary The Money Goes, who's in the Fleur with Anna Rexique, so Euria gets two duels.

Quasi Le Bossu and Guinevere d'Arthur are in Bothwell's where they have Etienne Brule and Ada Andabettoir as their guests while Quasi hands over some cash. In the same club, we find Richard Shapmes and Ella Fant and Warren Peece and Ingrid la Suède. Jacques Shitacks is left outside the club looking for Ilk Lamore Bartat. It seems he is a couple of weeks early. This is embarrassing as he is in full dress uniform and has had the blade of his cutlass engraved with "To the brave and steadfast of the Royal Marines" to present to his host.

Monty Carlo and Charlotte de Gaulle are in Hunter's, as are Jacques Blanc and Marie Antoinette. Red Phillips is the venue for Lothario Lovelace and Josephine Buonoparte. Lothario is grumbling about the debt collectors' recent visit, but it would have been worse if hadn't had the cash!

Week 2 sees the emphasis shift to Bothwell's and Warren Peece's St Valentine's Day party. However, there are still quite a few Parisians to be found in the Fleur. Gustav and Kathy continue to host Devlin and Belle. Pierre and Fifi's guests return, too: Jean-Luc, Michel, Maggie, Tomas and Jacky. Their numbers are augmented with the arrival of Ilk Lamore Bartat and Leia Orgasma. Tomas bets another 1,200 crowns and makes back what he lost last week. Pierre places two more bets, but loses both of them.

Warren and Ingrid expect their guests to be accompanied, but Arnaud Surfinmaise comes on his own. Perhaps he's hoping for a "most eligible bachelor" prize. As it is, Ingrid decides to name him the most dashing gentleman present (Warren excluded, of course). Gaz Moutarde arrives with Anne Tique in tow. Jacques Blanc and Marie are next. Lothario Lovelace brings Josephine away from Red Phillips. Zack and Anna bring up the rear. Having been instructed that she can't keep the prize for "most beautiful lady", Ingrid nominates Josephine to receive it. Elsewhere in Bothwell's, Quasi and Guinevere host Etienne and Ada again. Another corner holds Connor McKnight and Emma. Outside is Voulo Vault, wondering where Richard Shapmes has got to. He's either a week early or a week late for Richard.



Second half

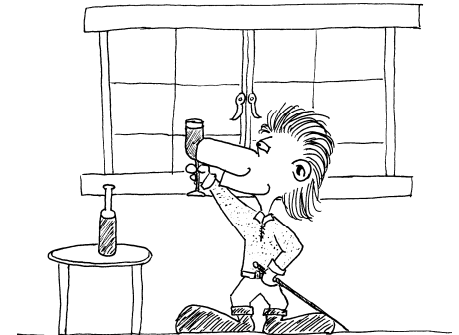
Lt-Col Chopine Camus has invited his new regimental colleagues to Toady to him at the Frog and Peach. Sheila is with him to welcome Armand Aix, Clignotant de Lame and Dexter Sinistre. None of them has female company (despite Dexter's successful courting the previous week). All five return the following week. This is when the Blue Gables gets its only visitors of the month: Etienne and Ada with Toadies Lothario and Josephine.

The main event this week is in Bothwell's again as Ilk Lamore Bartat welcomes First Foot and others. Leia is on his arm to meet and greet. Arsène Est and Lotte Bottle head the list of guests (alphabetically, anyway). Connor and Emma are next, followed by Gaz and Anne. Jacques Blanc and Marie arrive. Then it's Jacques le Franc and Angelina di Griz. Rick O'Shea is on his own (well, he got to the Bawdyhouses the week before) and Warren and Ingrid bring up the rear. However, of the proposed guest of honour, Jacques Shitacks, there is no sign.

At the Fleur, the third week of Pierre's party gets under way. The guest list looks very similar, apart from Quasi and Guinevere taking the place of Ilk and Leia. Gaz and Kathy again host Devlin and Belle. Zack and Anna are in the club under their own steam and Revaulvin d'Or pops in with Deb Estaround.

Revaulvin and Deb are back to finish their month at the Fleur. Devlin and Belle are the guests of Gustav and Kathy for one last time. Pierre and Fifi's guests are somewhat diminished: Michel and Maggie and Tomas and Jacky. Tomas feels the need for one more bet, wagering another 1,200 crowns and winning. Gustav bets twice that amount and loses the lot. Chopine Camus expects to Toady to Jacques Shitacks, but there's no sign of him at the Fleur, so Chopine doesn't get in.

However, the big bash of the fourth week is Quasi Le Bossu hosting the Boozers and Bellringers at Bothwell's. Amant d'Au and Bess head the list. Arsène and Lotte come next. Bill de Zmerchant is still without a companion (despite the success of his earlier courting), as is Etienne Brule. Gaz Moutarde brings Anne and Ilk Lamore Bartat Leia. Jacques Blanc accompanies Marie while Madelaine de Proust is with the guest of honour, Jacques Shitacks. Lothario and Josephine are next, followed by Monty Carlo and Charlotte. Warren Peece brings Ingrid and Zack is there with Anna. Only that last arrival causes any upsets: Musketeer Zack exchanges challenges with Cardinal's man Arsène. Catering for the event is provided by the Sheikh, who has hired two Arab chefs to stand in for him while he's on the frontier. He uses his own funds to augment Quasi's budget for catering and throws in a few "Sheikh cakes" as well.



Connor McKnight is also in Bothwell's with Emma on his arm and Rick O'Shea as his guest. Their main topic of conversation is finances, with Connor having borrowed heavily, in part to assist Rick in re-financing his loans from the Shylocks. The only other club with a visitor is the Frog and Peach where Arnaud Surfinmaise is to be found. Without, one notes, the young lady whose affections he won the week before. Talking of affections, Eric de Miabeille will not be

pleased with the "Dear John" letter on its way to him. Still, at least he will have a duel with Clignotant de Lame on his return from active service.

The gymnasiums are pretty busy this month, but nobody feels the need to spend all month there. The most exercised men are Euria Humble (three weeks with cutlass, which must be a strain for anyone), Egon Mad 2 (three with rapier – following one in the Bawdyhouses) and Pierre Robierre (three weeks sabre practice). To be found in the gym for two weeks are Amant d'Au (dagger), Arsène Est (rapier), Charles Asnomonai (sabre), Jacques le Franc (cutlass), Jacques Shitacks (rapier), Monty Carlo (two-hander), Richard Shapmes (rapier) and Voulo Vault (rapier).

His Majesty issues invitations to the Louvre to Revaulvin d'Or and Zachary The Money Goes. The one to discuss matters of state, the other to explain what he is up to with the Fleur de Lys.

The Second Foot arrives

A month with no supplies and the arrival of a full Brigade of French infantry leaves the Spanish defenders without much chance of holding out. They continue to resist, though, and put up a determined defence as the French troops make another assault. The main wave is Second Foot Brigade and they just wash across the ramparts, though they do take casualties. They are backed up by Princess Louisa's Light Dragoons, while the 4th Arquebusiers support the Frontier regiments making the initial, diversionary attack.

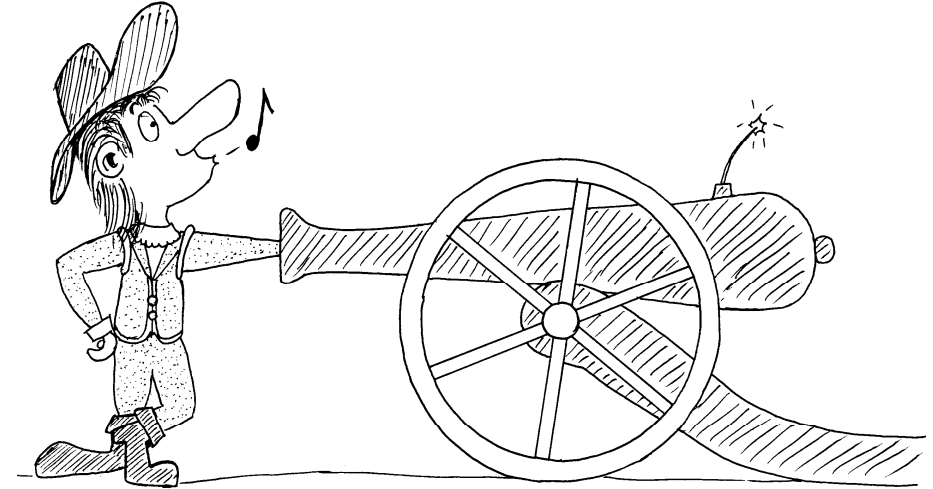
Brevet Bdr-General Pierre le Sang has his rank made permanent for his success leading Second Foot. As the French troops get down to some pillaging, he grabs 2,000 crowns as his share. His Brigade Major, Armand Slice of the 53rd, is promoted, too, As Lt-Colonel he is now the senior officer in the regiment, but remains outside the chain of command while he serves as Brigade Major. His share of the booty is 10% less than his boss's.

Major Tourtière Mangetout is acting commander of the 53rd Fusiliers and acquits himself well. Not least in collecting loot: his collection is worth some two and a half thousand crowns. However, he has to report the death of Captain Valéry Singh-Lettonne. The Captain was one of the first to the top of the battlements, only to be pushed off by undeterred defenders. RIP.

Bdr-Gen Ali Vouzon, commanding the 13th Fusiliers, is commended in the Despatches for leading his men along the ramparts to clear them of Spanish forces and make it easier for the rest of the French forces to gain access. This seems to have left him in a good position for a spot of plunder, too, as his total comes to 2,300 crowns.

The PLLD leave their horses in camp and join the assault on foot. They follow Second Foot over the ramparts and are instrumental in taking the rest of the fort. Their commander, Bdr-Gen Uther Xavier-Beauregard, is Mentioned in

Despatches ("Really should have left his horse with the others!") before getting down to the serious business: 2,200 crowns worth of it. He is granted a Barony by a grateful monarch. Lt-Col Charles Rabbit-Vacuum is Mentioned as well, but can only find half as much loot as his commander. Captain Pierre Bezukhov II makes it his job to look after the horses, which puts his name into the Despatches ("They also serve...").



RECKLESS BRAVERY

The Fourth Arquebusiers take heavy fire initially and retire without taking any ground. The two Majors flip a coin and it's Major Noel Fornam Idya who gets a brief Mention ("also present") while Major Glock von Spiel doesn't.

Of the Frontier regiments, only number 4 makes any headway, with the attached first battalion of the King's Musketeers taking the lead. They find a weak point in the fortifications and storm through. KM Lt-Col Jacques de Gain is Mentioned for his initiative ("Some initiative") and is made an Earl. He adds just over a thousand crowns to his personal funds. For Captain Patrice d'Romilly there is a brief Mention and some 800 crowns of booty.

Major Sheikh Yadik Al-Abowt's second battalion of the KMs covers the precipitous retreat of Frontier regiment 3 when the Spaniards' last artillery piece opens up on them at close quarters. The Sheikh is Mentioned at length in Despatches ("He does rather go on...") and is Knighted.

Bdr-Gen Armand de Luc's advice is once again ignored by Second Frontier regiment. They get battered; he gets a Mention in Despatches.

First Frontier holds the line, but they take casualties from the Spanish musketry until the assault succeeds. Amongst them is Private 'X1'. RIP. The attached squadron of the Queen's Own Carabiniers gets some exercise chasing down the few Spanish troops who get away. QOC Major Eric de Miabeille is Mentioned in Despatches and tots up over fifteen hundred crowns in booty. ♦

Press

Announcements

Reminder: I will be volunteering the RM in March. Maybe we'll be somewhere more naval than Austria this time.
† ILB

I have always been a fighting General and feel the call of battle ringing in my ears – though that could just be the three bottles of claret I had last night and the way Deb boxed them after coming home at four of the clock. A General needs an Aide as the Sun needs the Moon and I am seeking someone to be my Moon, to shine brightly on the fields of enemy dead and gild our martial banners with the silver light of victory. Applications in blood – no green ink this time – and on the captured banner of a vanquished foe.

† General Revaulvin d'Or,
Soldier of France

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

Despatches from the Front

Heard in the distance as Valéry approaches the French lines with his regiment:

Vas-y, Horace Vorace! Oatcakes for breakfast!

Matters of Honour

To the half-baked Etienne Brule
Many people would have hesitated to call a man a coward immediately after refusing to meet him on the duelling field, particularly as he volunteered to fight France's enemies while you were getting rascally drunk on the Frog & Peach's shandy. Obviously, however, you have no more shame than you have courage. You are unable to hold a rapier, as your duelling record shows; you are unable to hold a musket, as your battle record shows; and you are unable to hold your drink. But because you are able to hold a pen (an achievement which most of us share), you see fit to defame my late cousin Vaux de Ville. Well, Sir, in the army of King Pevans (Whom God Preserve), a man's ability to write is less important than his ability to fight. En Garde!
† BdZ

Social

To: Sir Warren Peece

My dear sir, it is most kind of you to extend me an invite to your club in March (Wk 1), in recompense for the fact I was sadly unable to attend the Christmas celebrations. I shall be delighted to come along and will bring with me some more of my special cakes that you enjoyed so much. Alas, due to the ungentlemanly conduct of one of the Dragoon Guards, who has led astray my mistress while I am away fighting Spaniards, I shall be attending unaccompanied on this occasion. A thousand blessings from the Prophet upon you and your household.

† Major Sheikh Yadik Al-Abowt
Regt Adj't Kings Musketeers
(Honorary member 69A)

The unseasonably hot weather seems to have resulted in a large increase in the number of rats on our streets. I have researched the topic and it appears that, in a German town called Hamelin, a piper drove a horde of rats away with his piping. It appears loud music is the solution. All members of the Boozers and Bellringers are requested to gather outside Notre Dame in the first week of March armed with your largest bell so we can drive the furry little beasts into the Seine with our Campanology skills. After this, it's back to Bothwell's for a quick pint or two: drinks paid for, Ladies welcome.

† Chairman Quasi le Bossu

The Picardy Prom

I invite anyone of SL 6 or less to join me in my club during the third week of March for dancing and as much refreshment as you can afford. Members of the Picardy Musketeers and guests within 1 SL of myself carouse at my expense. Regimental Enemies not welcome.

† Major Etienne Brule

I will be in my club for all four weeks of the next month to discuss the summer campaign in my dual capacity of Field Marshal and Minister of War. It would be my great pleasure to host all those senior members of society who might wish to lend me their insights – I will of course cover all costs. The details: All characters SL 20+ are invited to the Fleur de Lys in weeks 1-4.

† Field Marshal Earl Ind,
Minister of War

Regimental Letters

To: Bill de Zmerchant
Monsieur,

I see you are new to Paris and would like you to join the finest regiment in all of Paris; namely the Royal Marines.

Come fight, drink and play with a big cutlass.

Yours,

† Jacques Blanc – Lt Col Royal
Marines

To: Bill de Zmerchant
As Jacques says, you'd be welcome as a Captain in the regiment.

† Bartat, Colonel RM

Gentlemen,
Thank you for your kind invitation, but your regiment looks rather too crowded for me. I am applying to the ALC, so we will at least be friendly regiments. Would either of you be kind enough to act as my second?

† Bill de Zmerchant

Sir,
I wish you all the best and would happily second you.

Regards, † Jacques

Personal

"Why do so many men follow UXB?"
"Curiosity!"

Dear CRV,
You know what they say: there's no smoky bacon without porcines.

† AE

Dear Viscount Humble
Please do not think that I allowed Quinevere [sic] to invite Lt Colonel Non Jeune, late of the Cardinal's Guard, to tea on your behalf. Despite your recent efforts in the frontiers, I fear your previous indiscretions have cast a shadow over your true character which I, as in one swallow doesn't make a spring, will watch with interest to see if you can maintain this new spirit of courage. Luckily, you have my good friend Arsène (Est) beneath you and he is a true man of steel, who deserves a chance to advance, so all well and good, and we were pleased to help. I look forward to you bringing back the glory days to the Cardinal's Guard.

† Sir Quasi le Bossu

Humble,
I see after a lot of grovelling you finally dragged yourself up to Lt-Colonel. Let's hope you are man enough up for the job.

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

To: Jacques Blanc
Word reaches me from Paris that a terrible smell has recently returned to the city, coincidental – would you not agree? – with the fact that so too have you! Indeed one of our junior officers has written to me to say that you were seen walking rather "uncomfortably" near to the stables of the Bastille, shedding copious amounts of straw from your garments and with what appeared to be a bridle and several carrots stuffed under your tunic.

It is a pity that we currently have no Commissioner for Public Safety, since I am sure that he would be interested in investigating rumours of a number of past break-ins to stables and barns close to the outskirts of Paris that have recently ceased, while at the same time exploring the link between these and some fresh encroachments within the city. I, for one, have sent back comprehensive instructions to ensure the protection and chastity of Abdul, my prize camel, and the 2 Arab stallions that I keep in the regimental stables, for I fear that no equine or dromedary is safe while you roam the streets.

Finally, I must make reference to your hollow words of threat to my esteemed friends and colleagues in the 69A. A somewhat empty threat as there are currently no gentlemen of

prominence amongst their ranks who choose to socialise on the Parisian scene. However, I am more than happy to take up my sword upon their regiment's behalf and suggest that you direct any further challenges towards me and I will meet you "upon the cobbles" to see honour and justice avenged.

† Major Sheikh Yadik Al-Abowt
Regt Adj't Kings Musketeers
(Honorary member 69A)

In the early morning dawn.
Mysterious hoofbeats in the distance, getting closer and closer to the ALC's HQ ... Galoop, Galoop...
A disembodied voice is heard exclaiming, "The ghastly Carlo is a FINK!"
And the hoofbeats retreat into the gloom of the dawn.

Oh no: the return of the Lone Haranguer!
† Le Roi

Lord Percy Percy says, as fashion is tending towards the superfluous, brique Shithouse has a very fashionable codpiece.

Eh? What? February already? What happened to January?

Oh no, it's happened again! Another blank in my memory.

Frankly, you'd think that being abducted by aliens for a few weeks (being seduced by sultry, grey-skinned maidens etc.) would INCREASE one's social standing rather than reducing it! Oh well, c'est la vie!

Ali Vouzon's stream of (un) consciousness

To: Sir Quasi le Bossu,
Chairman, Boozers and Bellringers
My friend,

I regret that I was unable to attend this month's party as I was still engaged in killing Spaniards. However, I sent along my cousins, Mohammed and Osama, to fulfil my role as catering organiser thereby ensuring that the cuisine remained of excellent quality for our members. I used some of my own funds to secure the necessary ingredients for some 'Sheikh cakes' to be available throughout the week and I trust these helped to contribute to an enjoyable time for all. I look forward to attending the next party in person.

† Major Sheikh Yadik Al-Abowt
Catering Organiser B&B

To all good gentlemen of Paris, I am new to your kind city and I hope to meet many of you in quaffing a few good drinks and swapping tall tales of military expeditions and bedroom expeditions too!

I am a righteous person with a strong sword arm to support any good friend. So hello and good prayers to the gentlemen of Paris.

† Pierre Bezukhov II

B.Bdr General, Sir Warren Peece
My dear Sir,

I saw that you are seeking the services of a competent Aide and would like to humbly put myself forward for this role. I am currently away at the Front for one last month but expect to return to Paris in March. I am quite used to organisation and paperwork through my post as KM Regt Adj't and I also

have lots of 'cakes' that I can bring to meetings!

Best regards,

† Major Sheikh Yadik Al-Abowt
Regt Adj't, Kings Musketeers

Dear Major Sheikh Yadik Al-Abowt

Sir, I would be honoured.

Yours etc, † WP

Dear B.Bdr General, Sir Warren Peece,

My sincere gratitude to you and I pledge to serve you to my utmost ability. It is indeed an honour to be your prospective Aide.

May the Prophet shower blessings upon you and your camels remain forever fertile.

Your most humble and respectful servant,

† Major Sheikh Yadik Al-Abowt

There: just that word "Major" says so much!
† Le Roi

Humble Scum,

I really shouldn't have expected any less then. You couldn't even be bothered to bring your regimental weapon to our duel; instead you brought some hunk of metal. How you ever got to be in charge of a regiment, even one as useless as the Cardinal's Guards, is beyond me. I think perhaps the CPS should investigate!

With contempt,

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

Dear Rabbit-Vacuum

I've met the heathen in matters of honour. Trust me, he cannot speak a word of French.
† AE

Poetry Corner

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

The Gallant Shitacks

Our nation is one of the best

We've conquered most of the rest

When we attack

We're led by Shitacks

With the heart of a lion in his chest

† Armand Aix

The Quick March of the Royal North Highland Border Regiment

(Tune: erm, you can probably guess...)

1 D'ye ken yon squeal at the break of day?

D'ye ken yon squeal that's no far away?

D'ye ken yon squeeeal

s'not the pipes that we play -

It's the sound of our bowels in the morning!

2 For we looked on the wine while it was red.

Now it's tomorrow and we wish we were deid.

But a North Highland laaaaaaad

just d___s his sore heid

And is still up fer a scrap in the morning!

Found scratched on a privy wall behind Bothwell's

Nnnnnnyyyahhkks

Nnnnnnyyyahkks

Ooooghhhh

Ooooooghhhh

Sssshiiiiitaacccks!

† The Privy Poet

Points Arising

Next deadline is 29th June 2012

Next turn is the start of a new season. **All characters start the month in Paris and all duels must be fought.** Any vacant appointments not taken by player characters will be filled by NPCs – unless appointed by a player character, who may order that they are left vacant (if you have a post or rank that allows you to appoint other characters to vacant posts, don't forget to give some orders).

Apologies to all who voted on EB's challenge to GvS this turn: you'll have to do it again next turn (while I try to get this straight in the software).

Absent friends

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

GdLi Gar de Lieu (Bill Hay) has NMR'd. Total now 1

PdR Patrice d'Romilly (Simon Burling) has NMR'd. Total now 3 and is sent to a Frontier regiment

X1 (Derek Brister) got the benefit of the doubt and was floated. I haven't set up a new character for Derek, but will do so when he is able to return to the game.

YVB (Chris Boote) has been floated as Chris is in South Africa: "the land that wi fi forgot!"

New En Garde! game

Philip Murphy (whom some of you will recall from the 'zine *Morrigan*) is

setting up an *En Garde!* game (using the software I use for *LPBS* – the first time this has been done for 15 or so years) and looking for more players. If you're interested, drop him a line at lists@orlanth.org – if it's any kind of incentive, I've already signed up to play.

Notes

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

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

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

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

Announcements

Egon Mad 2 applies for Commnr. of Public Safety

Egon Mad 2 applies for Minister without Portfllo

Ilk Lamore Bartat asks NPC Captain 1 of Royal Marines to resign

Duels

Results of last month's duels:

Zachary The Money Goes (with QLB, gains 1 Exp) beat his enemy Euria Humble.

Charles Asnomonai (with PR, gains 1 Exp) beat his enemy Armand Slice (with PIS).

Tourtierre Mangetout (with AS, gains 1 Exp) beat his enemy Charles Asnomonai (with PR, under half Endurance).

Voulo Vault didn't turn up to fight Charles Rabbit-Vacuum and lost SPs.

Grudges to be settled next month:

Sheikh Yadik Al-Abowt (Rapier, Seconds PR) has cause with Yves Vrai Bretheauteque (Sabre, adv.) for pinching Frances.

Uther Xavier-Beauregard (Sabre, Seconds QLB, 3 rests) has cause with Tomas le Matelot (Sabre, Seconds PC & PIS, adv.) for pinching Jacky.

Etienne Brule (Rapier, 3 rests) challenges Glock von Spiel (Rapier, adv.).

Tomas le Matelot (Sabre, Seconds PC & PIS, adv.) and Yves Vrai

Pierre le Sang applies for Commnr. of Public Safety

Voulo Vault asks NPC Aide to Crown Prince to resign

Bretheauteque (Sabre, 4 rests) have mutual cause as neither stood down over Frances.

Connor McKnight (Sabre, Seconds ROS) and Yves Vrai Bretheauteque (Sabre, adv.) have mutual cause for being in enemy regiments.

Armand Aix (Sabre) and Bill de Zmerchant (2-Hand, Seconds MC & JB) have mutual cause for being in enemy regiments.

Bill de Zmerchant (2-Hand, Seconds MC & JB, adv.) and Chopine Camus (Sabre, Seconds PR) have mutual cause for being in enemy regiments.

Bill de Zmerchant (2-Hand, Seconds MC & JB, adv.) and Clignotant de Lamé (Sabre, 3 rests) have mutual cause for being in enemy regiments.

Bill de Zmerchant (2-Hand, Seconds MC & JB, 1 rests) and Pierre Robierre (Sabre, Seconds SYAA, adv.) have mutual cause for being in enemy regiments.

Bill de Zmerchant (2-Hand, Seconds MC & JB, 2 rests) has cause with Rick O'Shea (Cutlass, Seconds CMK, adv.) as he's not Noble but higher SL.

Euria Humble (Cutlass, adv.) and Jean-Luc Beauchamp l'Rojik (Rapier, Seconds ZTMG, 5 rests) have mutual cause for being in enemy regiments.

Euria Humble (Cutlass, 2 rests) and Zachary The Money Goes (Rapier, Seconds QLB, adv.) have mutual cause for being in enemy regiments.

Eric de Miabeille (Sabre, Seconds MM, adv.) has cause with Clignotant de Lamé (Sabre, 2 rests) for pinching Freda.

Arsène Est (Rapier, Seconds TIM & PC, 5 rests) and Zachary The Money Goes (Rapier, Seconds QLB, adv.) have mutual cause for being in enemy regiments.

Bill de Zmerchant (2-Hand, Seconds MC & JB, adv.) challenges Etienne Brule (Rapier).

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

Challenges to be voted on:

Bill de Zmerchant challenges Etienne Brule for insulting Viv.

Etienne Brule challenges Glock von Spiel as he was not able to meet him this month.

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.

New Characters

Paul Appleby gets the Second son of a well-to-do Baron: Init SL 7; Cash 250; MA 5; EC 2 (X1).

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign __	Captain N
Aides: to Crown Prince N	to Field Marshal MM
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General EM2
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety __	
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.

Army Organisation and next year's summer Deployment

First Army (Defence)	PC/AE/N4/N
Guards Brigade (Defence) – RFG CG KM	
Second Army (Assault)	TIM/_/_/PR/N
First Division (Assault)	_/_/_/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 if needed) for NPC, _ for vacant

Brigade Positions

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

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

Regiments

	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	RS	EH	ZTMG		CMK	MC		ILB	PR	N3	AV	UXB		WP	N5		
LCol	DC		JdG	N1	MM		N4	JB	CC	N4		CRV	ASli+	N5	N5	N3	N5
Maj	N4	N4	JLBR+	N3	EdM	N2	N5+	ROS+	N3	N1	N5	N6+	TM	N3+	NFI		N5+
Maj	N6	AE	SYAA	N2	N5*	N3	CA	GM		EB	N4*	N4	N3	N4	GvS		N2
Capt	AdA	N1	N6	N2	N1	N5	N3	N1	N2	N5	N6	PB2	N4	N2	N5*	N1	N1
Capt	N2	N5	N2	N3	N2	N6	N5	JIF*	N5	N3	N2	N6	N3	N5	N2	N1	N2
Capt	N5	N2	PdR	N3	N2	N6	N3	N3	N6	N4*	N4	N1	N4	N3	N5	N5	N1
Capt	N5*	N6*	N1	N4*	N2	N3*	N1*	N3	N3*		N2	N5	N6	N3*	N3	N5*	N3*
Capt	VV			YVB		BdZ				CdL							
Capt																	

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

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

* shows the regiment adjutant; + shows ranks held by characters with a (senior) brevet rank or an appointment elsewhere.

Frontier Regiments

	(Defence for Mar-May)				
	F1	F2	F3	F4	RNHB
Colonel	N2	N2	N4	N6	N8
Attached					
Also at the Front					

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

Battle Results

2nd Foot Brigade: 2
13th Fusiliers: 2
53rd Fusiliers: 2
Princess Louisa Lt Dragoons: 2
4th Arquebusiers: 4

Frontier regiment 1: 3
Frontier regiment 2: 5
Frontier regiment 3: 6
Frontier regiment 4: 1
RNHB regiment: 1

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	GI
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	MM
55	Jacky Tinne	16		TIM
52	Guinevere d'Arthur	15	B/W	QLB
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	PC
62	Alison Wunderlandt	14		
11	Laura de Land	13		VV
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	AE
12	Charlotte de Gaulle	12		MC
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	AdA
1	Sue Briquet	11	B	
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	RdO

No	Name	SL	Attr	Last
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	CMK
33	Anna Rexique	10	I	ZTMG
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	JB
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	DC
13	Josephine Buonoparte	6	I/W	LL
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	EB
25	Lois de Low	5	B	

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
RdO	Count Revaulvin d'Or	26	64	Rich	General/State Min.	13	Deb	Flr	4	Jerry Spencer
DC	Earl Devlin Carnate	26	61	Rich	Lt.Colonel RFG/Min w/o Port	10	Belle	Flr	2	Bruno Giordan
GI	Earl Gustav Ind	26+	78	Withy	Fld Marshal/War Minister	9	Kathy	Flr	6	Ashley Casey
ZTMG	Count Zachary T Money Goes	25	65	Comfy	Colonel KM	18	Anna	Flr	4	G Udowiczenko
GdLi	Earl Gar de Lieu	25	F	Comfy	General/Justice Min.	5		Flr	4	Bill Hay
JS	Count Jacques Shitacks	24	53	Rich	General/Chancellor	3	Madelaine	Flr	4	David Oliver
EM2	Earl Egon Mad 2	22	59	Rich	B.Lt-General/Adjutant Gen	9		Flr	2	Tym Norris
JdG	Earl Jacques de Gain	21	F	Rich	Lt.Colonel KM/1st Div Adjutant	15		Flr	4	Ben Brown
PC	Baron Pierre Cardigan	20+	66	Comfy	General/1st Army Commndr	9	Fifi	Flr	4	Matt Shepherd
EH	Viscount Euria Humble	19-	19	Rich	Colonel CG	15	Edna	Flr	5	Matthew Wale
TIM	Baron Tomas le Matelot	18+	56	Withy	B.General/2nd Army Commndr	8	Jacky	Flr	4	Tim Skinner
QLB	Sir Quasi Le Bossu	17	35	Comfy	Lt-General/Min w/o Port	8	Guinevere	Both	6	Mark Cowper
MM	Sir Michel Marteau	16+	50	Poor	Lt.Colonel QOC/FMshl's Aide	1	Maggie	Both	1	Neil Packer
ILB	Sir Ilk Lamore Bartat	15	36	Withy	B.Bdr-General RM	6	Leia	Both	6	Andrew Kendall
PIS	Sir Pierre le Sang	14	F	Comfy	Bdr-General/2 F Brigadier	5		Both	4	Bill Howell
JLBR	Sir Jean-Luc Beauchamp	14	46	Withy	Major KM/Gds Brigade Maj.	6		Both	4	Rohan Keane
RS	Richard Shapmes	13	26	Rich	B.Bdr-General RFG	7	Ella	Both	4	Charles Popp
UXB	Baron Uther Xavier-Beauregard	13	F	Withy	B.Bdr-General PLLD	7		Hunt	3	Pete Card
CRV	Charles Rabbit-Vacuum	13	F	Comfy	Lt.Colonel PLLD/2nd Div Adjutant	3		Both	5	Mike Dommert
EdM	Sir Eric de Miabelle	13	F	Withy	Major QOC	8		HGds	3	Pete Holland
ROS	Rick O'Shea	12	30	OK	Major RM/1 F Brigade Maj.	3		Both	6	Paul Wilson
CMK	Sir Connor McKnight	12	29	Comfy	Colonel QOC	3	Emma	Both	5	Graeme Wilson
WP	Sir Warren Peece	12	27	Withy	B.Bdr-General 27M	8	Ingrid	Both	2	P Udowiczenko
YVB	Sir Yves Vrai Bretheauteque	12	25	Withy	Captain DG	4		Both	1	Chris Boote
AdL	Armand de Luce	12	F	Comfy	Bdr-General	5			2	Francesca Weal
JB	Sir Jacques Blanc	11	35	Comfy	Lt.Colonel RM	4	Marie	Hunt	4	Dominic Howlett
MC	Sir Monty Carlo	11	31	Comfy	Colonel ALC	9	Charlotte	Hunt	4	Andrew Burgess
AE	Arsene Est	11+	36	Poor	Major CG/Gen's Aide (1st Army)	5	Lotte	Hunt	5	Ray Vahey

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
GM	Gaz Moutarde	10	31	Comfy	Major RM	3	Anne	Hunt	2	Mike Dyer
AV	Sir Ali Vouzon	10	F	Withy	B.Bdr-General 13F	6		Hunt	1	Graeme Morris
SYAA	Sir Sheikh YadiK Al-Abowt	10	F	Comfy	Major KM	5			3	Jas Fazackarley
AdA	Amant d'Au	10+	35	OK	Captain RFG	3	Bess	Hunt	5	David Brister
VV	Voulo Vault	9	19	Poor	Captain RFG	2	Laura	Hunt	2	Mark Booth
PdR	Patrice d'Romilly	9	F	Comfy	Captain KM	6		BG	2	Simon Burling
JIF	Jacques le Franc	9+	34	OK	Captain RM/RM Regt. Adjit.	6	Angelina	BG	6	Charles Burrows
PR	Pierre Robierre	9+	33	OK	Colonel GDMD/2nd Army Adjutnt	4	Di	BG	1	Bob Bost
NFI	Noel Fomam Idya	8	F	Comfy	Major 4A	1		BG	4	Martin Jennings
EB	Etienne Brule	8+	44	Poor	Major PM/LtGen's Aide (QLB)	2	Ada	BG	4	Jas McReynolds
BdZ	Bill de Zmerchant	8+	31	Poor	Captain ALC	5		BG	3	Tim Macaire
CC	Chopine Camus	7+	37	Poor	Lt.Colonel GDMD	2	Sheila	F&P	4	Stew't Macintyre
CA	Charles Asnomonai	7+	35	Poor	Major CPC	2		RP	4	Gerry Sutcliffe
TM	Tourtierre Mangetout	6	F	Comfy	Major 53F	2		RP	4	Howard Bishop
ASli	Armand Slice	6	F	Comfy	Lt.Colonel 53F/2 F Brigade Maj.	5		F&P	5	David Williams
LL	Lothario Lovelace	6+	25	Poor		5	Josephine	RP	4	Geoff Bowers
AS	Arnaud Surfinmaise	6+	19	OK		5		F&P	5	Nik Luker
GvS	Glock von Spiel	5	F	Comfy	Major 4A	3			5	Colin Cowper
CdL	Clignotant de Lame	5+	32	OK	Captain GDMD	2		RP	1	Peter Farrell
AA	Armand Aix	4+	28	Poor	Subaltern GDMD	3		RP	4	Joe Farrell
DS	Dexter Sinistre	4+	22	OK	Subaltern GDMD	1		RP	3	Martin Adamson
X1		3	RIP							Derek Brister
VSL	Valéry Singh-Letonne	3	RIP							Paul Appleby
PB2	Pierre Bezukhov II	3	F	Poor	Captain PLLD	2			3	Carl Chambers

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+